ENGLISH

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PAL

TOMB RAIDER CHRONICLES

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1 Player | MEMORY CARD 2 blocks | Analog Control Compatible | Vibration Function Compatible

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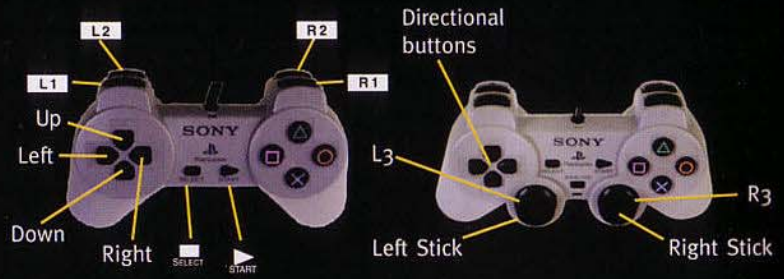
INTRODUCTION

It is a cold dark rainy day, the Memorial service for Lara Croft over, Charles Kane, Winston and Father Dunstan retire to Croft Mansion. As they collect their thoughts, they reminisce about Lara's past adventures...

Meanwhile hundreds of miles away Werner Von Croy co-ordinates the frantic dig searching for answers buried deep beneath the Egyptian desert...

IN-GAME CONTROLS



LARA

Directional buttons -
Use the Directional buttons to move Lara around the playing area and regain balance on tightropes.

- ⊗ - Action
- △ - Draw Weapons
- ▣ - Jump
- ◉ - Roll

R1 (in conjunction with Directional buttons) - Walk / Sidestep

R2 - Sprint when moving forward (Pressing ▣ Button whilst Sprinting will make you dive and roll forward) Launch torpedo decoy whilst wearing EDS (Extreme Depth Suit)

L1 (in conjunction with Directional buttons) - 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.

L2	Duck
L2 (in conjunction with Directional buttons)	Crawl
START	Pause / Unpause
SELECT	Pauses and displays Inventory
SELECT + R1	Draw Flare
L2 (Whilst using Binoculars / Laser sight)	Zoom in
R2 (Whilst using Binoculars / Laser sight)	Zoom out
△ (Whilst using Binoculars)	Returns to normal view mode

ANALOG MODE

This game is designed to work with the Analog Controller (DUALSHOCK) in Analog mode. To activate the Analog mode, press the ANALOG mode switch. When activated the LED will light up RED.

If you are using the Analog Controller (DUALSHOCK) the vibration function can be turned off within the Controller – control configuration options.

All other functions remain as above.

Left Stick. Use to move Lara around the playing area, pushing slightly will activate the Walk and Side Step functions. Pushing fully activates Lara's run and turns

L3	Press to jump
Right Stick	Look
R3	Press to activate Action

MENU SCREEN CONTROLS

Use Up and Down Directional buttons to navigate through the Menu Screens, use △ to return one level and ⊗ to select throughout all menus. Use Right and Left Directional buttons to toggle through individual category options.

STARTING THE GAME

Please refer to your PlayStation manual for operation instructions.
It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power has been turned on. This game only supports MEMORY CARD slot 1 and requires at least 2 MEMORY CARD slots to save. 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. Please note, this option will only appear if a MEMORY CARD containing a previously saved Tomb Raider Chronicles game save is inserted in MEMORY CARD slot 1 at boot up.

SPECIAL FEATURES – Select to view special Tomb Raider bonus materials, many of the features will be revealed to you as you progress through the game.

ACTIONS

MOVING

RUNNING / SPRINTING

Pressing Up moves Lara forward at a running pace, pressing Sprint (R2) Button 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 (R1) Button in conjunction with the Up & Down Directional buttons, Lara can carefully walk forwards or backwards. By pressing Walk (R1) Button in conjunction with the Left & Right Directional buttons, Lara will Side Step. Whilst the Walk (R1) Button is held down, Lara will not fall off any edge - if you walk up to an edge Lara will automatically stop.

ROLL

Pressing Roll ○ Button 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 ⊗ Button and Lara will jump straight up into the air. If you press a Directional button 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 ● 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 ⊗ Button.

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 (R1) to swim left or right when on the surface of the water.

Pressing Jump ● Button will make Lara dive under the surface again, whilst pressing the Up Directional button and Action ⊗ Button 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.

EXTREME DEPTH SUIT

The EDS suit is used for diving and exploring the seabed at depths where conventional divers cannot reach. The suit has it's own propulsion units and is also equipped with torpedo decoys. If a torpedo is fired at you launch a decoy and swim away, if you have successfully deployed the decoy the torpedo should be attracted to it enabling Lara to fight another day. The suit is controlled in the same way as conventional swimming.

Carefully avoid the rock faces at the seabed, as colliding with them will stress Lara making her breathe heavier and use her air quicker!

ATTACKING

DRAWING AND FIRING WEAPONS

Pressing the Draw △ Button will arm Lara with her currently selected weapon. Pressing the Action ⊗ Button 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 (L1) Button. The targeting mode can be set in the Game Setting Options found on the Pause Menu screen.

AUTO LOCK-ON

Press Draw △ Button 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 (L1) Button. Press Action ⊗ Button to shoot at the selected target, to switch to another enemy just tap Look (L1) Button 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 (L1) Button once, Lara will now target on the selected enemy, you may then 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 ⊗ Button will make her vault onto it.

CLIMBING

Some walls are climbable. If Lara comes across such a surface, pressing Up and Action ⊗ Button will make her jump up (if there is room) and catch handholds on the wall. She will only hang on whilst Action ⊗ Button is held down. She can then be made to climb up, down, left and right by pressing the Directional buttons, Lara can also climb around the edges of some surfaces. Pressing Jump ○ Button 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 (L2) Button will make Lara duck and pressing Up on the Directional buttons will make Lara Crawl into the gap if she will fit, don't forget to keep Action ⊗ Button held down until Lara is safely inside the crawl space.

CLIMBING POLES

Lara will come across certain poles that she can climb. Either walk up to the pole press and hold Action ⊗ Button, or run, jump and grab the pole, you must keep the Action ⊗ Button pressed or Lara will let go.

Whilst on the pole, press Up and Down Directional buttons to make Lara climb up and down, Right or Left to make her rotate around the pole and Jump ● Button 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 (R2) Button. Press Jump ● Button to make Lara jump forwards off the rope.

DUCK AND CRAWL

As described above Lara can Duck by pressing the Crawl (L2) Button and Crawl by keeping that Button pressed whilst using the Directional buttons to move her as you wish.

Pressing Jump ● Button whilst crouched at the exit of a crawl space will make Lara forward flip.

GRABBING HOLD

If Lara is near to a ledge while she is jumping, pressing and holding Action ⊗ Button 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 ⊗ Button 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 ● Button to jump up to the frame, the Action ⊗ Button to grab on to the frame, and whilst still holding the Action ⊗ Button, press Up on the Directional buttons to swing forwards. Pressing Left & Right Directional buttons will make Lara hang and rotate. Releasing the Action ⊗ Button will cause Lara to release the bars.

TIGHTROPE WALKING

Walk up to a tightrope, press Action ⊗ Button and Lara will step onto the rope. Push Up on the Directional buttons to walk forward, press Down to turn around. If Lara starts to loose her balance, press Left or Right Directional buttons (opposite way to that she is leaning) to regain her poise.

PARALLEL BARS

Look out for bars or support beams in the scenery, Lara can jump and grab onto some of these to get across gaps. Use Action ⊗ Button to grab onto the bar now hold down Action ⊗ Button, Lara will spin on the bar like a gymnast until you let go.

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 ⊗ Button and she will pick it up.

Often, enemies will drop objects when they are killed; it's always worth checking out their bodies just in case.

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 ⊗ Button 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 a switch – this is achieved by positioning Lara by a switch and pressing Action ⊗ Button. 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 (SELECT + R1) Button. 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 (TRIANGLE) Button, to throw the Flare a longer distance press the Flare (SELECT + R1) 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 ⊗ Button, 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 ⊗ Button.

LOOKING AROUND
Pressing Look (L1) will make the camera go directly behind Lara, whatever the camera is currently doing. With Look (L1) held down, the Directional buttons allow Lara to look around her. Once you let go of Look (L1), 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 START will pause the game and also display the Pause Menu, from this menu the following options are available to you:

RESUME - Carry on with your game

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

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

SFX VOLUME - Use Right and Left Directional buttons to increase or reduce the volume of the in-game sound effects.

MUSIC VOLUME - Use Right and Left Directional buttons to increase or reduce the volume of the music.

CONFIGURE CONTROLS – Here you can choose your preferred control method from 5 pre-selected configurations. Use the Left & Right Directional buttons to toggle through the available configurations, press ⊗ Button to select. Please note the Vibration function can be toggled On/Off in the "Configure Controls" menu.

SCREEN ADJUST – This option allows you to re-position the game screen on your TV. Use the Directional buttons and press ⊗ Button to select position.

TARGETING – Use ⊗ Button to toggle between Automatic or Manual Targeting.

Your settings will be automatically saved when you save game data

IN GAME INVENTORY

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

Use the Directional buttons to navigate through the inventory and the ⊗ Button to select.

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

Highlighting the HK Gun 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. Silencer.
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 SELECT 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.

TIMEX TMX WATCH
Select the watch to check how you are progressing through the level.

BINOCULARS/ HEADSET
Very useful for spying on distant enemies if you don't have the laser sight, the Binoculars are replaced with a headset for the V.C.I. tower levels. The Headset is capable of switching to infrared mode, press Action ⊗ Button to activate when selected. This allows Lara to see invisible lasers, it's also equipped with a mini-com to allow contact with her accomplice, Zip.

GRAPPLING HOOK LAUNCHER
Found later in the adventure, the Grappling Hook Launcher is an ideal way to get across some gaps. The capsule it fires can only grip onto certain surfaces, usually grills or grates in the ceiling. Use the targeting mode to look around for a suitable anchor point, the cursor will flash green, now press Action ⊗ Button to launch the capsule. Once the rope is anchored it is then used like a standard rope.

SAVE GAME
Please note that if you do not have a MEMORY CARD you will be unable to save your game.

Make sure there are enough free blocks on your MEMORY CARD before commencing play.

To save the game at any point, bring up the Inventory Screen and select Save Game. Select a file and press ⊗ Button, your Save Game will be automatically named. Please note there is a total of 7 save game files, select a previously used file to overwrite.

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

CREDITS

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NOTES

NOTES

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