TOMB RAIDER
PC Manual
english

CD-ROM Loading Instructions

From DOS

Insert CD

Type x: - where x denotes your CD drive.

Type Install and follow on-screen prompts.

After installation and System Set-Up is complete, go to the directory you installed to, type TOMB
and Return.

FROM WINDOWS '95

Please refer to the 'Readme' file on the Tomb Raider CD-Rom.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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INTRODUCTION

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. After attending finishing school at the age of 21, Lara's marriage into wealth had seemed assured, but on her way home from a skiing trip her chartered plane had crashed deep in the heart of the Himalayas. The only survivor, Lara learned how to depend on her wits to stay alive in hostile conditions a world away from her sheltered upbringing. 2 weeks later when she walked into the village of Tokakeriby her experiences had had a profound effect on her. Unable to stand the claustrophobic suffocating atmosphere of upper-class British society, she realised that she was only truly alive when she was travelling alone. Over the 8 following years she acquired an intimate knowledge of ancient civilisations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for discovering several ancient sites of profound archaeological interest she made a name for herself by publishing travel books and detailed journals of her exploits.

IN GAME CONTROLS

Cursor Keys

Up	Run Forward
Down	Jump Back
Right	Turn Right
Left	Turn Left
End	Roll
Space Bar	Draw Weapon
Alt	Jump
Ctrl	Action
Shift	Walk
Keypad 0	Look
Delete	Side Step Left
Shift	Walk
Page Down	Side Step Right
Escape	Displays Menu Rings also quits FMV
F5	Short cut to Save game screen
F6	Short cut to Load game screen

MENU RING CONTROLS

Use Up and Down on the Cursor keys and Enter to select throughout all menus.

Use Right and Left on the Cursor keys to rotate through individual category options.
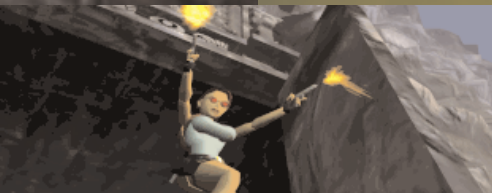
STARTING THE GAME

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 Enter and the passport will flip open.
Pressing right and left 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.

Polaroid – Lara's Home.

• Choose the Polaroid to access the interactive training level. Lara will explain how the game controls work.
• To exit the Gym select the Menu Ring and use the exit options within the passport.

Personal Stereo - sound effects and music

• Press Enter on the Personal Stereo, here you will have the option to change the volume levels of both the music and the sound effects, to turn one or both off simply set the level at zero.
• Press up and down to toggle between sound and music
• Press left and right to adjust volume settings.

Hand-held Game - Control configuration

• Press Enter on the Hand- held Game and you will be presented with a list of default key controls. Use the left and right cursor keys to select the user configurable keys, once here use the Cursor keys to highlight any key you may wish to change Pressing Enter on a highlighted control followed by another key will change control to that particular key.

Sunglasses - Adjust detail levels

• Use the cursor keys to scroll through various detail level options, press Enter to select.

• You may also use the following keys (in game only):
F1 Toggles between high/low resolution
F2 Reduces game screen window
F3 Increases game screen window
F4 Toggle between detail windows
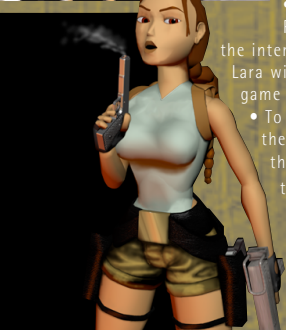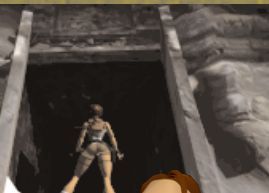
ACTIONS

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 Shift in conjunction with the Cursor keys, Lara can carefully walk forwards or backwards. While Shift is held down, Lara will not fall off any edge. If you walk up to an edge Lara will automatically stop.
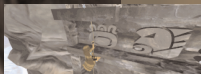
Side Steps
Side step Left (Delete) and right (Page Down) do exactly as you might imagine.

Roll
Selecting Roll (End) will make Lara dive forward, and finish up facing the opposite direction.

Jumping
Lara can jump in any direction, to evade her enemies. Press Alt and Lara will jump straight up into the air. If you press a direction immediately after pressing jump, Lara will jump in that direction.

Swimming

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

Pressing Up Down Left or Right makes Lara move in that direction. Pressing Alt makes Lara dive under the surface and begin to swim. Lara can pull levers and pick up objects under water. Just position Lara as close as you can and press Action (Ctrl).

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 (Delete & Page Down) to swim Left or Right when on the waters surface. Pressing Alt will make Lara dive under the surface again, pressing Ctrl when Lara is close to an edge will make her climb out.
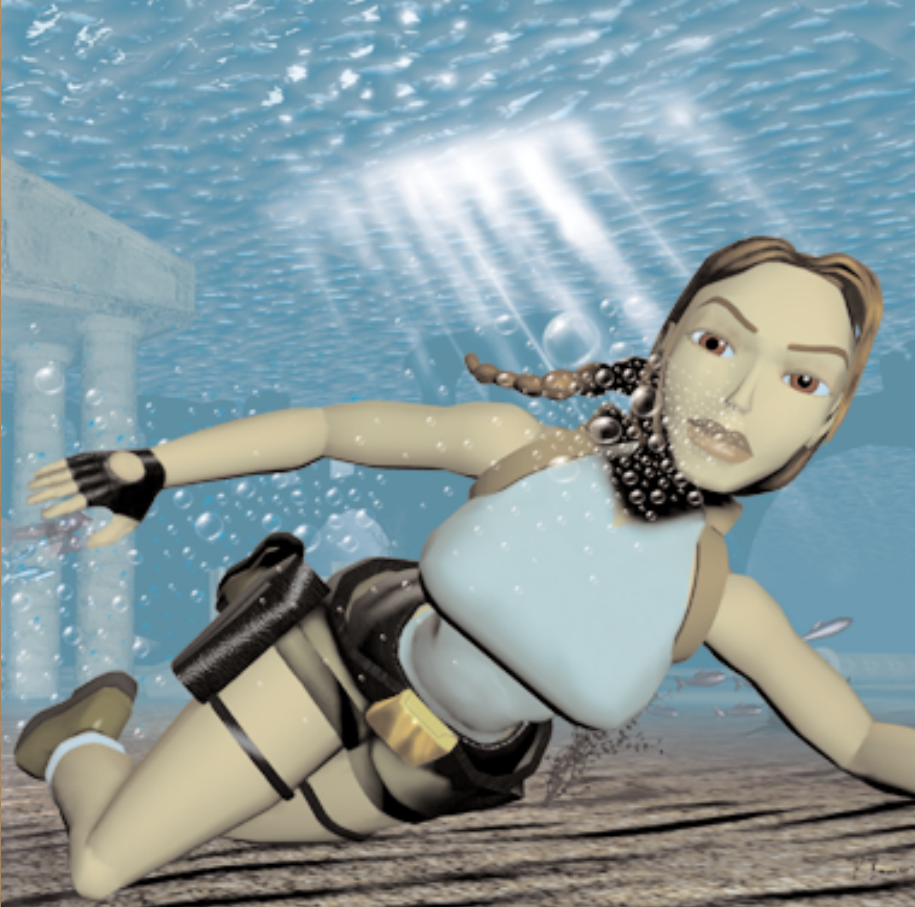
ACTIONS
(CONTINUED)

Attacking

Lara starts the game carrying two pistols. Later in the game she may find some extra weapons.

Shooting

Press Space Bar and Lara will draw her guns.

If Lara sees some thing 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 Ctrl while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while Ctrl is held Down, regardless of whether or not Lara loses her lock.

While Ctrl is held, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, she 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 Ctrl, 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 are as follows:

Vaulting

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

Grabbing hold

If Lara is near to a ledge while she is jumping, pressing and holding Ctrl will allow her to grab the ledge in front of her and hang there.
Press Left or Right, and Lara will shimmy sideways.
Pressing Up will make Lara climb up to the level above.
Let go of Ctrl 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 Ctrl and she will pick it up.

Using switches

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

Using Puzzle Items/Keys

Position Lara so that the object receptor is in front of her.
Press Ctrl and the item ring will appear. Left and Right will allow you to select the object you want to try, and pressing Ctrl again will use it.

Pushing/Pulling Objects

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

Looking around

pressing kepad 0 (Insert) will return the camera to directly behind Lara, whatever the camera is currently doing. With kepad 0 (Insert) held down, the Cursor keys 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 kepad 0 (Insert) on it's own will show you exactly what direction she is facing.)

In Game Menu Rings

Whilst in-game pressing Escape will display the Menu Rings
• Press Left and Right to rotate the menu ring.
• Press Enter to use or select the foremost item ready for use.
• Press Up or Down to swap between Inventory, Items and Options rings (see menu ring for details of the options available.)

INVENTORY RING

Compass
Select Compass to display the direction in which you are facing

Weapons
The pistols are, by default, selected and ready to use. If you have found any extra weapons simply select them and press Ctrl. 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.

ITEMS RING

Lara will find some objects that may be useful in puzzles, and if collected this is where they are stored.

OPTIONS RING

Passport
Here the options open to you are Restart level, Load game, Save game or Quit to Title Screen.

Save Game
To Save your current game proceed to the Menu Ring select the Passport, turn to the Save Game page and select Save Game. Your games will be named automatically.

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

You may also use F5 as a short cut key to reach the Save game Passport page.

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.

You may also use F6 as a short cut key to reach the Load game Passport page.

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) Restart (level) or Quit to the Title Screen.

CREDITS

Lead Programmer	Paul Douglas	Additional Artwork	Lee Pullen
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	Gavin Rummery		Dave Pate
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Additional Programming	Derek Leigh-Gilchrist	Script	Vicky Arnold
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	Mansoor Nusrat	Executive Producer	Jeremy H. Smith

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