

TOMB RAIDER GOLD™

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INCLUDES
THE ORIGINAL
Tomb Raider
PLUS
**4 New
Levels!**



CORE

EIDOS

Epilepsy Warning

Read before using your IBM PC or Compatible computer or allowing your children to use the system.

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a monitor screen and while playing games. Such people may have no medical history of seizures or epilepsy. Please take the following precautions to minimize any risk:

Prior to use

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering light, consult your doctor prior to playing.
- Sit at least 2.5ft away from the screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.

During use

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experiences any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions IMMEDIATELY discontinue use and consult your doctor.

TOMB RAIDER GOLD

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INSTALLATION

It is important to note that both Tomb Raider and Tomb Raider Gold can share the same directory on your hard drive. If you do decide to do so make sure that you set the sound up again on the second installation to assure that you do not experience any loss of sound from either game. For more information on sound card setups please see the related sections both in this document and in our FAQ.

From Windows '95:

Put the Tomb Raider CD in to your CD ROM drive. The CD should AUTORUN in a few seconds. If it doesn't you can click on the Windows 95 START button then click on RUN. In the OPEN box type:

D:\INSTR.BAT

NOTE: If your CD drive is not the "D" drive replace the "D" with the appropriate drive letter.

Once in the installation screens use the cursor keys and the enter keys to make your selections, the mouse isn't used in the installer or the game.

Some hardware has problems with DOS compatibility through Windows 95. In these cases we recommend that you Shutdown and Restart the system in MS-DOS Mode and follow the DOS instructions. When doing so, it is important that you have both the Sound card and CD ROM DOS drivers installed.

DOS

Put the TOMB RAIDER CD in the CD ROM drive.

Change to your CD ROM drive by typing the drive letter followed by a colon and hit the <ENTER> key.

(i.e. D: Where D is your CD ROM drive)

Then, type INSTR and hit the <ENTER> key.

Once in the installation screens use the cursor keys and the enter keys to make your selections, the mouse isn't used in the installer or in the game.

- For 3D card information and instructions on how to view the various demos on this CD, please double click on the Readme File.

IN-GAME CONTROLS

(Keyboard Defaults)

Cursor Keys

Up	Run Forward
Down	Jump Back
Right	Turn Right
Left	Turn Left
End	Roll
Space Bar	Draw/Holster Weapon
Alt	Jump
Ctrl	Action
Keypad(Ins)	Look
Delete	Side Step Left
Shift	Walk (when used with arrow keys)
Page Down	Side Step Right
Escape	Display menu rings. Also quits FMV screens.
F1	Changes from low to high res
F2	Decrease size of display
F3	Increase size of display
F4	Adjusts detail level
F5	Shortcut to Save Game screen
F6	Shortcut to Load Game screen

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 a profound effect on her. Unable to stand the claustrophobic suffocating atmosphere of upper-class British society, she realized that she was only truly alive when she was travelling alone. Over the 8 following years she acquired an intimate knowledge of ancient civilizations 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.



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 toggle through individual category options.

STARTING THE GAME

Following a short introductory FMV sequence you will be presented with the Title Screen.

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. (in-game option only)



Snapshot - Lara's Home.

- Choose the Snapshot 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 0.
- Press Up and Down to toggle between sound effects and music.
- Press Left and Right to adjust volume settings.

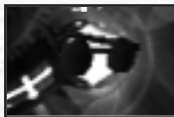


Controls - Control configuration

- Press Enter on the Controls icon and you will be presented with a list of default key controls. Use the Left and Right Cursor keys to select the "user keys" menu. 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 or a gamepad button 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.



NOTE: F4 can also be used to cycle through detail levels.

ACTIONS

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 Walk in conjunction with the Cursor keys Lara can carefully walk forwards or backwards. While the walk button 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 and Right do exactly as you might imagine.

Roll

Selecting Roll will make Lara dive forward, and finish up facing the opposite direction. Roll can also be accomplished by pressing both the forward and backward keys simultaneously.

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 direction immediately after pressing jump, Lara will jump in that direction.

NOTE: *By jumping straight up while holding the Action Button, Lara can "inch" her way forwards and grab those tricky ledges.*

Diving

To dive, preferably into water, simply hold the Walk key while also holding the Jump key finally pressing Up on the Cursor keys. The dive allows Lara to jump a little bit farther...consider using it when all else fails!

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 take damage until she drowns.

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

Lara can pull levers and pick up objects under water. Just position Lara as close as you can and press action.

Swimming on the surface

Left and Right will rotate her, and forward and backwards make her swim in those directions. You can also use the side step actions to swim Left or Right when on the water's surface.

Pressing Jump will make Lara dive under the surface again, pressing Action and Up when Lara is close to an edge will make her climb out.



ATTACKING

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

Shooting

Press the Draw Weapon key and Lara will draw her guns. If Lara sees something 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 Action while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while Action is held Down, regardless of whether or not Lara loses her lock.

While Action 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.

If you want to shoot a different enemy, simply let go of Action, 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:

Grabbing hold

If Lara is near to a ledge while she is jumping, pressing and holding Action 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 Action and Lara will drop.

Climbing

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

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 and she will pick it up.

Using switches

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

Using Puzzle Items/Keys

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

Pushing/Pulling Objects

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

Looking around

Pressing Look will return the camera to directly behind Lara, whatever the camera is currently doing. With the look button 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 just the look button on it's own will show you exactly which direction she is facing).

IN GAME MENU RINGS

While in-game pressing Esc 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).

1. 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 Action. You can also see how much ammo is available to you here.



Small Medi Pack

Using a small medi pack will restore 50% of Lara's health.



Large Medi Pack

Using a large medi pack will fully restore Lara's health.

2. Items Ring

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

3. Options Ring

Passport

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

Personal Stereo

For usage descriptions refer to Starting the Game as this does exactly the same as described there.

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 shortcut 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. A more detailed description of the Passport functions is given under Starting the Game - Passport.

You may also use F6 as a shortcut 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 (previously saved game), Restart (level) or Quit to the Title Screen.

EIDOS INTERACTIVE HINT LINE

1-900-77-EIDOS

Cost of Call \$0.95/minute/Must be 18 years or have Parent's Permission/Touch-Tone Phone Required

THE SHADOW OF THE CAT

Lara returns to the city of Khamoon to discover the secret of the strangely beautiful cat statue, and sets off on a new adventure following the trail of the cat to it's deadly and mysterious conclusion.

“The cat statue discovered in the original game triggered off a series of ideas – what if Lara returned to Khamoon to investigate?...what if the ruins had become flooded?...what if the cat statue actually pointed the way to an undiscovered tomb – dedicated to the legendary Egyptian cat-goddesses? – we developed a story with a very strong cat motif, in murals, in hieroglyphics, benevolent cats that guide, malevolent cats out for your blood! Puzzles were developed based on the Egyptian interpretation of the ‘nine lives of the cat’ – so you KNOW that you’re not going to have much luck with Seth’s room!”

UNFINISHED BUSINESS

Two expert levels of Lara’s dramatic return to Atlantis – Lara has discovered the existence of a ruined segment of the alien city, allegedly containing a hive of surviving creatures guarding an alien hatchery. She must destroy the aliens before they infest us again!

“The idea behind ‘Unfinished Business’ was to create an alternative ending to the game, where Lara would come face to face with an almost overwhelming horde of alien creatures defending the ‘hub’ of their territory...It is pitched as an ‘expert’ challenge, and is intended to be played as a continuation of the original game. A tangible form of alien architecture was created with logical locations and connections, so that the alert player could make informed decisions about where the goals of the levels lay. Transparencies were used everywhere to help generate this ‘sense of place’, and of course to foreshadow future (and often deadly) confrontations!”

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Core Design for putting up with my daily barrage of phone calls
and faxes!

“HFCIT?”

TOMB RAIDER GOLD

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Special Thanks

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Matt Miller, Tom Marx, Frank Hom, Jo-Kathryn Reavis, Ken Lockley

“WHY AREN'T YOU PLAYING ME LEVELS?”

NOTES

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For assistance with gameplay or strategies, please call the EIDOS Hint Line at 1-900-773-4367. Cost of call \$.95/minute/Must be 18 years or have Parent's Permission. Touch-Tone phone required. Our Customer Service is (415) 547-1244. Customer service is available Monday through Friday, 9:00am to 5:00 Pacific Time.