

LARA CROFT GO FOR PS4, PS VITA and PC/Steam Q&A

Why bring Lara Croft GO to PS4, PS Vita and PC?

In celebration of Tomb Raider's 20th anniversary, we're giving Lara Croft fans a new way to celebrate the franchise by allowing them to rediscover classic Lara and releasing new content on these platforms.

Is Lara Croft GO for PlayStation 4, PlayStation Vita and PC/Steam a port of the mobile game? Why should I get this game again when I already have the mobile version -- what's new?

We've developed the game in collaboration with Montreal indie studio KO_OP, the developer behind award-winning puzzler GNOG, to bring our very own award-winning puzzle game Lara Croft GO to PlayStation and PC/Steam players alike. In addition to the core game, we're releasing a brand new story chapter, "Mirror of Spirits" that will include 25 new puzzles, new mechanics, new artifact, new costume and new achievements.

What is the content that is available for Sony platforms right now?

The "Mirror of Spirits" will first be available on Lara Croft GO for PlayStation 4 and PS Vita players. This new story chapter includes 25 new puzzles, new mechanics, one new artifact, one new costume and new achievements. Additionally, PlayStation players who purchase and play the game on both platforms can save their progress on both devices.

Why is the "Mirror of Spirits" only on PS4 and PS Vita?

We partnered with Sony to make the "Mirror of Spirits" story chapter available to PlayStation players first, then we will make it available three months later on March 3, 2017 for Steam/PC.

What is the new "Mirror of Spirits" story chapter about?

After accidentally unleashing the powers of the Mirror of Spirits in her trophy room, Lara embarks on a journey through a shattered Croft Manor, torn between the real world, and the realm of spirits. In this whole new chapter, players will face new tricky puzzle mechanics, explore surreal broken environments, and solve the mystery that lies beneath it all, with multiple nods to the classic games as an homage to the franchise.

When is the launch date for each platform, and how much will it cost?

Lara Croft GO is now available (released December 3, 2016) for PS4, PS Vita for \$9.99 and \$7.99 for PS Plus members. The game will be available for Steam/PC on December 5, 2016 for \$9.99, \$7.99 at launch. PlayStation players will be the to first experience the new "Mirror of Spirits" story chapter, including 25 new puzzles, new mechanics, artifact, costume and achievements. We will then make this new chapter available for PC and mobile players in three months on March 3, 2017.

Why is the game not available for Xbox One -- will it eventually release for the console?

Additional platforms will be discussed at a future date

Are there plans to release Lara Croft GO for PS4 Pro?

Lara Croft GO is fully compatible with PS4 Pro. While the game won't run in native 4K, Lara Croft game will run in 1080p with the same smooth and consistent 60 FPS as it runs on PlayStation 4.

