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*For information on the Tomb Raider Level Editor, please refer to the Adobe Acrobat file that can be found on the Level Editor disc supplied with your **TOMB RAIDER: CHRONICLES** game.*

## STUCK IN THE MAZES OF TOMB RAIDER: CHRONICLES?

**CALL THE EIDOS INTERACTIVE HINT LINE**

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Must be 18 years or have parent's permission.

Touch-tone phone required.

Some screenshots in this manual may show pre-completion screens that differ slightly from actual game screens.



## A TRAGIC LOSS ...

*It is a cold, dark, rainy day. With the memorial service for Lara Croft over, her old friends retire to the Croft Mansion.*

*As they sadly collect their thoughts, they reminisce about Lara's past adventures ...*

*Meanwhile ...*

*Hundreds of miles away, Werner Von Croy co-ordinates the frantic dig – searching for answers buried deep beneath the Egyptian desert ...*

## CONTROLS

### MENU SCREEN CONTROLS

Cursor keys <b>↑/↓</b>	Navigate through menu screens
Cursor keys <b>←/→</b>	Toggle through individual category options
Return (or Action key)	Select
Esc	Return one level
Esc (or Action key)	Quit FMV

### IN-GAME CONTROLS

Cursor keys	Move Lara/Regain balance on tightropes
Ctrl	Action
Spacebar	Draw weapons/Holster weapons
Alt	Jump
End	Roll
< key	Draw flare/Throw flare
Shift	Walk (with Cursor keys; using <b>←/→</b> will side-step)
Delete/Pg Dn	Side-step left/right
? key	Sprint/Launch torpedo decoy while wearing EDS (Extreme Depth Suit)
? key + Alt	Dive and roll forward (while sprinting)

Ins (or keypad 0)	Press and hold to Look (with Cursor keys) Tap to assign/change target (Manual Targeting mode) Tap to change target (Automatic Targeting mode) Press and hold to use laser sight
> key	Duck/Crawl (with Cursor keys)
Esc	Display Inventory
P key	Pauses/Unpause
> key/? key	Zoom in/out (while using binoculars/laser sight)
Spacebar	Return to normal view (while using binoculars/laser sight)

### HOT KEYS

9 key	Use large medi-pak
0 key	Use small medi-pak
F5 key	Shortcut to Save Game screen
F6 key	Shortcut to Load Game screen
Alt & + key	Increase resolution*
Alt & - key	Decrease resolution*
Alt & Enter	Toggle between window and full screen mode*

\* *Dependent on graphic card support.*

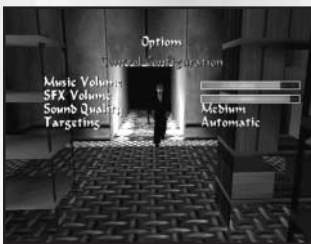
## STARTING THE GAME

After the introductory FMV sequence, the Title screen/Main menu will appear. On this screen, the following options are available:

- NEW GAME** Prepare to join Lara on a new adventure.
- LOAD GAME** Display the Saved Game screen, where you can choose to load a previously saved game.
- OPTIONS** Display the Options screen offering the following options:

**CONTROL CONFIGURATION** – Select **KEYBOARD** or **JOYSTICK** and reconfigure the default controls.

To reconfigure the **KEYBOARD** controls, use the Cursor keys **←/→** to select the user configurable keys. Then use the Cursor keys to highlight a key you want to change. Press **Enter** or the **Action** key on a highlighted control and then press another key to reassign control to that particular key.



If you select **JOYSTICK** control, the Directional buttons replace the Cursor keys. Highlight a control you want to change. Press **Enter** or the **Action** key on a highlighted control and then press a Joystick button to reassign control to that particular button.

Select **RESET** to return the controls to their default state.

**MUSIC VOLUME** – Use the Cursor keys **←/→** to adjust the music volume.

**SFX VOLUME** - Use the Cursor keys **←/→** to adjust the volume of in-game sound effects.

**SOUND QUALITY** – Set the level of quality of music playback.

**TARGETING** – Use the Cursor keys **←/→** to toggle between Automatic or Manual Targeting. (For more information, see page 13.)

**EXIT** Return to Windows  
*NOTE: Your settings will be automatically saved when you exit the game.*

**SPECIAL FEATURES** View special **TOMB RAIDER: CHRONICLES** bonus materials. Many of the features will be revealed as you progress through the game.

A black and white photograph of Lara Croft in a camouflage suit, running through a tunnel. She is leaning forward, holding a pistol in her right hand. The tunnel has a large wheel-like structure on the left wall and a bright light source at the end of the tunnel.

## LARA'S ACTIONS

### MOVING

#### *Running/Sprinting*

Press **▲** to move Lara forward at a running pace. Press the Sprint key to make her temporarily sprint. A small energy bar will appear; when the bar depletes, Lara reverts to running.

Press **▼** to make Lara hop back a short distance.

Press **◀/▶** to turn Lara left/right.

#### *Walking/Side-Stepping*

Press the Walk key plus **▲/▼** to make Lara carefully walk forward or backward. Press the Walk key plus **◀/▶** to make her side-step. While the Walk key is held down, Lara will not fall off any edge; if she walks up to an edge, she will automatically stop.

#### *Rolling*

Press the Roll key to 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 key and Lara will jump straight up into the air.

If you press a Cursor key immediately after pressing Jump, Lara will jump in that direction. In addition, pressing **▼** or the Roll key immediately after starting a forward jump makes Lara somersault in the air and land facing the opposite direction. This also works when Lara is jumping backward by pressing **▲** or the Roll key immediately after takeoff.

## SWIMMING

### *Underwater*

When 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.

Press any Cursor key to make Lara rotate in that direction. Press the Jump key to make her swim. Lara can pull levers and pick up objects under water. Just position Lara as close as you can to an object and press the Action key.

### *Swimming on the Surface*

When Lara is swimming on the surface, pressing **◀/▶** will rotate her, and pressing **▲/▼** makes her swim in those directions. You can also use the side-step actions to make Lara swim left or right.

Press the Jump key to make Lara dive under the surface. Press **▲** plus the Action key when Lara is close to an edge to make her climb out.



### ***Wading in Shallow Water***

Lara won't swim in waist deep water; instead she wades. The controls for moving Lara 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.

### ***Extreme Depth Suit (EDS)***

The EDS is used for diving and exploring the seabed at depths where conventional divers cannot reach. The suit has its own propulsion units and is also equipped with torpedo decoys. If a torpedo is fired at Lara, launch a decoy and then make her swim away. If you have successfully deployed the decoy, the torpedo should be attracted to it, enabling Lara to fight another day. Swimming in the EDS is controlled in the same way as swimming on the surface.

Avoid the rock faces on the seabed – colliding with them will stress Lara, making her breathe more heavily and use up her air more rapidly!

## **ATTACKING**

### ***Drawing & Firing Weapons***

Press the Draw key to arm Lara with her currently selected weapon. Press the Action key to fire the weapon.

*NOTE: When Lara has her guns drawn, she cannot do anything else that requires using her hands.*

### ***Targeting***

Lara has two Targeting modes, Automatic and Manual. Both modes allow you to switch lock-on from one enemy to another. To switch targets, tap the Look key.

*NOTE: You can set Targeting mode from the Options menu. See page 9.*

#### ***1) Automatic Lock-On (Targeting)***

Press the Draw key and Lara will draw her guns. If she sees a potential target, she will lock onto it. If there are multiple enemies, you can change targets by tapping the Look key. Press the Action key to shoot at the selected target. To switch to another enemy, tap the Look key again.

If Lara loses sight of the enemy, the lock-on is broken.

#### ***2) Manual Lock-On (Targeting)***

Similar to Automatic Lock-On except that Lara will only lock-on to an initial enemy when you tap the Look key once. Lara will now target the selected enemy and you may now cycle through alternate targets by tapping the Look key again.

## OTHER ACTIONS

### *Vaulting*

If Lara is faced with an obstacle that she can climb over, pressing **▲** plus the Action key will make her vault onto it.

### *Climbing*

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

She will only hang on while you hold down the Action key. You can make her climb up, down, left and right by pressing the Cursor keys. She can also climb around the edges of some surfaces. Press the Jump key to make Lara jump backward away from the wall.

When Lara arrives at the top of the ladder, she may be faced with a small opening. Press the Crawl key to make her duck, and then press **▲** to make her crawl into the gap (if she will fit). Keep the Action key held down until Lara is safely inside the crawl space.



### *Climbing Poles*

Lara will come across certain poles that she can climb. Either make Lara walk up to the pole, and then press and hold the Action key, or make her run, jump and grab the pole. You must keep the Action key pressed or Lara will let go.

While Lara is on the pole, press **▲/▼** to make her climb up and down; press **◀/▶** to make her rotate around the pole; and press the Jump key to make her back-flip off the pole.

### *Climbing Ropes*

On ropes, you can make Lara grab hold, rotate, climb up and down and jump off in the same way as for climbing poles.

Press the Sprint key to make the rope swing from side to side. Press the Jump key to make Lara jump forward off the rope.

### *Duck & Crawl*

Press the Crawl key to make Lara duck, and keep the key pressed while using the Cursor keys to make her crawl. Lara can now forward flip straight out from a crawl space – just make her crawl to the edge and press the Jump key. Press the Jump key while Lara is crouched at the exit of a crawl space to make her forward flip.

### *Grabbing Hold*

If Lara is near a ledge while she is jumping, pressing and holding the Action key 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 onto ledges). Press **◀/▶** and Lara will shimmy sideways and even around corners of certain surfaces. Press **▲** to make Lara climb up to the level above. Release the Action key and Lara will drop.



### **Monkey Swing**

If Lara discovers an overhead frame, she may decide to monkey swing across it. Press the Jump key to jump up to the frame, then press the Action key to grab it. While holding the Action key, press **▲** to make Lara swing forward. Press **◀/▶** to make Lara hang and rotate. Release the Action key to have Lara release the bars.

### **Tightrope Walking**

Make Lara walk up to a tightrope, then press the Action key and Lara will step onto the rope. Press **▲** to make Lara walk forward, and **▼** to make her turn around. If Lara starts to lose her balance, press **◀/▶** (opposite to the way she is leaning) to regain her poise.

### **Parallel Bars**

Look for bars or support beams in the scenery – Lara can jump and grab onto some of these to get across gaps. Use the Action key to make Lara grab onto the bar, then hold down the key to make her spin on the bar until you release the key.

### **Picking Up Objects**

Lara can retrieve objects and store them in her Inventory. Position Lara so that the object to be retrieved is in front of her feet. Press the Action key and she will pick it up.

Some objects in the game can be shattered by shooting them to reveal valuable pickups. Objects may also be discovered on pedestals and hidden inside walls or shelves/cabinets – in this case press the Action key to have Lara reach in and grab them.

### **Using Switches & Solving Puzzles**

Many puzzles await Lara – these will take various unusual forms. You may simply need to flip a switch – this is achieved by positioning Lara by a switch and pressing the Action key. For other puzzles, you may need to collect two halves of an object, combine them in the Inventory, and then use them as a key. (See page 18.)

### **The Crowbar**

Lara may need to remove items from walls or pry open doors. To do this she'll need a crowbar. Select the crowbar from the Inventory to use it.

### **Using Flares**

If Lara finds herself in the dark and has any flares in her Inventory, you can make her get one out and light it by pressing the Flare key. This will light up her surroundings for a minute or so. While she is carrying it she can still vault or climb – flares even work underwater. To discard the flare, you can make Lara drop it by pressing the Draw key, or throw it a longer distance by pressing the Flare key again.

### **Pushing/Pulling Objects**

Lara can push certain objects around and use them to operate pressure-sensitive pads. Stand Lara in front of the object and hold down the Action key. Lara will take her ready stance. Press **▼** to make Lara pull the block, and **▲** to push it. To stop, release the Action key.

### **Looking Around**

Press the Look key to make the camera move directly behind Lara. With the Look key held down, use the Cursor keys to make Lara look around her. When you release the Look key, the view returns to normal.

*TIP: If you are trying to line Lara up for a jump but the camera is in an awkward position, press the Look key to see the exact direction she is facing.*



## IN-GAME INVENTORY

During a game, press the Esc key to display the Inventory. Use the Cursor keys to navigate through the Inventory and press the Action key to select. Depending on the object that is highlighted, a relevant menu may be displayed under the item. For example, highlighting the HK gun will present the following options:

- EQUIP – Arm Lara with the weapon.
- COMBINE – Allows the item to be combined with other relevant items held in the Inventory, i.e. the silencer.
- CHOOSE AMMO – In some instances Lara may collect different forms of ammo, and this option allows you to choose between available ammunition for that weapon.

Press the Esc key to exit the Inventory and return to the game.

### *Small Medi-Pak*

Use a small medi-pak (when collected) to restore half of Lara's health. It also acts as a poison antidote.

### *Large Medi-Pak*

Use a large medi-pak (when collected) to fully restore Lara's health. It also acts as a poison antidote. Beware: some enemies will poison Lara. If she is poisoned, her health bar will appear and begin to flash yellow – decreasing as it flashes. Quickly use either a small or large medi-pak as an antidote.

### *Timex TMX Watch*

Select the watch to check how you are progressing through the level.

### *Binoculars/Headset*

The binoculars are very useful for spying on distant enemies if you don't have the laser sight. The binoculars are replaced with a headset for the V.C.I. tower levels.

The headset can be switched to infrared mode (press the Action key when the headset is selected), allowing Lara to see invisible lasers. It's also equipped with a mini-com to allow contact with Lara's accomplice Zip.

### *Grappling Hook Launcher*

Found later in the adventure, the grappling hook launcher is an ideal way to get across some gaps. The capsule it fires can only grip onto certain surfaces, usually grills or grates in the ceiling. Use Targeting mode to look around for a suitable anchor point – the cursor will flash green – and press the Action key to launch the capsule. Once the rope is anchored, it is then used like a standard rope (see page 15).

### *Save Game/Load Game*

Save the game at any point or load a previously saved game. (See page 20.)

## PAUSE MENU

Press the P key to pause the game and display the Pause menu, offering the following options:

**OPTIONS** Access the Options screen to load a previously saved game or change some game settings, including the key configuration. (See page 8.)

**EXIT TO TITLE** Return to the Title screen without saving your game.

Press the Esc key or the P key to close the Pause menu and return to your game.



## SAVING & LOADING

### SAVING YOUR GAME

To save the game at any point, display the Inventory and select **SAVE GAME**. Select a slot and press the Action key. Your saved game will be named automatically. You can save a total of 10 games. Select a previously used slot to overwrite a saved game. (During a game, you can press the F5 key as a short-cut to the Save Game menu.)

### LOADING A SAVED GAME

To load a previously saved game, display the Inventory and select **LOAD GAME**. Highlight the game you want to load and press the Action key. (During a game, you can press the F6 key as a short-cut to the Load Game menu.)

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