

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.

IN-GAME CONTROLS

LARA

Cursor Keys

Use the Cursor Keys to move Lara around the playing area.

Ctrl

Space Bar

Alt

End

<

Shift (in conjunction
with Cursor Keys)

Delete

Pg Dn

?

Ins (Keypad 0)
(in conjunction
with Cursor Keys)

Action

Draw Weapons

Jump

Roll

Draw Flare

Walk

Side-step Left

Side-step Right

Sprint when moving forward
(Pressing Alt will make you dive
and roll forward)

Press and hold to Look

Tap to assign / change target
(Manual Targeting mode)

Tap to change target
(Automatic Targeting mode)

Press and hold to use laser sight

TOMB RAIDER
THE LAST REVELATION

>		Duck
>	(in conjunction with Cursor Keys)	Crawl
ESC		Pauses and displays Inventory
>	(Whilst using Binoculars/Laser Sight)	Zoom in
?	(Whilst using Binoculars/Laser Sight)	Zoom out
Space Bar	(Whilst using Binoculars)	Returns to normal view mode

HOT KEYS

KEYS

1 ~ 8	Directly select available weapons
9	Use large Medi-pack
0	Use small Medi-pack
F5	Shortcut to Save Game
F6	Shortcut to Load Game
Alt & +	* Increase resolution
Alt & -	* Decrease resolution
Alt & Enter	* Toggles between Window and Full Screen mode.

*Please note, the above options are dependant on graphic card support.



VEHICLES

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

MOTORCYCLE & SIDECAR

Left and Right Cursor Keys

Down Cursor

Ctrl

Alt

Alt + Left or Right Cursor Keys

?

Turn Left & Right

Pull back

Accelerate

Brake

Dismount

Activate Nitro

JEEP

Left and Right Cursor Keys

Ctrl

Shift

?

Alt + Left or Right Cursor Keys

Turn Left & Right

Accelerate

Shift Up

Shift Down

Exit Vehicle

TOMB RAIDER
THE LAST REVELATION

MENU SCREEN CONTROLS

Use Up and Down Cursor Keys to navigate through the Menu Screens, use ESC to return one level and 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.

STARTING THE GAME

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

MAIN GAME TITLE SCREEN

At this screen the following options are available to you:

NEW GAME - Prepare to join Lara on a new adventure

LOAD GAME - Select this option takes you to the Saved Game Screen, here you may choose to load a previously saved game.

OPTIONS - Selecting takes you to the OPTIONS SCREEN, the options available to you here are:

CONTROL CONFIGURATION - Here you can pre-select your preferred control method, Keyboard or Joystick and reconfigure the default controls to your preference.

Use Left and 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.

Once you have selected Joystick as your preferred 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 key.

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

MUSIC VOLUME - Use right and left cursor keys to increase or reduce the volume of the music.

SFX VOLUME - Use right and left cursor keys to increase or reduce the volume of the in-game sound effects.

SOUND QUALITY - Enables you to set the level of quality of music playback.

TARGETING - Use Left or Right Cursor keys to toggle between Automatic or Manual Targeting.

Your settings will be automatically saved when exiting game.

EXIT - Return to Windows



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.

Having attended Wimbledon High School for Girls from the age of 11 years, Lara's parents decided that now she was 16, she 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 Croy. A respected archaeologist, Von Croy 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 Croy had become an inspirational figure for Lara.

As Lara read further, she learned that Von Croy 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 Croy 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 Croy, introducing himself as an

influential society figure and offering financial assistance in exchange for his daughter's place on the expedition.

Von Croy'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 cheque. 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 has begun, listen carefully to Von Croy, his teaching and advice will prove invaluable on your travels...



ACTIONS

MOVING

RUNNING / SPRINTING

Pressing Up moves Lara forward at a running pace, pressing Sprint Key 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 Key in conjunction with the Up & Down Cursor Keys, Lara can carefully walk forwards or backwards. By pressing Walk Key in conjunction with the Left & Right Cursor Keys, Lara will Side Step. Whilst the Walk Key is held down, Lara will not fall off any edge - if you walk up to an edge Lara will automatically stop.

ROLL

Pressing Roll Key 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 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 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.

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.

Pressing Up, Down, Left or Right makes Lara rotate in that direction. Pressing Jump Key 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 Key.

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 Key will make Lara dive under the surface again, whilst pressing Action Key and Up cursor key 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

DRAWING AND FIRING WEAPONS

Pressing the Draw key will arm Lara with her currently selected weapon. Pressing the Action key will fire the weapon.

TARGETING

There are now two targeting modes, Automatic and Manual. Both modes now allow you to switch lock-on from one enemy to another. To switch target, tap the Look key. The targeting mode can be set in the Options Menu found on the Main Game Title screen.

AUTO LOCK-ON

Press Draw key and Lara will draw her guns. If she sees a potential target she will lock onto it. If there are multiple enemies, Lara can change target by tapping Look key. Press Action key to shoot at the selected target, to switch to another enemy just tap Look key again. If Lara loses sight of the enemy, the lock-on is broken.

MANUAL LOCK-ON

Similar to Auto targeting but Lara will only lock-on an initial enemy when you tap Look key once, Lara will now target on the selected enemy, you may now cycle through alternative enemies as above.

Whilst Lara has her guns drawn, she can no longer do anything that requires the use of her hands. These actions are described below.

OTHER ACTIONS

VAULTING

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

CLIMBING

Some walls are climbable. If Lara comes across such a surface, pressing Up and Action Key will make her jump up (if there is room) and catch handholds on the wall. She will only hang on whilst Action is held down. She can then be made to climb up, down, left and right by pressing the Cursor Keys, Lara can also climb around the edges of some surfaces. Pressing Jump Key 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 Key will make Lara duck and pressing Up on the Cursor Keys will make Lara 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 press and hold Action key, or run, jump and grab the pole, you must keep the Action key pressed or Lara will let go.

Whilst on the pole, press Up and Down Cursor keys to make Lara climb up and down, Right or Left to make her rotate around the pole and Jump key to back-flip off.

CLIMBING ROPES

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

DUCK AND CRAWL

As described above Lara can Duck by pressing the Crawl Key and Crawl by keeping that Button pressing whilst using the Cursor Key to move her as you wish.

GRABBING HOLD

If Lara is near to a ledge while she is jumping, pressing and holding 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 ledges). Press Left or Right, and Lara will shimmy sideways and even around corners of certain surfaces. 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 Key to Jump up to the frame, the Action Key to grab on to the frame, and whilst still holding the Action Key, press Up or Down on the Cursor Keys to swing forwards or backwards. Pressing Left & Right Cursor Keys will make Lara hang and rotate. Releasing the Action Key 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. Press Action Key and she will pick it up.

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

USING SWITCHES / SOLVING PUZZLES

There are many puzzles that await Lara, these will take many unusual forms. You may simply need to flick at switch – this is achieved by positioning Lara by a switch and pressing Action. Others 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 prise open doors, to enable her 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, 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 dropped by pressing the Draw Key, to throw the Flare a longer distance press the Flare button combination 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 Action Key, 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 Key.

LOOKING AROUND

Pressing Look will make the camera go directly behind Lara, whatever the camera is currently doing. With Look held down, the Cursor Keys 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.)





PAUSE MENU

Pressing the P key will pause the game and also display the Pause Menu, press ESC to exit Menu and return to your game, from this menu the following options are available to you:

OPTIONS

Access the Options Screen, for more detail refer to **OPTIONS SCREEN** text.

STATISTICS

Select to see how well you're progressing through the game.

EXIT TO TITLE

Return to the Title screen without saving your game.your game.

TOMB RAIDER
THE LAST REVELATION

IN GAME INVENTORY

Whilst in-game pressing the ESC button will display the Inventory.

Use the Cursor keys to navigate through the inventory and the Action key to select.

Dependent on the object that is highlighted a relevant menu will be displayed under the item. For example:

Highlighting the Crossbow will present the following options:

Equip	Arms Lara with the weapon.
Combine	Allows the item to be combined with other relevant items held in the inventory i.e. Laser sight.
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 ESC to exit the Inventory and return to the game.

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 as an antidote.

SAVE GAME

To save the game at any point, bring up the Inventory Screen and select Save Game. Select a slot and press Action, your Save Game will be automatically named. Please note there is a total of 10 save game slots, select a previously used slot to overwrite.

You may also use F5 as a short-cut key to the Save Game Menu.

LOAD GAME

To load a previously saved game proceed to the Inventory select the Load Game icon and choose and select the game you wish to load.

You may also use F6 as a short-cut key to the Load Game Menu.

CREDITS

PC Programmer
AI Programming
Programmers

Animators

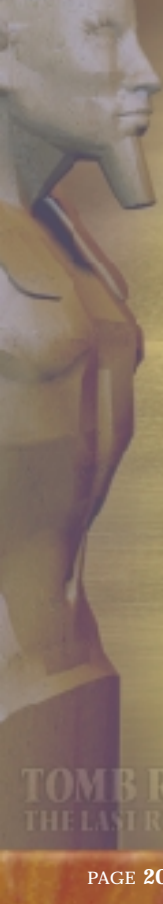
Level Designers

FMV Sequences

Additional Artwork

Music & Sound FX

Richard Flower
Tom Scutt
Chris Coupe
Martin Gibbins
Derek Leigh-Gilchrist
Martin Jensen
Phil Chapman
Jerr O'Carroll
Andrea Cordella
Pete Duncan
Jamie Morton
Richard Morton
Andy Sandham
Joby Wood
Peter Barnard
David Reading
Matt Furniss
Simeon Furniss
John Lilley
Damon Godley
Mark Hazleton
Steve Huckle
Steve Hawkes
Darren Wakeman
Peter Conelly



Original Story

Pete Duncan
Dr Kieron O'Hara
Richard Morton

Script

Andy Sandham
Hope Caton
Andy Sandham

Producer
QA

Troy Horton
Tiziano Cirillo
Nick Conelly
Hayos Fatunmbi
Paul Field
Steve Wakeman
Dave Ward
Jason Churchman

Thanks to

Phil Callaghan
Mick Harrison
Joe Scutt Phillips

Special Thanks to

All in the Game Limited
Viewpoint (UK) Limited

Executive Producers

Jeremy H. Smith

Adrian Smith

TOMB RAIDER
THE LAST REVELATION

LIMITED WARRANTY



Eidos Interactive Limited reserves the right to make improvements in the product described in this manual at any time without notice. Eidos Interactive Limited makes no warranties expressed or implied, with respect to this manufactured material, its quality, merchantability or fitness of any particular purpose. If any defect arises during the 90 day limited warranty on the product itself (i.e. not the software programme, which is provided 'as is') return it in its original condition to the point of purchase. Proof of purchase required to affect the 90 day warranty.

THIS LIMITED WARRANTY DOES NOT AFFECT YOUR STATUTORY RIGHTS.

Tomb Raider – The Last Revelation & Lara Croft © & TM 1999 Core Design Limited. © & Published 1999 by Eidos Interactive Limited. All Rights Reserved.