
PlayStation
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PlayStation
TOMB RAIDER
STARRING LARA CROFT
II
TM
TEEN
T
AGES 13+
CONTENT RATED BY ESRB
SLUS-00437
EIDOS
INTERACTIVE

Introduction

Legend has it that when you drive the dagger of Xian into your heart, you acquire the power of the dragon. Literally.

In Ancient China, the Emperor was the holder of this power and with his army alongside him, he was a force to be reckoned with. Thus he staked claim to the vast lands that are China.
His final battle however ended in defeat. While people fell into submission all around him, the Warrior monks of Tibet would not relent and courageously fought against his evil. Knowing the power of the dagger, they succeeded in removing it from the Dragon Emperor's heart – reducing him and his army to carnage. The dagger was returned to its resting place within The Great Wall and locked up for all time...

Now three parties hold the dagger close to their heart. And all for entirely different reasons.

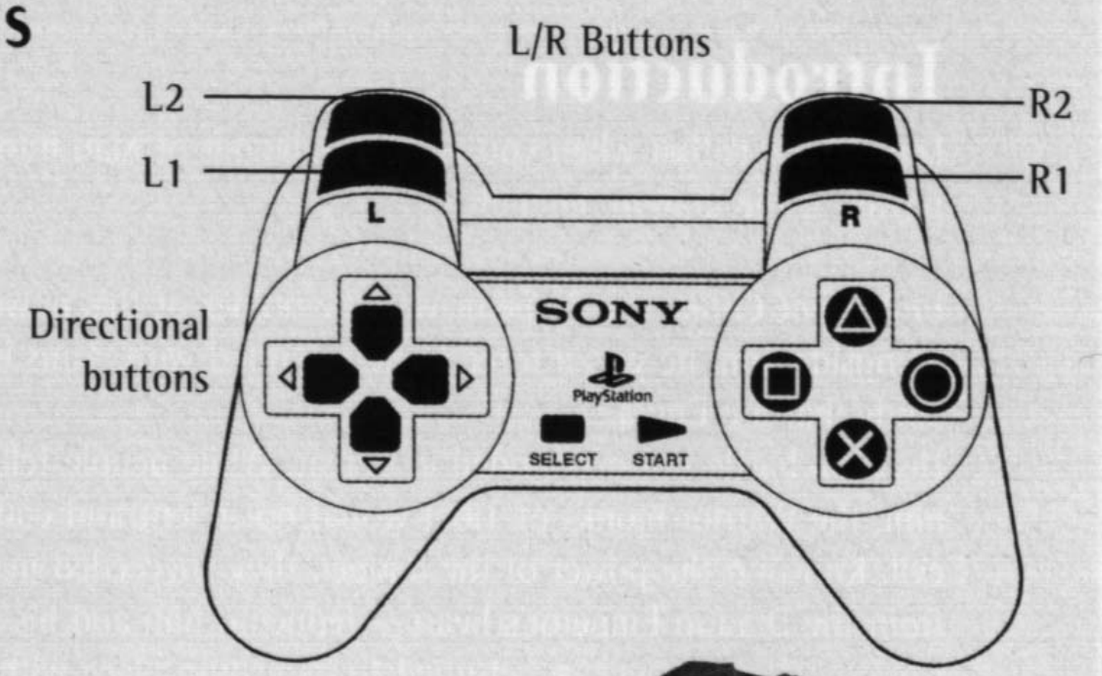
Lara, forever the adventurer, is one of these. On her travels, she will encounter the other two...



In-Game Controls

Directional Buttons

Up	Run Forward
Down	Jump Back
Right	Turn Right
Left	Turn Left
✖	Action
■	Jump
▲	Draw Weapon
●	Roll



R1 Button	Walk
R2 Button	Side Step
L1 Button	Look
L2 Button	Get/Throw Flare
START Button	Pause / Unpause
SELECT Button	Displays Menu Rings

Menu Ring Controls

Use Up and Down on the Directional buttons and ✖ Button to select throughout all menus. The START or ✖ Buttons also quits FMV.

Use Left and Right on the Directional buttons to toggle through individual category options.

Use the ▲ Button within the Menu screens to take you back to the previous screen until you arrive back at the Title Screen.



Starting The Game

It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.

Following a short introductory FMV sequence you will be presented with the:

Passport - main game options

The passport allows you to start a new game, load a previously saved game or quit.
Press Action (✖ Button) and the passport will flip open.
Pressing Left and Right flips you through the pages of the passport.
The first page allows you to choose and load a previous save game.
The middle pages will start a new game.
The last page of the passport quits the game (In-game option only).

Polaroid - Lara's home

Choose the Polaroid to access the interactive training level. Lara will explain how the game controls work.

To exit the Assault Course press the SELECT Button and use the exit options within the passport.

Sunglasses

This option allows you to re-centre the game screen on your TV.
Use the directional buttons and press the ✖ Button to select.

Personal Stereo - sound effects and music

Press Action on the Personal Stereo, and you will be presented with two bars, the top bar sets music volume, the lower bar sets sound effects volume.
Press Up and Down to toggle between sound and music
Press Left and Right to adjust volume.

Controller - control configuration

Use Right and Left to scroll through the three pre-set control configurations, and press Action (✖ Button) to select the one you want.

Actions

Moving

Running

Pressing Up moves Lara forward at a running pace
Pressing Down makes Lara jump back a short distance.
Pressing Left or Right turns Lara Left or Right.

Walking

By pressing the Walk button (R1) in conjunction with the Directional buttons, Lara can carefully walk forwards or backwards. Whilst the Walk button (R1) is held down, Lara will not fall off any edge - if you walk up to an edge Lara will automatically stop.

Side Steps

Holding down Side Step (R2) and then pressing Left or Right allows Lara to side step in that direction.

Roll

Selecting Roll (● Button) will make Lara roll forward, and finish up facing the opposite direction. This also works when Lara is underwater.

Jumping

Lara can jump in any direction, to evade her enemies.
Press the Jump button (■ Button) and Lara will jump straight up into the air.

If you press a Directional button immediately after pressing Jump (■ Button), Lara will jump in that direction.

In addition, pressing Down or Roll (● Button) straight after starting a forward jump makes Lara somersault in the air and land facing the opposite direction. This also works when jumping backwards by pressing Up or Roll immediately after takeoff.



Swimming

Underwater



If Lara finds a deep pool of water, she can jump in, and have a jolly good swim around. Lara can hold her breath for about one minute; if she is still underwater after that she'll drown.

Pressing Up, Down, Left or Right makes Lara rotate in that direction.
Pressing Jump (■ Button) makes Lara swim.
Lara can pull levers and pick up objects under water. Just position Lara as close as you can and press Action (✖ Button).

Swimming on the surface



Left and Right will rotate her, and Up and Down make her swim in those directions. You can also use the side step actions (R2 and Left or Right) to swim Left or Right when on the surface of the water.

Pressing Jump (■ Button) will make Lara dive under the surface again, whilst pressing Action (✖ Button) and up when Lara is close to an edge will make her climb out.

Wading in shallow water

Lara won't swim in waist deep water; instead she wades. The controls are basically the same as when she is on dry land, except it is slower going and she can only jump on the spot, not in a direction.

Attacking

Lara starts the game carrying two pistols and a shotgun. Later in the game she may find some extra weapons. Note that the pistols have unlimited ammunition, but the shotgun requires shells to be picked up to use.

Shooting

Press Draw (▲ Button) and Lara will draw her guns. If she sees something she doesn't like the look of she will point her guns at it. If there are multiple enemies, Lara will lock on to different targets, choosing the best one as she sees fit.

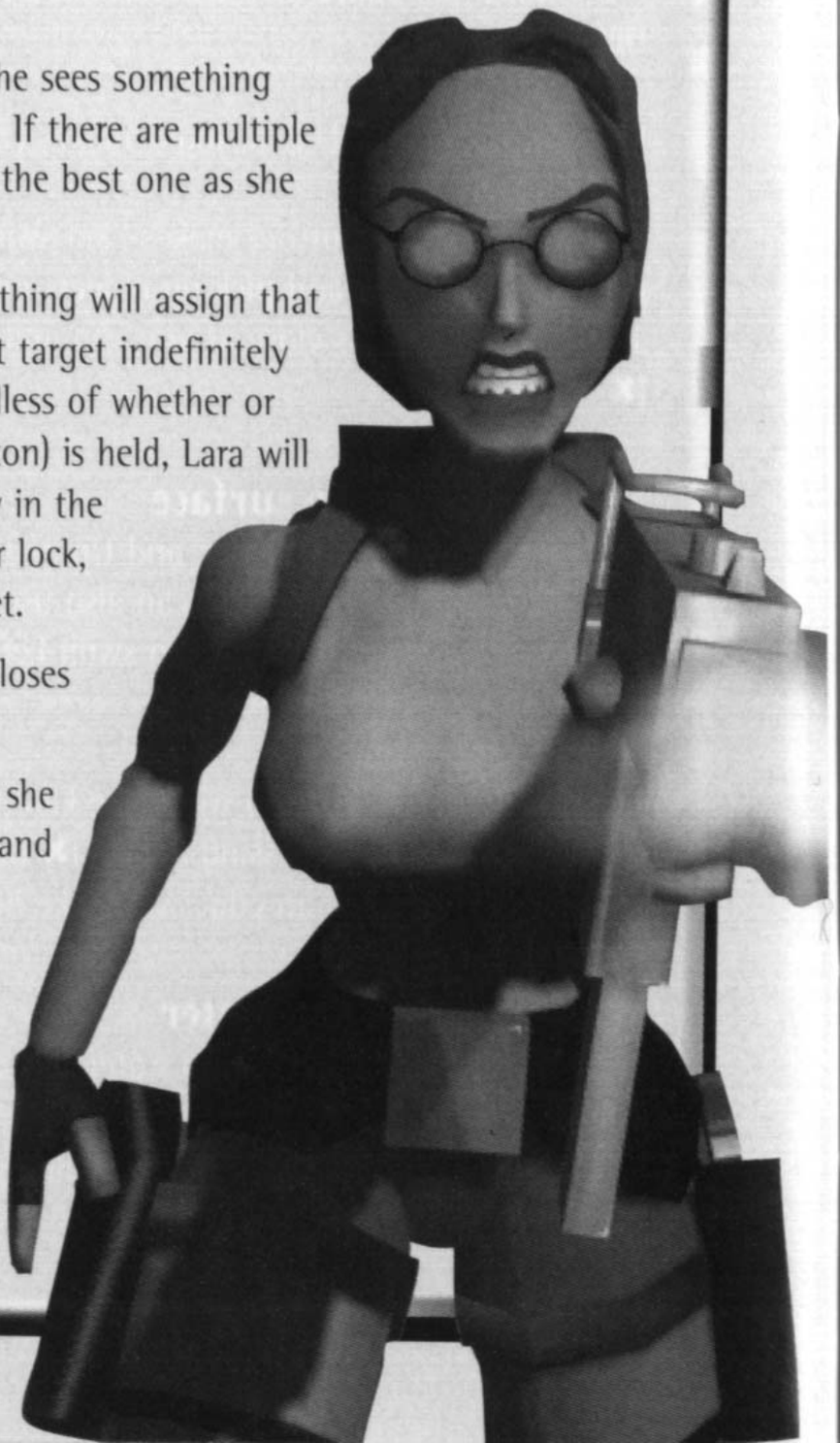
Pressing Action (✖ Button) while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while the Action button (✖ Button) is held down, regardless of whether or not Lara loses her lock. While the Action button (✖ Button) is held, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, it will break her lock, but that enemy will still be assigned as the current target.

The camera will track the current target, so even if Lara loses sight of it, you can still see where it is.

To make Lara continue shooting the current target after she has lost her lock, simply point her in the right direction and Bob's your uncle.

If you want to shoot a different enemy, simply let go of Action (✖ Button), and Lara will pick a new target.

While you have your guns out, Lara can no longer do anything that would involve the use of her hands. These actions are described below.



Vaulting

If Lara is faced with an obstacle that she can climb over, pressing Forward and Action (✖ Button) will make her vault onto it.

Climbing



Some walls are climbable. If Lara comes across such a surface, pressing Forward and Action (✖ Button) will make her jump up (if there is room) and catch handholds on the wall. She will only hang on whilst the Action (✖ Button) is held down. She can then be made to climb up, down, left and right by pressing the direction buttons. Pressing Jump (■ Button) will make Lara jump backwards away from the wall.

Grabbing hold

If Lara is near to a ledge while she is jumping, pressing and holding the Action button (✖ Button) will allow her to grab the ledge in front of her and hang there. If a wall is climbable, Lara can catch onto it anywhere (not just ledges).
Press Left or Right, and Lara will shimmy sideways.
Pressing Up will make Lara climb up to the level above.
Let go of action (✖ Button) and Lara will drop.

Picking objects up

Lara can retrieve objects and store them in her inventory. Position Lara so that the object you want to retrieve is in front of her feet. Press the Action button (✖ Button) and she will pick it up.

Often, enemies will drop objects when they are killed, it's always worth checking out their bodies just in case.

Using switches

Position Lara so that the switch is in front of her. Press the Action button (✖ Button) and she will use it.

Using puzzle items/keys

Position Lara so that the object receptor is in front of her. Press the Action button (✖ Button) and the Items Ring will appear. Left and Right will allow you to select the object you want to try, and pressing Action (✖ Button) again will use it.

Using Flares

If Lara finds herself in the dark and has any flares in her inventory, she can get one out and light it by pressing the Flare button (L2). This will light up her surroundings for a minute or so, and whilst she is carrying it she can still vault or climb – they even work underwater. If she wishes to discard the flare, it can be thrown a short distance by pressing the Flare button (L2) again. She will also drop it automatically when it goes out or she draws her weapons.

Pushing/pulling objects

Lara can push certain blocks around and use them to climb up to greater heights.
Stand in front of the block and hold down Action (✖ Button), Lara will get into her ready stance. Once she is ready, press Down to pull the block, and Up to push it, or if you decide you no longer wish to carry on with this task, simply release the Action button (✖ Button).

Looking around

Pressing the Look button (L1) will make the camera go directly behind Lara, whatever the camera is currently doing. With the Look button (L1) held down, the direction buttons allow Lara to look around her. Once you let go of the button, the view returns to normal. (TIP: if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing just the Look button (L1) on it's own will show you exactly what direction she is facing.)

Using Vehicles

On certain levels, Lara may encounter vehicles which she can use during the level. To get on board, move up to the side of the vehicle and press Action (✖ Button). Once on, the Directional buttons control movement exactly as on foot, except a bit faster. The Walk button (R1) makes the vehicle move more slowly (but it won't stop it going over edges, so careful). Pressing Action (✖ Button) will either make the vehicle travel much faster or fire the vehicle weapons if it has them. Note that when a vehicle is travelling faster because Action (✖ Button) is being pressed, Lara will take damage if she crashes into anything.

To get off the vehicle, press Jump (■ Button) and Left or Right to choose which side to get off.

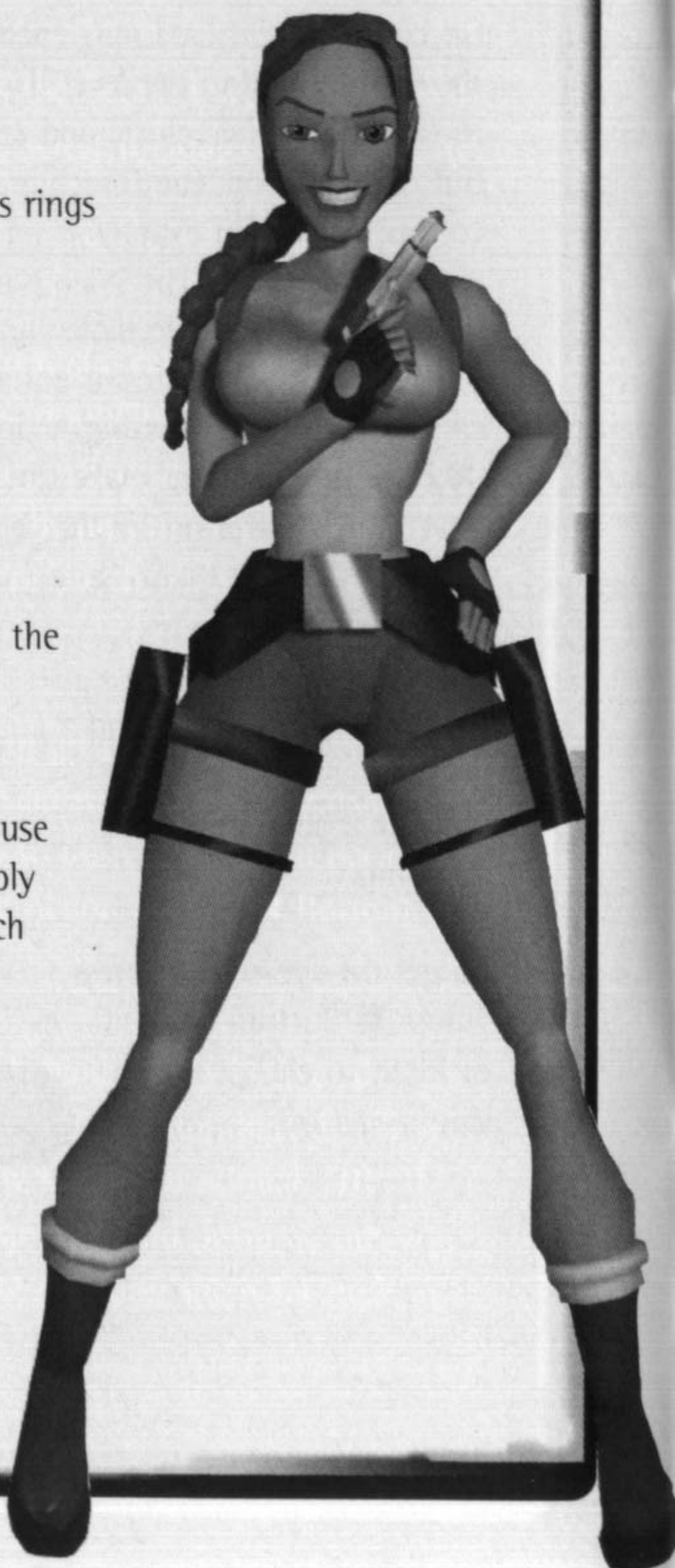


In Game Menu Rings

Whilst in-game pressing SELECT will display the Menu Rings.

Press Left and Right to rotate the menu ring.
Press Action (✖ Button) to use the foremost item.
Press Up or Down to swap between Inventory, Items and Options rings (see Menu Ring for details of the options available).

Press ▲ to deselect an item, and press SELECT again to exit the Menu Rings.



Inventory Ring

Stopwatch

Select the Stopwatch to display the time you have spent playing the current level plus other statistics.

Weapons

The pistols are, by default, selected and ready to use. If wish to use another weapon (the shotgun, or one that you have found) simply select it and press Action (✖ Button). You can also see how much ammo is available to you here.

Small Medi Pack

Using a small medi pack (when collected) will restore 1/2 of Lara's health.

Large Medi Pack

Using a large medi pack (when collected) will fully restore Lara's health.

Options Ring

Passport

Here the options open to you are Load Game, Save Game or Quit to Title Screen.

Sunglasses and Personal Stereo

In both of these cases, for usage descriptions refer to Starting The Game as they do exactly the same as described there.



Save Game

Make sure there is enough free blocks on your Memory card before commencing play.

Please note that if you do not have a memory card you will be unable to save your game.

To save the game at any point, bring up the Passport Screen and select Save Game. In addition at the end of the level you will be prompted as to whether you wish to save your game here, if you choose to do so then your current mid-level save game will be overwritten.
All successfully completed levels will be saved and available for loading.

Your full game configuration will be saved within the Save Game.

Load Game

To load a previously save game proceed to the Menu Ring select the Passport and choose and select the game you wish to load. A more detailed description of the Passport functions is given under Starting The Game - Passport.

Statistics Screen

At the end of each level you are presented with a Statistics screen, here you will be able to judge just how well you have performed.

At the successful completion of each level your health will be restored to 100%.

If you die in-game you will be presented with the Passport Screen. Here you will be given the opportunity to Load a previously saved game or Quit to the Title Screen.

Credits

Lead Programmer	Gavin Rummery
Programmers	Andrew Howe
	Jason Gosling
Animators	Stewart Atkinson
	Joss Charmet
Level Designers	Neal Boyd
	Heather Gibson
FMV Sequences	Peter Barnard
	David Reading
Additional Artwork	Peter Duncan
	Richard Morton
	Lee Pullen
	Andy Sandham
	Christian Russel
Music & Sound Effects	Nathan McCree
Script	Vicky Arnold
Special Thanks	Judith Gibbins
Producer	Troy Horton
Executive Producer	Jeremy H. Smith





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