



Dreamcast™

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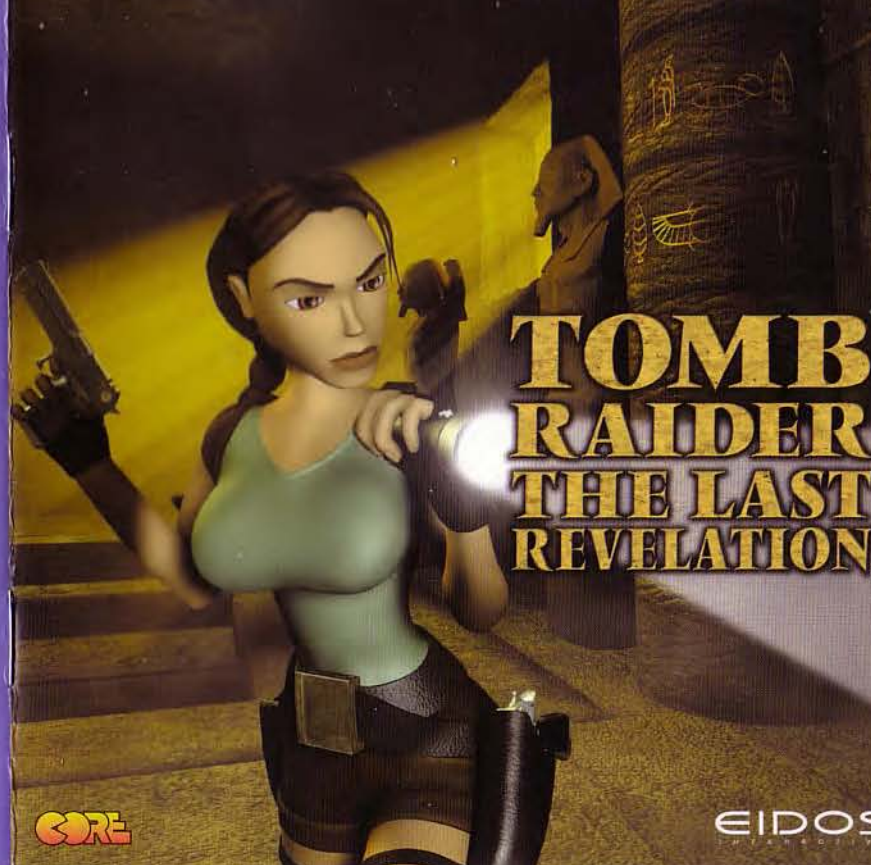
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Product covered under one or more of U.S. Patents 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; and Re. 35,839 and Japanese Patent 2870538

(Patents pending in U.S. and other countries) and Canada Patent 1,183,276 and European Patents 0682341 & 80244 Publication 0671730 & 0553545 Application 98938918.4 & 98919599.5



WARNINGS Read Before Using Your Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Dreamcast GD-ROM disc is intended for use exclusively on the Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Dreamcast video game system only. Unauthorised copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

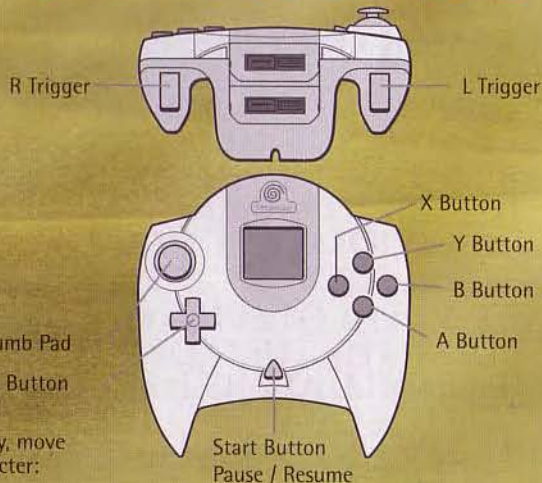
PROPHECY

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.

IN-GAME CONTROLS



Analog Thumb Pad

Directional Button
(D-Button)

During play, move
your character:

- ↑ Up
- ↖ Up left diagonal
- ← Left
- ↙ Down left diagonal
- ↓ Down
- ↘ Down right diagonal
- Right
- ↗ Up right diagonal

Never touch the Analog Thumb Pad or L/R Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialisation procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

LARA

Directional Button (D-Button) Use to move Lara around the playing area at running pace.

ANALOG THUMB PAD

- Up Walk forward
- Down Step backwards
- Left Sidestep left
- Right Sidestep right
- A Button Action
- Y Button Draw Weapons
- X Button Jump
- B Button Roll

R Trigger (in conjunction
with Directional Button
(D-Button))

Sprint when moving forward (Pressing X Button
whilst Sprinting will make you dive and roll forward)
Duck whilst Lara is standing still or walking

R Trigger


L Trigger (in conjunction
with Analog Thumb Pad)

Press and hold to look
Tap to change target
Press and hold to use laser sight

- L & R Triggers pressed
simultaneously
- R Trigger (in conjunction
with Directional Button
(D-Button))
- Start Button

Draw flare, throw flare if Lara already has one in her hand

Crawl
Pauses the game and displays the Pause Menu



R Trigger (Whilst using
Binoculars / Laser sight)
L Trigger (Whilst using
Binoculars / Laser sight)
Y Button (Whilst using
Binoculars)

Zoom in

Zoom out

Returns to normal view mode

VEHICLES

Lara will, on her travels come across a number of vehicles, here's how you control them:

MOTORCYCLE & SIDECAR

Directional button (D-Button)	Turn Left, Right and Pull back
A Button	Accelerate
X Button	Dismount
X Button	Brake
R Trigger	Activate Nitro

JEEP

Directional button (D-Button)	Turn Left & Right
A Button	Accelerate
X Button	Brake
L Trigger	Shift Up
R Trigger	Shift Down
X Button	Exit Vehicle

MENU SCREEN CONTROLS

Use either Analog Thumb Pad or D-Buttons to navigate through the Menu Screens, use B Button to return one level and A Button to select throughout all menus.

Use Right and Left D-Buttons or Analog Thumb Pad to toggle through individual category options.

STARTING THE GAME

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.
- OPTIONS - Selecting takes you to the Options Menu Screen
- GALLERY - Keep checking Lara's gallery, as you progress through the game new images will be unlocked!

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.

Having attended Wimbledon High School for Girls from the age of 11 years, Lara's parents decided that now she was 16, she 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 cheque. 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 has begun, listen carefully to Von Croy, his teaching and advice will prove invaluable on your travels...





ACTIONS

MOVING

RUNNING / SPRINTING

Using the Directional Button (D-Button) moves Lara at a running pace, pressing Sprint R Trigger will make her temporarily sprint. A small energy bar will appear, when the bar depletes Lara will revert back to a run.

WALKING / SIDE STEPPING

Pushing Up or Down on the Analog Thumb Pad will make Lara carefully walk forwards or backwards. By pushing Left or Right Lara will Side Step. Whilst using the Analog Thumb Pad, Lara will not fall off any edge - if you walk up to an edge Lara will automatically stop.

ROLL

Pressing Roll B 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 X Button and Lara will jump straight up into the air. If you use the Directional Button (D-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.

Use the Directional (D-Button) to move Lara in the water. Pressing Jump X 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 A Button.

SWIMMING ON THE SURFACE

You can also use the side step actions to swim left or right when on the surface of the water. Pressing Jump X Button will make Lara dive under the surface again, whilst pushing Up on the Directional Button (D-Button) and Action A 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.

ATTACKING

DRAWING AND FIRING WEAPONS

Pressing the Draw Y Button will arm Lara with her currently selected weapon. Pressing the Action A Button will fire the weapon.

Press Draw Y 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 L-Trigger. Press Action A Button to shoot at the selected target, to switch to another enemy just tap L-Trigger again. If Lara loses sight of the enemy, the lock-on is broken.

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, pushing up on the Directional Button (D-Button) and Action A Button will make her vault onto it.

CLIMBING

Some walls are climbable. If Lara comes across such a surface, pushing up and Action A Button will make her jump up (if there is room) and catch handholds on the wall. She will only hang on whilst Action A Button is held down. She can then be made to climb up, down, left and right by using the Directional Button (D-Button), Lara can also climb around the edges of some surfaces. Pressing Jump X 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 Duck R Trigger will make Lara duck and pushing up on the Directional Button (D-Button) will make Lara 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 press and hold Action A Button, or run, jump and grab the pole, you must keep the Action A Button pressed or Lara will let go.

Whilst on the pole, use the Directional Button (D-Button) to make Lara climb up and down, Right or Left to make her rotate around the pole and Jump X 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 R Trigger. Press Jump X Button to make Lara jump forwards off the rope.

DUCK AND CRAWL

As described above Lara can Duck by pressing the R Trigger whilst either standing still or walking and Crawl by keeping the R Trigger pressed whilst using the Analog Thumb Pad to move her as you wish.

GRABBING HOLD

If Lara is near to a ledge while she is jumping, pressing and holding Action A 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). Push Left or Right on the Directional Button (D-Button), and Lara will shimmy sideways and even around corners of certain surfaces. Pushing Up will make Lara climb up to the level above. Let go of Action A 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 X Button to Jump up to the frame, the Action A Button to grab on to the frame, and whilst still holding the Action A Button, push up on the Directional Button (D-Button) to swing forwards. Pushing Left or Right on the Directional Button (D-Button) will make Lara hang and rotate. Releasing the Action A Button will cause Lara to release the bars.

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 A 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 A 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 A 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 highlighting and selecting the Flare icon with the inventory, pressing both L & R Triggers simultaneously will also draw a flare. 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 Y Button, to throw the Flare a longer distance press the Flare 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 A 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 A Button.

LOOKING AROUND

Pressing Look L-Trigger will make the camera go directly behind Lara, whatever the camera is currently doing. With Look held down, the Analog Thumb Pad allows Lara to look around her. Once you let go of Look, 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 Button will pause the game and also display the Pause Menu, from this menu the following options are available to you:

INVENTORY Select to call Inventory.

STATISTICS Select just to see how well you're progressing though the level.

OPTIONS Selecting takes you to the Options Menu Screen, the options available to you here are:

TV SETTINGS - This option allows you to toggle between 50 or 60 MHz.

MUSIC VOLUME - This option allows you to increase or reduce the volume of the music.

SFX VOLUME - This option allows you to increase or reduce the volume of the in-game sound effects.

CONFIGURE CONTROLS - Here you can choose your preferred control method from 2 pre-selected configurations.

AUDIO - Stereo/Mono

Your settings will be automatically saved when exiting game.

EXIT TO TITLE Return to the Title screen without saving your game.

RESUME Carry on with your game

IN GAME INVENTORY

Use either the Analog Thumb Pad or the D-Buttons to navigate through the inventory and the A Button to select.

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

Highlighting the Crossbow 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. Laser sight.
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 Start Button or select Resume Game to 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.

SAVE GAME

To save the game at any point, bring up the Inventory Screen and select Save Game. Select a VM and slot and press A Button, your Save Game will be automatically named. Please note there is a total of 5 save game files, if the VM is full you may 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.

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TOMB RAIDER
THE LAST REVELATION



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TOMB RAIDER
THE LAST REVELATION

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The Last Revelation title theme 'Remixed by Paul Oakenfold
Programmed by Alex Silva for 140db'