

the angel of darkness™

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Inside Front Cover
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document for the actual page

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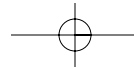
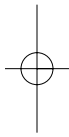
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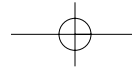
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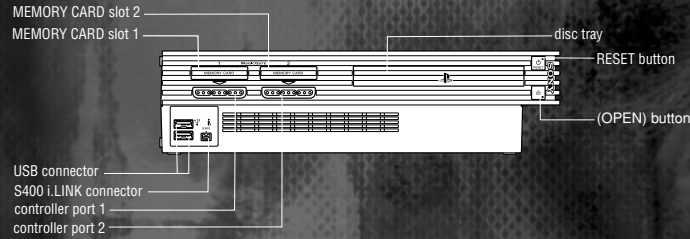
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GETTING STARTED



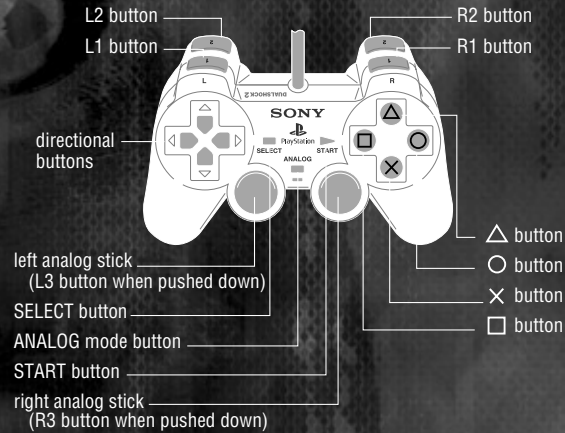
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Lara Croft, Tomb Raider: The Angel of Darkness™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 analog controller



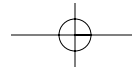
DUALSHOCK®2 analog controller

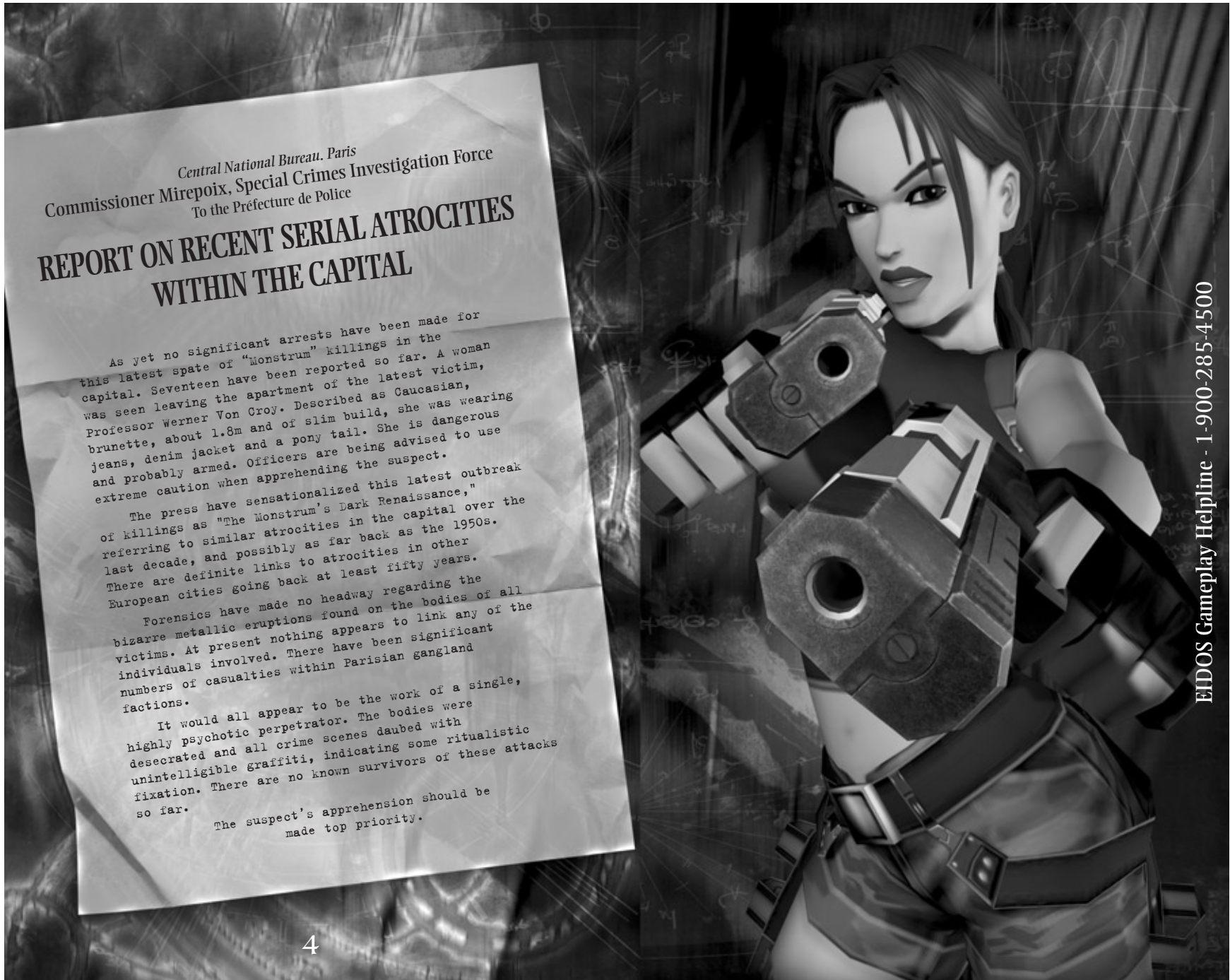
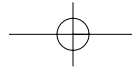
- *Lara Croft, Tomb Raider: The Angel of Darkness™* is best played with the DUALSHOCK®2 analog controller. Connect the controller to controller port 1 before starting play.

Note: This title does not support digital controllers.

- You can change the audio and video settings in Options mode, available from the Main Menu and the Pause Menu (see pages 6-7).

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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.

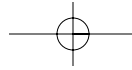
The press have sensationalized this latest outbreak of killings as "The Monstrum's Dark Renaissance," referring to similar atrocities in the capital over the last decade, and possibly as far back as the 1950s. There are definite links to atrocities in other European cities going back at least fifty years.

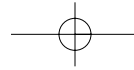
Forensics have made no headway regarding the bizarre metallic eruptions found on the bodies of all victims. At present nothing appears to link any of the individuals involved. There have been significant numbers of casualties within Parisian gangland factions.

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.

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STARTING THE GAME

The game opens with starting credits and an intro movie. When prompted, press the **START** button to display 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.

This option is only present if a memory card (8MB) (for PlayStation®2) containing previously saved *Lara Croft, Tomb Raider: The Angel of Darkness™* game(s) is inserted in MEMORY CARD slot 1 at startup.

Note: Only MEMORY CARD slot 1 is used to load and save game data for this game.

OPTIONS — View and use the Options Menu.

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PAUSE / OPTIONS MENU

Press the **START** button to pause the game and display the Pause / Options Menu, featuring the following options:

AUDIO — Change the audio settings for:

Sound Mode — Stereo (default) /
Dolby Pro Logic II



Music Volume
Speech Volume
Effects Volume

VIDEO — Adjust the position of the picture on your TV screen and choose a refresh rate.

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

BASIC CONTROLS

MENU CONTROLS

DIRECTIONAL BUTTONS / LEFT ANALOG STICK — Move through the menus.

X BUTTON — Make selections.

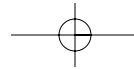
△ BUTTON — Retreat back one menu level.

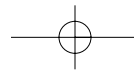
CUT SCENE / CONVERSATION CONTROLS

Follow the onscreen prompts throughout the movie cut-scenes and conversations. Use the **X** button to speed up conversations and confirm prompts.

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CHARACTER CONTROLS

L1 BUTTON (WALK)

Tap to toggle between Run (default) and Walk modes.

Press and hold while moving the left analog stick (see below):

↑ / ↓ to step forward / backward; ← / → to sidestep left / right.

Hold down the **L1** button and tap the **○** button (Jump) to perform a short hop-jump.

L2 BUTTON (STEALTH)

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

DIRECTIONAL BUTTONS



Toggle through available weapons held in the Inventory.

LEFT ANALOG STICK

Use while the **L1** button is held down to move your character (see the **L1** button instructions above).

Push halfway in a direction to walk; push all the way to run. (When Walk mode is activated the character will not run.)

While in Stealth mode with a weapon drawn, push ↑ to move in the direction your character is facing, move ← / → to sidestep, pull ↓ to step back.

SELECT BUTTON

Pause the game and display the Inventory.

START BUTTON

Pause the game and display the Pause Menu / Unpause.



R1 BUTTON (WEAPON)

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

R2 BUTTON (SPRINT)

Press and hold while running to sprint. (Lara must pick up a lower body upgrade to sprint. She'll tell you when she feels strong enough to sprint. See below.)

△ BUTTON (DUCK / TARGET)

Press and hold to duck down, then use the left analog stick to crawl. Release the button to resume normal stance. While ducking, tap the **L2** button to perform a commando crawl. When your weapon is drawn, tap to toggle between targets.

○ BUTTON (JUMP)

× BUTTON (ACTION)

While in Stealth mode and near a flat upright surface, press to "wall hug." Press to perform all scenery interaction and to initiate conversations with other characters. Also press to grab ledges or to release from a fixed grab such as a Monkey Swing. When walking up to the edge of a ledge, press to climb down and hang from it. When weapon is holstered and you're close to an enemy, tap once to punch, double tap to double punch, and press firmly to kick. When weapon is drawn, press to fire.

□ BUTTON (ROLL)

Perform a 180° roll.

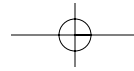
RIGHT ANALOG STICK

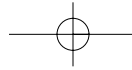
Move the camera in Look mode when your character is standing still and in Rotate mode when your character is moving. Press in (R3 button) to re-center the camera. In Stealth mode with your weapon drawn, use to move your field of vision and manual weapon target.

LARA'S ATTRIBUTE UPGRADE

At various points in her adventure, Lara can improve her physical attributes by collecting upgrades. For example, when she collects a "lower body" upgrade she'll be able to jump higher and further than before, enabling her to retrace steps and reach areas previously inaccessible. Note: Kurtis does not have attribute upgrades.

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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.

UPGRADE ICON

This icon appears when Lara obtains an attribute upgrade.

INTERACTION ICON

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

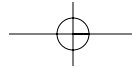
WALK MODE ICON

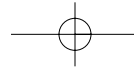
This icon appears when Walk mode is activated.

VON CROY'S NOTEBOOK

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

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LARA'S SPECIAL MOVES

SWIMMING ON THE SURFACE

If Lara finds a deep pool of water, she can jump in and swim. Use the left analog stick to move Lara around on the surface of a pool and press the **○** button (Jump) to stroke forward.

At the edge of the water, press the left analog stick **↑** and press the **⊗** button (Action) 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!



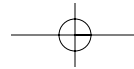
CLIMBING PIPES/LADDERS

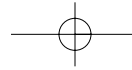
To climb up drainpipes or ladders, walk Lara up to the object and move the left analog stick **↑** to make her climb onto the object. Then use the left analog stick to climb up or down and to dismount.

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 **○** button (Jump). When she's holding onto the bar, move the left analog stick **↑** to Monkey Swing forward. Press the **⊗** button (Action) to dismount.

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GENERIC ACTIONS

HAND OVER HAND

To jump onto a zip wire, position your character directly under it and press the **○** button (Jump). Use the left analog stick to travel along the rope. Press the **△** button (Duck) to tuck your character's legs up to rest or avoid objects.

JUMPING, GRABBING & SHIMMYING

To jump, press the **○** button (Jump). To jump in a certain direction, move the left analog stick while jumping.



Jumps onto ledges or rails over a great distance require a jump and grab. To perform this jump, press the Jump button while moving the left analog stick **↑**, release the Jump button, then at the apex of the jump press and hold the **⊗** button (Action) until Lara or Kurtis grabs the ledge. You can then release the button. Use the left analog stick to shimmy along the ledge, and press **↑** to climb up onto the ledge. Press the Action button to release the grab.

Once the grab is activated, a Grab Bar appears onscreen to monitor your character's energy (see page 15). If the Grab Bar runs out, the character's grip will loosen immediately!

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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 and immediately begins 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 **⊗** button (Action) to make the character grab onto something before falling.



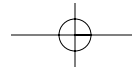
INTERACTING WITH THE ENVIRONMENT

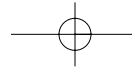
Lara and Kurtis interact with their worlds in different ways. One example of this is opening doors. Approach and stand by a door. When you are near enough to open it, a hand icon appears. Press the **⊗** button (Action) to make your character try and interact with it — in this case by opening the door.

You may want Lara or Kurtis to climb through windows or up onto boxes. To achieve this, walk your character up to the object. If the character can climb up or squeeze through the gap, he or she will do so automatically.

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PUSHING / PULLING

Both Lara and Kurtis can push and pull certain objects. Position your character next to the object and press and hold the **X** button (Action). Lara or Kurtis will then adopt a ready posture (if the object can be manipulated). Then, move the left analog stick **↑** to push the object, or pull **↓** to pull the object. Release the Action button to resume normal stance.

ATTACKING

Press the **R1** button (Weapon) to draw the currently selected weapon from the Inventory. While the weapon is drawn, press the **X** button (Action) to fire, or tap the **△** button (Target) to switch targets. Press the Weapon button again to holster the weapon.

Both Lara and Kurtis are ready for a fist fight at any time. When an enemy is close by, tap the Action button once for a single punch, and twice for a double punch. Press the Action button firmly to kick.



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STEALTH

To remain relatively undetected, both Lara and Kurtis can adopt a Stealth mode, which you toggle active/disabled by tapping the **L2** button (Stealth). Lara and Kurtis also have a silent neck-breaker move, activated by pressing the **X** button (Action) when your character is standing directly behind an unsuspecting enemy.



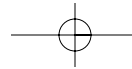
While in Stealth mode, when your character is near a flat upright surface, press the Action button to hug the wall. Use the left analog stick to perform a leaning-look around a corner. Press the Action button again to resume your normal stance.

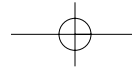
While in Stealth mode with a weapon drawn, move the left analog stick **↑** to move forward in the direction your character is looking, move **← / →** to sidestep, and pull **↓** to step backward. Use the right analog stick to move the field of vision: as you move your character, your weapon will also move, enabling you to target manually.

Stealth mode is designed for “silent-running.” Any enemies whose line of sight you cross will be instantly alerted to your presence. It’s also always a good idea to have a weapon drawn in Stealth mode just in case you are detected and need to resort to a more basic tactic!

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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 will start 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 **X** button (Action) 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 **SELECT** button to display the Inventory. Use the directional buttons to navigate through the Inventory and press the **X** button to select an item. Press the **SELECT** button again to exit the Inventory and return to the game.

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

The Inventory sections are:

SAVE — View Save Game options.

LOAD — View Load Game options.

WEAPONS — This area holds all the weapons that Lara and Kurtis collect during their adventure. Highlight a weapon and press the **X** button 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.

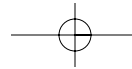
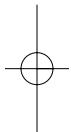
Initially Lara has no weapons and the only weaponry available is her hand to hand combat skills.

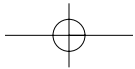
ITEMS — All the items and artifacts Lara and Kurtis collect are placed into this section. Highlight an item and press the **X** button to use it.

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 these items are placed in this section. Health pick-ups restore a character's health level to different degrees. Highlight an item to display the level of healing. Press the **X** button to carry out its treatment.

Lara starts her adventure with two bandages.





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VON CROY'S NOTEBOOK

While 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 **↑** / **↓** directional buttons to highlight a section on the contents page and press the **⊗** button to display it. Use the **←** / **→** directional buttons to turn pages. Press the **△** button to close the notebook.

SAVE GAME

You must have a memory card inserted into MEMORY CARD slot 1 to save your game. To save the game at any point, display the Inventory and select **SAVE GAME**. Select a save game slot and press the **⊗** button. Your save game file will be named automatically.

You can save up to eight games. To save more games, select an older file to overwrite and press the **⊗** button (or insert a different memory card before saving).

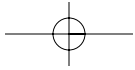
LOAD GAME

To load a previously saved game, you must have a memory card containing a previously saved *Lara Croft, Tomb Raider: The Angel of Darkness™* game(s) inserted in MEMORY CARD slot 1 at startup.

Then, open the Inventory, select **LOAD GAME**, highlight the saved game you want to resume and press the **⊗** button to complete the load.

Note: Only MEMORY CARD slot 1 is used to load and save game data for this game.

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CREDITS

EIDOS INTERACTIVE U.K.

Lead Programmer
Richard Flower

Lead Animator
Mark Donald

Lead Game Designer
Richard Morton

Lead Artist
Andrea Cordella

Systems Programmers
Chris Coupe
Neil Topham

Animation System
Richard Flower

Background System
Alex Davis

A.I.
Stephane Denis

Player Control System
Phil Callaghan

Physics System
Ray Tran

FX Programmer
Dan Scott

Camera Systems
Programmers
Mac Avory
James Graves
Stuart Yarham

Level Scripting
Paul Field

PC Programmer
Duncan Hopkins

Animators
Phil Chapman
Matt Furniss
Graham Gallagher
Paschal McGuire
Jerr O'Carroll

Artists
Matt Charlesworth
Fergus Duggan
Wayne Elliott
Simeon Furniss
Andy Gibson
Herod Gilani
Damon Godley
James Kenny
Jamie Morton
Jerry Oldreive
Darren Price
David Reading
Ady Smith
Gary Tonge

Music Composers
Martin Iveson & Peter Connelly

Orchestrator
Peter Wraight

Performed by
The London Symphony Orchestra

Conductor
David Snell

Recorded at
Abbey Road Studios

Engineer
Peter Cobbin

Sound Effects
Martin Iveson

Cutscene & FMV Audio
Peter Connelly

Audio Systems Programming
Nigel James Brown

Concepts & Lead Writer
Murti Schofield

Concepts
Mark Donald
James Kenny
Richard Morton

Storyboards
Graham Gallagher

Manual Text
Andrew Thompson

Manual Design
Andrew Cockell
Amanda Holmes

Voiceovers and Casting
Phil Morris
Allinthegame Ltd.

Voice of Lara Croft
Jonell Elliott

Voice of Kurtis Trent
Eric Loren

Voice of Eckhardt
Joss Ackland

FMV and Cut Scene Visuals
Attitude Studios

FMV Director
Antione Charreyron

FMV Producer
Anne-Christine Gasc

Additional FMV
Axis Animations

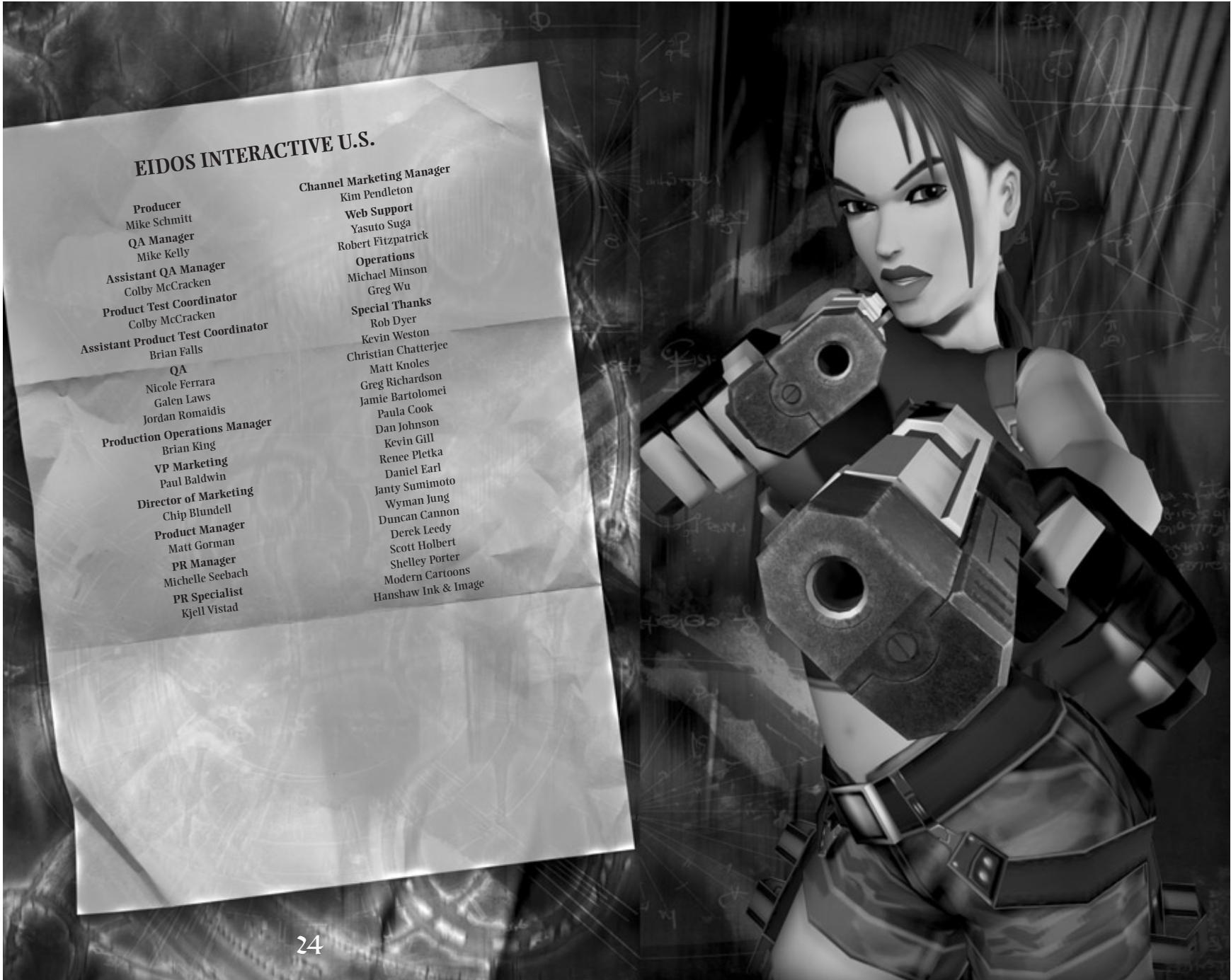
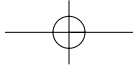
QA
David Ward
Stuart Abraham
Richard Apperley
Hayos Fatunmbi
Lance Moreland
James Shipley
Jayne Whitfield
Oliver Clarke-Smith
Steve Wakeman

Producer
Andrew Watt

Executive Producers
Jeremy Heath-Smith
Adrian Smith

Special Thanks
Colette Barber
Sue Mallet
Sandrine Nguyen
Dana Dorian





EIDOS INTERACTIVE U.S.

Producer
Mike Schmitt

QA Manager
Mike Kelly

Assistant QA Manager
Colby McCracken

Product Test Coordinator
Colby McCracken

Assistant Product Test Coordinator
Brian Falls

QA
Nicole Ferrara
Galen Laws
Jordan Romaidis

Production Operations Manager
Brian King

VP Marketing
Paul Baldwin

Director of Marketing
Chip Blundell

Product Manager
Matt Gorman

PR Manager
Michelle Seebach

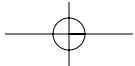
PR Specialist
Kjell Vistad

Channel Marketing Manager
Kim Pendleton

Web Support
Yasuto Suga
Robert Fitzpatrick

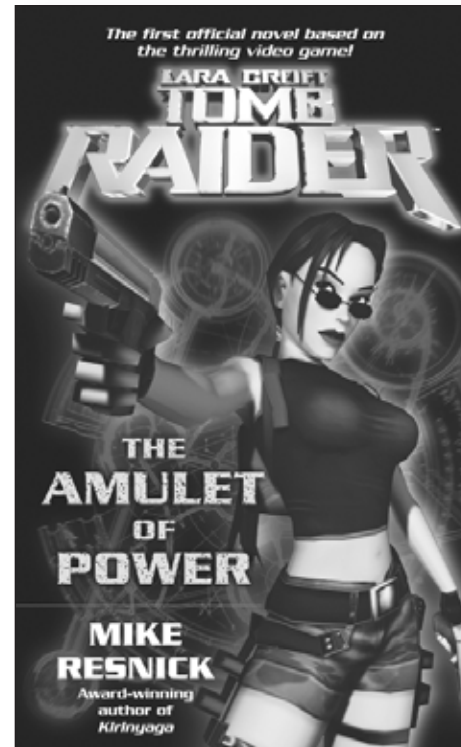
Operations
Michael Minson
Greg Wu

Special Thanks
Rob Dyer
Kevin Weston
Christian Chatterjee
Matt Knoles
Greg Richardson
Jamie Bartolomei
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Kevin Gill
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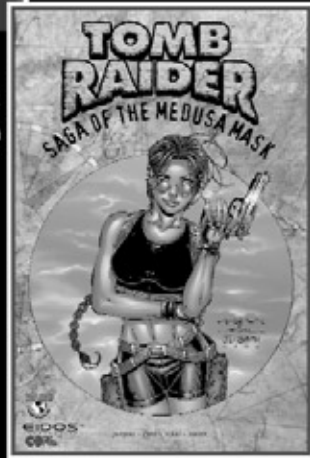


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