

Introduction

Legend has it that when you drive the dagger of Xian into your heart, you acquire the power of the dragon. Literally.

In Ancient China, the Emperor was the holder of this power and with his army alongside him, he was a force to be reckoned with. Thus he staked claim to the vast lands that are China. His final battle however ended in defeat. While people fell into submission all around him, the Warrior monks of Tibet would not relent and courageously fought against his evil. Knowing the power of the dagger, they succeeded in removing it from the Dragon Emperor's heart — reducing him and his army to carnage. The dagger was returned to its resting place within The Great Wall and locked up for all time...

Now three parties hold the dagger close to their heart. And all for entirely different reasons.

Lara, forever the adventurer, is one of these. On her travels, she will encounter the other two...



In-Game Controls

Cursor Keys

Up	Run Forward
Down	Jump Back
Right	Turn Right
Left	Turn Left

Ctrl	Action
Alt	Jump
Space Bar	Draw Weapon
/ Key	Get/Throw Flare
Keypad 0 (Ins)	Look

Shift	Walk
Delete	Side Step Left
End	Roll
Page Down	Side Step Right

Escape	Displays Menu Rings
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Menu Ring Controls

Use Up and Down on the Cursor Keys and use the Action Key to select throughout all menus.

Use Left and Right to toggle through individual category options.



Hotkeys

Keys

1 ~ 6	Directly select available weapons
8	Use Small Medi-pack
9	Use Large Medi-pack
0	Draw Flare
F1	Reduce screen resolution
F2	Increase screen resolution
F3	Reduce game window
F4	Increase game window
F5	Short-cut to Save Game Passport Page
F6	Short-cut to Load Game Passport Page
F7	Perspective correction toggle (detail level)
F12	Toggle between full-screen and window mode

Hotkeys for 3D Graphics Accelerator cards

Shift F1	Reduce colour depth
Shift F2	Increase colour depth
F7	Toggle for Z-buffering on / off
F8	Toggle bilinear filtering on / off
Shift F8	Toggle perspective correction on / off
F9	Toggle Fog on / off
F10	Toggle mip-mapping on / off
F11	Toggle dithering on / off

Starting The Game

Following a short introductory FMV sequence you will be presented with the:

Passport - main game options

The passport allows you to start a new game, load a previously saved game or quit. Press Action and the passport will flip open. Pressing Left and Right flips you through the pages of the passport. The first page allows you to choose and load a previously saved game. The middle pages will start a new game. The last page of the passport quits the game.

Polaroid - Lara's home

Choose the Polaroid to access the interactive training level. Lara will explain how the game controls work.

To exit the Assault Course press the Escape Key and use the exit option within the passport.

Personal Stereo - sound effects and music

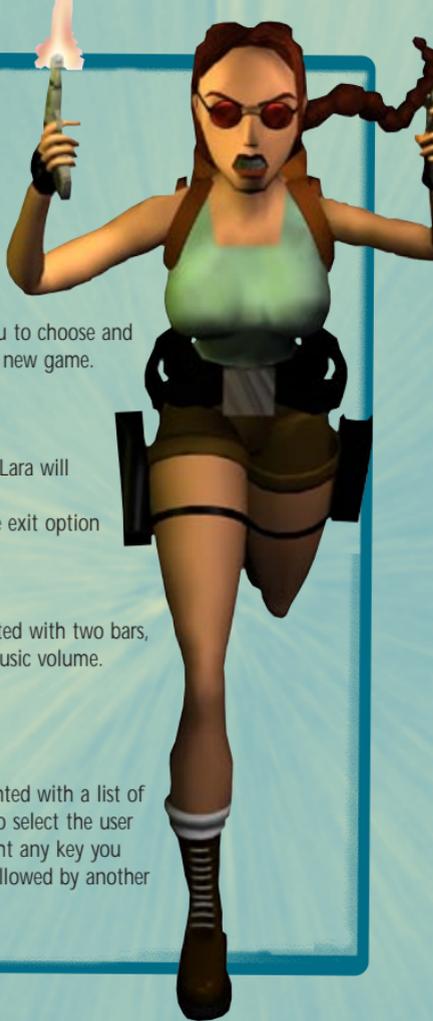
Press Action on the Personal Stereo, and you will be presented with two bars, the top bar sets sound effects volume, the lower bar sets music volume.

Press Up and Down to toggle between sound and music

Press Left and Right to adjust volume.

Key configuration

Press Action on the Keyboard Option and you will be presented with a list of default keyboard controls. Use Left and Right Cursor Keys to select the user configurable keys. Once here use the Cursor Keys to highlight any key you wish to change. Pressing Action on a highlighted control followed by another key will change control to that particular key.





Actions

Moving

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 the Walk button in conjunction with the Cursor Keys, Lara can carefully walk forwards or backwards. Whilst 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 right and left do exactly as you might imagine.

Roll

Selecting Roll will make Lara roll forward, and finish up facing the opposite direction. This also works when Lara is underwater. Roll may also be activated by pressing the Up and Down Cursor 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 Cursor Key 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 have a jolly good swim around. Lara can hold her breath for about two minutes; if she is still underwater after that she'll drown.

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 Up and Down make her swim in those directions. You can also use the side step actions to swim Left or Right when on the surface of the water.

Pressing Jump will make Lara dive under the surface again, whilst pressing Action 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.

Attacking

Lara starts the game carrying two pistols and a shotgun. Later in the game she may find some extra weapons. Note that the pistols have unlimited ammunition, but the shotgun requires shells to be picked up to use.

Shooting

Press Draw and Lara will draw her guns. If she 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.

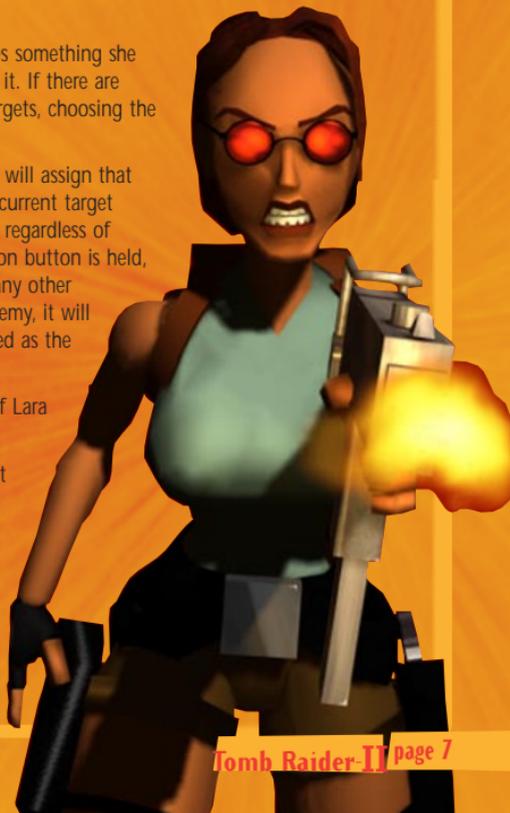
Pressing Action while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while the Action button is held down, regardless of whether or not Lara loses her lock. While the Action button is held, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, it 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 and Bob's your uncle.

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 actions are described below.



Other Actions

Vaulting

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

Climbing

Some walls are climbable. If Lara comes across such a surface, pressing Up and Action will make her jump up (if there is room) and catch handholds on the wall. She will only hang on whilst Action is held down. She can then be made to climb up, down, left and right by pressing the Cursor Keys. Pressing Jump will make Lara jump backwards away from the wall.

Grabbing hold

If Lara is near to a ledge while she is jumping, pressing and holding the Action Key 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. Pressing Up will make Lara climb up to the level above. Let go of Action and Lara will drop.

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 the Action Key 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.

Using switches

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



Using puzzle items/keys

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

Using Flares

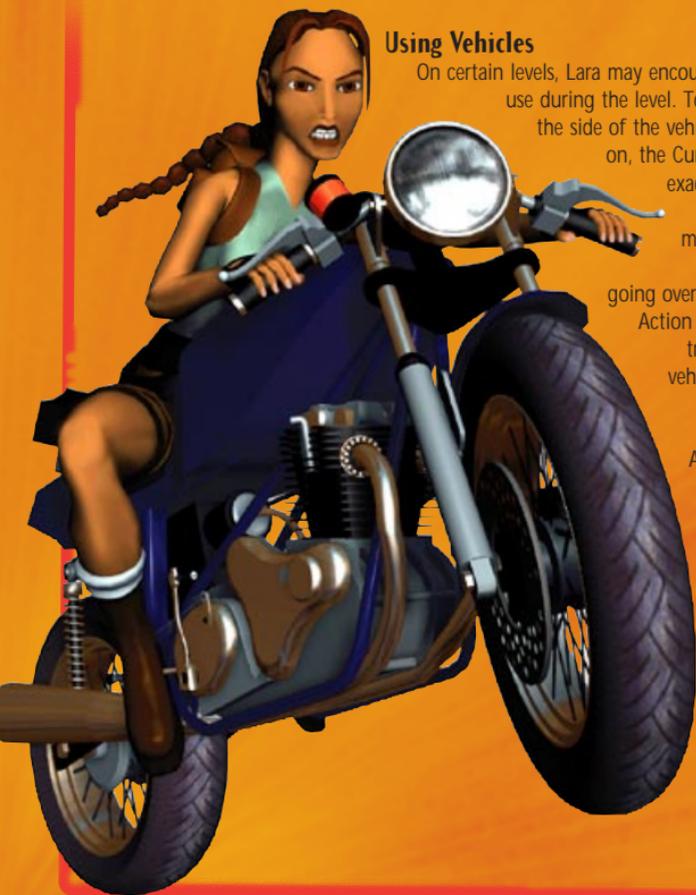
If Lara finds herself in the dark and has any flares in her inventory, she can get one out and light it by pressing the Flare button. This will light up her surroundings for a minute or so, and whilst she is carrying it she can still vault or climb – they even work underwater. If she wishes to discard the flare, it can be thrown a short distance by pressing the Flare button again. She will also drop it automatically when it goes out or she draws her weapons.

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 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 Key.

Looking around

Pressing the Look Key will make the camera go 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 key, 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 Key on it's own will show you exactly what direction she is facing.)



Using Vehicles

On certain levels, Lara may encounter vehicles which she can use during the level. To get on board, move up to the side of the vehicle and press Action . Once

on, the Cursor Keys control movement exactly as on foot, except a bit faster. The Walk button makes the vehicle move more slowly (but it won't stop it going over edges, so careful). Pressing

Action will either make the vehicle travel much faster or fire the vehicle weapons if it has them.

Note that when a vehicle is travelling faster because Action is being pressed, Lara will take damage if she crashes into anything.

To get off the vehicle, press Jump and Left or Right to choose which side to exit.

In Game Menu Rings

Whilst in-game pressing Escape will display the Menu Rings.

Press Left and Right to rotate the menu ring.

Press Action to select the foremost item.

Press Up or Down to swap between Inventory, Items and Options rings (see Menu Ring for details of the options available).

Press Escape to deselect an item, and press Escape again to exit the Menu Rings.

Inventory Ring

Stopwatch

Select the Stopwatch to display the time you have spent playing the current level plus other statistics.

Weapons

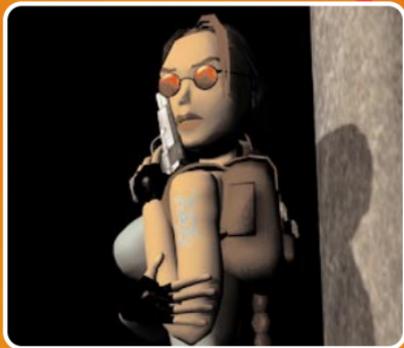
The pistols are, by default, selected and ready to use. If you wish to use another weapon (the shotgun, or one that you have found) simply select it and press Action. You can also see how much ammo is available to you here.

Small Medi Pack

Using a small medi pack (when collected) will restore 1/2 of Lara's health.

Large Medi Pack

Using a large medi pack (when collected) will fully restore Lara's health.



Options Ring

Passport

Here the options open to you are: Load Game, Save Game or Quit to Title Screen.

Personal Stereo

In this case, for usage descriptions refer to Starting The Game as it does exactly the same as described there.

Save Game

To save the game at any point, bring up the Passport Screen and select Save Game. Select a slot and press Action, your Save Game will be automatically named.

You may also use F5 as a short-cut key to 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.

You may also use F6 as a short-cut key to 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 a previously saved game or Quit to the Title Screen.

Credits

Lead Programmer
Programmers

Gavin Rummery
Andrew Howe
Jason Gosling

Music & Sound Effects Nathan McCree

Script Vicky Arnold

Animators

Stewart Atkinson
Joss Charmet

Special Thanks Judith Gibbins

Producer Troy Horton

Level Designers

Neal Boyd
Heather Gibson

Executive Producer Jeremy H. Smith

FMV Sequences

Peter Barnard
David Reading

Additional Artwork

Peter Duncan
Richard Morton
Lee Pullen
Andy Sandham
Christian Russel

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