

Tomb Raider: The Last Revelation
Macintosh Edition, Version 1.0
May 27, 2000

Developed for Macintosh by Westlake Interactive
Published by Aspyr Media
Original development by Core Design
Originally published by Eidos Interactive

System Requirements

Plays on iMacs (revision B or later), G3s (blue and white desktops or later), or G4s.

MacOS 8.1 or later

233 MHz or faster

32 MB memory

4x CD-ROM Drive

Hardware 3D acceleration (ATI Rage Pro, Voodoo 1 or better)

OpenGL (included on CD)

QuickTime (included on CD)

Installation

To install Tomb Raider TLR, insert the Tomb Raider TLR CD in your CD-ROM drive, double-click the CD icon, and then double click the "Install Tomb Raider TLR" icon. Follow the on-screen instructions to complete the installation.

After installing the game, you may need to install OpenGL and QuickTime. If you aren't sure if you have these extensions already installed, just start up the game and it will detect if they are installed correctly. If they are not, you will be given an option to launch the correct installers from the Tomb Raider TLR CD.

It is recommended that you run the "Tomb Raider TLR Setup" program before you play the first time. Although not required, doing so will allow you to choose your own settings. You can run the setup program at a later time as well.

Online Registration

To register your game online, go to <http://www.aspyr.com/registration>, or double click the Netscape or Internet Explorer bookmark file inside the "Online Registration" folder on the Tomb Raider TLR CD. Registering will allow us to provide you better support and improve our products.

Last Minute Additions

In addition to the key assignments that are customizable in the Options screen, the following keyboard commands are available:

Extra Keys:

cmd-Q Quit
(without saving)
esc
Pauses and displays inventory
P
Pauses and displays options
F10
Reset brightness to default setting

F11
Decrease brightness
F12
Increase brightness
F13 or Cmd-Shift-3 Screen snapshot

Note: The arrow keys are always available to control Lara and navigate menus, and can not be reassigned.

Rope Swinging Tips:

When swinging from a rope, press the ? (Dash) key to increase the distance you swing (in case you get stuck hanging from a rope that doesn't move far enough to jump off at the right spot).

Mouse Look:

"Mouse Look" is available by pressing the mouse button and moving the mouse around. This has the same effect as pressing the Look key with the arrow keys.

Save Games:

Save game files (in the "Save" folder) are double-clickable. Doing so will launch Tomb Raider and load your game. You can also rename game files and move them anywhere on your disk. This allows you to get beyond the 15 game limit of the Load and Save screens. The Load and Save screens only see the 15 games in the "Save" folder named "savegame.0" through "savegame.14".

Bump Mapping:

This Setup option under the Graphics tab layers extra detail on certain graphics textures in the game. The effect is very subtle, and can slow the game down, so only turn this on if you have a fast machine.

Pickup Sound: Under the "Game" tab in the Setup application, this popup tells the game when to play the "uh-huh" sound Lara makes when picking up items. The default is to play the sound for "interesting" items only, like weapons, secrets, and keys. You can select to never play the pickup sound, or to play it for all items you pickup, including ammo.

Refresh Rate: If you have trouble with Tomb Raider TLR not switching your monitor into a resolution that is recognized, you may need to select a specific refresh rate under the Graphics tab. If you don't know what refresh rates your monitor supports, go to the Monitors & Sound control panel under the Apple menu, and look at the list of resolutions. The number labeled "Hz" is the refresh rate. For instance, if you have "800 x 600, 75Hz" in the Resolution list, you would select "800x600" in the TR:TLR setup application for resolution (on the "Graphics" panel), and "75Hz" from the Refresh popup menu. If you continue to have trouble with the game recognizing your settings, also try switching your desktop to the desired resolution (800x600 75hz in this case) in the Monitors & Sound control panel, and then start up the game.

Troubleshooting

Monitor displays garbage during game or game crashes after the intro movie- Some monitors and video cards require very specific "refresh rate" settings to work, particularly at resolutions higher than 640x480. If the game displays the TR:TLR splash screen and introduction movies, but then shows bad graphics or your monitor flickers back and forth, you probably need to set a specific

refresh rate in the TR:TLR Setup application. See the paragraph above, Refresh Rate, for instructions on changing this setting.

No music plays during the game- When you install QuickTime 4 from the TR:TLR CD, you must do a "Full" install to be able to hear music and some of the sound effects for the game. If you installed QuickTime 4 from the CD or from the Internet and didn't do a full install, simply run the QT4 Installer on the TR:TLR CD and re-install, this time with the "Full" install.

DrawSprocket - If you get an error message about Tomb Raider TLR requiring DrawSprocket, you may need to select a specific monitor refresh rate in the Tomb Raider TLR setup application. See the section above (Last Minute Additions) for instructions on setting the refresh rate.

Detecting new hardware - If you add new hardware to your Mac and want Tomb Raider TLR to automatically detect it, simply throw away the "Tomb Raider TLR Prefs" file in your Preferences folder in the System Folder. You will have to reset any preferences you have changed since first running the game.

Performance Tips

Here are a few things you can try to make the game play faster and smoother:

- If the game pauses when playing music or sounds, movies play back slowly or skip, or load times are very long, you can copy more of the data files from the Tomb Raider TLR folder on the TR:TLR CD onto your hard disk:
 - Copy the "Data" folder and "SCRIPT.DAT" and "US.DAT" files from the Tomb Raider TLR folder on the CD onto your hard disk (into the Tomb Raider TLR folder) to speed up loading levels. This is done automatically if you used the "easy" install when you installed the game.
 - Copy the "FMV" folder to your hard disk to make movies play back more smoothly.
 - Copy the "Audio" folder to your hard disk to decrease delays when the game plays music or some sound.
- If you are playing on an iMac or other Mac with a Rage Pro 3D accelerator, make sure the "32 bit" check box in the Graphics panel of the TR:TLR Setup application is off.
- Set the game resolution to a smaller size.
- Quit all other open applications.
- Restart your Mac with only necessary extensions (Mac OS base extensions, QuickTime, Draw & Input Sprockets, OpenGL), using the Extensions Manager control panel.

Credits

Mac Programming by Mark Krenek, Ken Cobb and Mark Adams

Special thanks to: Suellen Adams, Hampus Edvardsson, and all the testers!

[The End]