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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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- Take occasional rest breaks during extended play.
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PROPHECY

I Semerkhet, high priest of Horus, forewarn that he who removes the Amulet shall have released Set.

He who walked abroad with the Jackals at the dawn of man shall once again violate the earth.

Set, Ruler of Evil, will again be Free at the turn of a distant Millennia. At his heel plagues and locusts.

Harvests fail under the broken skies.

And Set sayeth: "I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands, and shall be ceaseless."



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INSTALLATION

Quit all applications and close all windows on your desktop.

Place the Tomb Raider – The Last Revelation CD in your CD-ROM drive. When you close the drive, the Tomb Raider installation menu will appear.

If AutoPlay is disabled, the menu will not appear. To manually access the installation menu follow these simple instructions:

- Double-click on the My Computer icon on your desktop, and then double-click on the CD-ROM icon that appears in the newly opened window. Finally, double-click “autorun.exe” to open the installation menu.

From this point, follow the on-screen prompts to guide you through the installation process.

At the completion of Installation you will be presented with the options to play the game, quit without playing the game or read the Readme text file. Refer to the Readme file for updates, manual alterations and troubleshooting.



CONTROLS (DEFAULT)

LARA

Cursor Keys	Move Lara around playing area
Ctrl	Action
Space Bar	Draw/Holster Weapon
Alt	Jump
End	Roll
<	Draw/Throw flare
Shift	(+ Cursor Keys) Walk
Delete	Sidestep left
Pg Dn	Sidestep right
?	Sprint when moving forward (Pressing Alt will make Lara dive and roll forward)
Ins or Keypad 0	(+ Cursor Keys) Look around/Tap to assign or change target (Manual Targeting)/Tap to change target (Auto Targeting)/Press and hold to use laser sight
>	Duck
>	(+ Cursor Keys) Crawl
Esc	Pause and display Inventory
> / ?	(while using binoculars/laser sight) Zoom in/out
Space Bar	(while using binoculars) Return to normal view

NOT KEYS

1 - 8	Directly select available weapons
9	Use large MediPak
10	Use small MediPak
F5	Shortcut to Save Game
F6	Shortcut to Load Game
Alt & +	* Increase resolution
Alt & -	* Decrease resolution
Alt & Enter	* Toggle between Window and Full Screen mode

* These options are dependent on graphic card support.

VEHICLES

MOTORCYCLE & SIDECAR

Left/Right Cursor Keys	Turn left/right
Down Cursor	Pull back
Ctrl	Accelerate
Alt	Brake
End	(when stationary) Dismount
?	Activate Nitro

JEEP

Left/Right Cursor Keys	Turn left/right
Ctrl	Accelerate
Shift	Shift up
?	Shift down
End	(when stationary) Exit vehicle

MENU CONTROLS

Use **Up** and **Down** Cursor Keys to navigate through the Menu Screens, use **Esc** to return one level and the **Action Key** or **Return** to select throughout all menus. The **Esc** or **Action Key** also quits FMV.

Use **Right** and **Left** Cursor Keys to toggle through individual category options.

MAIN MENU

Following a short introductory FMV sequence you will see the Main Menu. At this screen the following options are available:

NEW GAME – Join Lara on a new adventure.

LOAD GAME – Access the Saved Game Screen, where you can choose to load a previously saved game.

OPTIONS – Access the Options Screen with the following options:

CONTROL CONFIGURATION – Pre-select your preferred control method, Keyboard or Joystick, and reconfigure the default controls to your preference.

Use **Left/Right** Cursor Keys to select the user configurable keys. Once here, use the **Cursor Keys** to highlight any key you wish to change. Pressing **Action** or **Return** on a highlighted control followed by another key will change control to that particular key.

If you select Joystick as your control method, the directional buttons replace the cursor keys. Highlight any control you wish to change. Pressing Action or Return on a highlighted control followed by a button on your Joystick will change control to that particular button.

To reset the controls to default, highlight and select Reset.

MUSIC VOLUME - Use Left/Right Cursor Keys to raise or lower the music volume.

SFX VOLUME - Use Left/Right Cursor Keys to raise or lower the volume of in-game sound effects.

SOUND QUALITY - Set the level of quality of music playback. Your settings will be automatically saved when you exit the game.

TARGETING - Use Left/Right Cursor Keys to toggle between Auto and Manual Targeting.

EXIT - Return to Windows.

PAUSE MENU

Pressing the P key will pause the game and display the Pause Menu with the following options:

STATISTICS - See how well you're progressing through the level.

OPTIONS - Access the Options Screen. For more detail, refer to the Options text on page 5.

EXIT TO TITLE - Return to the Title Screen/Main Menu without saving your game.

Press Esc to exit the Pause Menu.

THE BEGINNING

The daughter of Lord Henshingly Croft, Lara was brought up in the secure world of aristocracy. Wanting for nothing, she was surrounded by servants, social events and high society.

Lara attended Wimbledon High School for Girls from the age of 11. Now that she was 16, her parents decided that Lara should broaden her education by studying for her A levels at one of England's most prominent boarding schools. An adventurous soul, Lara found the idea of being sent away from home an exciting prospect.

By chance one day Lara came across a copy of National Geographic on the hall table. The front cover featured a familiar name - Professor Werner Von Croft. A respected archaeologist, Von Croft had once lectured at Lara's school to pupils and parents alike. The experience had a profound effect on Lara, triggering a desire for travel to remote locations in search of

adventure. In some ways Von Croft had become an inspirational figure for Lara.

As Lara read further, she learned that Von Croft was currently preparing for an archaeological tour across Asia, culminating in a potential new discovery to be made in Cambodia. Unable to contain herself, Lara burst into the room, thrust the article in front of her parents and without hesitation demanded she accompany Von Croft on his expedition. Lord Croft could hardly disagree that travel was an education in itself.

As Lara argued the case further, he found himself walking over to the desk and penning a letter to Von Croft, introducing himself as an influential society figure and offering financial assistance in exchange for his daughter's place on the expedition.

Von Croft's reply assured the Henshingly Crofts that the territories were friendly and that he had ample

experience to look after both his and Lara's well being. Lara's company as an assistant would be welcome, as was the offer of such a generous check. He remembered Lara from his lecture – her incessant yet insightful questions had made quite an impression upon him.

And so it was agreed by all that Lara would accompany Von Croy for the duration of the tour ...

Once the game begins, listen carefully to Von Croy. His teachings and advice will prove invaluable on your travels ...

ACTIONS

MOVING

RUNNING/SPRINTING

Pressing **Up** moves Lara forward at a running pace; pressing the **Sprint Key** makes her temporarily sprint. A small energy bar appears; when the bar depletes Lara will revert back to a run. Pressing **Down** makes Lara jump back a short distance. Pressing **Left/Right** turns Lara left/right.

WALKING/SIDESTEPPING

Press the **Walk Key** with the **Up/Down** **Cursor Keys** to make Lara carefully walk forward or backward. Press the **Walk Key** with the **Left/Right** **Cursor Keys** to make Lara sidestep. While the **Walk Key** is held, Lara will not fall off any edge - if you walk up to an edge Lara will automatically stop.

ROLL

Pressing the **Roll Key** makes Lara roll forward, and finish up facing the opposite direction. This also works underwater.

JUMPING

Press the **Jump Key** to make Lara jump straight up. If you press a **Cursor Key** immediately after pressing **Jump**, Lara will jump in that direction. Pressing **Down** or **Roll** right after starting a forward jump makes Lara somersault in the air and land facing the opposite direction. This also works when jumping backward by pressing **Up** or **Roll** immediately after takeoff. Press **Jump** while holding the **Action Key** to make Lara "inch" forward and grab those tricky ledges.

SWIMMING

UNDERWATER

Lara can jump in and swim around in deep pools of water. She can hold her breath for about one minute (shown by an on-screen air bar). If she remains underwater after that, her health bar deteriorates; if it empties, she drowns.

Pressing **Up**, **Down**, **Left** or **Right** makes Lara rotate in that direction. Pressing the **Jump Key** makes Lara swim. Lara can pull levers and pick up objects under water. Position Lara as close as you can to the object and press the **Action Key**.

SWIMMING ON THE SURFACE

Left and **Right** rotate Lara, and **Up** and **Down** make her swim in those directions. You can also use the **Sidestep** actions to swim left or right when on the surface of the water.

Pressing the **Jump Key** makes Lara dive under the surface again. Pressing the **Action Key** along with the **Up** **Cursor Key** when Lara is close to an edge makes 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

DRAWING AND FIRING WEAPONS

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

TARGETING

There are now two **Targeting Modes**: **Auto** and **Manual**. Both modes allow you to switch lock-on from one enemy to another. To switch targets, tap the **Look Key**. Set **Targeting Mode** in **Options Mode** from the **Main Menu**.

AUTO LOCK-ON

Press the **Draw Key** to make Lara draw her weapon. If she sees a potential target, she will lock onto it. If there are

multiple enemies, tap the **Look Key** to change targets. Press the **Action Key** to shoot at the selected target; tap the **Look Key** to switch to another enemy. If Lara loses sight of the enemy, the lock-on is broken.

MANUAL LOCK-ON

In this mode, you must tap the **Look Key** for the initial enemy lock-on. You can then cycle through targets by tapping the **Look Key** repeatedly.

LOCK-ON LIMITATION

While Lara has her guns drawn, she cannot do anything using her hands. These actions are described in the following section, **Other Actions**.

LASER SIGHT TARGETING

By combining the laser sight with some weapons, Lara can enter a targeting mode used to solve some puzzles and defeat certain enemies. When the laser sight is combined with a weapon, press and hold the **Look Key** to enter **Targeting Mode**. Use the **Duck** and **Sprint Keys** to adjust your aim by zooming in/out. While in **Targeting Mode**, Lara cannot move.

OTHER ACTIONS

VAULTING

If Lara is faced with an obstacle that she can climb over, pressing **Up** and the **Action Key** makes her vault onto it.

CLIMBING WALLS

Some walls are climbable. If Lara comes across such a surface, pressing **Up** and the **Action Key** makes 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 climb up, down, left and right when you press the **Cursor Keys**. Lara can also climb around the edges of some surfaces. Pressing the **Jump Key** makes Lara jump backward away from the wall.

When Lara arrives at the top of the ladder, she may be faced with a small opening. Pressing the **Crawl Key** makes Lara duck and pressing **Up Cursor Key** makes her crawl into the gap (if she will fit).

CLIMBING POLES

Lara will come across certain poles that she can climb. Either walk up to the pole and press and hold the **Action Key**, or run, jump and grab the pole. While climbing, keep the **Action Key** pressed or Lara will let go.

While on the pole, press **Up** and **Down Cursor Keys** to make Lara climb up and down, **Left** or **Right** to make her rotate around the pole and the **Jump Key** to backflip off.

CLIMBING ROPES

Lara grabs hold of ropes, rotates, climbs up and down and jumps off the same way as when climbing poles. To make the rope swing from side to side, press the **Sprint Key**. Press the **Jump key** to make Lara jump forward off the rope.

DUCK AND CRAWL

You can make Lara duck by pressing the **Crawl Key** and crawl by keeping that key pressed while using a **Cursor Key** to move her.

GRABBING HOLD OF LEDGES

If Lara is near a ledge while she is jumping, pressing and holding the **Action Key** allows 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 on ledges). Press **Left** or **Right**, and Lara will shimmy sideways and even around corners of certain surfaces. Pressing **Up** makes 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. To perform this, press the **Jump Key** to jump up to the frame, and immediately press the **Action Key** to grab onto the frame. While still holding the **Action Key**, press **Up Cursor Key** to swing forward. Pressing **Left/Right Cursor Keys** makes Lara hang and rotate. Releasing the **Action Key** causes Lara to release the bars.

PICKING UP OBJECTS

Lara can retrieve objects and store them in her Inventory. Position Lara in front of the object you want to retrieve. Press the Action Key and she will pick it up.

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

Some objects can be broken, revealing valuable pick-ups. Objects may also be placed on blocks and hidden inside walls – in this case press the Action Key to reach in and grab it.

USING SWITCHES/SOLVING PUZZLES

Many puzzles await Lara; these will take many unusual forms. You may simply need to flick a switch by positioning Lara near the 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 use them as a key.

THE CROWBAR

Lara may need to pry 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, she can 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 the flare she can still vault or climb – flares even work underwater. To discard the flare, drop it by pressing the Draw Key. To throw the flare a longer distance, press the Flare Key again.

PUSHING/PULLING OBJECTS

Lara can push certain objects around and use them to operate pressure-sensitive pads. Stand in front of the object and hold down the Action Key. Lara will get into her ready stance. Press Down to pull the block, and Up to push it. To end this task, release the Action Key.

LOOKING AROUND

Pressing the Look Key makes the camera go directly behind Lara and look in the direction that you are currently pointing at. With the Look Key held down, the Cursor Keys allow Lara to look around her. Once you release the Look Key, the view returns to normal.

TIP: When lining Lara up for a jump, pressing the Look button will show you what direction she is facing in.

INVENTORY

While in-game, press the Esc Key to display the Inventory. Use the Cursor Keys to navigate and the Action Key to select. Depending on the object highlighted, a menu may be displayed. For example, highlighting the crossbow presents these options:

EQUIP – Arm Lara with the weapon.

COMBINE – Allows the item to be combined with certain other items held in the Inventory, i.e. the laser sight.

CHOOSE AMMO – In some instances Lara may collect different forms of ammo. This option allows you to choose between available ammunition for your selected weapon.

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

MEDIPAKS

Using a small MediPak (when collected) will restore 1/2 of Lara's health. Using a large MediPak will fully restore Lara's health. Beware: some enemies will poison Lara. In that case, her health bar will appear and begin to flash yellow, decreasing as it flashes. Use either a small or large MediPak as an antidote.

SAVE/LOAD GAME

To save the game at any point, press F5 or display the Inventory Screen and select Save Game. Select a slot and press the Action Key. Your Save Game will be automatically named. There are a total of 10 save game slots; select a previously used slot to overwrite. To load a saved game, press F6 or select Load Game and choose the game you wish to load.

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EIDOS INTERACTIVE TECHNICAL SUPPORT

Please read the following section before calling technical support:

Because of the millions of different hardware and software combinations possible with today's Personal Computers, you may still have to refer to your computer manufacturer or software publisher to properly configure their product to run our game.

CONTACTING TECH SUPPORT

If you have questions about the game, our Technical Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via e-mail, fax, telephone or letter.

If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m., Pacific Standard Time. If possible, be at your computer when you call. The support representative will need specific information about your computer and may need you to access or change some of the files while you are on the telephone.

If it is impossible for you to be at your computer, be sure to have the following information:

- A listing of your computer's hardware and the settings from Device Manager, including what sound and video card your system has. (Contact your computer manufacturer if you aren't sure.)
- What version of Windows™ you are using.
- What version of DirectX™ is currently loaded on your computer.
- How the game is currently configured.

Note: Our Technical Support agents do not have access to game hints, tips, strategies or codes. Please direct all game play inquiries to the 900 hint line listed below.

HOW TO REACH US

World Wide Web:

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Product Warranty Inquires: cs@eidos.com

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Hint Line: Eidos Interactive's 24 hour automated hint line number is (900) 773-4367. The charge is \$.99 per minute. You must be 18 years or older; or have your parent's permission to call.