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LARA CROFT TOMB RAIDER

the angel of darkness



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design

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Installation

Quit all applications and close all windows on your desktop.

Place the Lara Croft Tomb Raider: The Angel of Darkness CD in your CD-ROM drive. Upon closing your 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 'setup.now.exe' to open the installation menu.

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

Central National Bureau. Paris
Commissioner Mirepoix, Special Crimes Investigation Force.
To the Préfecture de Police.

REPORT ON RECENT SERIAL ATROCITIES WITHIN THE CAPITAL.

As yet no significant arrests have been made for this latest spate of 'Monstrum' killings in the capital. Seventeen have been reported so far. A woman was seen leaving the apartment of the latest victim, Professor Werner Von Croy. Described as Caucasian, brunette, about 1.8m and of slim build, she was wearing jeans, denim jacket and a pony tail. She is dangerous and probably armed. Officers are being advised to use extreme caution when apprehending the suspect.

The press have sensationalised this latest outbreak of killings as "The Monstrum's Dark Renaissance", referring to similar atrocities in the capital over the last decade, and possibly as far back as the 1950's. There are definite links to atrocities in other European cities going back at least fifty years.

Forensics have made no headway regarding the bizarre metallic eruptions found on the bodies of all victims. At present nothing appears to link any of the individuals involved. There have been significant numbers of casualties within Parisian gangland factions.

It would all appear to be the work of a single, highly psychotic perpetrator. The bodies were desecrated and all crime scenes daubed with unintelligible graffiti, indicating some ritualistic fixation. There are no known survivors of these attacks so far.

The suspect's apprehension should be made top priority..

GETTING STARTED

Following the opening credits introductory movie you'll be prompted to press any key, this will call up the *Main Menu*.

MAIN MENU

Here the following options are available to you:

- New Game* – Prepare to join Lara on a brand new adventure.
- Load Game* – Selecting this option will take you to the *Load Game Screen*, here you can choose to load a previously saved game.
- Options* – Select to view the Options Menu.

PAUSE MENU

Pressing the ESC key will pause the game.

options MENU

Here the following options are available to you:

- Audio* – the game will attempt to set up the audio config. automatically, however, you can configure them here if you wish.
- Video* – the game will attempt to set up the quality settings automatically, however, you can configure them here if you wish.

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Control – follow the on-screen instructions to redefine currently mapped controls.

Game – allows configuration of game features.

MENU CONTROLS

Navigate all menus using the following controls:

Cursor Keys –

Use to move throughout the menu.

ENTER - Press to make selections.

ESC - Press to return back one level of menu.

CUT SCENE / CONVERSATION CONTROLS

Follow the on-screen prompts throughout the movie cut-scenes and conversations using the **ACTION** key to speed up the conversations or to confirm prompts.

CONTROLLING LARA CROFT & KURTIS TRENT

CURSOR KEYS:

Use these keys to move Lara or Kurtis around the screen, pressing the right or left Cursor key will make the character turn on the spot. Pressing the down Cursor key will make the character step backwards. You may also use the mouse to steer the character right and left.

SHIFT: (WALK)

Tap to toggle between RUN (default) and WALK modes.

Press and hold in conjunction with the Cursor keys to slow the character to a walk. Press left or right Cursor keys to sidestep, press up Cursor to walk forward and down Cursor to step backwards.

Whilst holding down Shift, press ALT to perform a short 'hop' jump.

ENTER: (STEALTH)

Press once to enter STEALTH mode, press once again to return to normal stance.

TAB: (INVENTORY)

Pauses the game and displays Inventory.

ESC: (PAUSE)

Pauses / Unpauses the game.

SPACE BAR: (WEAPONS)

Press once to draw currently selected weapon, press once again to holster weapon.

NUM PAD 0: (SPRINT)

Press and hold whilst you are moving around at running speed to sprint.

Note, Lara will need to have picked up the appropriate lower body upgrade to sprint. She'll tell you when she feels strong enough to sprint.

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NUM PAD 1: (DUCK)

Press and hold to duck down, use the Cursor keys to guide you whilst crawling, release the key to return to normal stance.

Whilst ducking press ENTER to perform a commando crawl.

ALT / MOUSE 2 (JUMP)

Press this key to jump.

CTRL / MOUSE 1 (ACTION)

Whilst in Stealth mode and near a flat upright surface press to 'Wall hug'.

Use this key to perform all scenery interaction and to initiate conversations with other characters, also use to grab ledges or to release from a fixed grab i.e. Monkey swing.

When walking up to the edge of a ledge, use Action to climb down and hang from it.

When weapons are holstered and in close proximity to an enemy, tap once to perform single punch, tap twice for double punch and press and hold to kick.

Whilst weapons are drawn press to fire.

END: (ROLL)

Press to perform a 180 degree roll.

CAMERA:

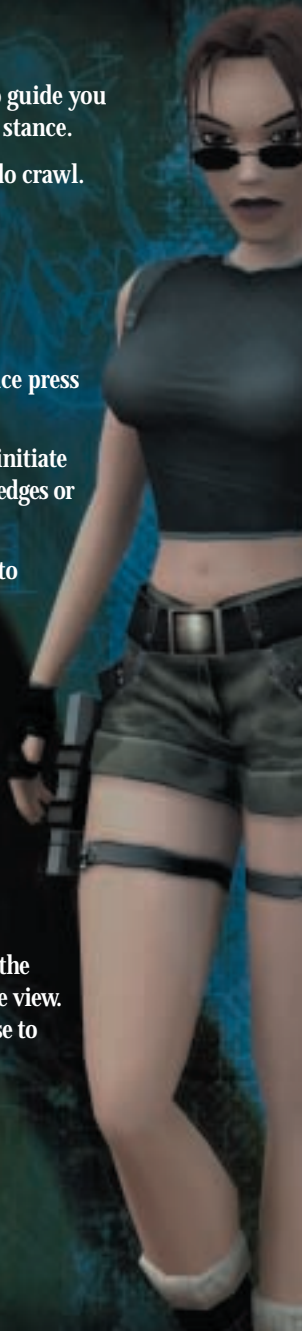
Whilst stationary, press and hold Num pad 0, then use the Cursor keys to move the camera from the characters eye view.

Whilst holding Num Pad 0, you may also use the mouse to control the camera.

SAVE / LOAD QUICK KEYS:

F5 - short-cut key to Save Game Menu.

F9 - short-cut key to Load Game Menu.



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HEALTH BAR

The bar will decrease as the characters energy depletes, the bar flashes when the character is poisoned



BREATH BAR / GRIP BAR (LARA)

Whilst underwater the bar will deplete. Whilst hanging from ledges the bar will reduce.

GRIP BAR (KURTIS)

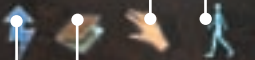
Whilst hanging from ledges the bar will reduce.

INTERACTION ICON

This icon is displayed when your character can interact with an object or scenery

WALKMODE ICON

This icon is displayed when Walkmode is activated.



VON CROY'S NOTEBOOK

This icon appears when a new entry in the notebook is ready to view

UPGRADE ICON

This icon is displayed when you've attained an attribute upgrade

ATTRIBUTE UPGRADE (LARA ONLY)

At various points in her adventure Lara will be able to upgrade her physical attributes by collecting upgrades. For example, when she collects a 'lower body' upgrade she'll be able to jump higher and further than before, thus enabling her to retrace her steps and reach areas otherwise previously inaccessible.

LARA CROFT'S SPECIFIC MOVES

SWIMMING

Underwater



If Lara finds a deep pool of water, she can jump in and swim. She can hold her breath for about a minute, any longer and she'll become fish-food!

Whilst swimming use the Cursor keys to rotate Lara in that direction and use the Jump key to stroke forward.

On the Surface

Use the Cursor keys to move her around on the surface, when at the edge of the water push the up Cursor and press the Action key to climb out.

CLIMBING PIPES/LADDERS

To climb drainpipes or ladders simply walk up to the object, pressing up on the Cursor keys will then make Lara climb onto the



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drainpipe or ladder. Once mounted use the Cursor keys to climb up, down and to dismount.

Note, Kurtis Trent can climb Ladders.

MONKEY SWINGING

Where the opportunity exists to Monkey Swing from bar to bar to cross a gap, simply position Lara under the first bar and press the Jump key, then when holding onto the bar press the up Cursor key to Monkey swing forward.

Press the Action key to dismount.

GENERIC ACTIONS

HAND-OVER-HAND

To jump on to a zip wire, position the character directly under it and press the Jump key. Use the Cursor keys to travel along the rope, use the Duck key to tuck the characters legs up to avoid objects.

PUSHING / PULLING

Certain objects can be pushed or pulled. Position the character next to the object and press and hold the Action key, then either press the up Cursor key to push or the down Cursor key to pull the object

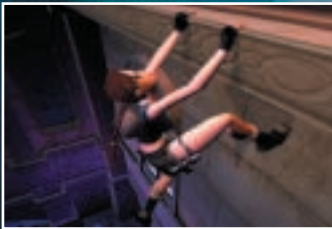
JUMPING, GRABBING AND SHIMMYING

To jump simply press the Jump key. To jump in a certain direction press jump whilst using the Cursor keys to determine the direction of jump.



For jumps onto ledges or rails over a great distance a jump and grab is required. To perform this jump press the Jump key whilst pressing the up Cursor, release the Jump key, then at the apex of the jump press and hold the Action key until Lara or Kurtis has grabbed the ledge, you may then release the key. At this point use the Cursor keys to shimmy along the ledge, pressing the up Cursor will make your character climb up onto the ledge.

To release the grab press Action , of course if the grab bar runs out the character will lose their grip straight away! Once the grab is activated a Grab Bar will appear.



GRAB BAR

Lara and Kurtis are very fit and strong but even they can't hang from ledges indefinitely. When either is grabbing a ledge a Grab Bar will appear on-screen. The bar will immediately begin to decrease. If it's allowed to run out altogether then their grip will be released and the character will let go of the ledge.

The bar is automatically refreshed with each grab.

LAST CHANCE GRAB

Should the character begin to slide on the scenery pressing the Action key will cause the character to grab before falling.

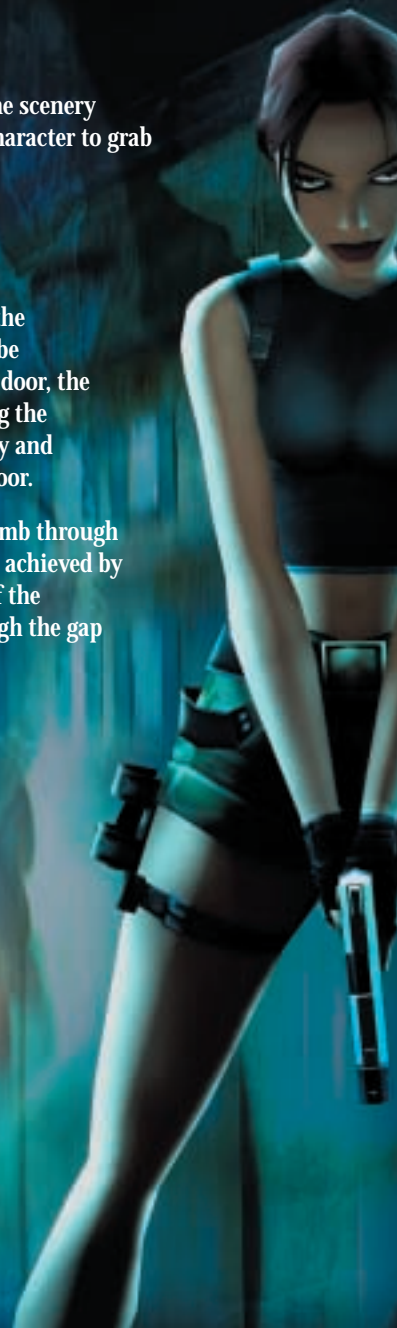
INTERACTING WITH THE ENVIRONMENT

Both Lara and Kurtis will interact with the environment, an example of this would be opening doors. Approach and stand by a door, the hand icon will appear on screen, pressing the Action key will cause the character to try and interact with it – in this case open the door.

You may wish to make Lara or Kurtis climb through windows or climb up onto boxes. This is achieved by walking the character up to the object, if the character can climb up or squeeze through the gap they will do so automatically.

ATTACKING

Press the Weapons key to draw the currently selected weapon from the inventory, press again to holster the weapon. Whilst the weapon is drawn press the Action key to fire, to switch target tap the Roll key.



Both Lara and Kurtis are ready for a fist fight at any time. Whilst in the proximity of an enemy tap the Action key once to perform a punch, double tap for a double punch or press and hold for a kick.

STEALTH

To enable Lara or Kurtis to remain relatively undetected they can adopt a Stealth mode, this is activated by tapping the Stealth key and deactivated by tapping the Stealth key once again.

Lara also has a silent neck-breaker move which is activated by pressing the Action key when standing directly behind an unsuspecting enemy.

Whilst in Stealth mode, when your character is near a flat upright surface press the Action key to 'hug' the wall. Use the right or left Cursor keys to perform a leaning-look around a corner. Press the Action key again to return to Stealth mode.

Remember, the stealth mode is designed for 'silent running'. Any enemies whose line of sight you cross will be instantly alerted to your presence.



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HEALTH METERS

There are 2 meters or bars that display the current state of Lara or Kurtis' well being:

Standard Health meter – when this bar depletes Ms Croft or Mr Trent are no more! If Lara or Kurtis are poisoned or breathe in poisonous gases then their Health Meter will flash green and begin to reduce. Poisons can be treated by selecting a health item from the inventory, gas alerts solved by leaving the area, if possible, or donning a respirator!

Breath meter – when swimming underwater this bar will start to decrease. If it reaches zero Lara's standard health bar will appear decreasing at the same rate. If you don't reach the surface before it's gone, well I think you know what's about to happen!

PICK-UPS

Our heroes can retrieve objects and store them in their Inventory. Position them so that the object you want to gather is in front of their feet. Press the Action key and they'll pick it up. Often enemies drop items so it's always worth checking their bodies – just in case.



INVENTORY

Whilst in-game pressing the TAB key will display the Inventory, use the Cursor keys to navigate through the inventory and the ENTER key to select an item.

The inventory is split up into sections as follows:

Save – Select to view Save Game options.

Load – Select to view Load Game options.

Weapons – All of the weapons that Lara or Kurtis collect during their adventures will be held here. To use a weapon highlight it and press the ENTER key to use it. Certain weapons can be loaded with different types of ammunition. When these types of weapon are highlighted a sub-option will appear to allow you to combine the alternative ammunitions. Follow the instructions on screen to guide you through the re-arming process. Initially Lara has no weapons and therefore the only weaponry available is her hand-to-hand combat skills.

Items – All of the interesting items and artifacts that Lara and Kurtis collect will be placed into this section. Again, to use an item highlight it and press the ENTER key. At the start of the game Lara has only a blood stained fax as a clue.

Health – Many items that Lara and Kurtis will collect will be health related, whether they are antidotes, bandages or standard Medi-packs. All items of this type will be placed here. All of the health pickups will restore health levels to a different degree.

Remember, Lara and Kurtis have their own inventories, both only have access to the items in their own inventory.

Press the TAB key to exit the inventory and return to the game.

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VON CROY'S NOTEBOOK

During her time in Paris Lara will come across Werner Von Croy's Notebook. When she collects it, the Notebook will be added as a new option within the Inventory. The Notebook will contain hints, tips and reminders – refer to it often, the information it contains updates, and is priceless! To access the book, call up the Inventory screen and select Notebook. The left and right Cursor keys turn the pages within that section.

Press the ESC key to close the Notebook and return to the Inventory.

SAVE GAME

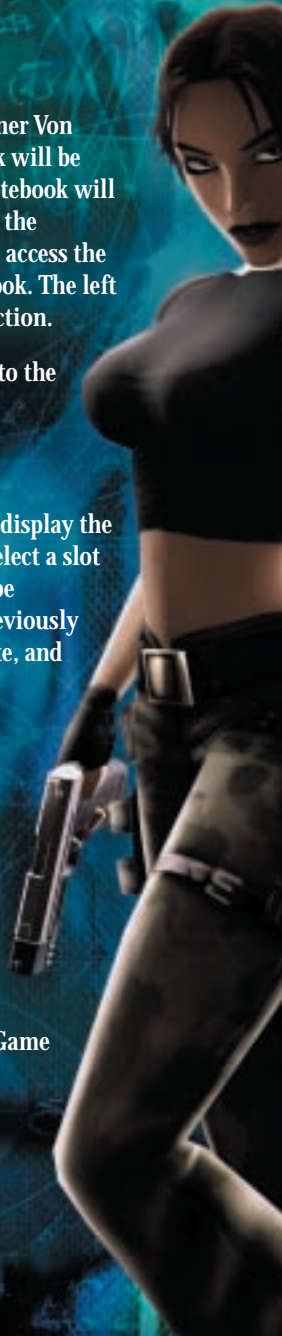
To save the game at any point, press the TAB key to display the Inventory Menu, highlight and select Save Game. Select a slot and press the ENTER key, your Save Game file will be automatically named. If you wish to overwrite a previously Saved Game select a previously used file to overwrite, and press the ENTER key.

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 file and choose and select the game you wish to load, once highlighted press the ENTER key to load.

You may also use F9 as a short-cut key to the Load Game Menu.



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CREDITS

PC Programmer:
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Lead Animator:
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Lead Game Designer:
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Safety Information

This instruction manual contains important safety and health information that you should read and understand before using this software.

Epilepsy Warning

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Warning: Avoid Damage to your Television

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

Precautions

When inserting this disc in the PC always place it with the required playback side facing down. When handling the disc, do not touch the surface. Hold it by the edge. Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use a cracked, warped or irregularly shaped disc, or one that has been repaired with adhesives, as it could lead to malfunction or damage to your PC.

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NEED SOME HELP?

WEB SUPPORT AT
WWW.MASTERTRONIC.COM

GAME INFORMATION AT
WWW.TOMBRAIDER.COM

TECHNICAL HELPLINE:
+44 (0) 20 7928 9655

Customer Service is available on Monday to Friday (except Public and Bank holidays) from 10.00AM to 1.00PM and 2.00PM to 5.00PM (GMT).

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