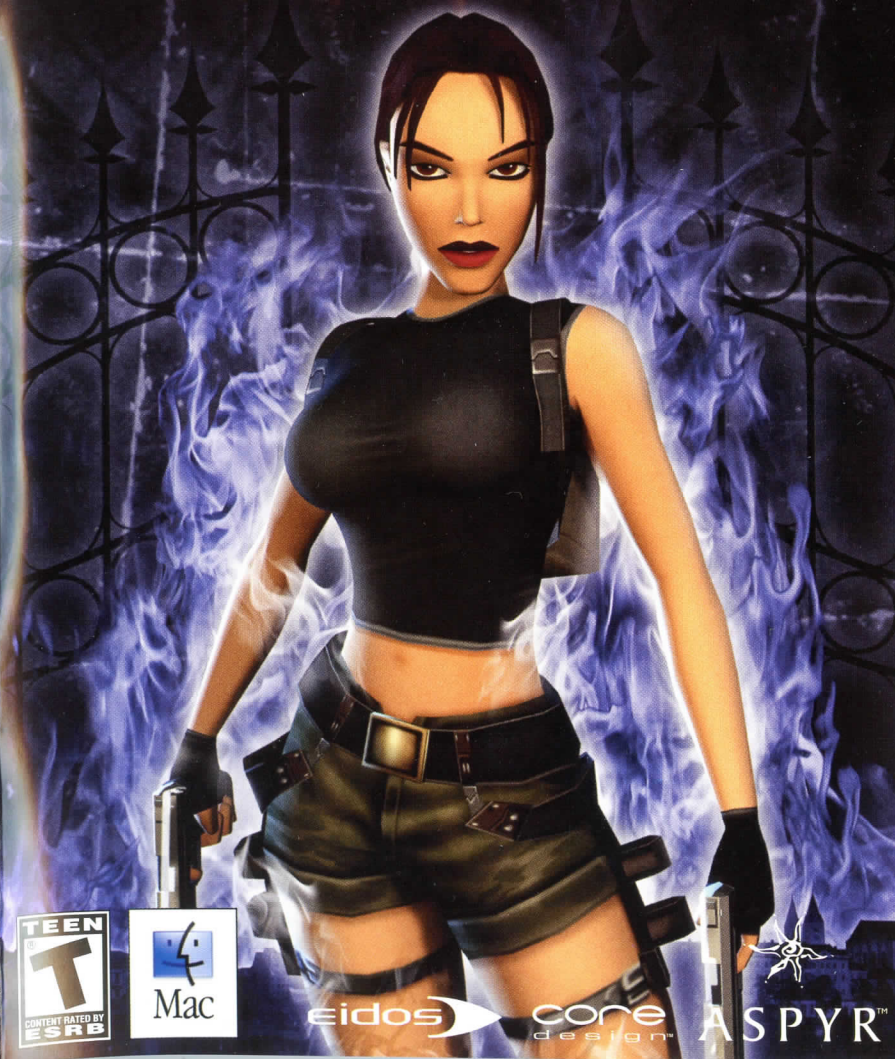




LARA CROFT TOMB RAIDER™

the angel of darkness™



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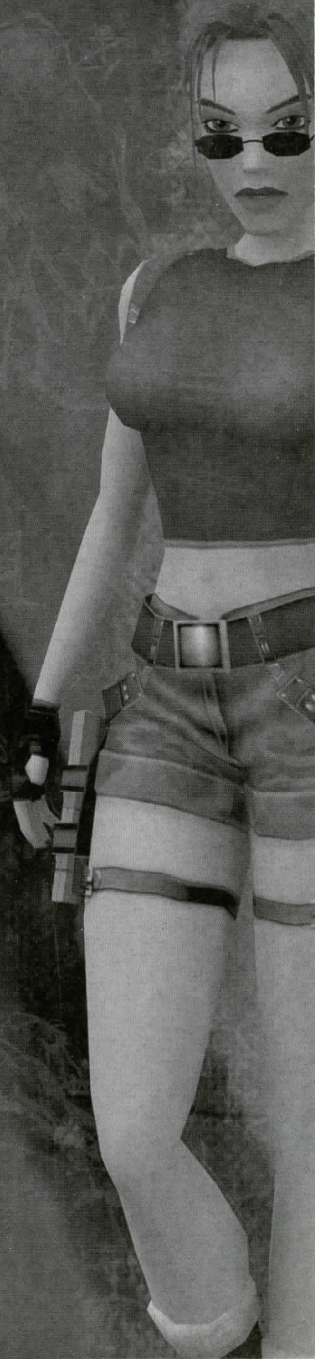
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Central National Bureau. Paris
Commissioner Mirepoix, Special Crimes Investigation Force
To the Préfecture de Police

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 sensationalized 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 1950s. 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.



INSTALLATION

1. Quit all applications and close all windows on your desktop.
2. Place the *Lara Croft, Tomb Raider™: The Angel of Darkness™* CD in your CD-ROM drive.
3. Double click the CD-ROM icon that appears on your desktop.
4. Double click installer to open the installation menu.
5. Follow the onscreen prompts to complete the installation.

GETTING STARTED

Following the opening movie and when prompted, press the Return key to begin the game. Doing so calls up the Main Menu, offering the following options.

MAIN MENU

NEW GAME — Prepare to join Lara on a brand new adventure.

LOAD GAME — Proceed to the Saved Game screen, where you can load a previously saved game.

OPTIONS — View and use the Options Menu.

OPTIONS MENU

The Options Menu features the following options:

AUDIO — Change the audio settings for:

Music Volume, Speech Volume, Effects Volume

Additional Settings — The game attempts to set up the audio configuration automatically. However, you can manually reconfigure them here.

VIDEO — The game code attempts to set up the quality settings automatically. However, you can manually reconfigure them here.

CONTROL — Follow the onscreen instructions to redefine the currently mapped controls.

SUBTITLES — Turn cutscene and FMV subtitles ON (default) or OFF.

BASIC CONTROLS

MENU CONTROLS

CURSOR KEYS / MOUSE — Move through the menus.

MOUSE 1 / RETURN KEY — Make selections.

BACKSPACE — Retreat back one menu level.

CUT SCENE / CONVERSATION CONTROLS

Follow the onscreen prompts throughout the movie cut-scenes and conversations. Press the Return key to speed up conversations and confirm prompts.



CHARACTER CONTROLS

Cursor Keys

- ▲ / ▼ — Move forward / step backward.
- ◀ / ▶ — Turn in the appropriate direction on the spot. (sidestep left / right when Walk key is pressed; see below).

Shift (Walk)

- Tap to toggle between Run (default) and Walk modes.
- While running, press and hold along with the ▲ / ▼ cursor keys to slow down to a walk, and with the ◀ / ▶ cursor keys to sidestep (see above).
- Press and hold along with the Alt key for a short “hop” jump.

Num Pad 0 (Sprint / Camera)

- Press and hold while running to sprint. (Note: Lara needs to collect a lower body upgrade to sprint. She'll tell you when she feels strong enough to run faster.)
- Press and hold while stationary, then use the cursor keys to control the camera at the character's eye level. Release the key to return to standard view.

Num Pad 1 (Duck)

- Press and hold to duck down, then use the cursor keys to crawl. Release the key to resume normal stance.
- While ducking, press the Enter key to perform a commando crawl.

End (Roll / Target)

- Press to perform a 180° roll.
- When your weapon is drawn, press to switch targets.

Option (Jump)

- Jump up.

Return (Stealth)

- Press to enter Stealth mode.
- Press again to resume normal stance.

Spacebar (Weapons)

- Press once to draw your current weapon.
- Press again to holster the weapon.

Option (Action)

- Fire when weapon is drawn.
- Fight when weapon is holstered and you're near an enemy: tap once for a single punch, twice for a double punch, and three times to kick.
- Press to perform all scenery interaction and initiate conversations.
- When at the edge of a ledge, press to climb down and hang. Also press to grab ledges and release from a fixed grab.
- In Stealth mode, press to “wall hug” when near a flat upright surface.

Tab (Inventory)

- Pause the game and display the Inventory.

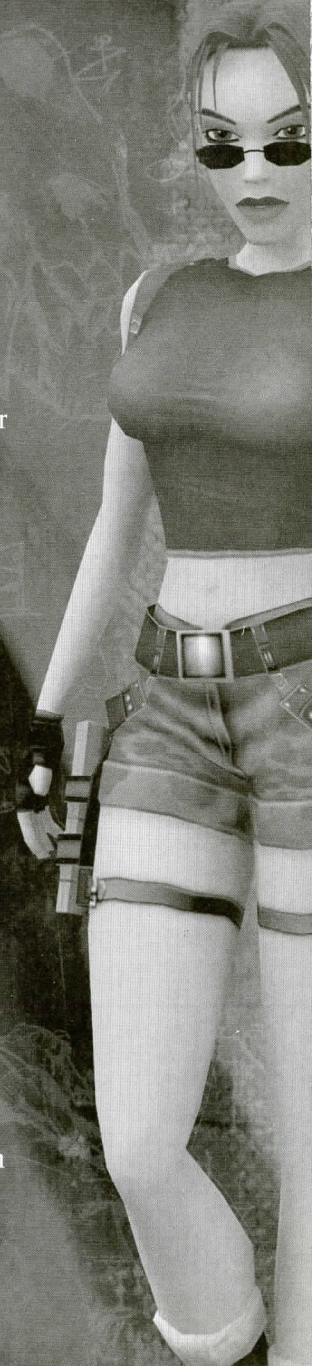
Esc (Pause)

- Pause / Resume the game.

LARA'S ATTRIBUTE UPGRADE

Lara can improve her physical attributes by collecting upgrades at various points. For example, when she collects a “lower body” upgrade she'll be able to sprint and jump higher and further. She can then retrace her steps to reach previously inaccessible areas.

Note: Kurtis does not have attribute upgrades.



GAME SCREEN

HEALTH BAR

This bar decreases as the character's energy depletes. It flashes when the character is poisoned.



BREATH BAR (LARA) / GRAB BAR

This bar depletes when Lara is underwater or when either Lara or Kurtis is hanging from a ledge.



VON CROY'S NOTEBOOK

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

WALK MODE ICON

This icon appears when Walk mode is activated.

INTERACTION ICON

This icon appears when your character can interact with an object or scenery.

UPGRADE ICON

This icon appears when Lara obtains an attribute upgrade.



LARA'S SPECIAL MOVES

SWIMMING ON THE SURFACE

If Lara finds a deep pool of water, she can jump in and swim. Use the mouse or cursor keys to move Lara around on the surface of a pool. Press the Jump key to stroke forward.

At the edge of the water, press the  cursor key and press the Action key to climb out.

SWIMMING UNDERWATER

When swimming underwater, Lara can hold her breath for about a minute — any longer and she'll become fish-food!



CLIMBING PIPES/LADDERS

To climb up drainpipes or ladders, walk Lara up to the object and press the  cursor key to make Lara climb onto the object. Then use the cursor keys again to climb up or down and to dismount.



Note: Kurtis can also climb ladders.

MONKEY SWINGING

Where the opportunity exists to Monkey Swing from bar to bar to cross a gap, position Lara under the first bar and press the Jump key. When she's holding onto the bar, press the  cursor key to Monkey Swing forward.

Press the Action key to dismount.



GENERIC ACTIONS

HAND OVER HAND

To jump onto a zip wire, position your character directly under it and press the Jump key. Use the cursor keys to travel along the rope. Press the Duck key to tuck your character's legs up to rest or avoid objects.

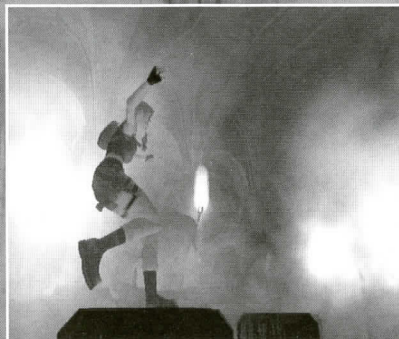
JUMPING, GRABBING & SHIMMYING

To jump, press the Jump key. To jump in a certain direction, use the cursor keys while jumping.

Jumps onto ledges or rails over a great distance require a jump and grab.

To perform this jump, press the Jump key while pressing the  cursor key, release the Jump key, then at the apex of the jump press and hold the Action key until Lara or Kurtis grabs the ledge. You can then release the key. Use the cursor keys to shimmy sideways along the ledge. Press the  cursor key to climb up onto the ledge. Press the Action key to release the grab.

Once the grab is activated, a Grab Bar appears onscreen to monitor your character's energy (see page 13). If the Grab Bar runs out, the character's grip will loosen immediately!

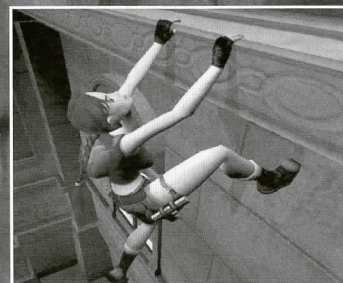


GRAB BAR

Lara and Kurtis are very fit and strong but even they can't hang from ledges indefinitely. When either one is grabbing a ledge, a Grab Bar appears onscreen. The bar will immediately begin to decrease. If it's allowed to run out completely, the grab is released and the character lets go of the ledge. The bar is automatically refreshed with each grab.

LAST CHANCE GRAB

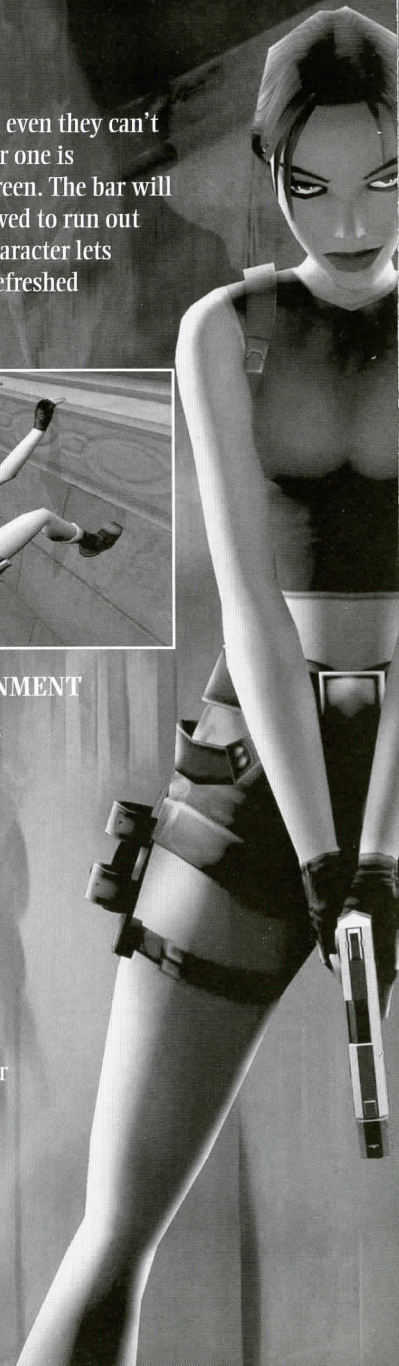
If your character begins to slide on the scenery, press the Action key to make the character grab before falling.



INTERACTING WITH THE ENVIRONMENT

Lara and Kurtis interact with their worlds in different ways. One example of this is opening doors. Approach and stand by a door. When you are near enough to open it, a hand icon appears. Press the Action key to make your character try and interact with it — in this case by opening the door.

You may want Lara or Kurtis to climb through windows or climb up onto boxes. This is achieved by walking your character up to the object. If the character can climb up or squeeze through the gap, he or she will do so automatically.



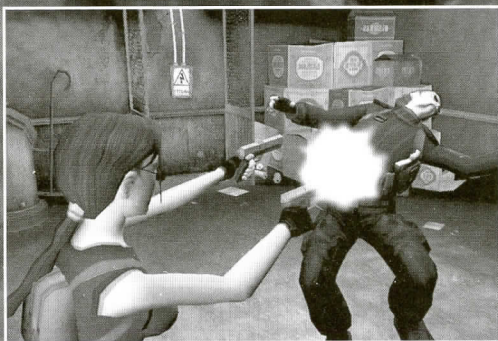
PUSHING / PULLING

Both Lara and Kurtis can push and pull certain objects. Position your character next to the object and press and hold the Action key. Lara or Kurtis will then adopt a ready posture (if the object can be manipulated). Then, press the  cursor key to push the object, or press the  cursor key to pull the object. Release the Action key to resume normal stance.

ATTACKING

Press the Weapons key to draw the currently selected weapon from the Inventory. While the weapon is drawn, press the Action key to fire, or tap the Target key to switch targets. Press the Weapon key again to holster the weapon.

Both Lara and Kurtis are always ready for a fist fight. When an enemy is close by, tap the Action key once for a single punch, twice for a double punch, and three times to kick.



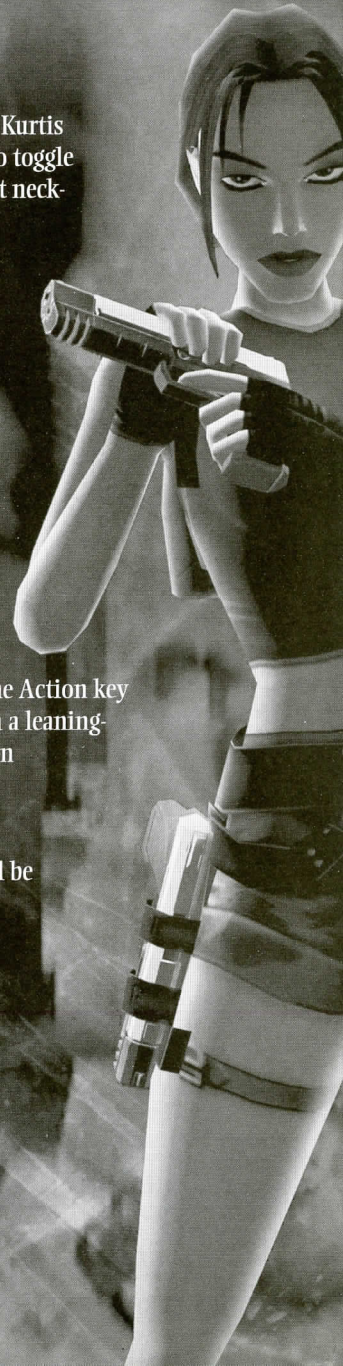
STEALTH

To remain relatively undetected, both Lara and Kurtis can adopt a Stealth mode. Tap the Stealth key to toggle this mode active/disabled. Lara also has a silent neck-breaker move, activated by pressing the Action key when she is standing directly behind an unsuspecting enemy.



While in Stealth mode, when your character is near a flat upright surface, press the Action key to hug the wall. Use the cursor keys to perform a leaning-look around a corner. Press the Action key again to resume normal stance.

Stealth mode is designed for “silent-running.” Any enemies whose line of sight you cross will be instantly alerted to your presence.



CHARACTER STATUS BARS

Two different bars display the current state of Lara or Kurtis's well being:

HEALTH BAR — When this bar depletes, Ms. Croft or Mr. Trent is no more! If Lara or Kurtis is poisoned or breathes in poisonous gases, the Health Bar will flash green and begin to drain away. Poisons can be treated by selecting a health item from the Inventory. Gas alerts are solved by leaving the area, if possible, or donning a respirator!

BREATH BAR — When Lara is swimming underwater, this bar starts to decrease. If it reaches zero, Lara's Health Bar will appear, decreasing at the same rate. If Lara doesn't reach the surface before it's gone, she's a goner!

PICK-UPS

Our heroes can retrieve objects and store them in their Inventory. Position Lara or Kurtis so that the object you want to gather is in front of the character's feet. Press the Action key and Lara or Kurtis will pick it up.

Often enemies drop items, so it's always worth your time checking their bodies — just in case.

INVENTORY

Press the Tab key to display the Inventory. Use the cursor keys to navigate through the Inventory. Press the Return key to select an item. Press the Tab key again to exit the Inventory and return to the game.

The Inventory is divided into the following sections:

SAVE — View Save Game options. (Shortcut key — F5.)

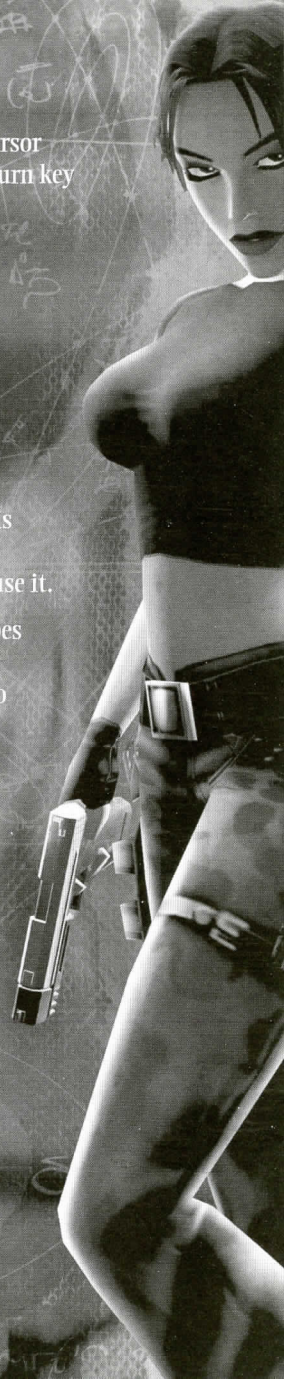
LOAD — View Load Game options. (Shortcut key — F6.)

WEAPONS — All the weapons that Lara and Kurtis collect during their adventure are held here. Highlight a weapon and press the Return key to use it.

Certain weapons can be loaded with different types of ammunition. When these weapons are highlighted, a sub-option appears allowing you to combine alternate ammunitions. Follow the onscreen instructions that guide you through the re-arming process.

Initially Lara has no weapons and the only weaponry available is her hand to hand combat skills.

ITEMS — All the interesting items and artifacts that Lara and Kurtis collect are placed into this section. Highlight an item and press the Return key to use it. At the start of the game, Lara has only a blood-stained fax as a clue.



HEALTH— Many items that Lara and Kurtis collect are health related, such as antidotes, bandages and standard medi-packs. All items of this type are placed here. All the health pick-ups restore a character's health level to different degrees.

Remember: Lara and Kurtis each have their own Inventory, and neither has access to the other's items.

VON CROY'S NOTEBOOK

During her time in Paris, Lara will come across Werner Von Croy's notebook. When she collects it, the notebook is added as a new option in the Inventory. The notebook contains hints, tips and reminders — refer to it often since the information it contains updates and is priceless!

To access the book, call up the Inventory screen and select **NOTEBOOK**. Use the ▲ / ▼ cursor keys to highlight a section on the contents page and press the Enter key to display it. Use the ◀ / ▶ cursor keys to turn pages. Press the Esc key to close the notebook and return to the Inventory.

SAVE GAME

To save the game at any point, display the Inventory and select **SAVE GAME**. (You can also press the F5 shortcut key.)

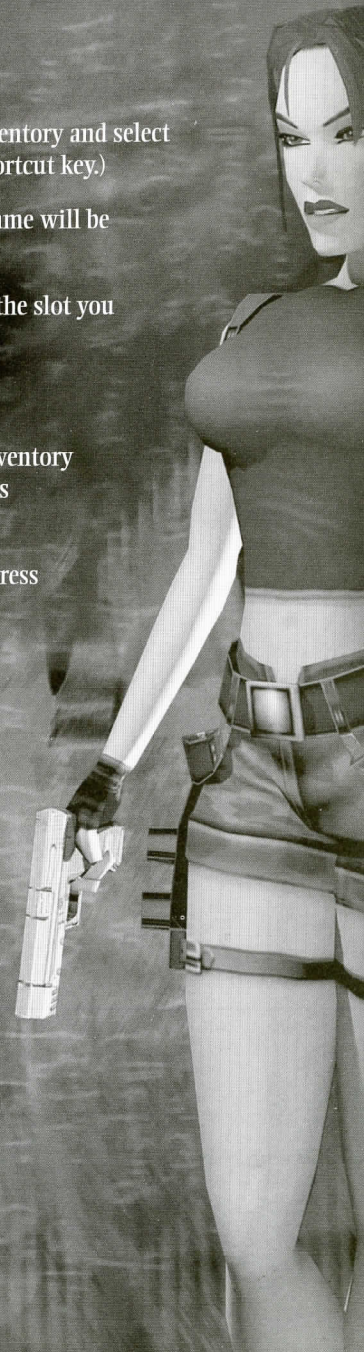
Select a slot and press the Return key. Your game will be automatically saved and named.

If a previously saved game is already held in the slot you select, that game will be overwritten.

LOAD GAME

To load a previously saved game, open the Inventory and select **LOAD GAME**. (You can also press the F6 shortcut key.)

Select the saved game you want to load and press the Return key to load it.



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CUSTOMER SUPPORT

You should read through the manual and the readme file on the CD before contacting Aspyr Technical Support. Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements.

So that we can better help you, please have the following information ready:

- Complete product title
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed
- Amount of RAM
- Make and model of your video card
- Speed of your CD-ROM or DVD-ROM
- Operating System

NOTE: Please do not contact Technical Support for hints/codes/cheats; only technical issues.

NOTE: Internet/email support is handled in English only.

INTERNET

<http://www.aspyr.com/support>

Our support section of the Web has the most up-to-date information available, including patches that can be downloaded free of charge. By selecting the game you are inquiring about, you can view the Top Solutions for the game to date. One of the best ways for you to help us is through the use of our ONLINE SUPPORT FORM, which is a link available on our Web site's Support Page.

EMAIL

support@aspyr.com

You can also email our Technical Support representatives directly at the email address provided above. Please ensure that you include all of the bulleted information asked for above for the computer you are running the program from. A response may take anywhere from 24-72 hours, depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during the holiday season the response time may take a little longer.

PHONE

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Contact a Technical Support Representative at the number provided above, between the hours of 10:00a.m. and 6:00p.m. (Central Standard Time), Monday through Friday, except holidays. When calling, please make sure you are in front of your computer with the power on and have all the bulleted information asked for above.

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