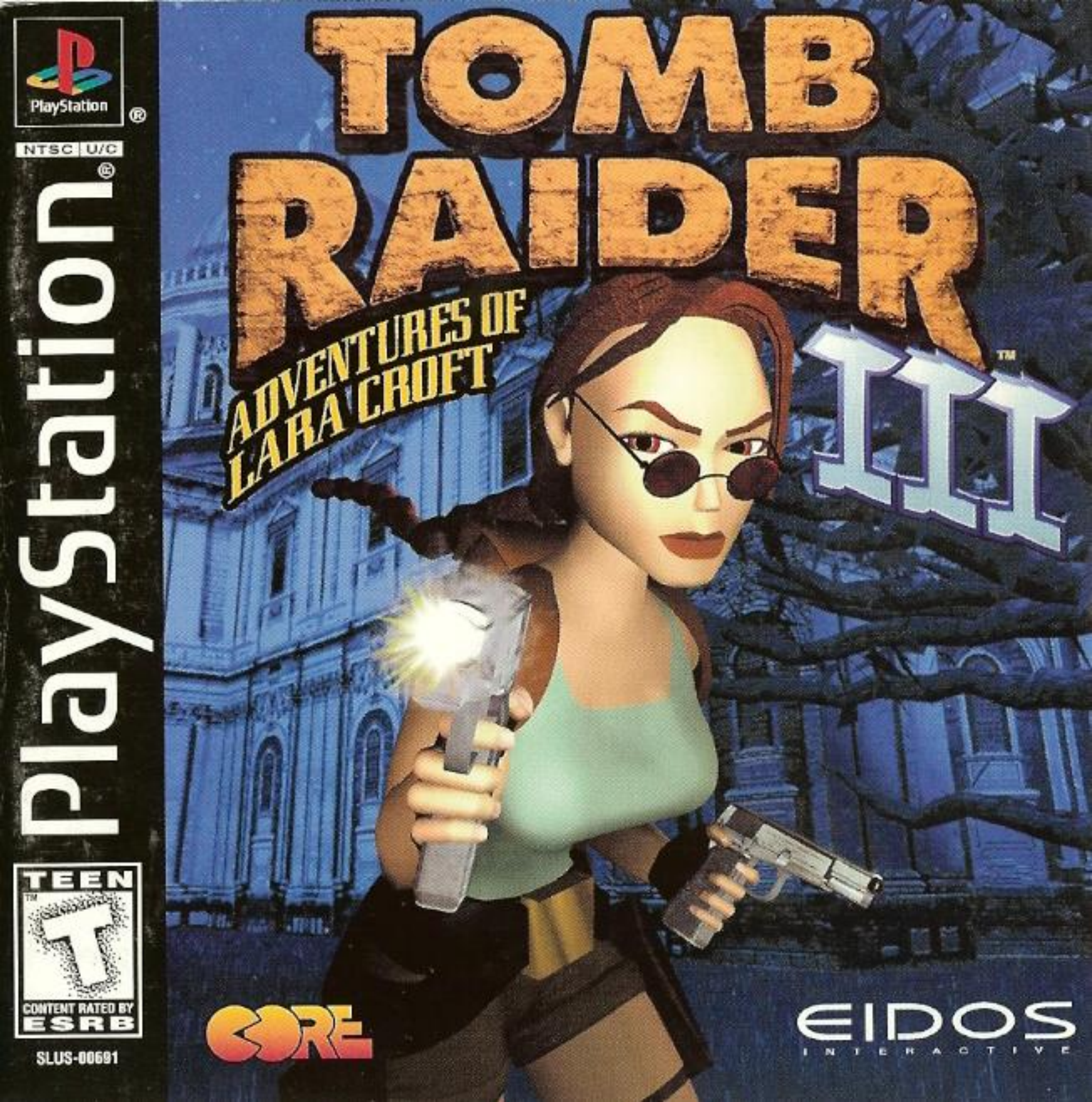

PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00691
TOMB RAIDER III
ADVENTURES OF LARA CROFT
CORE
EIDOS INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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INTRODUCTION

Millions of years ago, a meteor survived the plunge through the Earth's atmosphere, impacting the then warm climate of Antarctica...

The first people to discover this land were a tribe of Polynesians. Despite the now freezing conditions, there was an abnormal abundance of life and the tribe settled, worshipping the meteorite crater for the powers it appeared to hold.

Generations later though, catastrophic events forced them to flee in terror...

Today, the same area is being excavated by the research company; RX Tech, who are picking up unusual readings from the meteorite's impact zone. It is in this zone that they uncover the body of a sailor from Charles Darwin's voyage on The Beagle. It seems a few of his sailors had explored the interior of the crater...

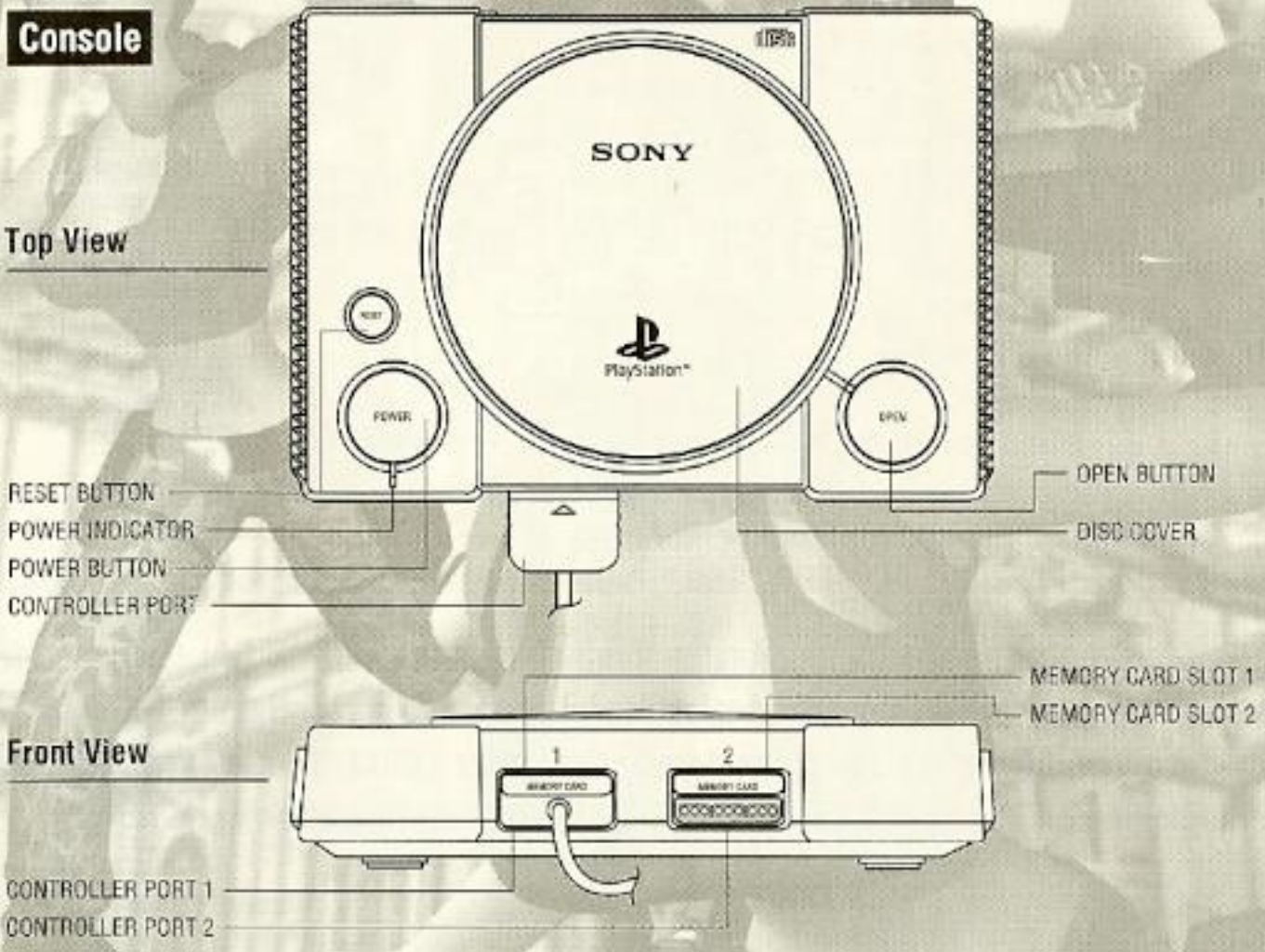
Following a story from one of the sailor's journal, RX Tech have started to take a particular interest in, not only the crater area, but other parts of the globe where the sailors traveled to...and died in...

One of these places is India – where Lara is currently searching for the legendary Infada artifact. Unaware of its true history, she only knows that in local beliefs it was supposed to hold great powers and has been revered by tribes there throughout the years...

Soon she will discover a lot more...

PlayStation SETUP

Console

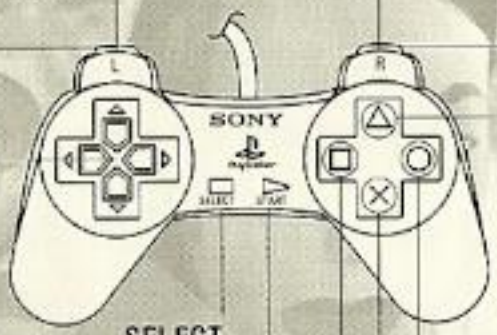


MENU RING CONTROLS

Use Up and Down on the Directional buttons and the Action ⊗ Button to select throughout all menus. The START or the Action ⊗ Button also quits the FMV Sequences.
Use Right and Left on the Directional buttons to toggle through individual category options.
Use Draw △ Button within the Menu screens to take you back to the previous screen until you arrive back at the Title Screen.

In-Game Controls (DEFAULTS)

Lara



L2
Duck

L2 (+DIRECTIONAL BUTTONS)
Crawl

L1 (+DIRECTIONAL BUTTONS)
Look around

DIRECTIONAL BUTTONS
Move Lara around the playing area

R1(+DIRECTIONAL BUTTONS)
Walk/Sidestep

R2
Sprint when moving forward
(Pressing □ Button while Sprinting will make you dive and roll forward)

△ BUTTON (Draw Weapons)
○ BUTTON (Roll)
× BUTTON (Action)
□ BUTTON (Jump)

SELECT
Pauses and displays Menu Rings

SELECT + R1
Draw/throw flares

START
Pause/Unpause

Analog Mode

This game is designed to work with the Analog Controller (DUAL SHOCK™) in Analog mode. To activate the Analog mode, press the (Analog Mode) button. When activated the (LED display) will turn RED. If you are using the Analog Controller (DUAL SHOCK), the vibration functions can be turned off within the Controller – control configuration options.



All other functions remain as above.

LEFT STICK
Use to move Lara around the playing area, pushing slightly will activate the Walk and Sidestep functions. Pushing fully activatesLara's run and turns.

L3
Press to jump.

RIGHT STICK
Look

R3
Press to activate Action

Vehicles

Lara will, on her travels come across a number of vehicles, here's how you control them:

UnderwaterPropulsion Unit

Left and Right Directional buttons	Turn Left & Right
LEFT STICK (Analog Mode Only)	Turn Left & Right
⊗	Fire Harpoon
□	Accelerate (release button to slow down)
○	Release hold

Quad Bike

Left and Right Directional button	Turn Left & Right
LEFT STICK (Analog Mode Only)	Turn Left & Right
⊗	Accelerate
□	Reverse
L1/L2	Handbrake
○	Dismount

Note: while holding the Handbrake, pressing the Accelerator then releasing the Handbrake will provide a Turbo-Boost.

Kayak

Up and Down Directional buttons	Paddle Forward/Backwards
Left and Right Directional buttons	Turn Left & Right
LEFT STICK (Analog Mode Only)	Turn Left & Right
R1 + Left or Right Directional button	Paddle turn – Left or Right
○ + Left or Right Directional button	Jump out (when Kayak is still)

Boat

Left and Right Directional buttons	Turn Left & Right
LEFT STICK (Analog Mode Only)	Turn Left & Right
Up Directional button	Accelerate
Down Directional button	Brake
□ + Left or Right Directional button	Disembark
⊗	Turbo

Mine Cart

L2	Duck
□	Brake
⊗	Swing Wrench
○	Jump Out

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 previously saved game.
The middle pages will start a new game or Restart a level after death.
The last page of the passport quits the game (In game option only).

Snapshot – Lara's home

Choose the snapshot 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 option within the passport.

Sunglasses

This option allows you to re-center the game screen on your TV. Use the Directional buttons and press Action ⊗ Button to select position

Personal CD Player – sound effects and music

Press Action ⊗ Button 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 pre-set control configurations, press Action ⊗ Button to select your desired configuration.

ACTIONS

Moving

Running/Sprinting

Pressing Up moves Lara forward at a running pace, pressing & holding R2 will make her temporarily sprint. A small energy bar will appear, when the bar depletes Lara will revert back to a run.
Pressing Down makes Lara jump back a short distance.
Pressing Left or Right turns Lara Left or Right.

Walking/Side Stepping

By pressing Walk (R1) Button in conjunction with the Up & Down Directional buttons, Lara can carefully walk forwards or backwards. By pressing Walk (R1) Button in conjunction with the Left & Right Directional buttons, Lara will Side Step. While the Walk (R1) Button is held down, Lara will not fall off any edge – if you walk up to an edge Lara will automatically stop.

Roll

Pressing 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 Jump □ Button and Lara will jump straight up into the air.
If you press a Directional button immediately after pressing Jump, Lara will jump in that direction. In addition, pressing Down or Roll 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.

NOTE: By jumping straight up while holding the ⊗ Button, Lara can "inch" her way forwards and grab those tricky ledges.

Swimming

Underwater

If Lara finds a deep pool of water, she can jump in, and swim around. Lara can hold her breath for about one minute; if she is still underwater after that she'll drown. Some water is very cold, Lara can only swim in this water for a short time. An Exposure Bar will appear and begin to deplete when you enter this kind of water.

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 to swim Left or Right when on the surface of the water.

Pressing Jump (□) Button will make Lara dive under the surface again, while pressing Action (⊗) Button 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. Later in the game she may find some extra weapons. Note that the pistols have unlimited ammunition.

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 is held down, regardless of whether or not Lara loses her lock. While Action ⊗ 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.

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.

Note: Lara can also shoot down certain doors in areas.

Other Actions

Vaulting

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

Climbing

Some walls are climbable. If Lara comes across such a surface, pressing Up and Action ⊗ Button will make her jump up (if there is room) and catch handholds on the wall. She

will only hang on while Action is held down. She can then be made to climb up, down, left and right by pressing the Directional buttons. Pressing Jump ◻ Button will make Lara jump backwards away from the wall.
When Lara arrives at the top of the ladder she maybe faced with a small opening, pressing Crawl (L2) Button will make Lara duck and pressing Up on the Directional buttons will make Lara Crawl into the gap if she will fit.

Duck and Crawl

As described above Lara can Duck by pressing the Crawl (L2) button and Crawl by keeping that Button pressing while using the Directional buttons to move her as you wish. Lara can also pick up objects while crawling. Simply position her right in front of the object and press the Action ⊗ Button.

Grabbing hold

If Lara is near to a ledge while she is jumping, pressing and holding Action ⊗ 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 and Lara will drop.

Monkey swing

If Lara discovers an overhead frame, she may decide to monkey Swing across it. To perform this press Jump ◻ Button to Jump up to the frame, the Action ⊗ Button to grab on to the frame, and while still holding the Action ⊗ Button, press Up on the Directional buttons to swing forwards. Pressing Left & Right Directional buttons will make Lara hang and rotate. Releasing the Action ⊗ Button will cause Lara to release the bars.

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. Pressing Action ⊗ Button and she will pick it up. Often, enemies will drop objects when they are killed, itís always worth checking out their bodies just in case. Save Game Crystals are collected and added to your inventory by running through them.

Using switches

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

Using puzzle items/keys

Position Lara so that the object receptor is in front of her. Press Action ⊗ Button and the Inventory Ring will appear. Left and Right will allow you to select the object you want to try, and pressing Action 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 buttons (SELECT + R1). This will light up her surroundings for a minute or so, and while she is carrying it she can still vault or climb – they even work underwater. If she wishes to discard the flare, it can be dropped by pressing the Draw △ Button, to throw the Flare a longer distance press the Flare button combination again (SELECT + R1). Lara can slow light flares while crawling through tight spaces. Simply press the Draw △ Button to put Lara into a crouch, then select a flare.

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.

Looking around

Pressing Look (L1) will make the camera go directly behind Lara, whatever the camera is currently doing. With Look held down, the Directional buttons allow Lara to look around her. Once you let go of Look, 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 on it's own will show you exactly what direction she is facing.)

IN GAME MENU RINGS

While in-game pressing the SELECT button will display the Menu Rings.
Press Left and Right to rotate the menu ring.
Press Action ⊗ Button to select 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 Draw △ Button to deselect an item, and press the SELECT button 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 you 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, and also acts as a poison antidote.

Large Medi Pack

Using a large medi pack (when collected) will fully restore Lara's health, and also acts as a poison antidote.

Beware, some baddies will poison you, should you be poisoned your health bar will appear and begin to flash yellow – decreasing as it flashes. Use either a Small or Large Medi Pack to act as an antidote.

OPTIONS RING

Passport

Here the options open to you are: Load Game, Restart Level (after death only) or Quit to Title Screen.

Personal CD Player

In this case, for usage descriptions refer to Starting The Game as it does exactly the same as described there.

SAVE GAME

Please note that if you do not have a memory card you will be unable to save your game. Collecting a Save Game Beacon, a revolving diamond, by picking them up will place the diamond into your inventory To save your game simply select the diamond from your inventory and follow the on-screen prompts. 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. If you save your game in Lara's house (training level) your assault course times will also be saved.

QUITTING THE GAME

While playing the game you can return to the Title Screen by pressing the Start Button (to pause the game) then by pressing the Select Button and following the on-screen prompts. You can also quit the game by holding down the Select Button and then holding down the Start Button for 2 seconds.

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.

AREA SELECTION SCREEN

Upon completion of the India levels you will also be presented with an Area Selection Screen. Here you will be able to select the order in which you wish to continue your adventure. Press Action ⊗ Button at the Globe icon, using the Left and Right Directional buttons to highlight the 3 available areas: London, South Pacific or Nevada. You will be prompted in the same way at the completion of each area until all are completed, when they are complete you will be taken to Antarctica for the climax of your adventure.
You will also have the option to save your game at this point.

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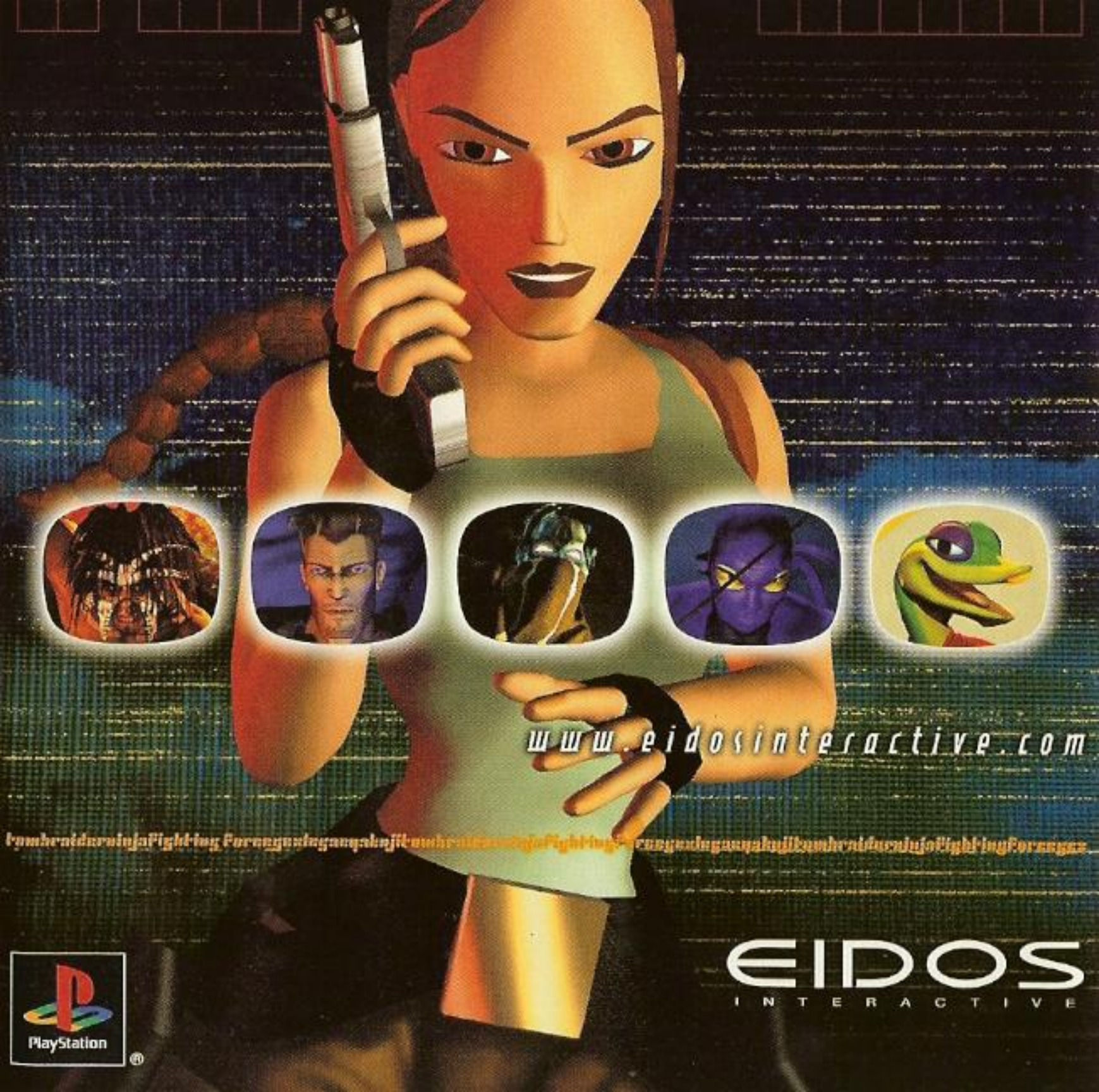
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For assistance with gameplay or strategies, please call the Eidos Hint Line at 1-900-773-4367. Cost of call $0.99/minute/Must be 18 years or have Parent's Permission. Touch-Tone phone required. Our Customer Service number is (415) 547-1244. Customer service is available Monday through Friday, 9:00am to 5:00pm Pacific Time.

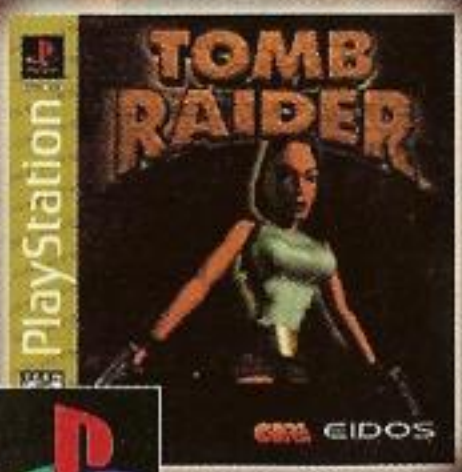
Game hints will not be provided by Customer Service Representatives.


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EIDOS
INTERACTIVE
PlayStation

Prepare yourself for non-stop action and adventure as you enter the world of Lara Croft, the undisputed queen of female super heroes! Check out all three Tomb Raider releases – the original Tomb Raider, Tomb Raider II, and Tomb Raider III – and see why more than 9 million people worldwide are hooked on Lara. Immerse yourself in gorgeous 3D worlds and visit exotic locations featuring countless weapons and baddies, challenging puzzles, and plenty of surprises along the way. Complete your collection today!

Tomb Raider™: Starring Lara Croft

ACTION / ADVENTURE







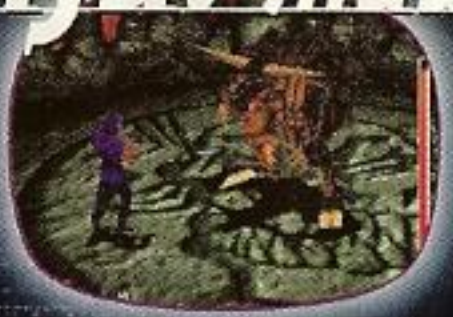
PlayStation®

Enter the world of Kurosawa, the young Ninja, as he is drawn into a dark history of demon lords, ritual death ceremonies, and sacrificed souls. Ninja: Shadow of Darkness takes you through complex interior and exterior settings, where new weapons, magic spells and special moves are introduced as an intense, action-packed storyline unfolds.

Ninja:™ Shadow of Darkness

ACTION / ARCADE







KEY FEATURES

- Third-person perspective arcade action game.
- State-of-the-art cinematic camera system changes the game view according to surrounding environments and combat situations.
- Consists of four levels with three sub-levels to each.
- Numerous fighting moves, magic spells and special weapons.
- Play in a detailed world including lush forests, craggy mountains, and sapphire-hued lakes.
- Progressive storyline captivates you beyond fighting games.

PlayStation

CORE



You wanna fight? Take it outside because this battle is too big for some puny little arena. Never before has a fighting game offered so much depth, diversity and deadly attack action. Fighting Force features four killer characters, dozens of brutal weapons, and tons of crushing moves. The vicious, fist-flying 3D action flows so fast you'll only have time to remember half the golden rule. So by any and all means, grab a weapon of choice and do unto others – before others have the opportunity to do you in.

Fighting Force™

ACTION / ARCADE







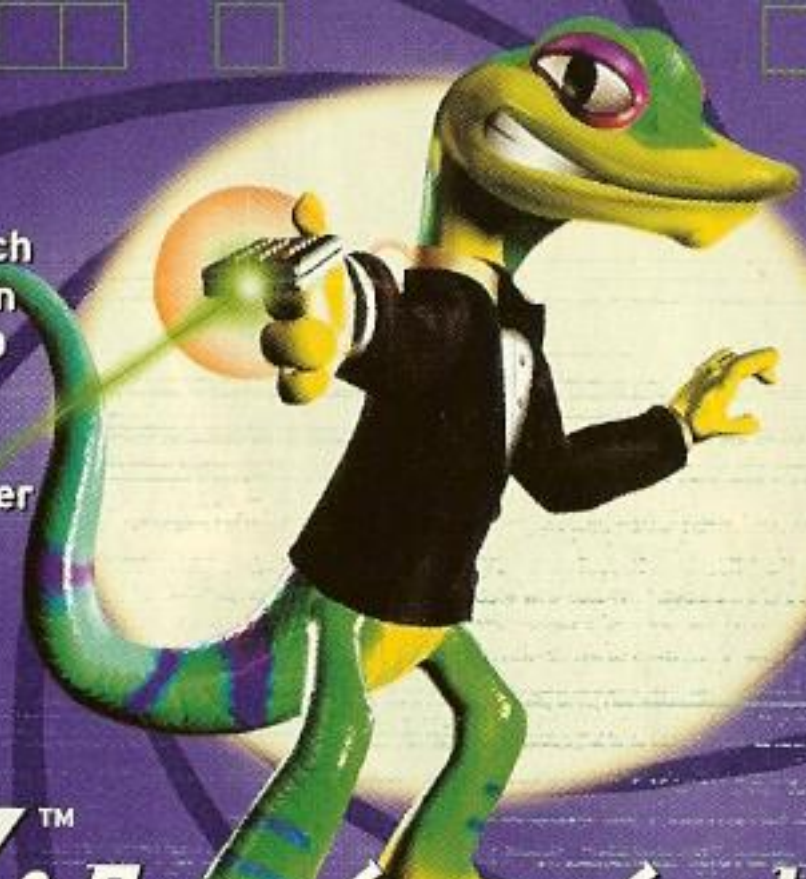
KEY FEATURES

- 3D Arcade-style fighting with seven action-packed levels.
- Play solo or in two-player mode to defeat your enemies.
- Choose from four main characters, each with their own unique skills and attributes.
- Freedom of movement in 3D worlds allows players to explore and choose their own path.
- Numerous weapons to pick.
- 40 - 50 moves per main character, not including character-specific special moves.

PlayStation®

SCREAM

As an International Gecko of Mystery, GEX's next mission is to rescue the beautiful Agent Xtra, played by Baywatch actress, Marliece Andrada, who has been kidnapped by the evil Rez. An all-new 3D camera system keeps you on track as you explore massive levels built around television and movie themes. As a master of disguise, GEX's new outfits provide all-new game mechanics. Dana Gould returns as the voice of GEX bringing a hilarious aresenal of all-new celebrity impressions and one-liners.



GEX 3: Deep Cover Gecko™

ACTION







KEY FEATURES

- All-new adventures! Scuba diving, snowboarding, gliding and spitting fireballs. Ride army tanks, camels, burros, crocodiles and more.
- All-new full motion video sequences starring Baywatch's Marliece Andrada as the beautiful Agent Xtra.
- All-new worlds based on new media and pop culture parodies.
- Over 25 all-new disguises and secret controllable characters.
- All-new hilarious voice-over with over 1,000 one-liners, wise-cracks and celebrity impressions from returning comedian Dana Gould.

PlayStation®



Legacy of Kain: Soul Reaver pushes the PlayStation to the limits with incredibly fluid graphics and realistic environments. As Raziel, stalk Nosgoth feeding upon the souls of your enemies as you seek to destroy your creator – Kain. Battle 5 different clans of vampires as you explore a vast 3D world dominated by a ruthless dynasty. Master complex puzzles with your unprecedented ability to interact with objects. Beware, for you will suffer the consequences of your actions!

Legacy of Kain™: Soul Reaver

ADVENTURE







KEY FEATURES

- Real-time morphing. Shift between the material and spectral realms.
- Discover the mysteries of Nosgoth, a millennium after Kain's ascension, as you uncover your own twisted past.
- Seamless gameplay. No load times!
- Grim gothic story supported with full-motion animation, in-game cinematic events and compelling voice-over.

PlayStation®

You are the voodoo priest Akuji. Murdered by your brother on your wedding day, you must unleash your primal voodoo powers and fight your way from the underworld to save your bride, Kesho. Morph into a panther and cut a swath of destruction through the legions of the damned, or use your razor sharp claws to obliterate all who dare stand before you. Cast deadly spells like Shockwave to devastate your enemies. Overcome twisted puzzles while you explore the vestibules of hell.

Akuji™: The Heartless

ACTION / ADVENTURE



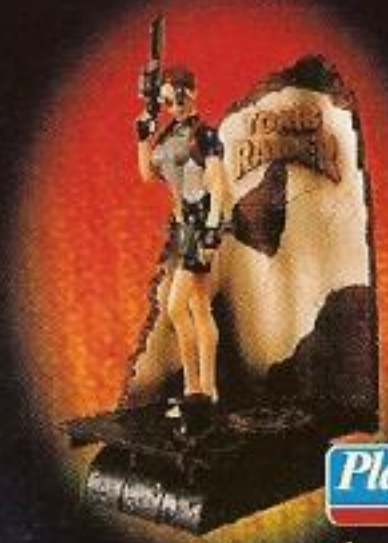




KEY FEATURES

- Incinerate them with primal voodoo spells like Hell Blast and Spirit Strike.
- Solve cruel puzzles as you explore the bowels of Hades.
- Sniper mode let's you take down enemies at long range.
- Devastate over 30 enemies and 4 bosses.
- Richard Roundtree stars as the voice of Akuji.
- Vertex lighting and vertex morphing create an illicit voodoo atmosphere.

PlayStation®



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Tomb Raider Saddle Bag

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Here are just a few of the **hottest** new items from our growing line-up of Eidos gear. Check out **EidosStore.com** for lots more cool stuff.



Tomb Raider Commuter Mug



LARA© Line Knitted Beanie & Baseball Cap



Check out **www.eidosinteractive.com** for the latest product news, contests, merchandise and lots of fun! While you're at the site, tune in to Eidos TV, a ground-breaking new interactive entertainment network. Using cutting-edge web technology and creative content guaranteed to rattle your senses, Eidos TV delivers fresh, dynamic multimedia treatments of the most popular Eidos titles in a revolutionary way never before seen on-line. Continuously updated music videos, interactive game shows, streaming video, public access and contests will keep you coming back to this one-of-a-kind site.

EIDOS On-Line

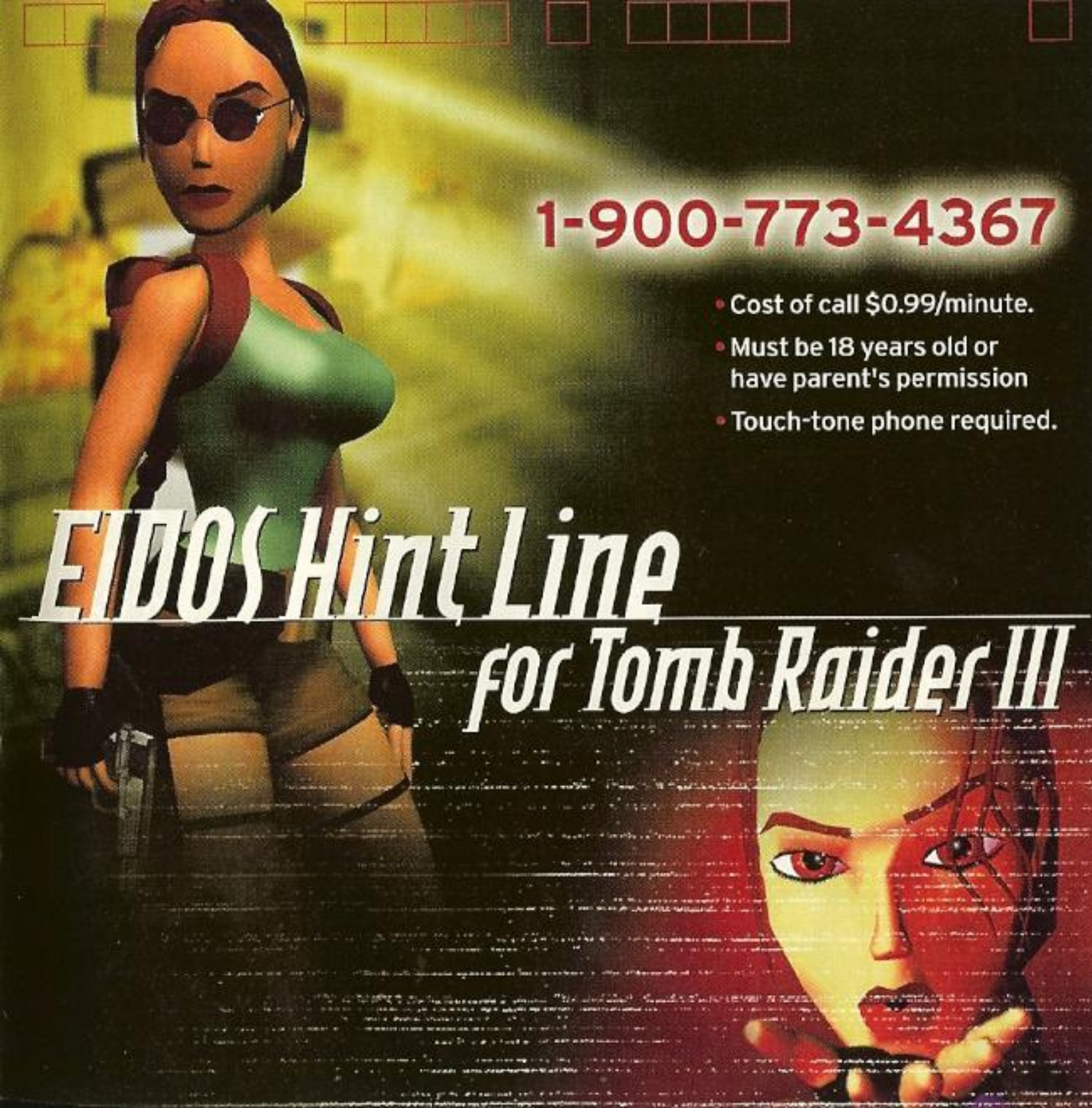
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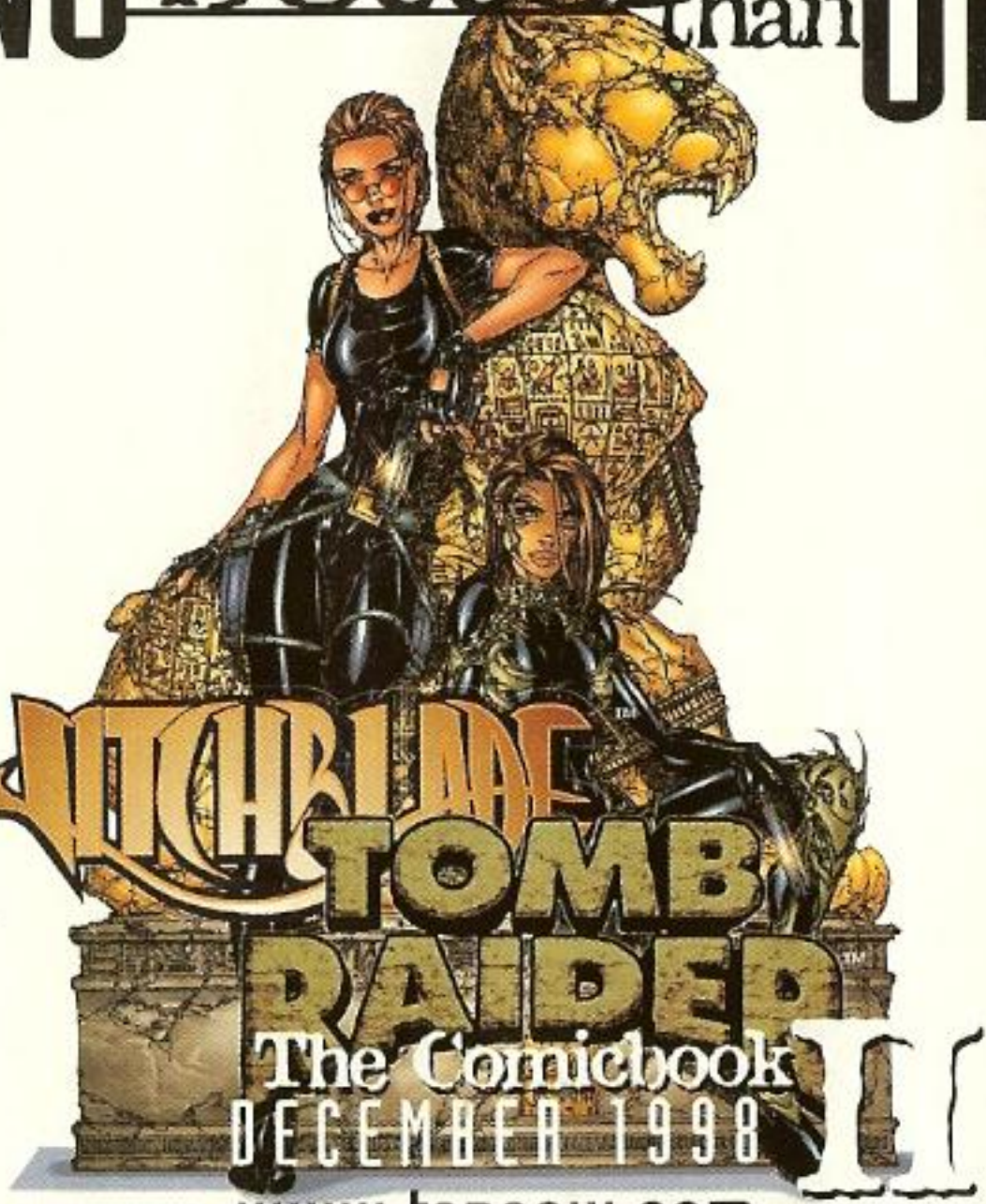
KEY FEATURES



- Check out the complete collection of Eidos merchandise through our web site link or at **www.eidosstore.com.**
- Get the latest scoop on Tomb Raider, including Lara Croft news and the TR Fan Club, through our web site link or at **www.tombraider.com.**
- Keep posted to our home page for the latest product information, including monthly contest and promotions with great prizes, downloadable game demos, and an on-line newsletter.


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• Cost of call $0.99/minute.
• Must be 18 years old or have parent's permission
• Touch-tone phone required.
EIDOS Hint Line
for Tomb Raider III

TWO is better than ONE



written by
Michael Turner
&
Bill O'Neil

art by
Michael Turner
Joe Weems V
&
Jonathan D. Smith

EIDOS INTERACTIVE

CORE

Image

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