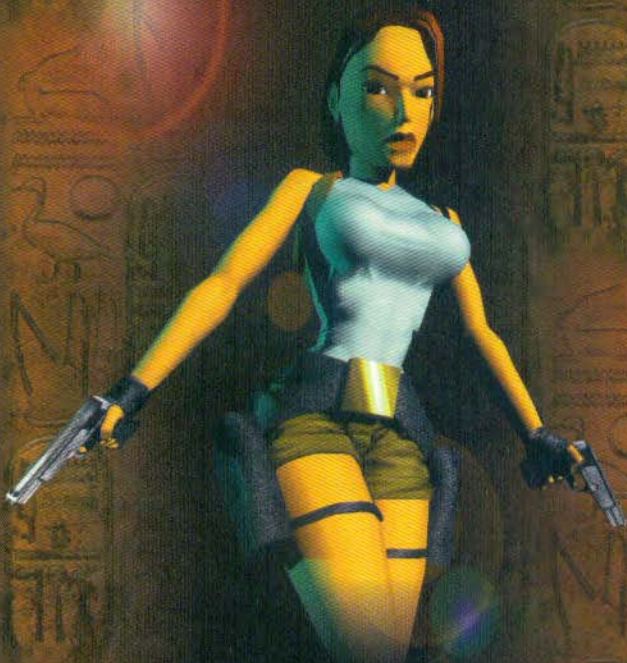


SEGA™

SEGA SATURN™



TOMB RAIDER™



featuring
LARA CROFT

EIDOS



powered by
disc

INSTRUCTION MANUAL

STARTING UP: HOW TO USE YOUR SEGA SATURN SYSTEM

This CD-ROM can only be used with the Saturn System. Do not attempt to play this CD-ROM on any other CD player—doing so may damage the headphones and speakers.

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.
2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.
5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

- ① Sega Saturn System
- ② Control Pad 1



INTRODUCTION

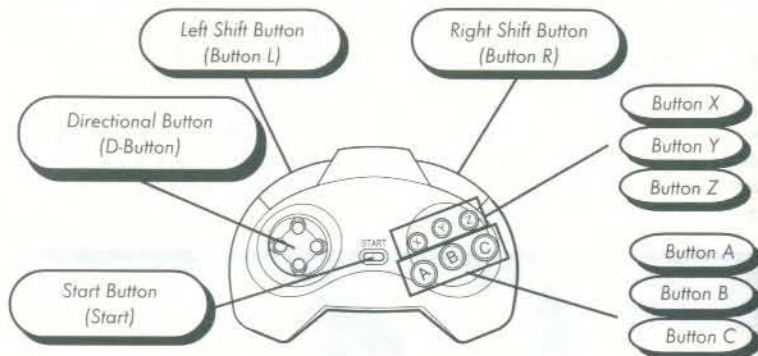
Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. After attending finishing school at the age of 21, Lara's marriage into wealth had seemed assured, but on her way home from a skiing trip her chartered plane had crashed deep in the heart of the Himalayas. The only survivor, Lara learned how to depend on her wits to stay alive in hostile conditions a world away from her sheltered upbringing. Two weeks later when she walked into the village of Tokakeriby her experiences had had a profound effect on her. Unable to stand the claustrophobic suffocating atmosphere of upper-class British society, she realised that she was only truly alive when she was travelling alone.



Over the following eight years she acquired an intimate knowledge of ancient civilisations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for discovering several ancient sites of profound archaeological interest she made a name for herself by publishing travel books and detailed journals of her exploits.



IN-GAME CONTROLS



Directional Button (D-Button):

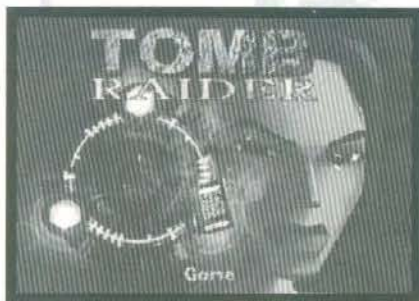
Up	Run Forward
Down	Jump Back
Right	Turn Right
Left	Turn Left

Button A	Jump
Button B	Action
Button C	Draw Weapon
Button X	Side Step Left
Button Y	Look
Button Z	Side Step Right

Right Shift Button (Button R)	Roll
Left Shift Button (Button L)	Walk

Start Button Pause / Unpause, whilst displaying the Menu Rings

MENU RING CONTROLS



Press Up and Down on the D-Button and Button A or C to select throughout all menus. The Start Button quits FMV.

Press Right and Left on the D-Button to toggle through individual category options.

Press Button B within the Menu screens to take you back to the previous screen until you arrive back at the Title Screen.

STARTING THE GAME

Following a short introductory FMV sequence you will be presented with the Title Screen, pressing the Start Button will start the game and display the:



PASSPORT - MAIN GAME OPTIONS

The passport allows you to start a new game, load a previously saved game or quit. Press Button A or C and the passport will flip open. Pressing Right and Left on the D-Button 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. (In-game Option only)



POLAROID - LARA'S GYM.

Choose the Polaroid to access the interactive training level. Lara will explain how the game controls work. To exit the Gym press Start Button and use the exit options within the Passport.



TORCH

The torch allows you to change the Gamma level of the game screen on your TV. Use the D-Button and press Button A or C to select.



SATURN CONTROL PAD

Press Up and Down on the D-Button to scroll through the three pre-set control configurations, then press Button A or C to select.

ACTIONS

Moving:

Running

Pressing Up on the D-Button moves Lara forward at a running pace.

Pressing Down on the D-Button makes Lara jump back a short distance.

Pressing Left or Right on the D-Button turns Lara left or right.

Walking

By pressing Button L in conjunction with Up or Down on the D-Button, Lara can carefully walk forwards or backwards. While Button L 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 Left and Right buttons do exactly as you might imagine.

Roll

Selecting Roll will make Lara dive forward, and finish up facing the opposite direction.



Jumping

Lara can jump in any direction to evade her enemies.

Press Button A and Lara will jump straight up into the air.

If you press a direction immediately after pressing Button A, Lara will jump in that direction.



Diving

To dive, preferably into water, simply hold Button L whilst also holding Button A, finally pressing Up on the D-Button. This move has no real advantage over jumping into the water other than it looks great!

Swimming:

Underwater

If Lara finds a 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 on the D-Button makes Lara rotate in that direction.

Pressing Button A makes Lara swim.

Lara can pull levers and pick up objects under water. Just position Lara as close as you can and press Button B.



Swimming on the surface

Left and Right on the D-Button will rotate her, and forward and backwards make her swim in those directions. You can also use the side step actions to swim left or right when on the waters surface.

Pressing Button A will make Lara dive under the surface again; pressing Button B when Lara is close to an edge will make her climb out.



Attacking

Lara starts the game carrying two pistols. Later in the game she may find some extra weapons.

Shooting

Press Button C and Lara will draw her guns.

If Lara 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 Button B while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while Button B is held down, regardless of whether or not Lara loses her lock.

While Button B is held down, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, she 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 Button B, 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 are as follows:



Vaulting

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

Grabbing hold

If Lara is near to a ledge while she is jumping, pressing and holding Button B will allow her to grab the ledge in front of her and hang there.

Press Left or Right on the D-Button, and Lara will shimmy sideways. Pressing Up on the D-Button will make Lara climb up to the level above.

Let go of Button B 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 Button B and she will pick it up.

Using switches

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

Using Puzzle Items/Keys

Position Lara so that the object receptor is in front of her.

Press Button B and the item ring will appear. Pressing Left and Right on the D-Button will allow you to select the object you want to try, and pressing Button B again will use it.



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 Button B, Lara will get into her ready stance.

Once she is ready, press backwards to pull the block, and forwards to push it, if you decide you no longer wish to carry on with this task, simply release Button B.



Looking around

Pressing Button Y will return the camera to *directly* behind Lara, whatever the camera is currently doing. With Button Y held down, the direction buttons allow Lara to look around her. Once you let go of the button, 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 Button Y on its own will show you exactly which direction she is facing.)

IN-GAME MENU RINGS

Whilst in-game pressing the Start button will display the Menu Rings

- Press Left and Right on the D-Button to rotate the menu ring.
- Press Button A or C to use or select the foremost item ready for use.
- Press Up or Down on the D-Button to swap between **Inventory**, **Items** and **Options** rings (see menu ring for details of the options available.)

INVENTORY RING



Compass - Select Compass to display the direction in which you are facing.

Weapons - The pistols are, by default, selected and ready to use. If you have found any extra weapons simply select them and press Button A or C. You can also see how much ammo is available to you here.

Small Medi pack - Using a small medi pack (when collected) will restore 50% of Lara's health.

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

ITEMS RING



Lara will find some objects that may be useful in puzzles, and if collected this is where they are stored.

OPTIONS RING

Passport

Here the three options open to you are either to Load (previously saved game), Restart (level) or Quit to Title Screen.

Torch

For usage description refer to **Starting the Game** as it does exactly the same as described there.

SAVE GAME



Collecting a Save Game Beacon, a revolving diamond, by picking them up will save your current game at that point. At the end of the level you will be prompted as to whether you wish to save your game here. If you choose to do so then your current mid-level save game will be overwritten. Your full game configuration will be saved within the Save Game.

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. A more detailed description of the Passport functions is given under Starting the Game - Passport.

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), Restart (level) or Quit to the Title Screen.