

TRFORGE



Quad Bike

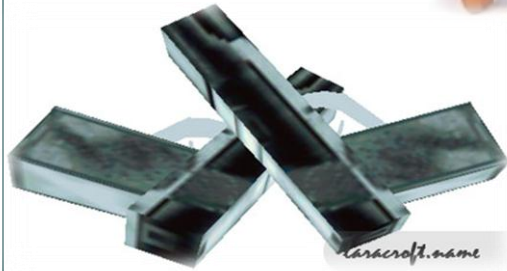


Handling	4
Acceleration	4
Raiding ability	2
PC control	5

IT WAS HARD RATING THIS ITEM 'CAUSE OF THE FACT THAT IT'S MY FAVORITE TRANSPORTATION DEVICE IN ALL OF THE TOMB RAIDER SERIES. THIS QUAD BIKE GETS A 4 FOR *HANDLING* 'CAUSE THIS IS VERY MANEUVERABLE ESPECIALLY FOR THE TRLEVELS. IT GETS A 4 IN *ACCELERATION* BECAUSE IT'S AGILE; IT'S ABLE TO JUMP ACROSS CANYONS AND RIVERS. *RAIDING ABILITY* GETS A 2 CAUSE IT'S NOT THE BEST CHOICE FOR RAIDING THE JUNGLES OF INDIA. IT'S ACTUALLY VERY DANGEROUS. FINALLY, THE *PC* GETS A 5 FOR THE EASY ACCESS TO MOVING THE BIKE AROUND.

NOTE* THE SCALE IS OUT OF 5

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Dual Pistols

Usefulness	3
Recoil	2
Range	4
PC control	4

YES! FINALLY, I GET TO RATE THIS! THE PISTOLS GET A 3 IN *USEFULNESS* BECAUSE THIS IS THE DEFAULT WEAPON FOR WHEN LARA HAS NOTHING ELSE TO EQUIP HERSELF WITH. *RECOIL* IS A 2 BECAUSE THERE'S BASICALLY NO RECOIL. *RANGE* GETS A 4 'CAUSE THERE'S REALLY NO LIMIT. IF YOU CAN SEE THE BADDY, YOU'RE GOOD TO GO. *PC CONTROL* IS 4 'CAUSE IT'D TAKE SOME TIME BEFORE GETTING USE TO SHOOTING.

OVERALL, THIS GUN DOESN'T GET THE JOB DONE AT THE AMOUNT OF TIME YOU WANT IT TO BUT, IT IS RELIABLE.

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M16

Usefulness	4
Recoil	3
Range	4
PC control	2

STRAIGHT DOWN TO BUSINESS... JUST LIKE THIS GUN! *USEFULNESS* IS 4 'CAUSE IT'S VERY POWERFUL AND ACCURATE. IT ALSO GETS THE JOB COMPLETE. *RECOIL* IS A MEDIUM 3. *RECOIL* IS HARD TO RATE IN TR 'CAUSE ITS JUST NO RECOIL IN ANY GUNS BUT I CAN RATE THE ANIMATION'S RECOIL. *RANGE* IS A 4 CAUSE IT IS ABLE TO SHOOT FROM AFAR, GOOD FOR TAKING DOWN MULTIPLE ENEMIES FAR AWAY. *PC CONTROL* IS 2 'CAUSE IT'S VERY HARD TO USE THIS GUN AND MOVE.

OVERALL, THIS GUN IS MY FAVORITE OUT OF ALL OF THEM ONLY 'CAUSE OF THE POWER BEHIND IT. IT'S ALSO MY WORST ENEMY FOR BEING UNABLE TO SHOOT & JUMP.

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Grenade Launcher

Usefulness	3
Recoil	5
Range	N/A
PC control	3

USEFULNESS GETS A 3 FOR BEING MODERATELY RELIABLE. A VERY FUN GUN THAT CAN ALSO GET THE JOB DONE LIKE THE MP5 ALTHOUGH HANDLING IS A LITTLE FRUSTRATING. RECOIL IS A HARDY 5 FOR TAKING A LARGE AMOUNT OF TIME TO RELOAD. FOR RANGE, IT'S BASICALLY DON'T MOVE WHILE SHOOTING TO GET THE BEST RESULTS. PC CONTROL IS 3 FOR THE FRUSTRATING CONTROLS FOR USING THE G.R..

OVERALL, THIS GUN IS THE ULTIMATE GUN IN TOMB RAIDER BUT TO COMBAT THAT, IT'S VERY UNRELIABLE. IF YOU MISS...

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Medipack

Usefulness	5
Common	3
Operation	4
Overall Usefulness	4

THE MEDIPACK IS VERY UNCOMMON BUT IS VERY USEFUL BECAUSE OF THAT. THEY RESTORE ALL OF LARA'S HEALTH EVEN WHEN SHE'S BEEN SHOT, BITTEN, BONES CRACKED FROM FALLING, AND ALMOST DROWNED.

OVERALL, IT'S A VERY BIG ASSET IF YOU CAN FIND THEM.

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Holsters

Usefulness	4
Accessibility	5
Operation	5
Overall Usefulness	4

THESE HOLSTERS HAVE BEEN WITH HERE SINCE TWO GAMES. THEY'RE VERY ATTRACTIVE, ACCESSIBLE, AND VERY VISUAL ENTERTAINING. I ASSUME IT'S VERY EASY FOR HER TO USE THESE SINCE ALL SHE HAS TO DO IS MOVE HER ARMS DOWN, UNSTRAP THE LATCHES, AND PULL THEM OUT.

OVERALL, THESE ARE THE BIGGEST ASSET TO LARA'S RAIDING ADVENTURES. THAT IS... WHEN SHE'S NOT ENJOYING TEA AT HER MANSION.

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Bengal Tiger

Speed	3
Reflex	3
“Manners”	4
Style	5

IMAGINE SEEING THIS IN REAL LIFE. AS SOON AS IT SEE'S ITS TARGET, IT BEGINS TO RUN OVER TO ATTACK ITS PREY. OF COURSE, JUMPING BEHIND IT IS LITTLE USE SINCE IT IMMEDIATELY TURNS AROUND TO CONTINUE ATTACKING. SOMETIMES, IT DOESN'T ATTACK LARA RIGHT ON THE SPOT INSTEAD, WAITING FOR LARA TO GET JUST A LITTLE MORE CLOSE BEFORE POUNCING. ***OVERALL, LARA CAN DOMINATE THIS BADDY IF SHE'S NOT CORNERED OR TRYING TO PET IT.***