



PlayStation

NTSC U/C

PlayStation



SLUS-00885

CORE

EIDOS
INTERACTIVE®

TOMB RAIDER® THE LAST REVELATION®



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience 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 physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

PROPHECY

I Semerkhet, high priest of Horus, forewarn that he who removes the Amulet shall have released Set. He who walked abroad with the Jackals at the dawn of man shall once again violate the earth.

Set, Ruler of Evil, will again be Free at the turn of a distant Millennia. At his heel plagues and locusts.

Harvests fail under the broken skies.

And Set sayeth: "I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands, and shall be ceaseless."



CONTENTS

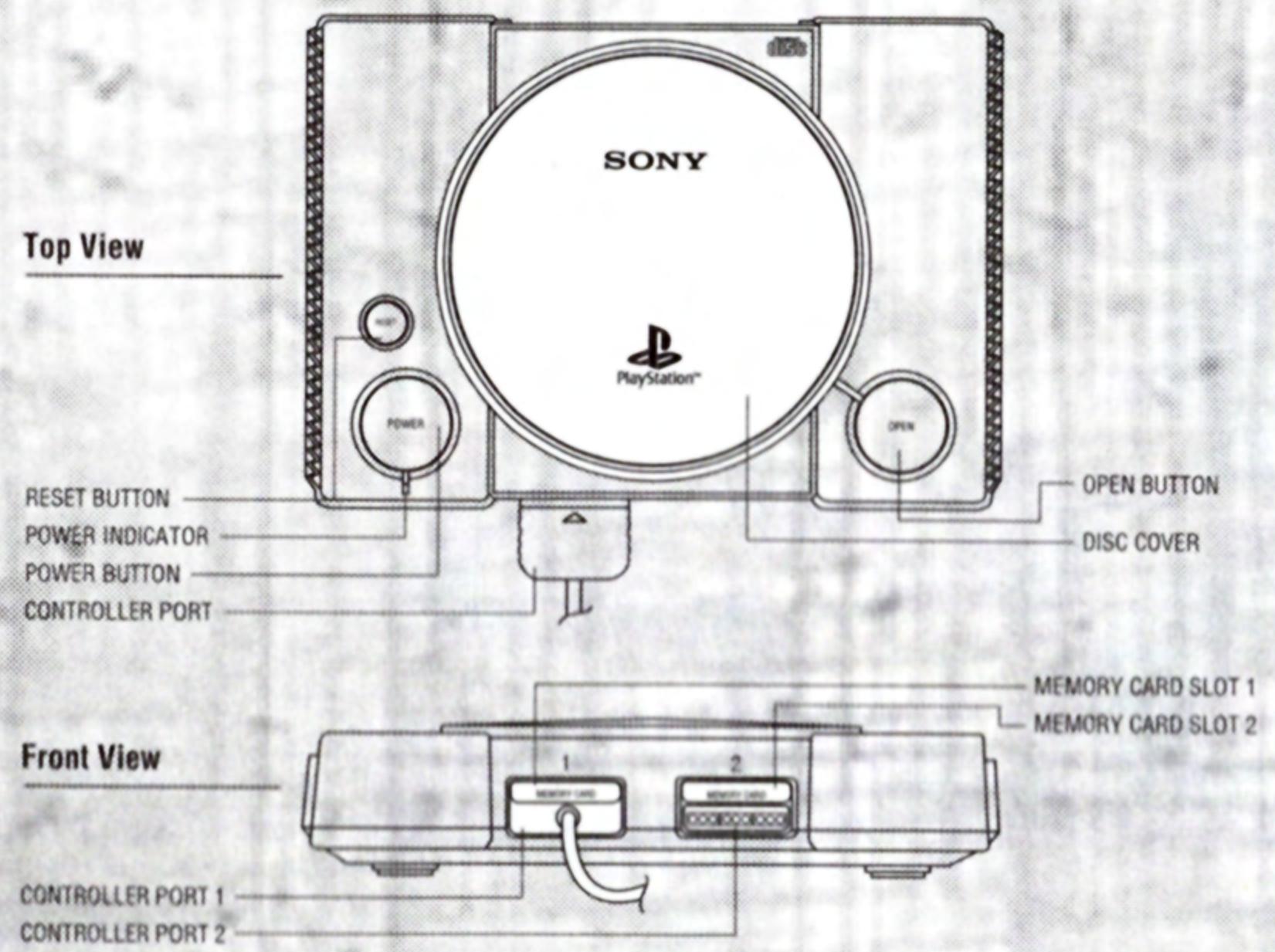
SETTING UP	2
MEMORY CARDS	2
CONTROLS (DEFAULT)	3
MENU CONTROLS	5
MAIN MENU	5
PAUSE MENU	6
QUITTING THE GAME	6
THE BEGINNING	7
ACTIONS	8
MOVING	8
SWIMMING	9
ATTACKING	9
OTHER ACTIONS	10
INVENTORY	13
MEDIPAKS	13
SAVE/LOAD GAME	13
CREDITS	14

**STILL SEARCHING IN THE DARK FOR HELP?
Call the EIDOS Interactive Hint Line**

1-900-77EIDOS (773-4367) U.S. Only

Cost of call: \$0.99/minute. Must be 18 years or have parent's permission. Touch-tone phone required.

SETTING UP



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **TOMB RAIDER: THE LAST REVELATION** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Note: Watch the game demo before starting play for game hints.

MEMORY CARDS

To save game settings and results, and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console **BEFORE** starting play. You must have from 2 to 10 blocks free in order to save games.

IMPORTANT

Do not insert or remove peripherals or Memory Cards once the power has been turned on.

CONTROLS (DEFAULT)

If you're using the Dual Shock™ analog controller, press the analog mode switch to activate analog mode. The LED will turn red.

LARA

ANALOG CONTROLS

Left Stick

Move Lara around playing area: push slightly to Walk/Sidestep; push fully to Run and Turn

R3 (press in Right Stick)

Action

L3 (press in Left Stick)

Jump

▲ button

Draw/Holster weapon

● button

Roll

L2 button

Duck/(with Left Stick) Crawl

Right Stick

Look around

START button

Pause/Unpause

SELECT button

Pause and Display Inventory

SELECT + RI button

Draw/Throw flare

L2/R2 buttons

(while using binoculars/laser sight) Zoom in/out

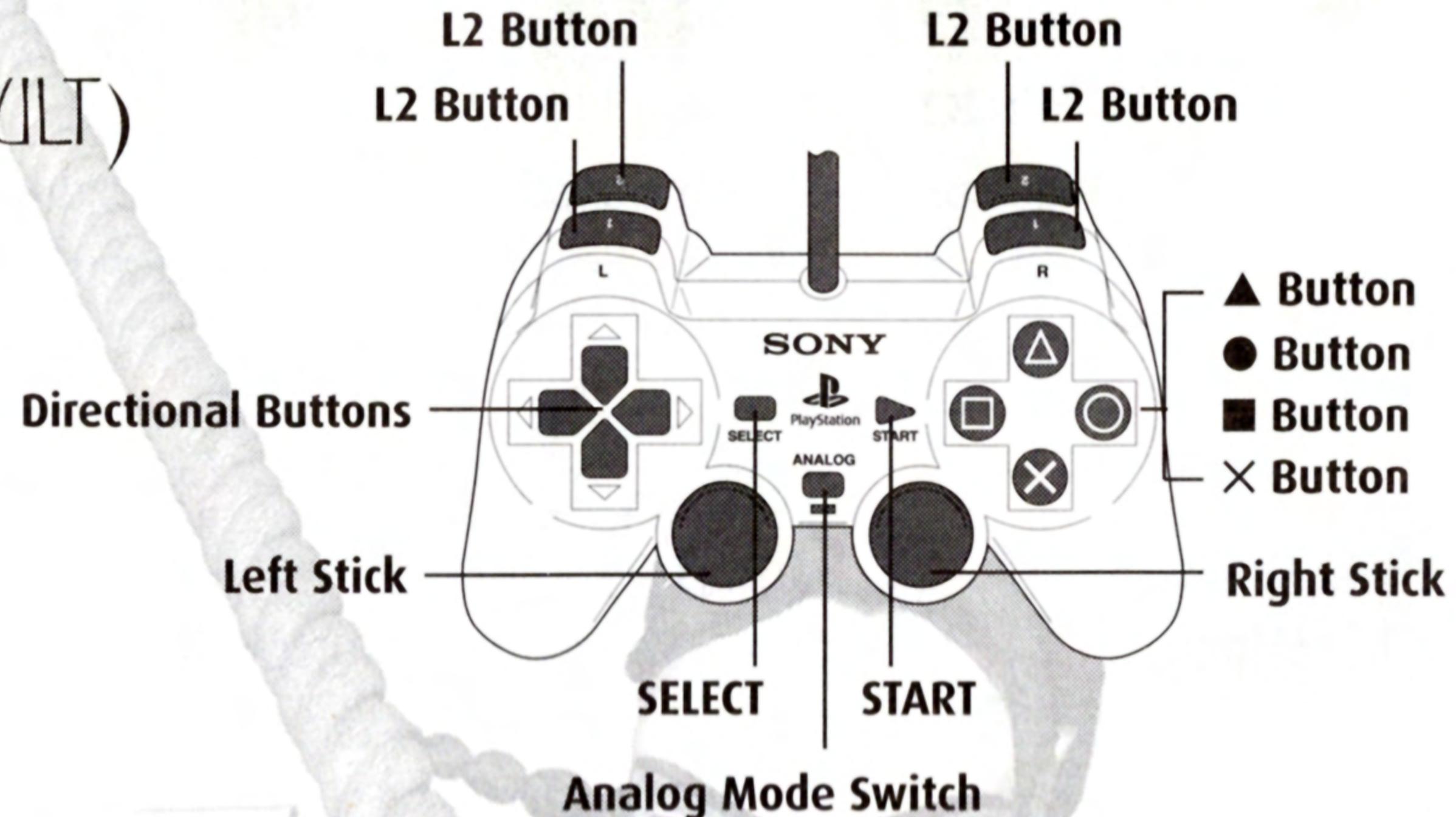
R2 button

(while Lara is running) Sprint; press ■ while Sprinting to Dive and Roll forward

▲

(while using binoculars) Return to normal view

Note: Use Option mode to change the default controls (shown) and enable/disable the Vibration function (Dual Shock analog controller only).



DIGITAL CONTROLS

In Digital mode, use the analog controls with these differences:

Directional buttons Move Lara around playing area

X button Action

(when held while using the binoculars
lights up Lara's view)

■ button Jump

L1 button (with Directional buttons) Look around/

Tap to assign/change target (Manual Targeting) or change
target (Auto Targeting)/Press and hold to use laser sight

L2 button Duck/(with Directional buttons) Crawl

R1 button (with Directional buttons) Walk/Sidestep

VEHICLES

4 MOTORCYCLE & SIDECAR

Position Lara next to motorcycle and press Action to climb on.

Left Stick (analog mode) Turn left/right/Pull back

Directional buttons ←/→ (digital mode) Turn left/right

Directional button ↓ (digital mode) Pull back

X button/■ button Accelerate/Brake

● button (when stationary) Dismount

R2 button Nitro

JEEP

Position Lara next to door and press Action to climb into Jeep.

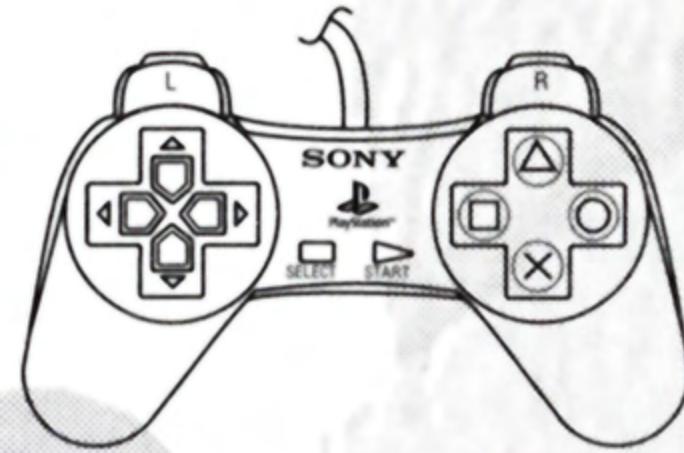
Left Stick (analog mode) Turn left/right

Directional buttons ←/→ (digital mode) Turn left/right

X button/■ button Accelerate/Brake

R1/R2 buttons Shift up/down (forward/reverse)

● button (when stationary) Exit Jeep



Use digital controls if your
controller looks like this.

MENU CONTROLS

Use the Directional buttons to navigate through the Menu Screens, use the button to return one level and the button to select throughout all menus.

Use the Directional buttons to toggle through individual category options.

MAIN MENU

Following a short introductory FMV sequence, you will see the Main Menu.

At this screen the following options are available:

NEW GAME - Join Lara on a new adventure.

LOAD GAME - Access the Saved Game Screen, where you can choose to load a previously saved game.



PAUSE MENU

Pressing **START** will pause the game and display the Pause Menu with the following options:

RESUME – Carry on with your game.

QUIT – Return to the Title Screen/Main Menu without saving your game.

GAME SETTINGS – Selecting this presents the following options:

SFX VOLUME - Use the Directional buttons **←/→** to raise or lower the volume of in-game sound effects.

MUSIC VOLUME – Use the Directional buttons **←/→** to raise or lower the music volume.

CONTROL CONFIGURATION – Choose your preferred control method from five pre-selected configurations. Use the Directional buttons **←/→** to toggle through the configurations, and press the **X** button to select.

SCREEN ADJUST - Use this option to reposition the game screen on your TV. Use the Directional buttons to adjust the screen, and press the **X** button to accept.

TARGETING – Use the **X** button to toggle between Auto and Manual Targeting.

STATISTICS – See how well you're progressing through the adventure. Your Options settings will be saved automatically when you exit the game.

QUITTING THE GAME

While playing the game, you can return to the Title Screen/Main Menu by holding down **SELECT** and then pressing and holding down **START** for 2 seconds.

THE BEGINNING

The daughter of Lord Henshingly Croft, Lara was brought up in the secure world of aristocracy. Wanting for nothing, she was surrounded by servants, social events and high society.

Lara attended Wimbledon High School for Girls from the age of 11. Now that she was 16, her parents decided that Lara should broaden her education by studying for her A levels at one of England's most prominent boarding schools. An adventurous soul, Lara found the idea of being sent away from home an exciting prospect.

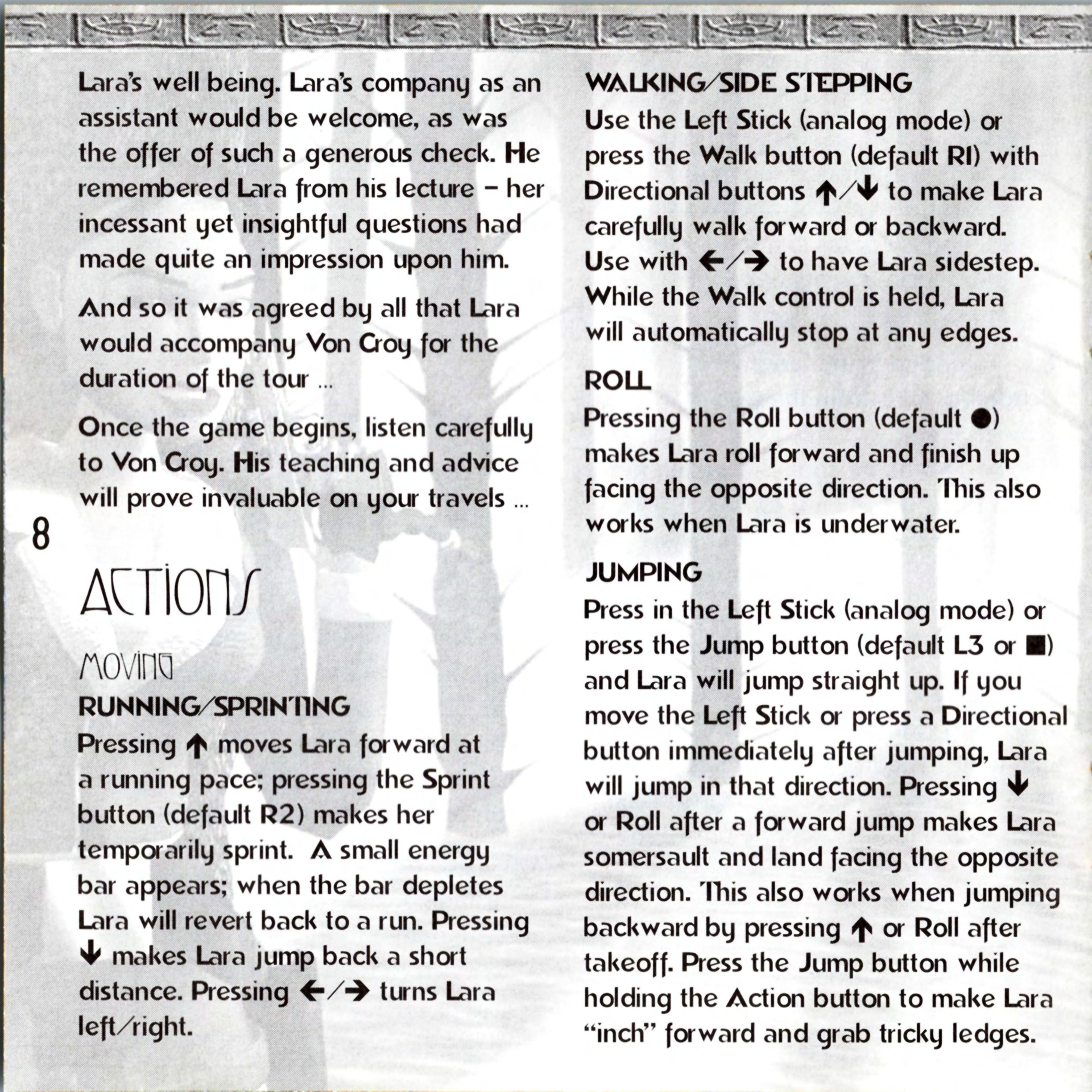
By chance one day Lara came across a copy of National Geographic on the hall table. The front cover featured a familiar name – Professor Werner Von Croy. A respected archaeologist, Von Croy had once lectured at Lara's school to pupils and parents alike. The experience had a profound effect on Lara, triggering a desire for travel to

remote locations in search of adventure. In some ways Von Croy had become an inspirational figure for Lara.

As Lara read further, she learned that Von Croy was currently preparing for an archaeological tour across Asia, culminating in a potential new discovery to be made in Cambodia. Unable to contain herself, Lara burst into the room, thrust the article in front of her parents and without hesitation demanded she accompany Von Croy on his expedition. Lord Croft could hardly disagree that travel was an education in itself.

As Lara argued the case further, he found himself walking over to the desk and penning a letter to Von Croy, introducing himself as an influential society figure and offering financial assistance in exchange for his daughter's place on the expedition.

Von Croy's reply assured the Henshingly Crofts that the territories were friendly and that he had ample experience to look after both his and



Lara's well being. Lara's company as an assistant would be welcome, as was the offer of such a generous check. He remembered Lara from his lecture – her incessant yet insightful questions had made quite an impression upon him.

And so it was agreed by all that Lara would accompany Von Croy for the duration of the tour ...

Once the game begins, listen carefully to Von Croy. His teaching and advice will prove invaluable on your travels ...

8

ACTIONS

MOVING

RUNNING/SPRINTING

Pressing **↑** moves Lara forward at a running pace; pressing the Sprint button (default R2) makes her temporarily sprint. A small energy bar appears; when the bar depletes Lara will revert back to a run. Pressing **↓** makes Lara jump back a short distance. Pressing **←/→** turns Lara left/right.

WALKING/SIDE STEPPING

Use the Left Stick (analog mode) or press the Walk button (default RI) with Directional buttons **↑/↓** to make Lara carefully walk forward or backward. Use with **←/→** to have Lara sidestep. While the Walk control is held, Lara will automatically stop at any edges.

ROLL

Pressing the Roll button (default ●) makes Lara roll forward and finish up facing the opposite direction. This also works when Lara is underwater.

JUMPING

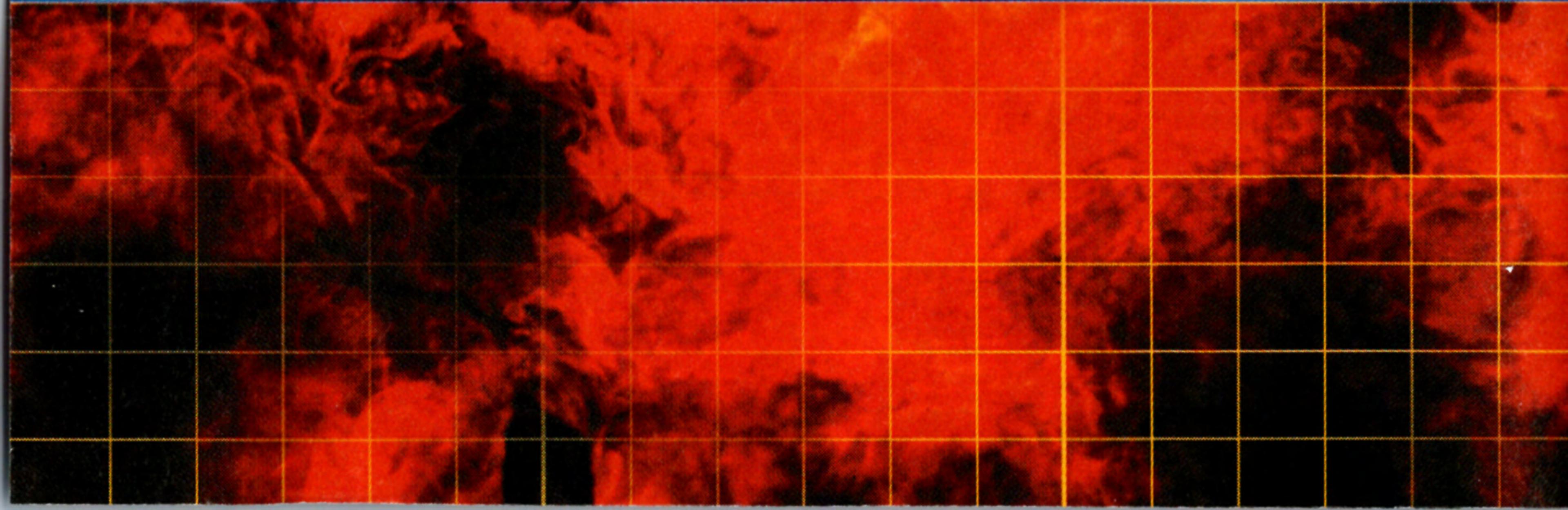
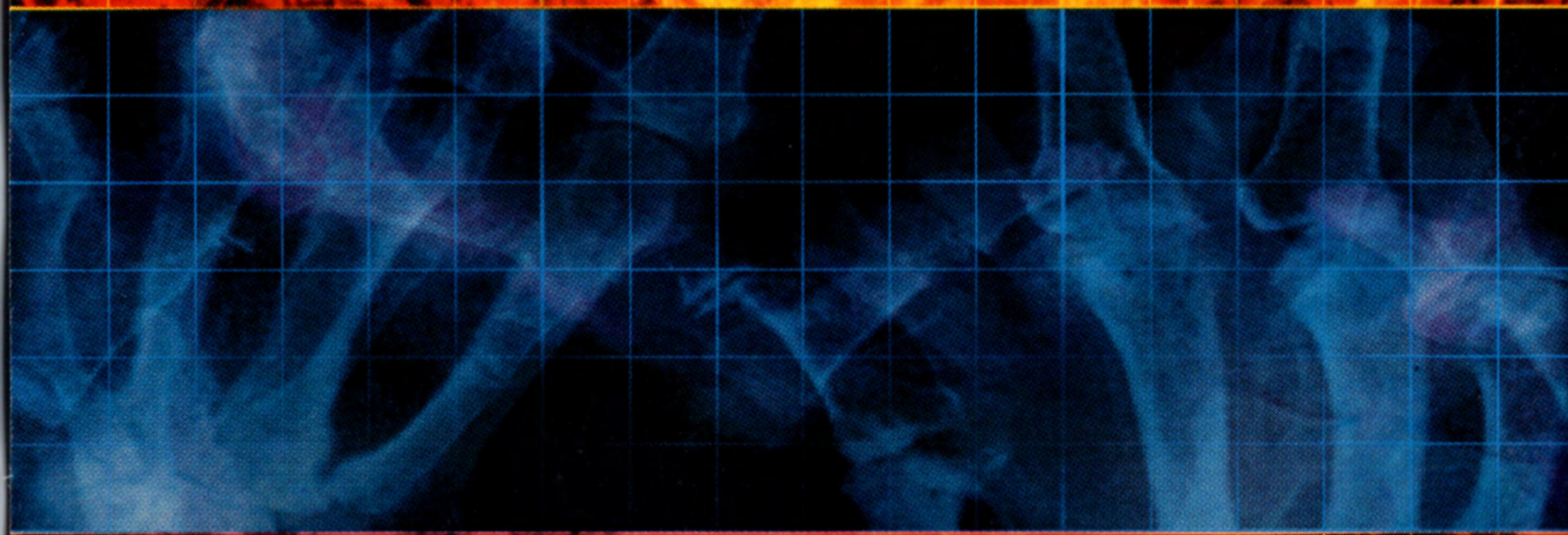
Press in the Left Stick (analog mode) or press the Jump button (default L3 or ■) and Lara will jump straight up. If you move the Left Stick or press a Directional button immediately after jumping, Lara will jump in that direction. Pressing **↓** or Roll after a forward jump makes Lara somersault and land facing the opposite direction. This also works when jumping backward by pressing **↑** or Roll after takeoff. Press the Jump button while holding the Action button to make Lara "inch" forward and grab tricky ledges.



EIDOS[®]
INTERACTIVE
GAMES WITH CHARACTER



EIDOS.COM

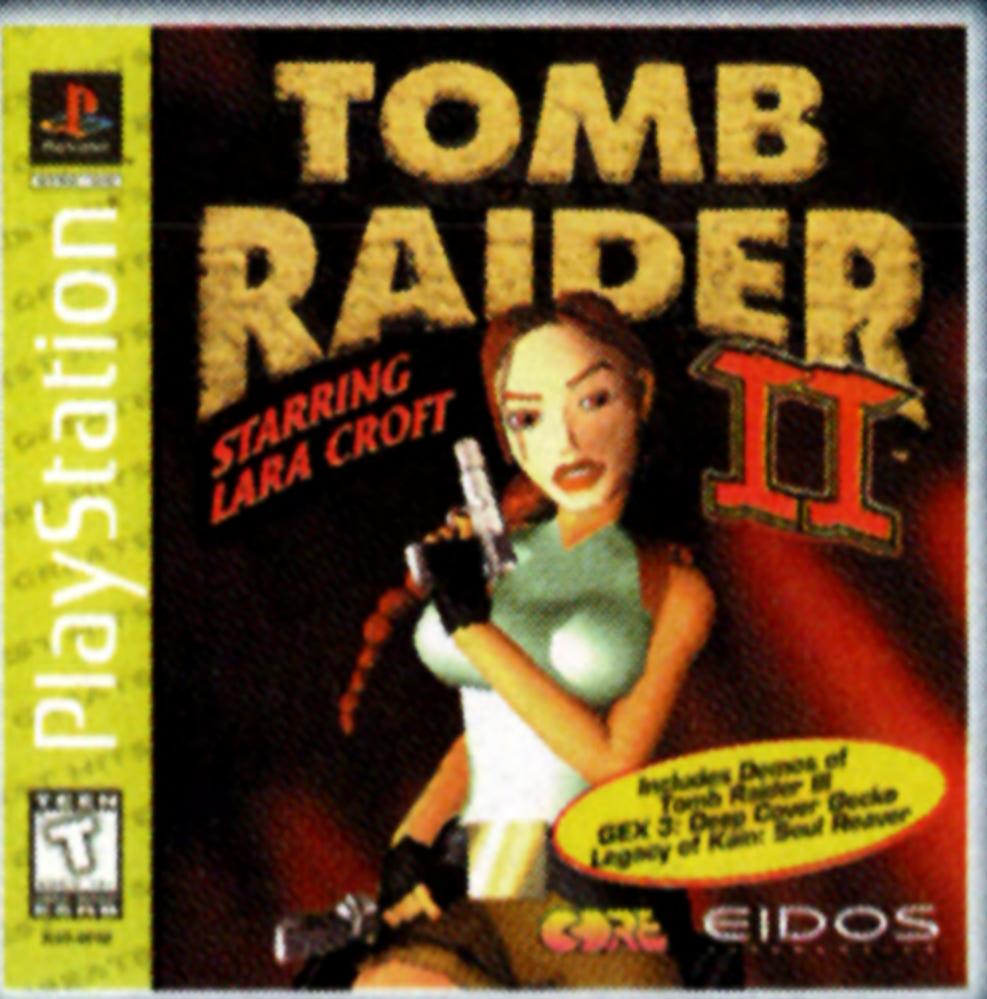
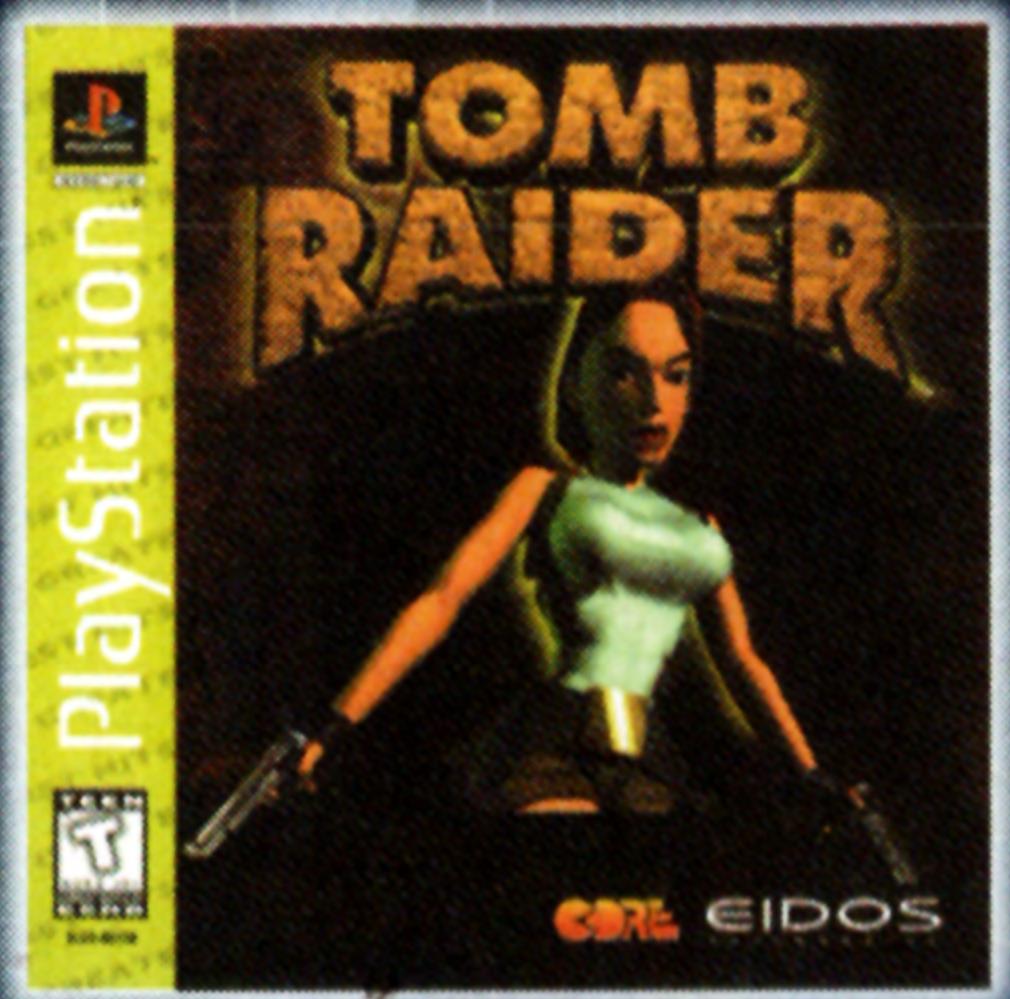




GAMES WITH CHARACTER

At Eidos Interactive, we produce what today's gamers really want. Combining the world's top creative talent with cutting edge technologies, we deliver the most dynamic games ever seen. With fanatical attention to game play, storyline, and innovation we continue to create unstoppable game franchises starring the industry's favorite personalities. Eidos games speak to a broader, more sophisticated new culture of enthusiasts who have made us the hottest gaming company on the planet. Our mission remains simple: produce daringly original games featuring killer content, engaging personalities, and truly immersive experiences. Games with character.





TOMB RAIDER® FRANCHISE

Prepare yourself for non-stop action and adventure as you enter the world of Lara Croft, the undisputed queen of female super heroes! Check out all three great PlayStation releases — the original Tomb Raider, Tomb Raider II and Tomb Raider III — and see why millions of people worldwide are hooked on Lara. Immerse yourself in gorgeous 3D worlds and visit exotic locations featuring countless weapons and baddies, challenging puzzles, and plenty of surprises along the way. Complete your collection today!



CORE

ACTION/
ADVENTURE





GEX™ 3: DEEP COVER GECKO

Gex makes his triumphant return! As an International Gecko of Mystery, GEX's next mission is to rescue the beautiful Agent Xtra, played by Baywatch actress Marliece Andrade, who has been kidnapped by the evil Rez. An all-new 3D camera system keeps you on track as you explore massive levels built around television and movie themes. As a master of disguise, GEX's latest outfits provide fresh and fun new game mechanics.



KEY FEATURES

- All-new adventures! Scuba diving, snowboarding, gliding and spitting fireballs. Ride army tanks, camels, burros, crocodiles and more
- Over 25 all-new disguises and secret controllable characters
- All-new hilarious voice-over with over 1,000 one-liners, wise-cracks and celebrity impressions from returning comedian Dana Gould
- All-new full motion video sequences starring Baywatch's Marliece Andrade as the beautiful Agent Xtra



ACTION /
ADVENTURE

FIGHTING FORCE™ 2

Combining elements of stealth, strategy and interaction, Hawk Mason returns in Fighting Force 2. The fighting part is up to you — but the successful negotiation of complex R&D facilities requires a lot more than muscle-power this time. Whether you're stealing blueprints, tracking down escaped mutants, or unleashing a lethal combination of fighting moves. Your every step is crucial. Strategy and foresight are key to the success of this mission... and your own survival.

KEY FEATURES

- New 3D engine technology — faster, seamless gameplay
- Real-time character and object lighting, giving true shadowing for a greater sense of realism
- Advanced combat system. Multiple impact points allows varying character reactions
- Enemies have unique aptitude levels, allowing them to see obstructions and use the environment to their tactical advantage
- Integrated story line and plot progression via numerous cut-scenes draws the player into the game world



CORE

ACTION /
ADVENTURE



LEGACY OF KAIN: SOUL REAVER™

Legacy of Kain: Soul Reaver pushes the limits of adventure gaming with incredibly fluid graphics and realistic environments. As Raziel, stalk Nosgoth feeding upon the souls of your enemies as you seek to destroy your creator — Kain. Battle five different clans of vampires as you explore a vast 3D world dominated by a ruthless dynasty. Master complex puzzles with your unprecedented ability to interact with objects.

KEY FEATURES

- Explore the vast 3D world of Nosgoth packed with 60 hours of gameplay
- Real-time morphing. Shift between the material and spectral realms
- Seamless gameplay. No load times
- Over 100 cinematics with 45 minutes of voice-over deliver a dark gothic story





FEAR EFFECT™

Fear Effect is pure action/adventure within a cinematic and alive world. Take control of three mercenaries as they attempt to find the missing daughter of a very powerful leader of the Hong Kong Triad. With a combination of large shooting sequences, huge crowd scenes, and incredible views, Fear Effect will amaze you while moving at a very fast pace. Take control of your shooters from the streets and roofs of Hong Kong to the depths of Hell. Feel the Fear within.

KEY FEATURES

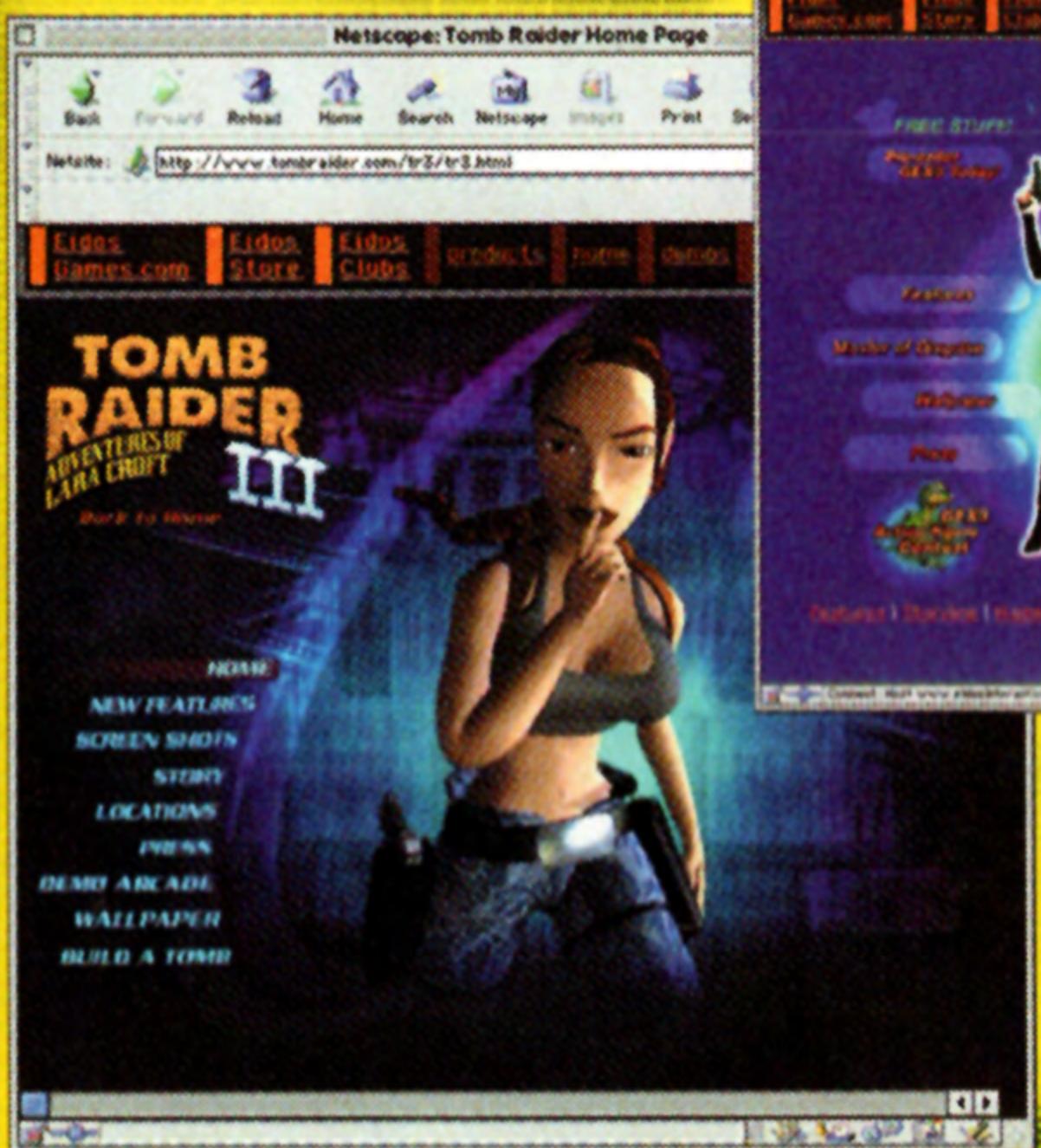
- First game with Motion FX technology. The gameplay takes place over full motion video sequences creating a world filled with movement and life
- Original anime style character design
- Set camera positions create a suspenseful cinematic experience. You don't know what could lurk around the corner
- Become different characters through logical plot editing which allows you to take on the role of the three main characters
- On screen inventory allows the player to perform actions such as drawing and firing weapons while walking, running, crouching and sneaking



ACTION /
ADVENTURE

Check out www.eidos.com for the latest product news, contests, merchandise and lots of fun! While you're at the site, you can review hot new game demos and get all the latest product information.

- Just a click away! Review daily news feeds, free game guides, designer diaries and top stories.
- Play against live human opponents at www.eidosgames.com.
- A dynamic interactive experience awaits you! featuring live chats, forums, EIDOS clubs, polls and more!



EIDOS[®] ONLINE

Here are just a few items from our growing line-up of cool Eidos gear. Check out all the latest Eidos stuff and place orders directly at eidosstore.com or call toll-free 1-888-900-6996



Playmates

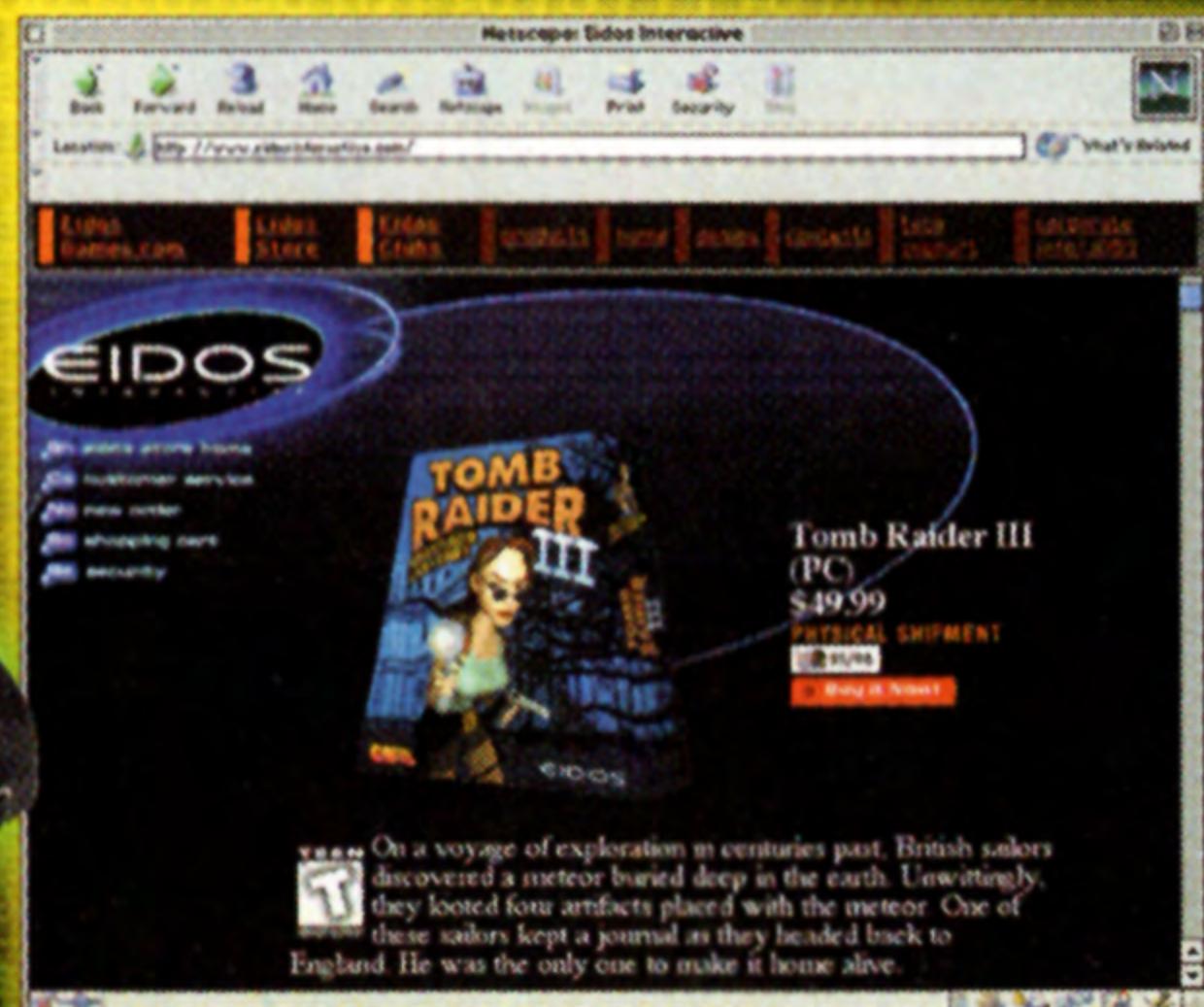
Lara Croft Action Figure

▼ Tomb Raider T-Shirts



Gex Action Figure

▲ Tomb Raider Hats



www.eidos.com > Buy it Now! www.eidosstore.com > Or call toll free (888)900-6996

You've
played
the
game

Now
read
Raziel's Story.
Find
out
what
came
before

AN EXCLUSIVE COMIC BOOK

Available only online at



www.eruptor.com

ALSO AVAILABLE ONLY AT ERUPTOR



Brought to you by:

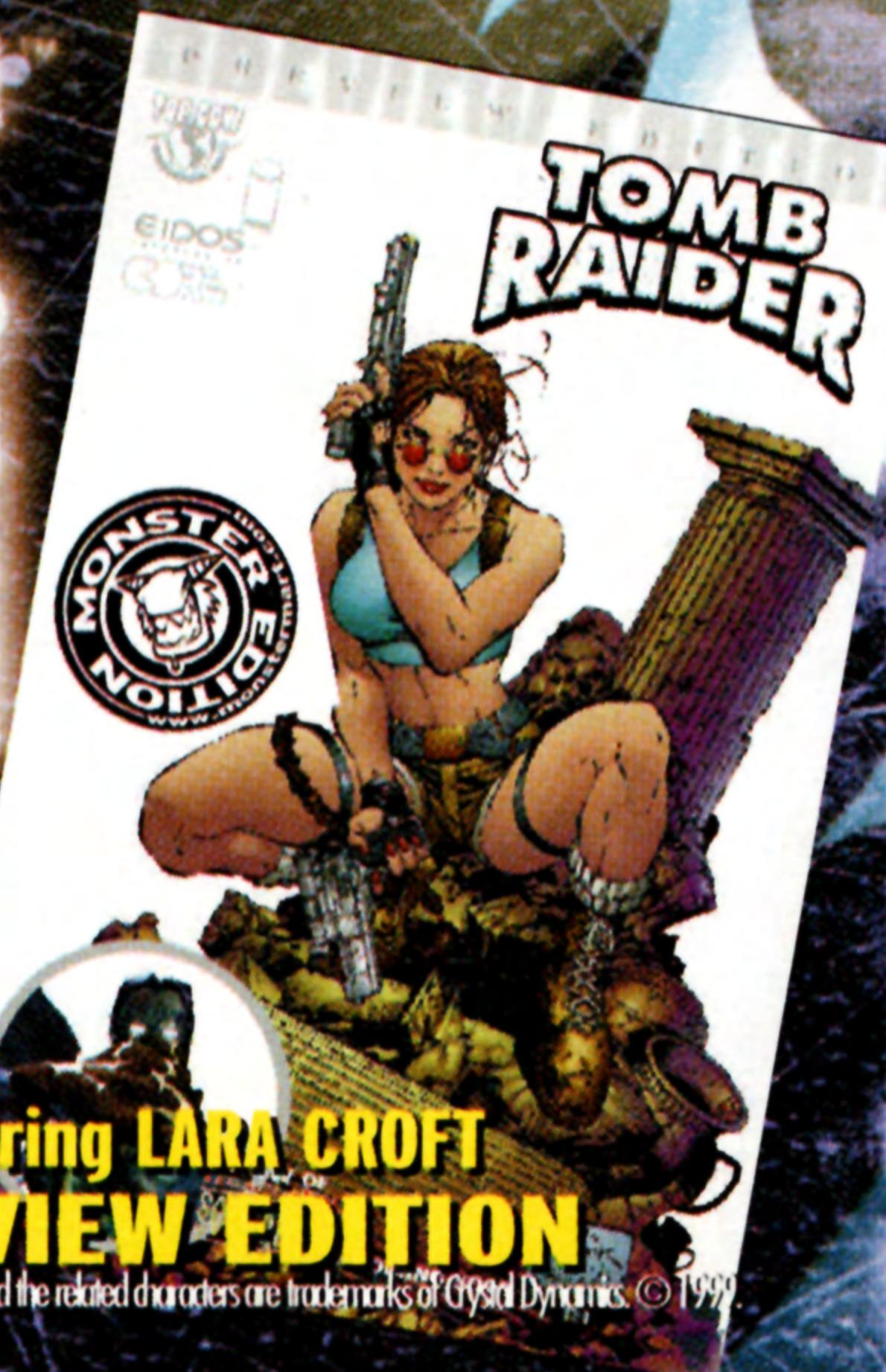
CORE™
EIDOS™
INTERACTIVE

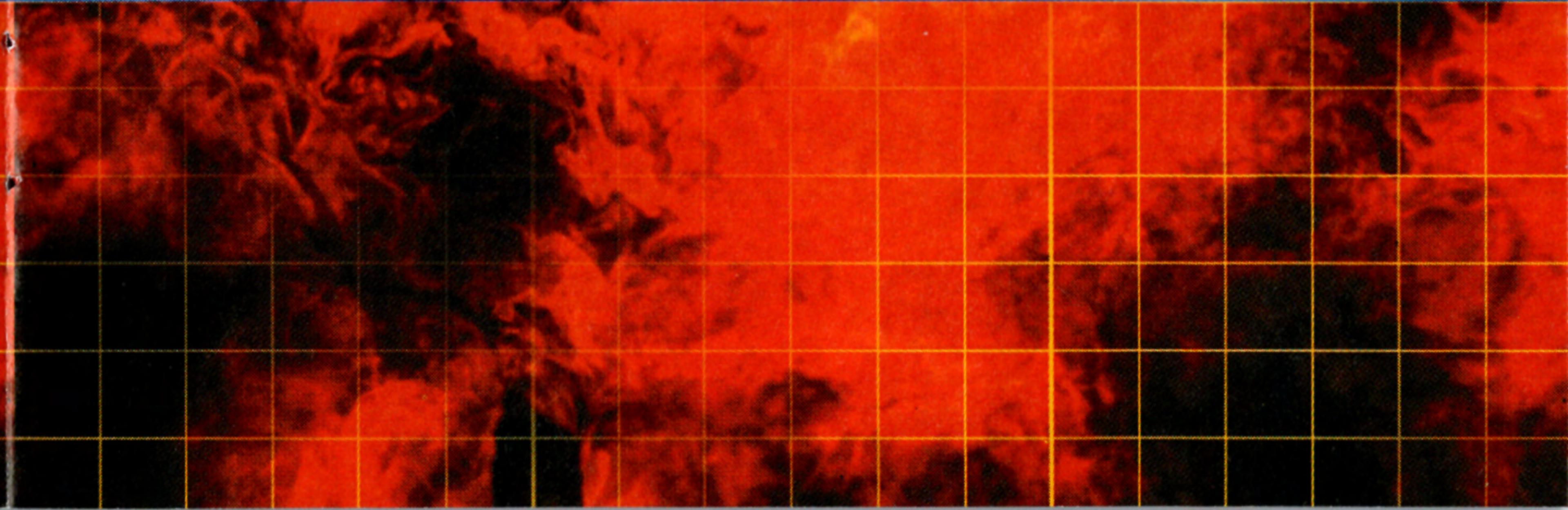
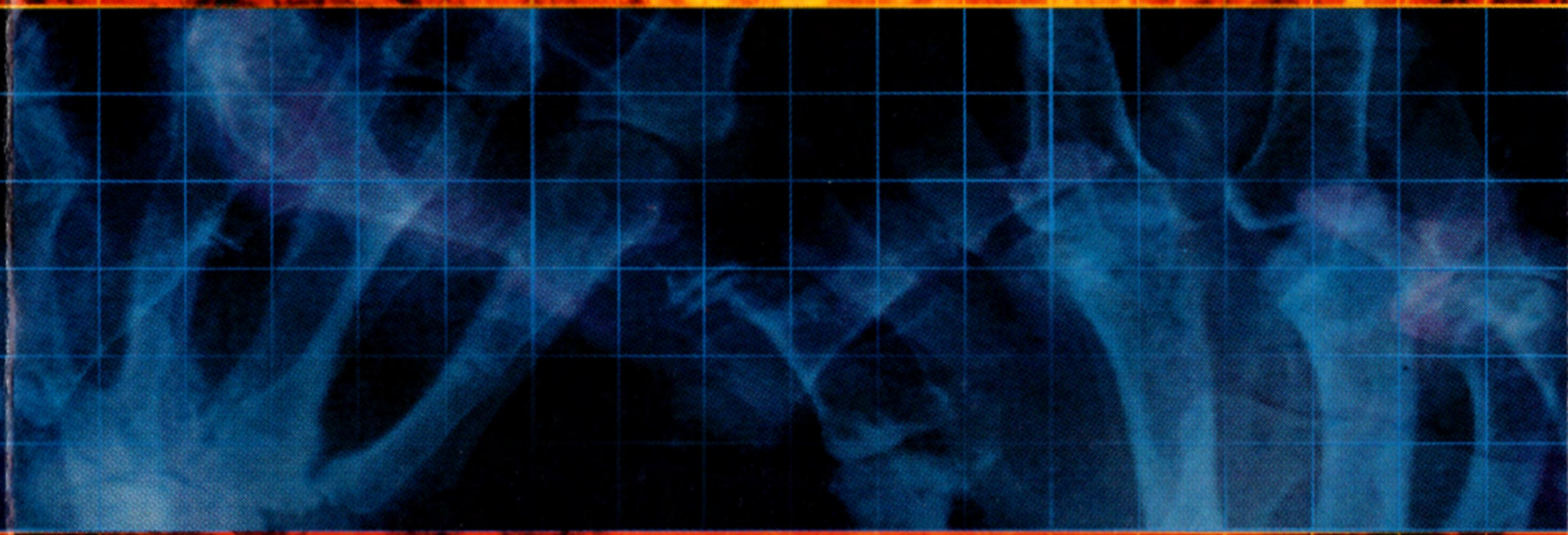
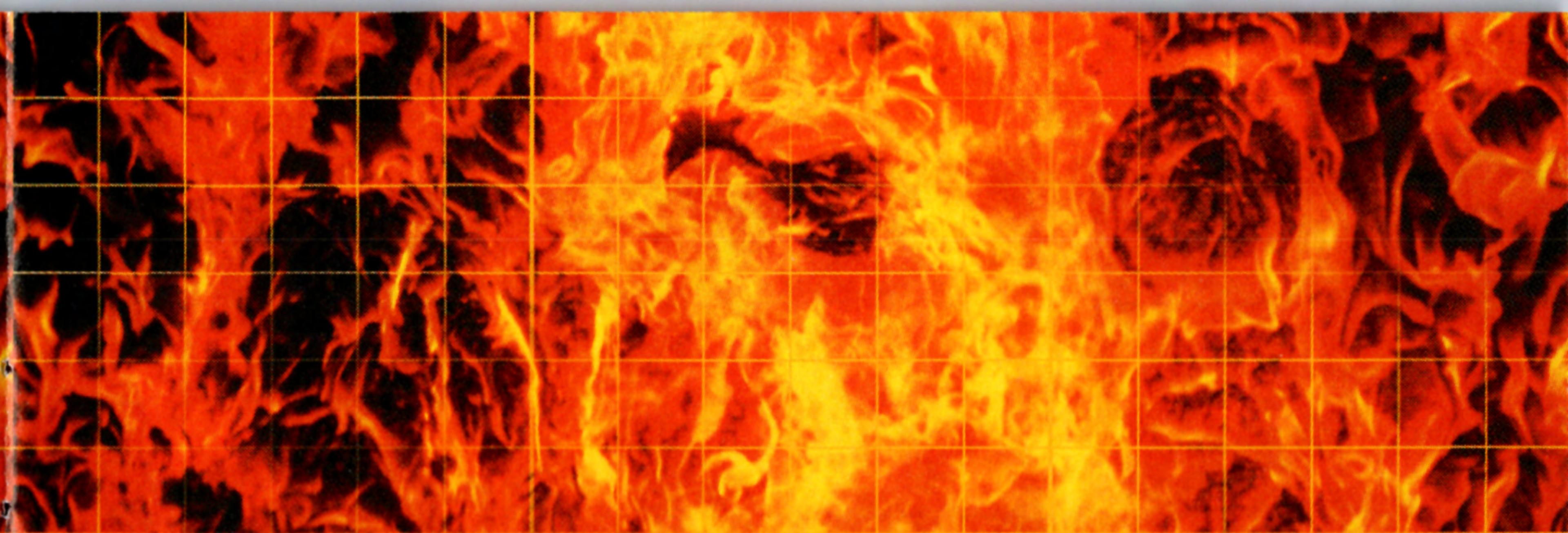


**TOMB
RAIDER**

The Series: starring LARA CROFT
LIMITED PREVIEW EDITION

TOMB RAIDER, the TOMB RAIDER logo, LARA CROFT and her likeness and EIDOS Interactive are Trademarks of EIDOS P.L.C. ©1999. Legacy of Kain: Soul Reaver and the related characters are trademarks of Crystal Dynamics. ©1999 Crystal Dynamics. ALL RIGHTS RESERVED. Top Cow's logo is™ & © 1999 Top Cow Productions Inc.







EIDOS - USA 651 Brannan Street, 4th Floor, San Francisco, CA 94107

Tomb Raider is a registered trademark of Eidos Interactive, Inc. and Core Design Ltd. Core, Fighting Force and Lara Croft are trademarks of Core Design Ltd. © 1999 Core Design Ltd. Crystal Dynamics, the Crystal Dynamic logo, GEX, the GEX character, Legacy of Kain: Soul Reaver and related characters are trademarks of Crystal Dynamics. © 1999 Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive. Urban Chaos is a trademark of Mucky Foot Productions Ltd. and published by Eidos Interactive. © 1999 Mucky Foot Productions Ltd. Saboteur is a trademark of Tigon Software Ltd. and published by Eidos Interactive, Inc. © 1999 Tigon Software Ltd. Fear Effect is a trademark of Eidos, Plc. © 1999 Eidos, Plc. Kronos is a registered trademark of Kronos Digital Entertainment. ® 1999 Kronos Digital Entertainment. Eidos Interactive is a registered trademark of Eidos, PLC. ® 1999 Eidos. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association. Playmates Toys is a registered trademark of Playmates Toys Inc. ® 1999 Playmates Toys Inc. ReSaurus and the Resaurus logo are trademarks of ReSaurus Company Inc. © 1999 ReSaurus Company Inc. All other titles trademarks and registrations are property of their respective holders. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

SWIMMING

UNDERWATER

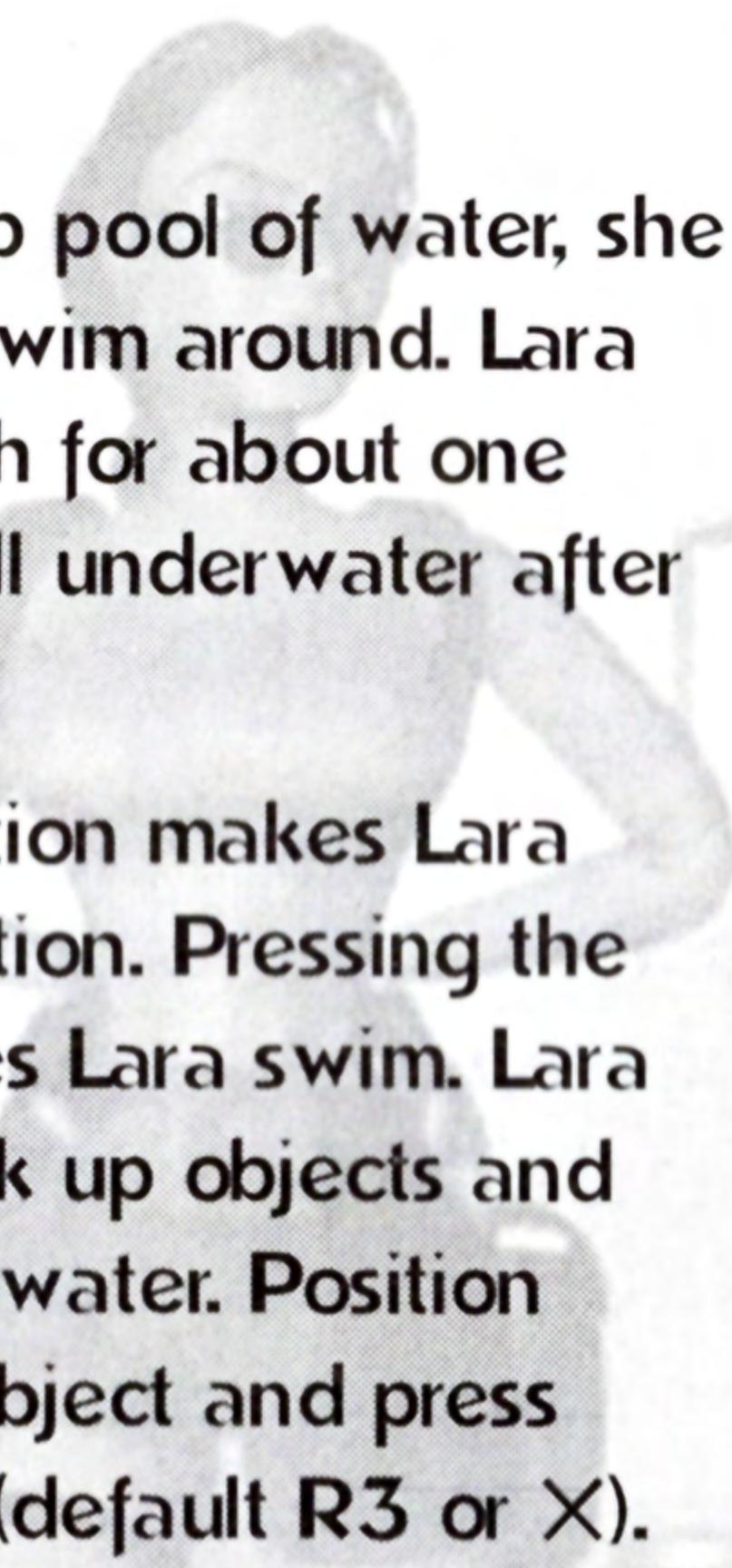
If Lara finds a deep pool of water, she can jump in, and swim around. Lara can hold her breath for about one minute; if she is still underwater after that she'll drown.

Pressing any direction makes Lara rotate in that direction. Pressing the **Jump** button makes Lara swim. Lara can pull levers, pick up objects and open doors under water. Position Lara close to the object and press the **Action** button (default R3 or X).

SWIMMING ON THE SURFACE

Pressing \leftarrow/\rightarrow rotates Lara, and \uparrow/\downarrow makes her swim in those directions. You can also use the **Sidestep** actions to swim left or right when on the surface of the water.

Pressing the **Jump** button makes Lara dive under the surface. Pressing the **Action** button with \uparrow when close to an edge makes Lara 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

DRAWING AND FIRING WEAPONS

Press the **Draw** button (default \blacktriangle) to arm Lara with her currently selected weapon. Press the **Action** button to fire the weapon.

TARGETING

There are now two Targeting Modes: **Auto** and **Manual**. Both modes allow you to switch lock-on from one enemy to another. To switch targets, move the Right Stick or tap the **Look** button (default L1). Set Targeting Mode from the Pause Menu (see page 6).

AUTO LOCK-ON

Press the Draw button to make Lara draw her weapon. If she sees a potential target, she will lock onto it. If there are multiple enemies, tap the Look button to change targets. Press the Action button to shoot at the selected target; tap the Look button to switch to another enemy. If Lara loses sight of the enemy, the lock-on is broken.

MANUAL LOCK-ON

This mode is like Auto Lock-On except that you must tap the Look button for the initial enemy lock-on. You can then cycle through targets by tapping the Look button repeatedly.

LOCK-ON LIMITATION

While Lara has her guns drawn, she cannot do anything that involves using her hands. These actions are described in the following section.

OTHER ACTIONS

VAULTING

If Lara is faced with an obstacle that she can climb over, pressing \uparrow and the Action button makes her vault onto it.

CLIMBING WALLS

Some walls are climbable. If Lara comes across such a surface, pressing \uparrow and the Action button makes her jump up (if there is room) and catch handholds. She will hang on while the Action button is held down. She can then climb up, down, left and right. Lara can also climb around the edges of some surfaces. Press the Jump button to make Lara jump backward away from the wall.

When Lara reaches the top of a ladder, she may see a small opening. Press the Crawl button (default L2) to make Lara duck; press \uparrow to make her crawl into the gap (if she will fit).

CLIMBING POLES

Lara will come across certain poles that she can climb. Either walk up to the pole and press and hold the Action button, or run, jump and grab the pole. While climbing, keep the Action button pressed or Lara will let go. While on the pole, press \uparrow/\downarrow to make Lara climb up and down, \leftarrow/\rightarrow to make her rotate around the pole. Press the Jump button to backflip off.

CLIMBING ROPES

Lara grabs hold of ropes, rotates, climbs up and down and jumps off in the same way as when climbing poles.

Use the Sprint button to make the rope swing from side to side. Press the Jump button to make Lara jump forward off the rope.

DUCK AND CRAWL

You can make Lara duck by pressing the Crawl button. Crawl by keeping the Crawl button pressed while using the Left Stick/ Directional buttons to move Lara.

GRABBING HOLD OF LEDGES

If Lara is near a ledge while she is jumping, pressing and holding the Action button makes her grab the ledge in front of her and hang there. If a wall is climbable, Lara can catch onto it anywhere (not just on ledges). Press \leftarrow/\rightarrow and Lara will shimmy sideways and even around corners of certain surfaces. Pressing \uparrow makes Lara climb up to the level above. Release the Action button and Lara will drop.

MONKEY SWING

If Lara discovers an overhead frame, she may decide to monkey swing across it. Press the Jump button to jump up to the frame, immediately press the Action button to grab onto the frame, and while still holding down the Action button, press \uparrow to swing forward. Pressing \leftarrow/\rightarrow makes Lara hang and rotate. Releasing the Action button causes Lara to release the bars.

PICKING UP OBJECTS

Lara can retrieve objects and store them in her Inventory. Position Lara in front of the object you want to retrieve. Press the Action button and she will pick it up.

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

Some objects can be broken, revealing valuable pick-ups. Objects may also be placed on blocks and hidden inside walls - in this case, press the Action button to reach in and grab it.

USING SWITCHES/SOLVING PUZZLES

Many puzzles await Lara; these will take many unusual forms. You may simply need to flick a switch by positioning Lara near the switch and pressing the Action button. For other puzzles 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 pry open doors. 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 button. This will light up her surroundings for a minute or so. While she is carrying the flare she can still vault or climb - flares even work underwater. To discard the flare, drop it by pressing the Draw button. To throw the flare a longer distance, press the Flare button 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 the Action button. Lara will get into her ready stance. Press ↓ to pull the object and ↑ to push it. To end this task, release the Action button.

LOOKING AROUND

Pressing in the Right Stick or pressing the Look button (default L1) makes the camera go directly behind Lara. With the Look button held down, the Left Stick/Directional buttons allows Lara to look around her. Once you release the Look control, the view returns to normal.

TIP: When lining Lara up for a jump, pressing the Look button will show you what direction she is facing in.

INVENTORY

While in-game, press **SELECT** to display the Inventory. Use the Directional buttons to navigate and the X button to select. Depending on the object highlighted, a menu may be displayed. For example, highlighting the crossbow presents these options:

EQUIP – Arm Lara with the weapon.

COMBINE – Allows the item to be combined with certain other items held in the Inventory, i.e. the laser sight.

CHOOSE AMMO – In some instances Lara may collect different forms of ammo. This option lets you choose between available ammunition for your selected weapon.

Press **SELECT** to exit the Inventory.

MEDIPIKS

Using a small MediPak (when collected) will restore $\frac{1}{2}$ of Lara's health. Using a large MediPak will fully restore health. Beware: some enemies will poison Lara. In that case, her health bar will appear and begin to flash yellow, decreasing as it flashes. Use either a small or large MediPak as an antidote.

SAVE/LOAD GAME

Make sure your Memory Card has enough free blocks (2 to 10) before commencing play. To save the game at any point, display the Inventory, select Save Game, select a file and press the X button. Your Save Game will be automatically named. There are a total of five save game files; select a previously used file to overwrite. To load a previously saved game, select Load Game and choose a game to load.

CREDITS

FOR CORE DESIGN LTD.

PSX Programmers

Chris Coupe
Martin Gibbins
Derek Leigh-Gilchrist

AI Programming

Tom Scutt

Additional Programmers

Richard Flower

Martin Jensen

Animators

Phil Chapman

Jerr O'Carroll

Level Designers

Pete Duncan

Jamie Morton

Richard Morton

Andy Sandham

Joby Wood

Peter Barnard

David Reading

Matt Furniss

Simeon Furniss

John Lilley

Additional Artwork

Andrea Cordella

Damon Godley

Steve Hawkes

Mark Hazleton

Steve Huckle

Darren Wakeman

Music & Sound FX

Original Story

Peter Conelly

Pete Duncan

Dr. Kieron O'Hara

Richard Morton

Andy Sandham

Hope Caton

Andy Sandham

Troy Horton

Tiziano Cirillo

Nick Conelly

Mayos Fatunmbi

Paul Field

Steve Wakeman

Dave Ward

Jason Churchman

Phil Callaghan

Mick Harrison

Joe Scutt-Phillips

Jeremy H. Smith

Adrian Smith

Thanks to

Executive Producers

FOR EIDOS INTERACTIVE

U.S. Producer

Mike Schmitt

Quality Assurance

QA Manager

Test Lead

Assistant Lead

Mike McHale

Brian King

Corey Fong

Eruch Adams

Shiloh Anacleto

John Arvay

Lars Bakken

Chris Bruno

Phil Campbell

Joe Damon

Ryan Ellison

Daniel Franklin

Rich Krinock

Mark Medeiros

Billy Mitchell

Jacob Rohrer

Ken Schmidt

Barbara Smith

Shawn Taylor

Franklin Vasquez

Benny Ventura

Ben Walker

Chip Blundell

Renee Pletka

Brian Kemp

Greg Rizzer

Marketing Support

Paul Baldwin

Susan Boshkoff

Michelle Bravo

Bryan Davies

Jennifer Fitzsimmons

Gary Keith

Karina Kogan

Antonia Phillips

Randy Stukes

Brandon Suyeoka

Sutton Trout

Rob Dyer

Nick Earl

Mike McGarvey

James Poole

Robert Barrett

Kevin Weston

Dave Cox

Mike Kelly

JoKathryn Reavis

Katrina Medema

Crystal Dynamics

Adrian Smith

Jeremy Smith

Troy Morton

Andrew Thompson

Ken Lockley

Susie Hamilton

Everyone else at

CORE DESIGN LTD.

Carol Ann Hanshaw

Special Thanks

Extra Special Thanks!

Manual Design

EIDOS INTERACTIVE TECHNICAL SUPPORT

Please read this section before calling technical support.

CONTACTING TECH SUPPORT

If you have questions about the game, our Technical Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via e-mail, fax, telephone or letter.

If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m., Pacific Standard Time.

Note: Our Technical Support agents do not have access to game hints, tips, strategies or codes. Please direct all game play inquiries to the 900 hint line listed below.

16

HOW TO REACH US

World Wide Web:

<http://www.eidosinteractive.com/help.html>

Product Warranty Inquires: cs@eidos.com

FTP: <ftp://ftp.eidosinteractive.com/pub>

Internet e-mail: techsupp@eidos.com

Tel: (415) 547-1244

Fax: (415) 547-1201 or (415) 537-0095

Mail: Eidos Interactive Customer Support

651 Brannan Street, 4th Floor

San Francisco, CA 94107

Hint Line: Eidos Interactive's 24 hour automated hint line number is (900) 773-4367. The charge is \$.99 per minute. You must be 18 years or older; or have your parent's permission to call.

EIDOS INTERACTIVE LIMITED WARRANTY

EIDOS Interactive warrants to the original purchaser that this EIDOS Interactive disc is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EIDOS Interactive disc is sold "as is" without expressed or implied warranty of any kind, and EIDOS Interactive is not liable for any losses or damages of any kind resulting from use of this program. EIDOS Interactive agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EIDOS Interactive disc, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the EIDOS Interactive disc has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate EIDOS Interactive. Any implied warranties of merchantability and fitness for a particular purpose are limited to the ninety (90) day period described above. In no event will EIDOS Interactive be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this disc.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



Action Adventure from EIDOS

FIGHTING FORCETM



Utilizing a stunning NEW 3D game engine, negotiate through complex R&D facilities featuring amazing visuals and advanced special effects.

Fierce hand-to-hand combat including deadly combination moves.

An arsenal of over 20 lethal weapons to assist removal of key personnel and complete destruction of environments.



Eidos Interactive, 651 Brannan St., San Francisco, CA 94107. Eidos, Eidos Interactive, the Eidos Interactive logo, and Tomb Raider are registered trademarks of Eidos Interactive, Inc. © 1999 Eidos Interactive, Inc. Core, Core Design, the Core logo, Fighting Force, and Lara Croft are trademarks of Core Design, Ltd. © 1999 Core Design, Ltd.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



eidos.com