A dynamic action shot of Lara Croft, the protagonist of the Tomb Raider series. She is depicted in a crouched, forward-leaning position, firing two pistols with both hands. Bright muzzle flashes are visible from the barrels. She is wearing her signature black tactical gear, including a long-sleeved shirt, pants, and fingerless gloves. Her blonde hair is tied back, and she wears dark sunglasses. The background is a blurred, high-angle view of a modern building with glass windows, suggesting an urban environment. The overall color palette is dominated by the warm orange and red of the muzzle flashes and the cool blues and greys of the building and sky.

# THE OFFICIAL TOMB RAIDER

FILES

FEATURING

# LARA CROFT

**PROFILES / FEATURES / SCREENSHOTS /  
ADVENTURES / PUZZLES / TEASERS**



# THE OFFICIAL TOMB RAIDER FILES

FEATURING  
LARA  
CROFT

S. HAMILTON

CORE

EIDOS  
INTERACTIVE

CARLTON  
BOOKS

THIS IS A CARLTON BOOK

First published in 2001

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Designed by Advantage

Puzzles set by Robert Allen

Project Editor: Kerrin Edwards  
Art Direction: Mark Lloyd  
Production: Sarah Corteel

Printed in Italy



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# INTRODUCTION

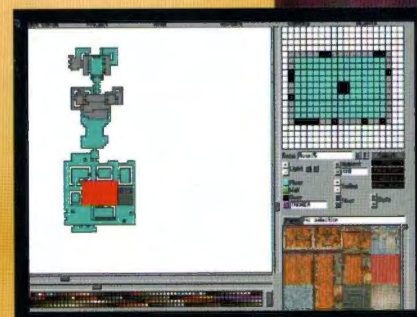
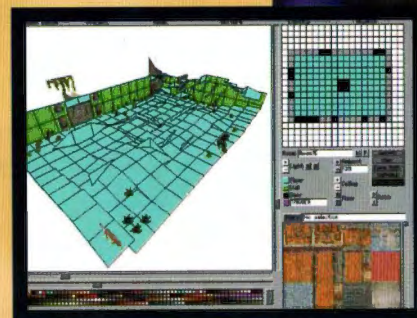
**LARA CROFT:** IF YOU HAVEN'T heard her name by now, where have you been?! Feisty, intelligent and daring, Lara made her first appearance in *Tomb Raider* but has now reached beyond the gaming world. Her iconic status has attracted offers for numerous endorsements, ad campaigns and even a blockbuster live-action movie!

## HOW IT ALL STARTED

Early 1995, Core Design – Derby, UK: during a creative brainstorming session, one of the ideas presented was an epic adventure game set amongst ancient pyramids, tombs and temples. Played from a third person point of view, the game was to feature a combination of exploration, action and puzzle solving elements, together with a unique camera system that not only followed the lead character, but also zoomed and panned around the screen to create a cinematic effect. The action would be set in state-of-the-art environments that would allow the player more interaction and freedom of movement than any other title on the market offered at that time.

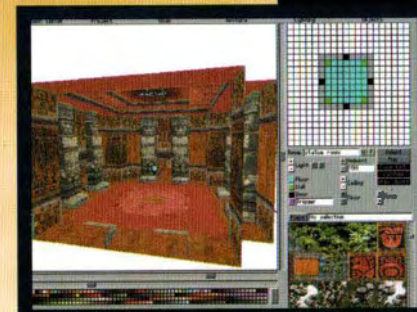
The project was not only hugely ambitious from a technical point of view, but also required an engrossing storyline and a dynamic main character, credible enough to convincingly tackle the game's challenges, traverse its complex environments and, ultimately, solve its many mysteries.

And so *Tomb Raider* was born...



## POLY-GONE MAD!

The vast array of stunning and realistic environments and buildings are, like Lara, created from 3D high polygon texture mapped models using highly advanced software.



## THE CREATION OF LARA

As development progressed, thoughts turned to who or what should take the star role in the game. The storyline and ancient locations dictated a human character, but one far removed from the stereotypical, muscle-bound male characters prevalent at the time. Core Design's artists wanted their character to be attractive enough to captivate the player and draw the audience into the adventure; a character that players could identify with, possibly sympathise with or even feel the need to protect.

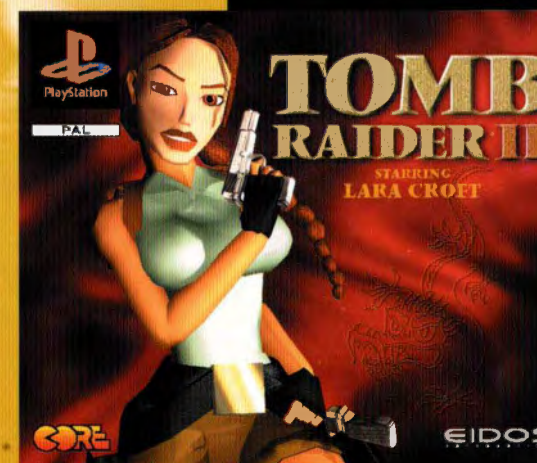
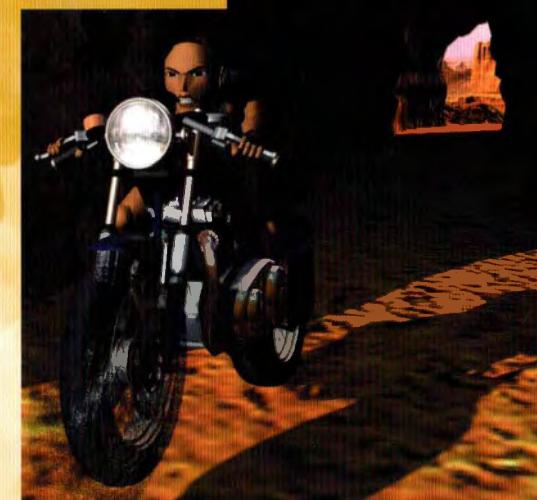
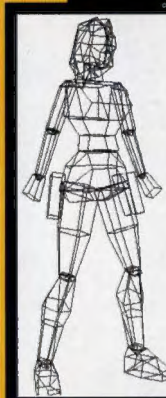
As well as being striking in appearance, the character would have to be strong enough to deal with the game's physical challenges, flexible enough to perform acrobatic stunts and agile enough to execute intricate moves. The interactive nature of the game's environments also called for a highly animated character that could move fluidly and gracefully around the stunning locations and show them off to their best advantage. It soon became obvious that this criteria pointed towards a female character!

After several 2D concept sketches, a 3D polygonal model was finally constructed, and Lara Croft, daughter of wealthy English aristocrats, came to life on the computer screen for the first time. Dressed in combat shorts and a tight vest-top, her physical beauty, fearless acrobatic stunts and proficiency with a pair of pistols immediately won the hearts of company directors. The quest for the ultimate action-heroine was finally over!

Whilst there was no doubt that Lara was visually pleasing to the eye, it was the shaping of her personality that was crucial to her credibility as an intelligent, resourceful and independent character. Full motion video sequences and cut-scenes portrayed her as an inquisitive and intrepid explorer who would stop at nothing to achieve her goals, and her aristocratic background provided means to fund her exploits. During the course of the next five years, Lara's personality and appearance would be slowly developed by Core Design, to the point where she would outgrow the *Tomb Raider* gaming world and enter mainstream culture to become the most famous virtual icon in the world, ultimately treated as a human celebrity.

## MODEL GIRL

The first in game Lara model consisted of around 400 polygons, each of which is textured to create her skin, hair and clothes.





## TOMB TIME

When *Tomb Raider* was first unveiled to the media and trade, even though it was unfinished, the game's cutting-edge technology and advanced levels of interaction attracted exceptional interest, as did Lara Croft herself. The resulting reviews critically acclaimed *Tomb Raider*, the title gained more media coverage than any other game in 1996 and on its release *Tomb Raider* immediately topped the charts.

## STUNNING SEQUEL

Hot on the success of the first game, the creative team at Core wasted no time in developing a sequel to *Tomb Raider*. *Tomb Raider II* featured many technical innovations and improvements, and also introduced a variety of vehicles for Lara to use. As well as a brand new storyline, new moves, outfits and added weapon-power, the game featured exterior locations for the first time, such as the beautiful canals of Venice and the Great Wall of China.



## AWARD WINNERS

Accompanied by a worldwide television advertising campaign, the second game easily surpassed its predecessor, and became the fastest selling title in the industry's history.

One of the greatest accolades for Core Design was announced in November 1998: both *Tomb Raider* and *Tomb Raider II* were granted Millennium Products status by the British Design Council, showcasing Britain's creativity.

In early 1998, Core began work on a third game to complete the *Tomb Raider* trilogy. With a new development team, *Tomb Raider III* was injected with fresh ideas and an overhauled game engine to allow for a vast number of technical improvements, which gave the game more speed, added detail, a new menu structure and an even greater sense of realism. Level design was also readdressed and a system capable of creating more intricate and organic structures was created. Lara's new moves included a crawl and a sprint, her wardrobe expanded and she was presented with new weapons and vehicles to try out, as well as new enemies to overcome and imaginative puzzles to solve.

In June 1999 a fourth *Tomb Raider* game, *The Last Revelation*, was officially announced to the public. It offered more features than ever before, boasting a brand new inventory system, even higher levels of detail, all new puzzle mechanisms and a new Lara Croft 3-D model capable of performing yet more amazing moves and acrobatic stunts. Set entirely in Egypt, *The Last Revelation* focused on a tightly woven storyline featuring Egyptian mythology and the alignment of the stars at the Millennium. The objective was to draw the player into the most atmospheric and detailed tomb-raiding environment yet, allowing new puzzle and game-play mechanisms to provide the ultimate challenge for both die-hard fans and first-time users alike.

Core Design was awarded its most prestigious accolade to date that November; a BAFTA was presented to Core in recognition of *Tomb Raider* and Lara Croft's outstanding contribution to the interactive industry! In May 2000 Eidos confirmed a fifth and final *Tomb Raider*. *Chronicles* began with a memorial service for Lara. Missing in Egypt, presumed dead, her friends and family gathered around a life-size statue of their beloved adventuress for the service. Retiring to the house on the cold and stormy afternoon, they began to sadly reminisce about her past exploits. These memories comprise *Chronicles'* four separate adventures: untold events from Lara's past.

*Chronicles'* end sequence hinted at Lara's survival but provided no conclusive evidence regarding the circumstances surrounding her disappearance. This was intentional on the part of Core Design – having anticipated the next wave of technology and new console hardware, Core felt that now was the time to completely re-address the *Tomb Raider* formula and re-invent Lara herself so that the next adventure could be something totally new... Perhaps it was time for Lara to hang up her holsters and settle into a more normal way of life...who knows?



## DESIGN MADE EASY

The software that Core use to create Lara is extremely versatile. It enables designers to manipulate Lara's skeleton to create a variety of poses – which is good news...



CORE  
EIDOS  
INTERACTIVE



# BIO FILE I: LARA CROFT

## INTRODUCTION

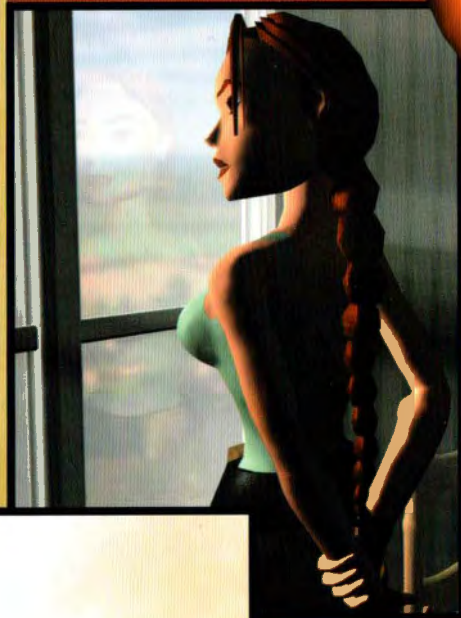
Lara Croft may have started out as a computer game character but it didn't take long for her to become larger than life. As well as appearing in *Tomb Raider* games, Lara regularly rubs shoulders with other famous celebrities and receives hoards of letters from admirers, fans – even from people who want to look and be like her! But what's the reality of this amazing personality?

## PROFILE

NAME:	Lara Croft
NATIONALITY:	British
BIRTHDAY:	February 14th
BIRTHPLACE:	Wimbledon, Surrey
MARITAL STATUS:	Single
BLOOD GROUP:	AB-
HEIGHT:	5ft 9in
WEIGHT:	9st 4lb
VITAL STATISTICS:	34D 24 35
HAIR COLOUR:	Brunette
EYE COLOUR:	Brown
DISTINGUISHING FEATURES:	9mm handguns

## EDUCATION

Private Tutoring (3 – 11)  
Wimbledon High School for Girls (11 – 16)  
Gordonstoun Boarding School (16 – 18)  
Swiss Finishing School (18 – 21)



## FAMILY

As the daughter of Lord and Lady Henshingley-Croft, Lara wanted for nothing as a young girl. Following aristocratic tradition, her parents sent her to board at the renowned school of Gordonstoun, Scotland, in order to broaden her outlook on life.

Lara quickly fell for (and sometimes off) the stunning and challenging local mountains, and soon there was no stopping her pursuit of the great outdoors. Whilst extra-curricular activity was encouraged, Lara's disappearances

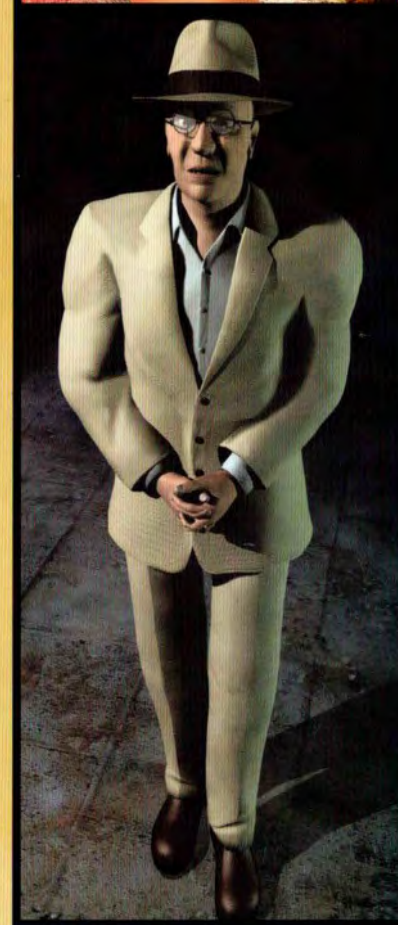
were a cause for frequent concern, as was her proficiency with a rifle; this ultimately led her to be banned from shooting for showing 'too keen an interest'.

During one summer holiday, Lara's interest was captivated by a copy of *National Geographic*. The cover featured a familiar name: Professor Werner Von Croy. A respected archaeologist, Von Croy had lectured at Lara's school only that spring. Meeting Von Croy sparked Lara's already avid interest in exploration and travel, and she dreamt of journeying to remote locations in search of new excitement and adventure!

As she read on, Lara learned that Von Croy was preparing for a new archaeological tour. With a bit of gentle persuasion from his ever-eager daughter, Lord Croft found himself 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 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 and, of course, the offer of such a generous cheque was impossible to refuse! He remembered Lara from his lecture; her incessant yet insightful questions had made quite an impression upon him. And so it was agreed that Lara would accompany Von Croy for the tour. Lara, however, was destined to return alone... but that's another story!

Later, at Swiss finishing school, Lara discovered a new outdoor passion and took to the art of extreme skiing like a duck to water. Whilst the Swiss mountains were indeed spectacular, she soon felt the need for more challenging terrain and spent an exhilarating holiday speeding down the Himalayas. On her return trip however, the plane crashed deep within the mountains, leaving Lara as the only survivor. This experience and the subsequent two weeks spent searching for civilization had a profound effect on her. When she finally returned home, Lara felt suffocated by upper-class British society, and the truth dawned on her that she only felt truly alive whilst exploring alone.





Despite her drastic life change, Lara still retains the essence of her upbringing – most notably with her polite, upper-class accent. While in England, Lara lives in an inherited mansion – the space is handy for storing crates and artefacts acquired on her travels.

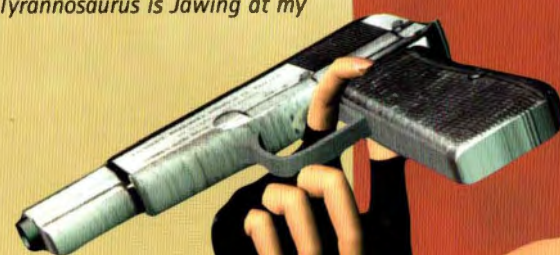
#### NO HARD TASK

Lara doesn't consider tomb raiding as a job, more a way of life, although she has been known to uncover archaeological artefacts on commission for extra funds now and again. To further fund her radical lifestyle, although she rarely has the time, Lara writes travel books. Titles so far have included *A Tyrannosaurus is Jawing at my Head* and *Slaying Bigfoot*.



#### SPARE TIME – AS IF!

It isn't very often that Lara gets to loaf around, but when she isn't dashing off to other countries she does use some of her spare time to relax, riding her beloved Norton Street-fighter motorbike and experimenting with different, usually extreme forms of transport. To keep her raiding skills at the peak of perfection, Lara regularly works out at home. The grounds of her mansion contain a custom-built assault course for training purposes, a swimming pool to practice her strokes, and a maze for testing her navigational skills. She also enjoys martial arts, and any challenging sports – the most recent being skyscraper hand-gliding. Scrape being the operative word!



And to keep Lara and the house in top condition, Winston, Lara's butler, is always on hand with a tray of tea to refresh our heroine when required.

#### AMBITIONS

With her unique physical abilities, Lara is capable of shattering many world athletic records and so sees no challenge in this herself. Her main ambitions still lie in the undefined world of tombs and the past. Her heroes comprise great ancient figures who respected themselves enough to design such intricate tombs to be buried in. 'Nobody goes to trouble like that anymore...'

#### HOME COMFORTS

Despite being a proficient cook from her days at finishing school and having sampled most of the exotic delicacies of the world, Lara usually opts for beans on toast when at home.

#### FEARS

You may think that the invincible Lara Croft has no fears – but that's not quite true. She's certainly not too keen on her aunt's Corgi. It's bitten her on several occasions and even cornered her in a meat locker – a situation about which, for once, there was nothing Lara could do!

Included in the next pages are many of Lara's missions, her enemies, her favourite things, as well as a chance to read her secret *Chronicles* diaries...

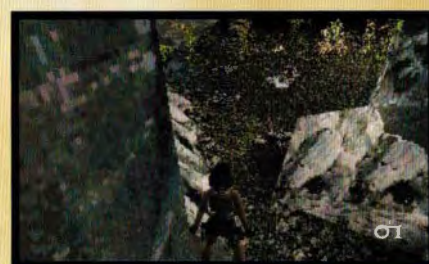




# ADVENTURE ARCHIVE: I

## Tomb Raider I: Peru – The Lost Valley

Lara has been commissioned by the powerful Natla Technologies to find the mythical Atlantean Scion. Initially she must find the Lost City of Vilcabamba and the tomb of Qualopec – the resting place of the first piece of the Scion. The entrance to the tomb, however, is concealed behind a vast waterfall situated in the mysterious Lost Valley.



The hidden valley looks beautiful and very peaceful – a little too peaceful, perhaps...



A ravenous raptor – Lara has no option but to pull out her pistols.



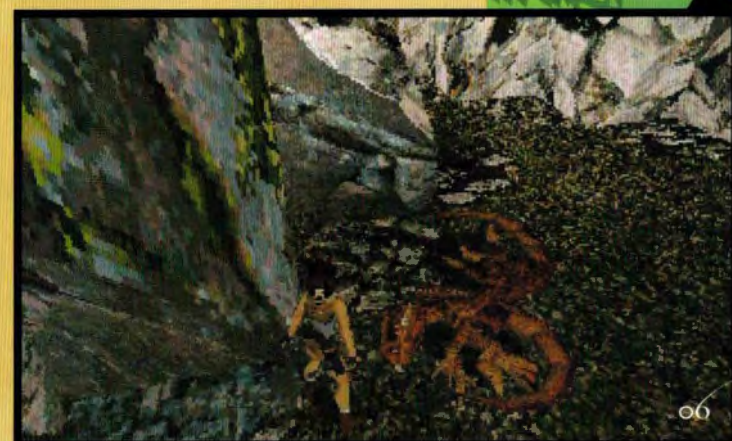
He doesn't give up easily.



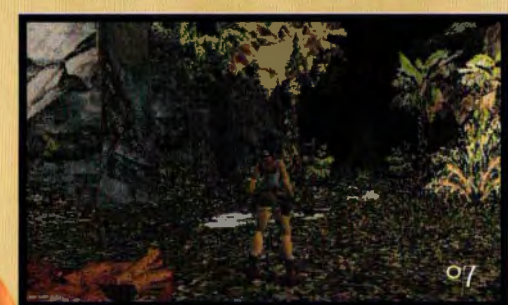
And it seems like he's got a friend!



That was a bit too close for comfort.



Oh well – it was them or Lara. And the best tomb raider won!



The opposition dealt with, Lara can now relax and explore the beautiful Lost Valley at her leisure.

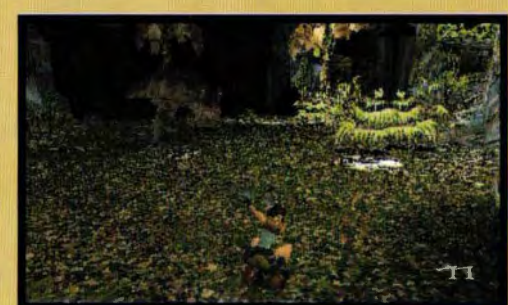


But suddenly the ground starts to shake and she hears the crushing thud of giant footsteps...



It's a terrifying T-Rex...

Lara has to think fast or her tomb raiding days will be over – in one bite. She squats to aim low...



He shouts an almighty deafening roar!



...and shoots!



Phew – dog meat! Lara cautiously peers closer just to make sure it's really game over.



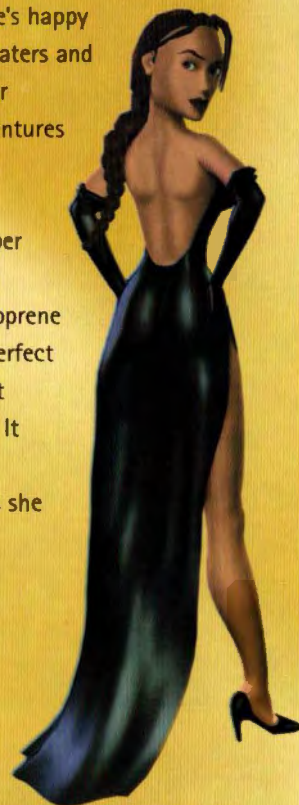
Now that the valley is clear of baddies, Lara can head on her way.



FROM HER signature shorts and vest to stunning evening attire, the dynamic and daring Lara has an outfit for every occasion. Whether she's battling with fire-breathing dragons, climbing perilous rock faces or swimming through shark-infested waters, our fearless and death-defying adventuress has her wardrobe covered. But then what else would you expect from one of the world's leading female pioneers of style, sophistication and practicability!

Action-mad Lara has over ten different outfits that feature throughout *Tomb Raider* games – all carefully designed to fit into her fast-paced lifestyle – as well as allowing her to carry weapons, artefacts, keys and her essential medi-kits. Her blue sleeveless top and brown shorts, complete with leather boots, gloves, and her infamous back-pack completes the outfit you will see our heroine sporting for a great many of her adventures. It reflects her active, adventurous and no-nonsense outlook on life. After all, when you're face to face with a blood-thirsty snarling wolf that wants you for its next meal, the last thing you need to worry about is snagging your hem-line!

And, of course, being an all-weather type of a girl, Lara doesn't mind getting wet. In fact, as you already probably know, she's happy to dive into the deepest waters and scour the darkest depth for treasure to aid in her adventures – all in her lucky vest and shorts. However, some situations call for the proper gear and Lara's wardrobe delivers yet again. Her Neoprene wetsuit (see far right) is perfect for the more heavy-weight underwater environments. It also fits her holsters and backpack for all the extras she needs underwater.



## STANDARD ISSUE



### BLUE VEST

This is one of Lara's preferred tops: v-neck, sleeveless and cotton allowing maximum comfort and wearability.

### BACKPACK

Lara carries her signature backpack almost everywhere as it's essential to her missions; made of canvas with durable leather straps.

### SHORTS

For ease of movement through any environment Lara opts for 100% cotton shorts, rolled to the top of her thighs.

### GLOVES

Her black leather gloves are fingerless, giving maximum accuracy when her trigger finger gets itchy!

### UTILITY BELT

Again, black leather to match her gloves, with holsters to carry her trusty handguns.

### HIKING BOOTS

Lara's boots are almost as tough as she is: leather lace-ups with thick rubber sole.

## ESSENTIAL OUTFITS: I



### POLAR POWER

Lara's ski suit is the ultimate in polar wear – essential for when the temperature starts to dip. Canvas/nylon mix, full length and comes complete with a cosy thermal wool hat and socks to match.



### VERSATILE

Versatile Lara doesn't have to be in her wetsuit to take on an underwater challenge. If necessary, she just holds her breath, hits the water and swims hard.



### UNDERWATER

Lara's short-sleeved wetsuit is half-length, allowing perfect ease of movement. Zipped down the back and made of hard-wearing, breathable Neoprene, it protects her from the elements and the odd feisty shark.



### JUNGLE

In the jungle, Lara is back to her rolled-up shorts. In the searing humidity, not to mention the heat coming off that machine-gun, Lara tends to opt for minimal attire.



### SNOW

In freezing conditions in the mountains, Lara pulls on her Rock Technology jacket, fitted to the waist with a warm sheepskin collar and cuffs.



# BIO FILE II:

## TOMB RAIDER I BADDIES

With every adventure Lara finds herself in combat with all manner of baddies.

Whether beast or human, Lara's skills and stamina are tested to the limit each time she enters into battle.



Swept down a massive underground waterfall, Lara discovers the Lost Valley, along with its prehistoric raptors and alligators, all hungry for fresh meat. As she heads further into the valley, however, she realises that she's not alone: she hears the crash of giant footsteps, the ground starts to shake and as the noise becomes almost deafening, a mighty T-Rex rounds the corner to come face-to-face with its new prey. Lara will need to use all her acrobatic skills and a shotgun to get out of this situation alive.



In the Tomb of Qualopec, Lara retrieves the first piece of the Scion, making her escape as the tomb crashes down around her. She has one final foe to confront before she can progress to the next area: one of Natla's goons, Larson, has been sent to retrieve the relic... but Lara doesn't quite see eye-to-eye with him...



Starting in Peru, Lara's pistol power is required for the first time as she heads into the caves and encounters packs of ravenous wolves. Disturbed by her raiding antics, Lara will also have to deal with bad tempered bears and troublesome bats, the latter of which can easily upset her balance on precarious high ledges.



Further into the adventure Lara tackles ferocious lions and angry gorillas that dwell in the Colosseum and Palace Midas, not to mention the giant rats and crocs of the watery Cistern levels.



Once in the Tomb of Tihocan, Lara must deal with another human enemy. This time it's Pierre, the mercenary French archaeologist. He's got scent of her trail and wants the booty himself.



Having finally swatted the pesky Pierre, the later stages of this ancient area become a little odd to say the least. As Lara approaches Tihocan's altar, it's guardian statues take on a life of their own...spooky!



On to Egypt and the city and obelisk of Khamoon with their prowling panthers, mutated mummies, and the all-important last piece of the Scion. This piece is going to be the most difficult to reach, and the hoards of flying baddies don't make Lara's task any easier.



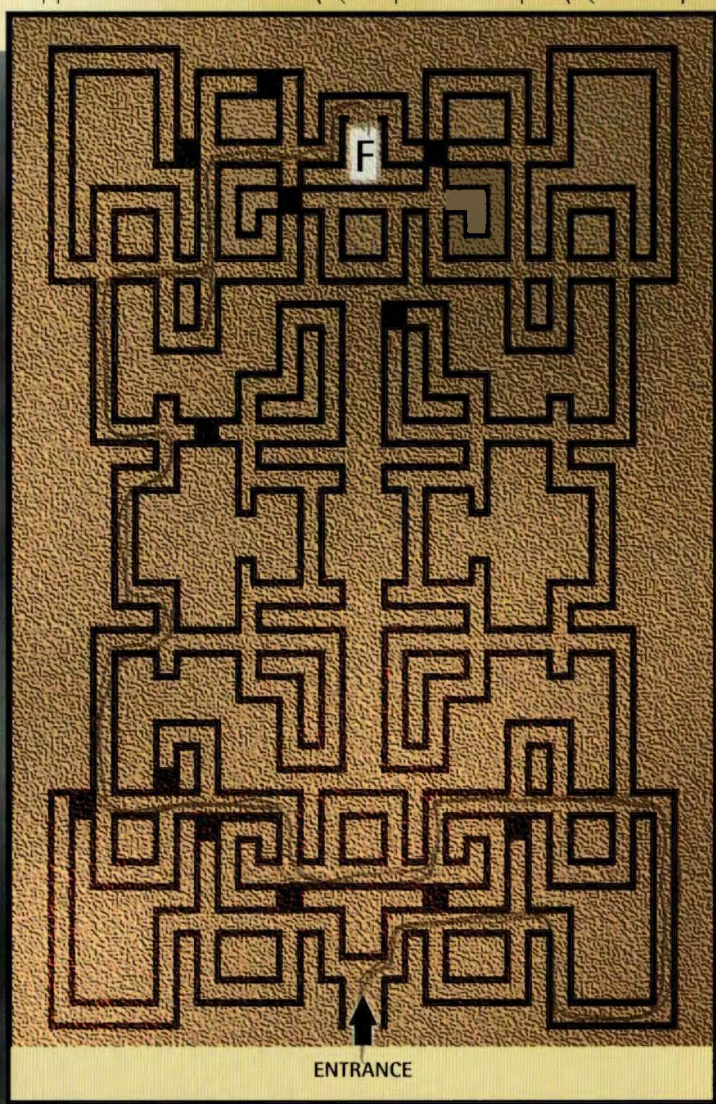
As she descends to Natla's Mines and on to the buried Atlantean Pyramid, things get ever weirder. We're talking about some really messed-up beasties here and Lara even has to face an evil version of herself!



The finale to this adventure is both fantastic and frightening. Natla has metamorphosed into a horrific flying alien-type monster. Take her down and it's game over... until next time!



# TOMB RAIDER PUZZLES



01

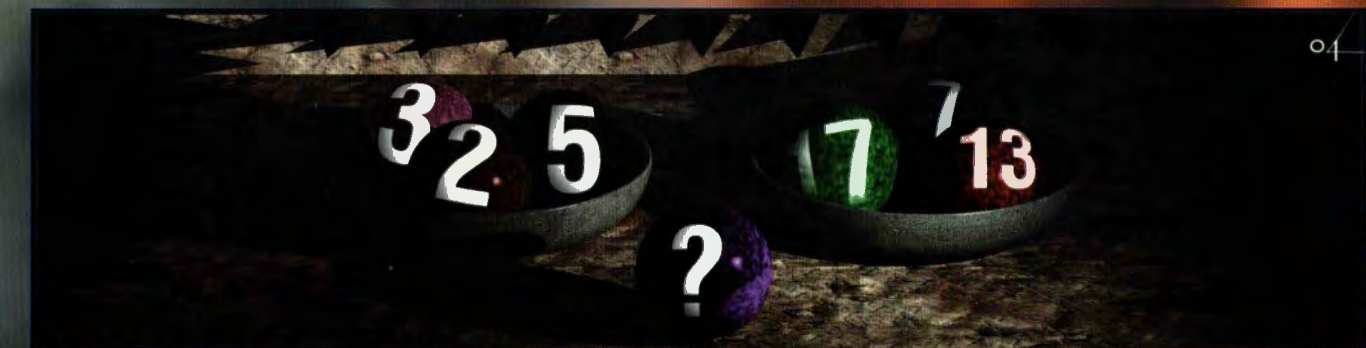
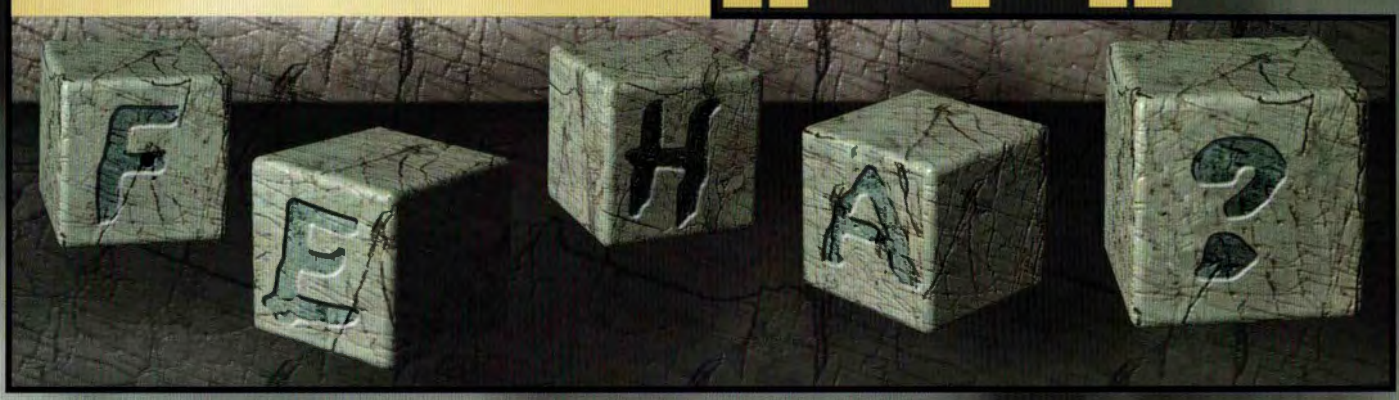
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 N G R R A L I T L C K F U I E  
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 G L O Q E R Q E E Q L V G Y G  
 J G P X S L A C S Z W N E G A  
 H N J F E N S B M O C A T A C  
 T U U R R U F O I D E L U R F  
 Y J R X T I N N O S X T P E N

The following Tomb Raider words can be found in the grid:

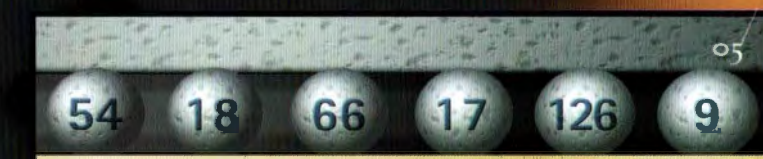
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|-------------------|----------------|
| <del>TINNOS</del> | TREASURE       |
| JUNGLE            | MADUBU GORGE   |
| CATACOMBS         | TEMPLE OF PUNA |
| NEVADA DESERT     | SCION          |
| GANGES            | TOKAKERIBY     |
| LUDS GATE         | EGYPT          |
| HENSHINGLY        |                |

03

The door you just opened has flipped a secret switch. The room will fill with water in five minutes. The only way to stop it and open the next door is to discover the letter that should replace the question mark.



All the numbers on the balls in the baskets have something in common. Which number should go on the purple ball so that it fits with the balls in the baskets? If you're right, a secret passage will open in the floor. If you are wrong, the walls will move together and you'll get spiked.



The chasm in front of you can only be crossed by a bridge which descends from the far side. All but one of the numbered buttons on the wall have something in common. Find the odd one out and press it. If you are right, you get to cross the bridge. If you press the wrong button the ceiling will collapse on you.



The corridor ahead of you is full of flames and there is no way past. Look at the letters on the wall beside you. There is a certain logic to them. If you can work out what it is then you will know which letter is missing. Pull the lever marked with the correct letter and the fire will be extinguished. Pull the wrong one and the part of the corridor you are standing in will also start to burn.



Look at the strange design on this door. There is a lettered block at each point of every triangle. Pick up a block with the right letter on it from the heap on the floor. If you choose the right letter the door will open. If not the room you are in will fill with poison gas in fifteen seconds.



The lever in front of you is very interesting. You have to pump it vigorously a certain number of times. Get it right and the floor you are on will rise taking you to a new level. Get it wrong and it will tip you into a bottomless abyss below. How do you find the number? Like this: it has two digits, if you take half the number and square it you will get the original number with its digits reversed.

Answers on page 61





# WEAPONS LOW-DOWN

No action adventuress would be happy without a little back-up when taking on some of the world's deadliest enemies or blood-thirsty beasts – and Lara is no exception. Her impressive arsenal of weapons and assorted ammo is always on hand to help her out. In fact, Lara likes nothing better than a new gun to play with, and when it comes to the latest in firepower, she's simply got to have it!

## PRACTICE MAKES PERFECT

Some of her foes have pretty impressive firepower and Lara needs to know which gun to use in order to sort them out as quickly and as easily as possible. In order to perfect her aim, target practice is vital. Luckily, Lara has her own range at home and uses it whenever possible; it's no good waving your weapon about unless you really know how to use it – you might just as well be firing blanks.

Practice is certainly important, but things can be rather different out in the field: you need to know what to use, how to use it and most importantly when to use it. You need to know about reload times, range, ammo type and the maximum damage you can inflict with the minimum of fuss. And Lara needs to be able to handle herself in the water as well as on dry land.

Ms Croft has weapons and she definitely knows how to use them, make no mistake. We're not just talking about a great pair of guns – the pistol-packing temptress hits the bulls eye every time, leaving only a trail of empty shells in her wake. And to carry it all around: the leather backpack. It may be small but it is a mighty store for all manner of damage-inflicting goodies, not to mention some extremely handy accessories.

### STANDARD PISTOLS

Non-automatic, auto-aiming, single-shot handguns, these are Lara's most trusted companions and most useful for casual conflict, giving short sharp shots at a reasonable delivery time. What's more, they are also fully automatic for even speedier and more effective firepower.



### UZI 9MM

Powerful, easy to use and essential for wiping out some of the more heavy-weight baddies, these are excellent for both close and longer range combat.



### REVOLVER

A powerful 50mm partner for short to medium range. Whack the laser sight on this and you're all-set for sniping and triggering objects, too.



### SNIPER RIFLE

This versatile little piece of kit has burst and rapid firing modes as well as single shot capacity for silent but deadly firepower. Most impressive!



### HARPOON GUN

When it comes to underwater antics, this one's literally the sharpest knife in the drawer and will get the job done – provided your swimming skills are synchronized.



### CROSSBOW

The quietest weapon in the inventory and very accurate over long distances. With normal, poison or explosive ammo, fit it with the laser sight, hold your breath and watch it fly!



### GRENADE LAUNCHER

This is truly a weapon of mass destruction, but you'll have to arm the grenades before you use them, or they'll do nothing. Most suitable for long range combat, as they have to travel about 50 feet before they can explode, and are supplied with three different types of ammo – standard, stun and super. Avoid reload trauma, however, by making sure you don't spend too much watching the fireworks!



### HEKLER & KOCH MP5

We're talking Special Forces, the ultimate 9mm calibre defence weapon. Small, effective and totally devastating.



### SHOTGUN

With both wide and narrow shot functions, this weapon is 12 bore and is most useful at close quarters. Comes with two different types of ammo – wide and narrow shot – for different situations.



### M16

Long distance assault's the name of the game with this fully automatic mother of a rifle. The M16 is Lara's most powerful piece of hardware and she tends to save it for use against the top bosses and baddies, when a little extra something is needed.



### DESERT EAGLE

The big daddy of semi-automatics, this 50. magnum is the largest in existence and will blow a hole from here to tomorrow.



**ROCKET LAUNCHER**  
It's portable, it's powerful and it won't let you down in a crisis.



## ACCESSORIES TO THE CRIME

As well as weapons, Lara's backpack also contains various essential extras. None of us are perfect and even Lara sustains the odd trauma here and there. Dying can be a rather tedious process, so when in need of that essential top-up, she simply reaches for a medi-pack and says "Ahh!": instant relief! Available in small and large sizes, they are, quite literally, her life-savers. For all those dark tunnels and tombs, invaluable flares help to illuminate corners and crevices, switches and traps. Lastly, Lara has a compass, just to be sure she's always heading in the right direction, binoculars, a communications headset and her standard sunglasses.



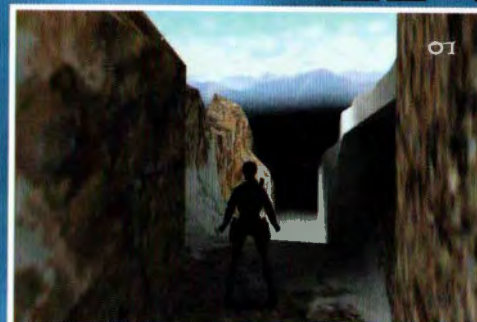




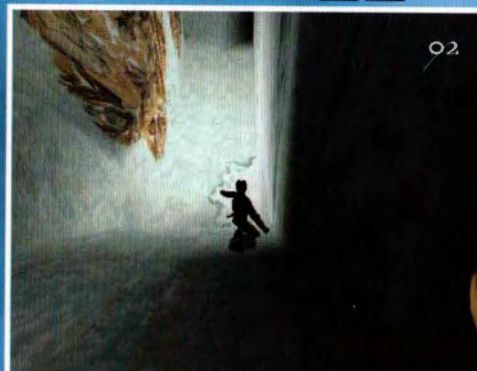
# ADVENTURE ARCHIVE: II

## TOMB RAIDER II: TIBETAN FOOTHILLS

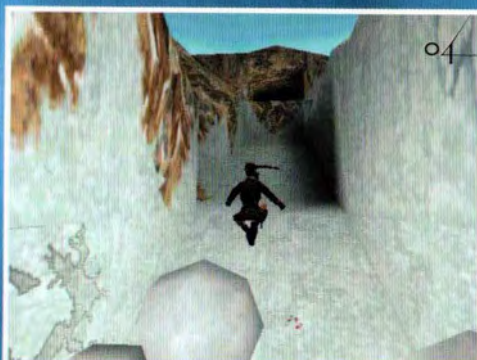
Deep in the heart of Tibet, Lara is ready for new adventures and challenging combat. The icy slopes of the mountains are stunning – but freezing. Dressed snugly in her snow jacket, Lara doesn't feel cold at all – only the excitement and eagerness to start exploring...



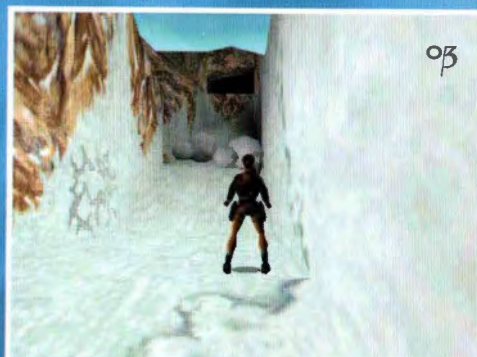
Lara starts climbing up through the mountain range. There's something strange in the distance, but she can't quite make it out.



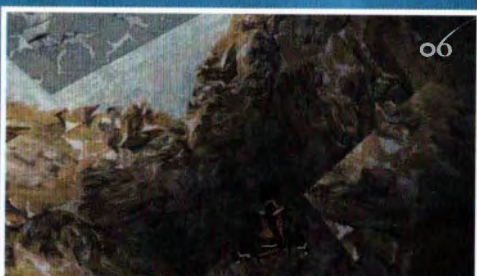
Time for a closer look. Oops – this slope is rather slippery.



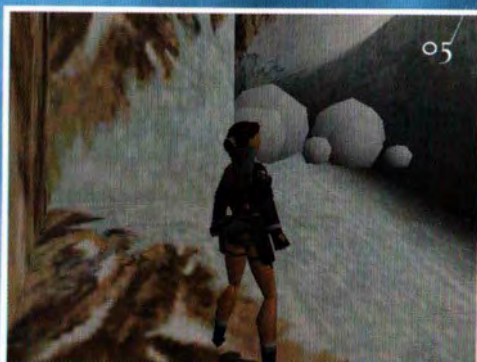
A quick forward jump should sort those out.



Giant snow boulders – and they're coming Lara's way!



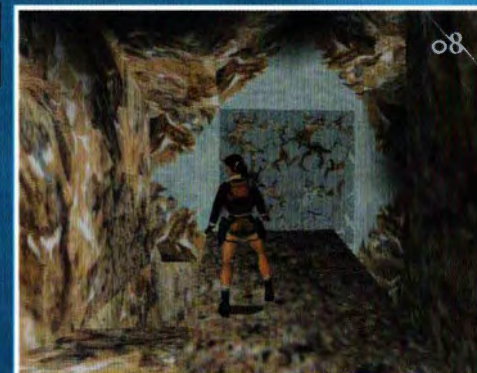
Phew! Those boulders were pretty impressive, but there's no time to worry about them now. Lara climbs on but arrives at a huge crevasse. It looks a very, very long way down.



Lara lurks in a small alcove to dodge the rest.



And what's that on the other side?  
An ice barrier!  
Are you thinking what Lara's thinking?



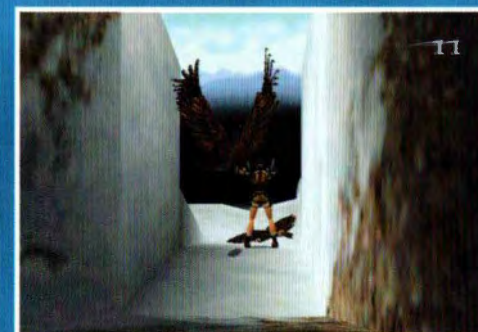
Just needs a bit of a run up...



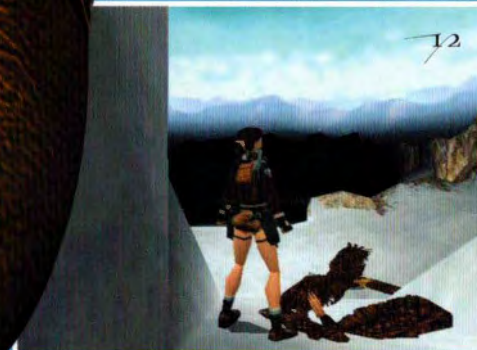
...SMASH! Now that was easy, wasn't it!



Lara heads on her way. As she rounds the corner, she realises she's not alone.



Lara finishes off the eagle with little effort – but there's no time to relax just yet – he has a buddy.



Sorry guys – but it's survival of the fittest in this game!



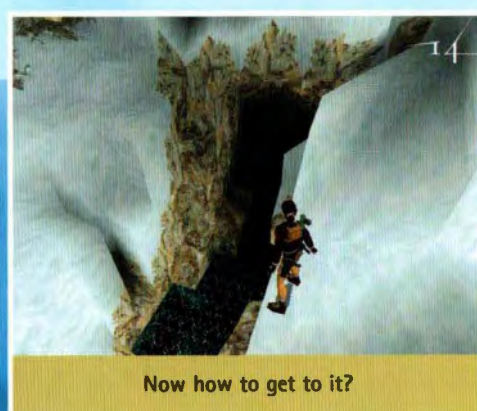
Lara spies something on the other side of the canyon that looks very interesting – and a lot of fun.



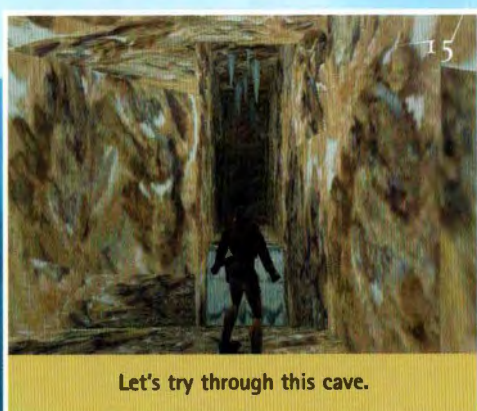


# ADVENTURE ARCHIVE: II

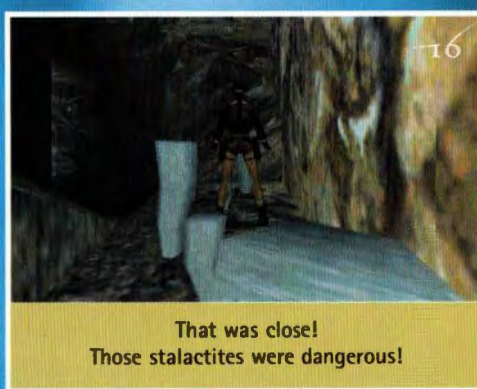
## TOMB RAIDER II: TIBETAN FOOTHILLS CONTINUED



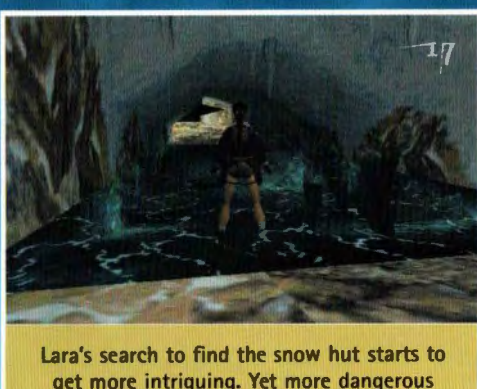
Now how to get to it?



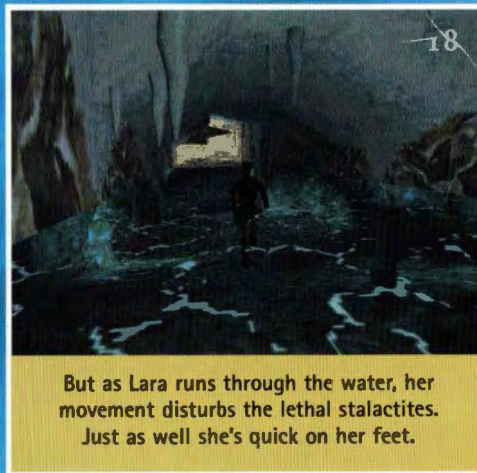
Let's try through this cave.



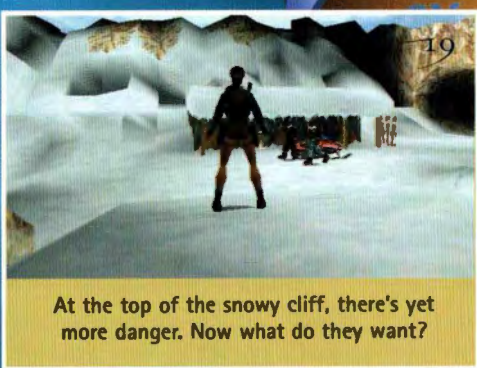
That was close!  
Those stalactites were dangerous!



Lara's search to find the snow hut starts to get more intriguing. Yet more dangerous icicles are hanging precariously above her, ready to drop at any second. She'd better be careful.



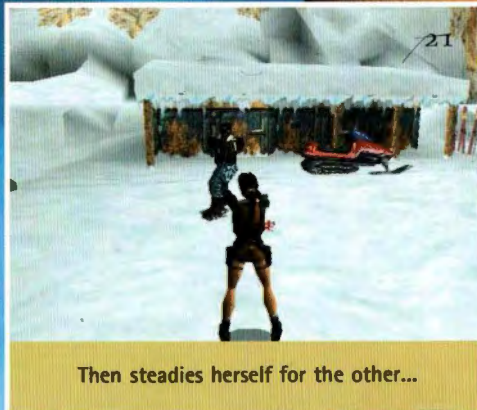
But as Lara runs through the water, her movement disturbs the lethal stalactites. Just as well she's quick on her feet.



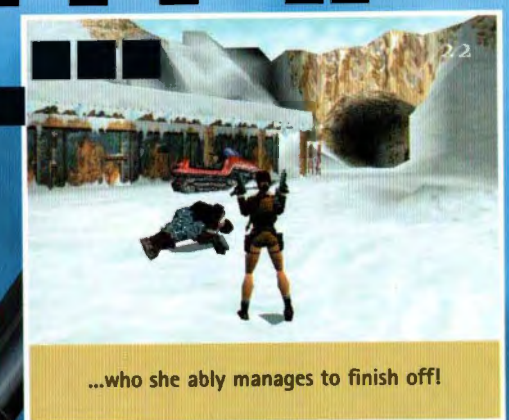
At the top of the snowy cliff, there's yet more danger. Now what do they want?



Lara deals with the first one on the run.



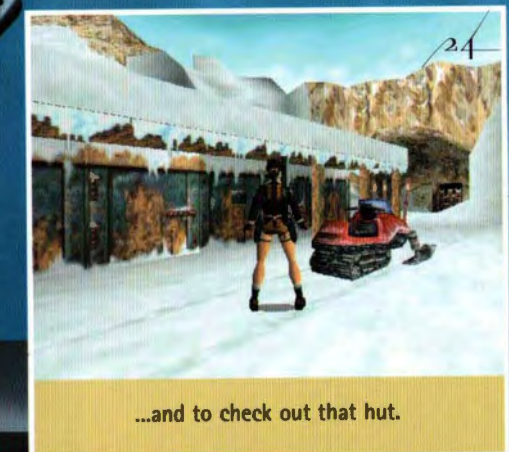
Then steadies herself for the other...



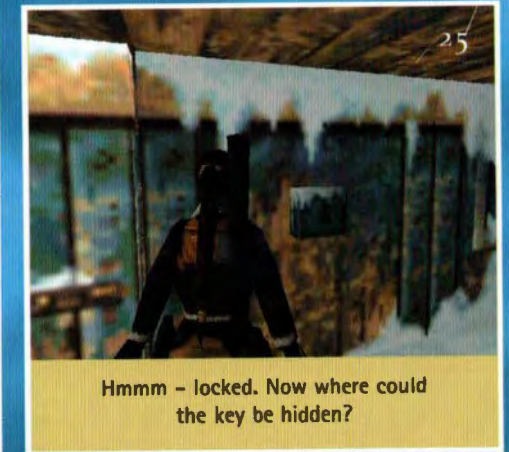
...who she ably manages to finish off!



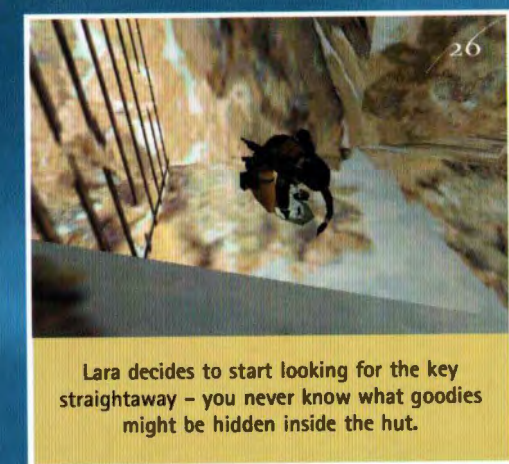
That took care of them – now for some more exploring...



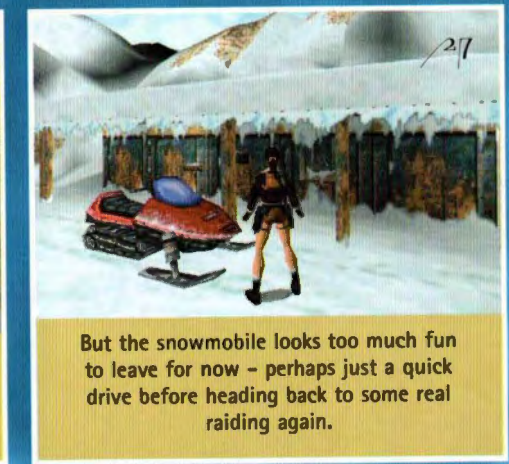
...and to check out that hut.



Hmmm – locked. Now where could the key be hidden?



Lara decides to start looking for the key straightaway – you never know what goodies might be hidden inside the hut.



But the snowmobile looks too much fun to leave for now – perhaps just a quick drive before heading back to some real raiding again.



After all, all work and no play...



...so away Lara goes!



# VEHICLE STORE

## INTRODUCTION

Whilst Lara can sprint faster than Maurice Greene, a little extra 'vra-vra-vroom' often comes in useful. For those occasions when she needs to burn rubber other than the soles of her boots, she'll take whatever means of transport is at her disposal.

### WHEEL FAVOURITES

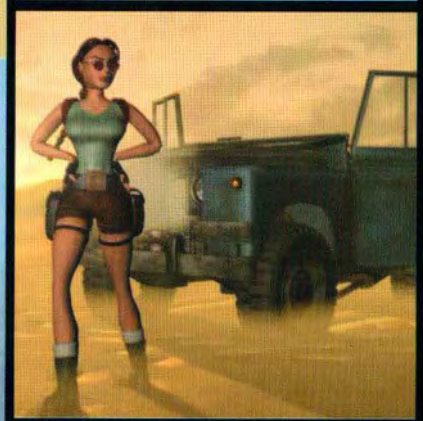
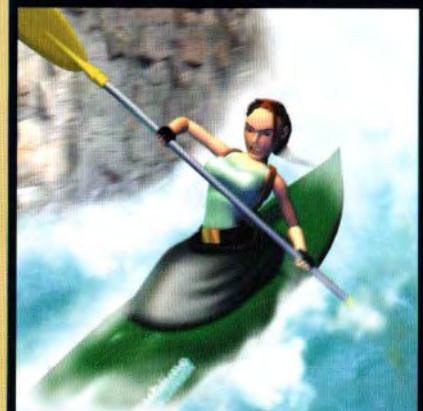
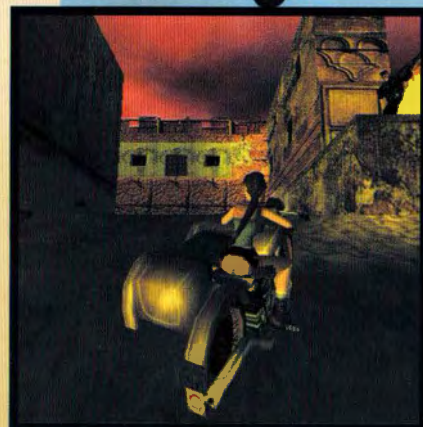
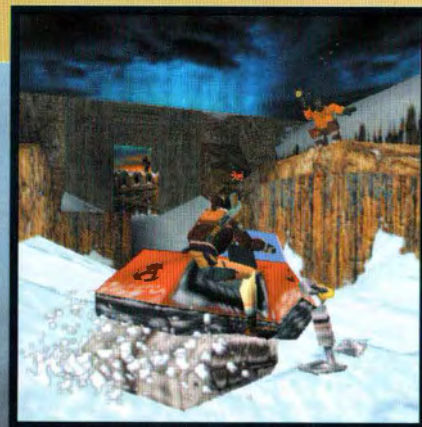
No stranger to off-roading, Lara enjoys tearing across all manner of terrain, showing little regard for anything or anyone that stands in her way. When she's on a mission to get somewhere, may the best driver win! Favourites include her Norton Streetfighter motorbike and battered old Landrover Defender, although these are relatively conventional means of transport when compared to some of the other members of her tomb raiding vehicle store.

### KAYAK ATTACK

It's all a matter of balance when it comes to riding the deadly but exhilarating white waters. Fortunately Lara's got just the right amount of ballast to tame even the most raging of torrents!

### DON'T MIND IF I SKIDOO!

Essential for speeding across ice and snowy terrain, the ski-mobile is wicked fun: it can knock baddies out of the way, take off when launched at speed, and – most fun of all – crash fantastically!



### Quad squad

Lara gets the chance to try quad biking in *Tomb Raider III*'s India and Nevada levels. You have to be a real Eddie Irvine to get the handling right, but this little beauty compensates with a nifty power-up option: engage the brakes, wait for it... and juuump!

### THE NEED FOR SPEED

The powerboat is undoubtedly one of Lara's coolest vehicles, featuring in *Tomb Raider II*. It's easy to control and once you've got the speed up, it cuts through the water – and anything else in the way – like a knife through butter. Not exactly good news for those of you wanting to enjoy a peaceful day punting along the canals of Venice. And not content with simply sticking to the water, Lara screams up a ramp, dives over an enclosed bridge, and smashes through glass windows to the other side – no sweat! It's also useful for triggering mines but make sure you jump out first or your raiding days might get unexpectedly cut short!

### SPARE PARTS

UPV: Underwater Propulsion Vehicle – a neat little toy for making fast work of the flooded depths of Lud's gate, London.

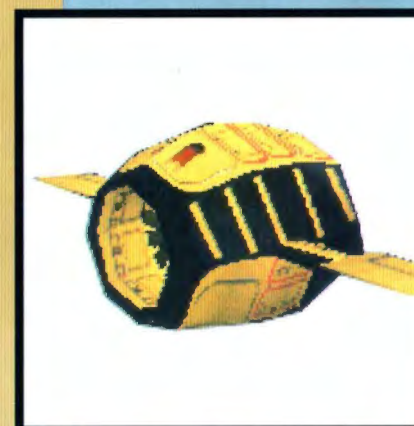
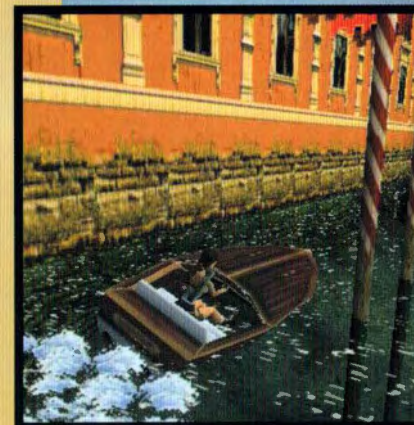
DINGHY: An absolute must for negotiating Antarctica's icy waters

### SUITED UP

EDS: is it a vehicle, is it a costume? No, it's an Extreme Depth Suit. Appearing in *Chronicles*' Russian 'Deep Sea Dive' level, this needs batteries to be of any use to Lara and if damaged will rapidly leak its air supply.

### TAXI DRIVER

And finally... you saw it here first: even the action elites of this world sometimes have to rely on London's finest. Cab anyone?





# ESSENTIAL OUTFITS: II

WITH AN array of different terrains to deal with, Lara's clothes have to be as hardworking as she is. Although she has neither the time nor the inclination to become a dedicated follower of fashion, Lara's versatile wardrobe never lets her down. Taking a closer look, one could be forgiven for thinking it's all work, work, work for Ms Croft, as she's rarely seen in anything other than her practical raiding outfits. But even the busiest of action heroines has certain obligations to society – so although it's hardly standard procedure for Lara to ditch her raiding gear, she's more than capable of knocking us all out with her stunning evening attire.

With all that climbing, running, jumping and general mucking about in dusty tombs and tunnels, Lara needs something figure-hugging and protective, as well as practical: so, for efficient combat wear, what could be better than a slinky catsuit?

## CATSUIT

### BOOTS

Ditching the usual brown version, Lara opts for black leather boots to ensure every part of this outfit blends in.

### SHADES

No time to be messing about with binoculars, this state-of-the-art eyewear is part of a headset that features a built in infra-red mode, allowing Lara to see invisible lasers. It's also equipped with a mini-com to allow Lara to communicate with her trusty accomplice, Zip.

### LEATHER

Full-length to protect at all levels in all situations. 100% tough black leather to guard against even the most fearsome set of teeth – human or beast. Zip-down front for no-nonsense costume changes.

### HOLSTERS/UTILITY BELT

The catsuit also allows Lara to attach her usual accoutrements, for which there can be no substitute!



### STEALTH MODE

The catsuit is the ideal outfit for sneaking about in, especially in the dark. The short sleeve version also doubles as a wetsuit, first worn in *Tomb Raider III*'s London levels.



### DESERT

Her standard catsuit would fry Lara alive in the blistering heat of the Nevada desert, so the Area 51 mission in *Tomb Raider III* features a somewhat cooler combination. Her camouflage combats blend in perfectly with the grey metal compounds.



### OUTDOOR

Lara's bomber jacket is perfect for everything the cold outdoors hurls in her direction, and is suitable for climbing up and down icy mountainsides. And Lara is still able to target anything that dares to threaten her!



### CAMOUFLAGE

Lara never likes to make a fuss and takes every measure to fit into her surroundings. Her full-length camouflage suit is convenient for creeping about in cooler locations, although Lara's guaranteed to hot things up!



### TIME FOR BED

Lara's not one to party into the early hours. She constantly needs to keep her wits about her, so as soon as she's able to get home it's a quick shower and time to 'slip into something more comfortable'.





# BIO FILE III: TOMB RAIDER II BADDIES

Lara's search for the Dagger of Xian sees her face many a fearsome foe. Ranging from the human members of an evil cult to a giant fire-breathing dragon, she has her work cut out from start to finish. Locations such as the Great Wall of China, Venice, Tibetan foothills, the Temple of Xian and the eerie Floating City must be thoroughly raided before the final showdown in the dragon's lair!

## VENICE

Lara encounters opposition in the form of muscle-bound guards with rather large baseball bats, not to mention their savage guard dogs.



Plus the armed guards of the mysterious Fiamma Nera cult...



... the masked cult leaders themselves...



... and their pet rats!



## THE GREAT WALL

Before she ascends to the top, Lara must dispatch the savage Chinese Tigers that prowl its footings.

On top of the wall she finds cackling crows and disgusting giant spiders to deal with.

Deep in a hidden valley Lara's old friend the T-Rex makes a second appearance. He's more cunning this time, however, and is hidden from view. Lara will have to go a-hunting if she wants to walk with dinosaurs in this adventure!



## OFFSHORE RIG

By now Lara is hot on the heels of Marco Bartoli but yet more of his thugs try to get in the way. Will these guys never give up?



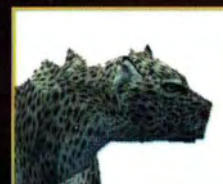
Even the waters are infested - Lara's going to have to harpoon the scuba snoopers to keep them quiet.



## 40 FATHOMS

The depths of the ship-wrecked Maria Doria - once a floating palace, but now a sunken grave. Here lurk the true terrors of the deep: hungry sharks looking for a quick nip at our feisty heroine...

...and, predictably, more beefy foes.



## TIBETAN FOOTHILLS

Having escaped the fishy perils of the deep, it's back on to dry land and a quick hop over to Tibet. Screeching eagles try to mess with Lara's hair, but she's having none of it.

As she climbs, Lara spies a secret base... guarded, of course by tiresome masked gunmen.

Speeding through the mountainous terrain on her nippy skidoo, Lara encounters the ferocious snow leopard.

She also meets the Barkhang Monastery occupants - a pretty gentle bunch at heart. They don't mind helping Lara now and again, but one wrong move and she'd better start praying!

Deep in the dark and dusty catacombs of the monastery, the bloodcurdling roar of the Yeti is enough to give even Lara the willies. These guys are definitely not happy and they want Lara's blood!

The Siberian tigers of the Ice Palace seem relatively tame in comparison.



## XIAN SHENANIGANS

In the Temple of Xian, ferocious catfish lurk in the lagoon-type waters and the poisonous red-back spider patiently waits in the shadows.

Almost at the end of her quest, Lara comes face to face with probably the most surreal of baddies in *Tomb Raider* history - the exploding, airborne soldiers of the Floating City!

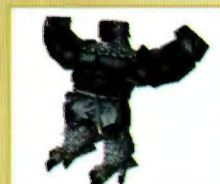
Not to mention the statuesque Xian warriors with their two-pronged attacks and giant Xian soldiers with their mighty swords.



The penultimate obstacle that Lara faces is represented by the wacky and deadly accurate knife-throwing Ninjas.

And finally... Bartoli himself. But as Lara approaches, he transforms and in his dreadful dragonly state breathes fire and tries to attack. Lara shoots round after round of ammo, draws the Dagger of Xian from his chest and escapes.

But if you thought the evil Yetis were scary, how about the guardian of the Talion.





# ADVENTURE ARCHIVE: III

## TOMB RAIDER III: THE CITY, LONDON, UK

Deep in the heart of London, Lara has to defeat Sophia Leigh, her latest power-mad employer, if she's going to retrieve one of four precious relics.



Lara starts daydreaming and stares out the office at the city skyline. What can Sophia be up to this time? It's time to find that crazy woman.



Lara hears a strange explosion and runs to investigate.



What is that? Lara hasn't seen anything quite like it before. It seems to be using some sort of electrical energy.



Lara tries to dodge the energy bolts but Sophia is incredibly powerful. Only one thing for it - Lara will have to start running!



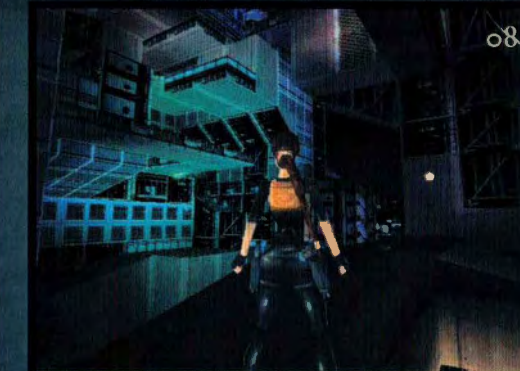
Time to get some cover.



And this looks interesting...



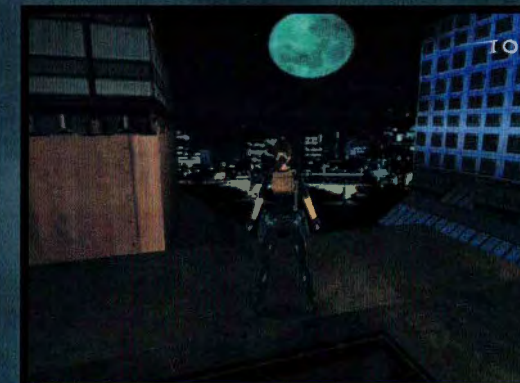
A secret! Finders keepers.



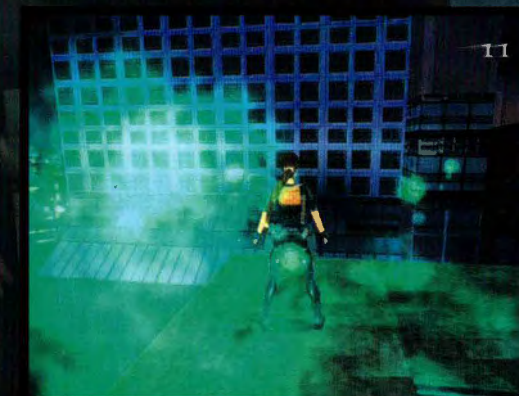
Time to get back to the job in hand...



... and find a way to get a better vantage point over Sophia.



As Lara pull herself up on to the catwalk, London looks its most beautiful, but this is no time to be daydreaming.



Sophia's energy rays are still coming on strong and she's difficult to see.



Lara's keen eyes spy a way up to the top of the building through a small passage way.

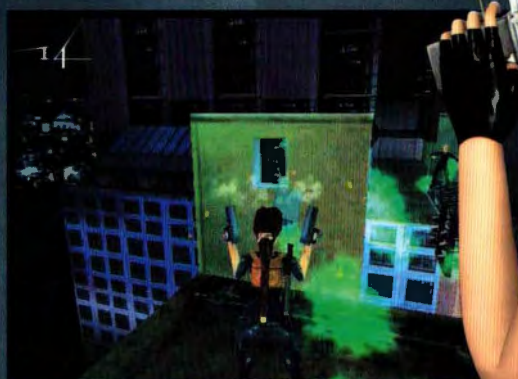


# ADVENTURE ARCHIVE: III

TOMB RAIDER III: THE CITY, LONDON, UK CONTINUED



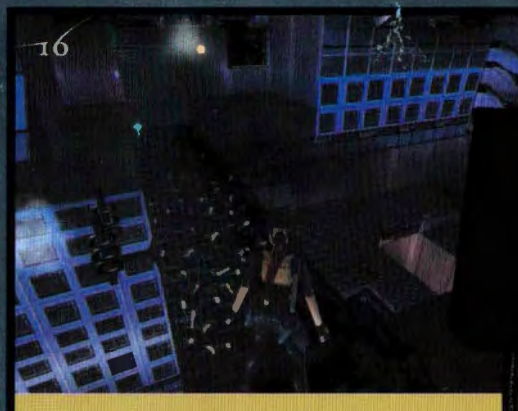
Ah ha! That fuse box is just what Lara needs.



A quick blast should knock the cover off.



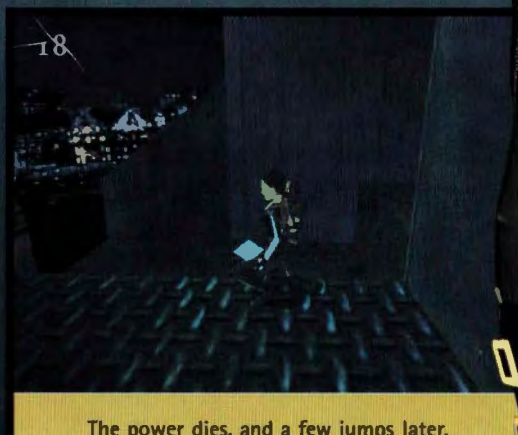
And Sophia explodes! It was about time someone brought her right down to size.



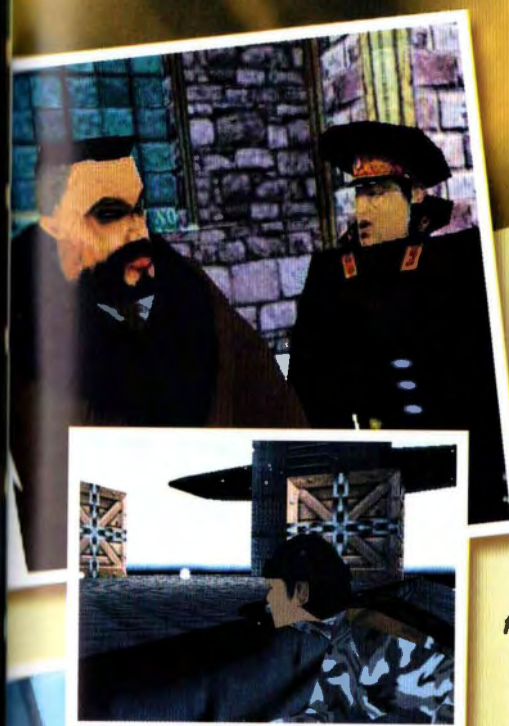
The relic is so close but, as Lara notices the electrically charged walkways, she realises that this place is, quite literally, shocking.



Now to find the main power switch.



The power dies, and a few jumps later, Lara claims the relic for herself and considers it a job well done.



## CHRONICLES DIARY: I

FEBRUARY 15 1995: THE SPEAR OF DESTINY

Russia – cold, dark, ominous... and the first time I understood that some things are perhaps best left to their eternal slumber.

A little background: the whole of Eastern Europe was in the grip of violent ice storms. In Moscow the dreams of glasnost had been undermined in favour of a new Mafioso hierarchy and it became apparent that one senior member had his sights fixed on a much greater power than that which his procured army could muster.

A new report concerning one of Hitler's original fleet from the 1940s had somehow reached the Mafia-corrupted Russian General. The report gave details of a wolf ship or U-boat that had been carrying a cargo – a cargo the Führer believed would reverse the course of the war. Deep in the bowels of the boat lay one of the most powerful artefacts in all Christendom – an artefact which when wielded at the vanguard of an army would make that army invincible: the Spear of Destiny. Perhaps you could call it divine intervention but the German U-boat never reached the fatherland, with its precious cargo disappearing from radar three weeks into its journey. Hitler's war machine had of course tried to recapture the Spear but fate played its hand once again. The crew had managed to resurrect the Spear from its watery grave, even taken it on board but they were never destined to see the surface again. All souls were lost and the recovery boat remained hidden deep on the ocean floor, until the Russians finally located it and set about claiming its loot, under instruction from the aforementioned corrupt Russian General, now hell-bent on using its power for his own sinister purposes.

I learned of these events and immediately set off for Russia. I must admit that my craving for the Spear was certainly as urgent as the General's, but for an entirely different reason – my only intention was to safeguard the Spear within my own artefacts collection. This would surely be my 'pièce de résistance', the prize of my collection, an item to be gazed upon with awe and treated with reverence.

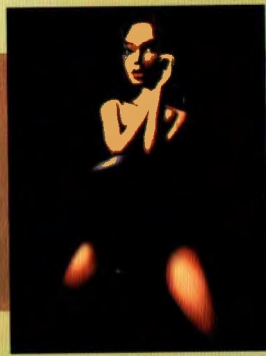
The Russian mission was one of my most hazardous and one I would not care to venture yet again. Starting at the Zapadnaya Litsa port, I learned more of the Russian's intent and subsequently descended to the icy depths where I faced peril both from this world and beyond...





# KEEPING IN SHAPE

To say that Lara Croft is active is an understatement of gigantic proportion. Her adventures push her to the absolute limit on both a physical and mental basis: dashing around inhospitable locations, battling her enemies and all the baddies and pulling off the most incredible acrobatic stunts are all in a day's work for Lara. And it's exactly this kind of activity that's made her a lean, mean fighting machine – and in turn the ultimate in digital pin-ups.



## SPORTS GALORE

In physical terms, Lara likes to think of her career as a delicate balance between aerial gymnastics and frontline assault. In order to maintain peak condition in all areas, even the ultimate adventuress appreciates the fact that a little fine-tuning here and there never goes amiss. As such, during non-raiding spells Lara generally keeps her everyday training along the lines of vaulting, tumbling, running, swimming and climbing – and, of course, shooting. Finding it hard to cover this sort of variety at the local leisure centre, she decided to tackle the problem by converting part of her mansion and its grounds into a comprehensive training course.

Lara's home features a hall dedicated to climbing and jumping, complete with all manner of vaults, blocks, monkey bars and ladders. There's also an indoor pool, an outdoor assault course with death-slide and water feature, and, of course, the all-important target range to cater for her ever-itchy trigger-finger.

A typical day at home will involve an hour or so of gymnastics and a quick dip in the pool, mostly to improve lung capacity, followed by a short run, a couple of hours on the assault course and finally – as a reward – some practice on the range.



Now, most of us mere mortals don't have the time, space, resource or – let's face it – the inclination to engage in such physically demanding exploits, let alone the muscle power required to pull off the

simplest of Croft's manoeuvres. However, here comes Lara's exclusive top ten movers and shakers. Don't try these at home – Lara's the expert!

### Run-jump-grab combo

Take a good run-up.  
Take off right on the edge.  
Flex those fingers.  
And grip for dear life.

### Walkover handstand

(strictly for showing off)  
Assume the position.  
Flex the arm muscles.  
Hold it steady.  
And lower gracefully.

### Dive with pike

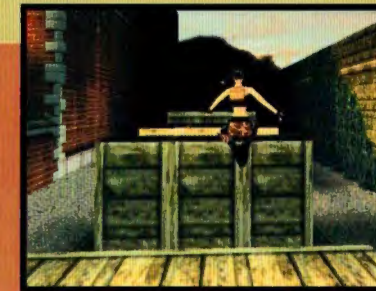
(another show-off move!)  
Launch with a small jump.  
Head to the knees.  
Roll it over.  
Straighten out for the finish.

### Monkey swing

Catch surface with both hands.  
Stretch one arm forward.  
Grab on tight.  
Release other arm and repeat.

### Sprint and dive

Get your speed up to the max.  
Throw arms forward.  
Jump.  
Roll to finish.



### Giant jump

Stand back and take a breath.  
Power up those leg muscles.  
And go for it!  
Always remember to bend the knees whilst landing.

### Forward somersault with twist

Take a long run and a big jump up.  
Roll the shoulder.  
Twist and land.

### Backwards aerial somersault

Leap upwards.  
Throw the head back.  
Follow through.  
Bend those knees to avoid injury.

### Run-jump

(grab rope variation)  
Face the rope squarely.  
Jump back.  
Run forward and grab.  
And grip with the legs.

### Tightrope walk

Line up carefully.  
Raise the arms.  
Proceed slowly.  
Use arms to balance.

## LARA'S TOP TEN TIPS

- 1 Never leave home without your backpack.
- 2 Always keep a medi-pack close-by.
- 3 Recognise the importance of safety ropes.
- 4 Exercise frequently, preferably outdoors – and remember that only practice can make perfect.
- 5 One-armed press-ups are not for everybody...



- 6 Set yourself realistic goals, try Ben Nevis before attempting Everest.
- 7 Travel provides an amazing education, go teach yourself!
- 8 When choosing holiday destinations, keep an open mind.
- 9 Try to travel light – excess luggage costs!
- 10 Silicone is not the answer, save your money for airfares.



# ALL MAPPED OUT

## PASSPORT TO ADVENTURE

Lara's tomb raiding exploits have taken her from country to country, from snowy mountainous peaks to the murkiest depths of ancient tombs. This woman is certainly well-travelled, and getting to her destination legally isn't always one of her top priorities. If our heroine can't get a ticket through her local travel agent, or happens to be in the middle of nowhere, she has taken to stowing away and even borrowing modes of transport to keep hot on the trail of lost treasures – all without the owners' permission, of course! Here are some of the locations Lara has visited...



ENGLAND (TR II)  
Home sweet home!



VENICE, ITALY  
(TR II)



NEVADA, US  
(TR III)



PERU (TR I)  
Lara finds the first piece of the Scion artefact in the Tomb of Qualopec, Peru, but she must also explore the caves, lost cities and a labyrinth before her time in South America comes to an end.



ROME, ITALY (TR V)  
Here she meets her old enemies Larson and Pierre. In a series of thrills and spills, the comedy duo battles it out with Lara for possession of the infamous Philosophers Stone.



LONDON, ENGLAND  
(TR III)



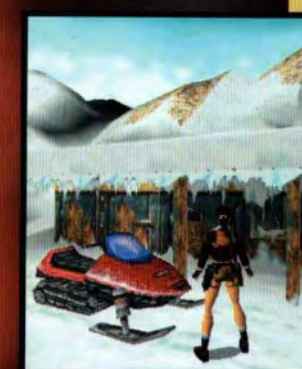
SOUTH PACIFIC  
(TR III)



MURMANSK, RUSSIA  
(TR V)



INDIA (TR III)  
In and out of temples, traversing the River Ganges and exploring the caves of Kaliya: it's all in a day's work for Lara.



TIBET (TR II)  
In Tibet's vast expanse, Lara's navigational skills are on the line once more as she encounters the Barkhang Monastery's catacombs. Wrapping up warmly she explores the stunning but perilous and freezing Ice Palace for some fresh action. The final clues in this country lead Lara to a surreal region of floating islands... and the dragon's lair!



IRELAND (TR V)  
Lara's spooky Irish adventure features mysterious happenings on a small island. On a stormy night, 16-year-old Lara stows away on the local priest's boat in order to solve the mystery of the Black Isle.



CHINA (TR II)



EGYPT (TR I & IV)  
Lara's breath was, quite literally, taken away when she discovered the lost city of Khamoon and Great Pyramid in Egypt. This was the resting place of the third piece of the Scion. Lara's love of mysterious Egypt never dies and she returns here in *Tomb Raider IV: The Last Revelation* to explore its hidden treasures once more.



- TOMB RAIDER I
- TOMB RAIDER II
- TOMB RAIDER III
- TOMB RAIDER IV
- TOMB RAIDER V



# ADVENTURE ARCHIVE: IV

## TOMB RAIDER III: NEVADA DESERT

High above the dry and desolate Nevada Desert, Lara climbs up through the rock formations, as her mission takes her in the direction of an army base.



01  
The planes overhead confirm Lara's suspicions – she can't be far from the secret base.



02  
At last – a chance to rest, but what's this? As Lara gets closer, she notices that the detonator key is missing.



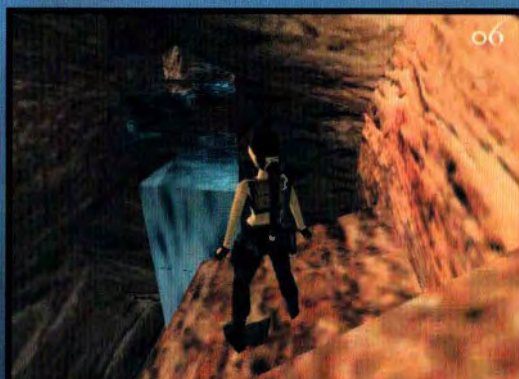
03  
Wow! There's enough TNT here to blow a hole the size of London in these rocks! Something odd is certainly going on and Lara means to find out what.



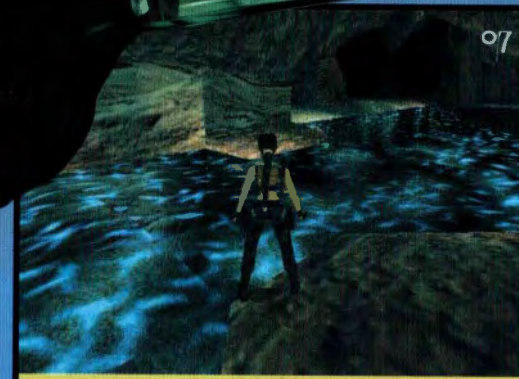
04  
The powder trail winds down the back of the tunnel. Where does it lead to?



05  
Lara decides to head on her way to find a means of destroying the TNT. As she does so her attention turns to the waterfalls.



06  
The jump to the falls is dangerous. One wrong move and Lara could end up in real trouble.



07  
At the top of the falls, the cave seems to be leading somewhere. Lara carefully jumps from rock to rock...



08  
...and over to the back of the cave.



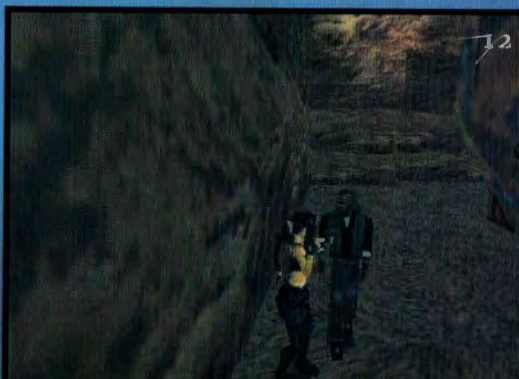
09  
A waterwheel. In a desert cave?



10  
Perhaps this wheel guard can help Lara find out more.



11  
But as he lunges for her, Lara realises that this guy is no ally.



12  
She needs to defend herself.



# ADVENTURE ARCHIVE: IV

TOMB RAIDER III: NEVADA DESERT CONTINUED



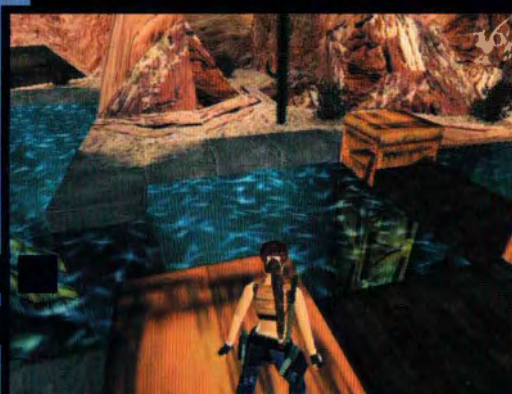
And the guy's toast.



What a shame – he could have been so helpful!



But this is simply not the time to be feeling guilty. Lara stares up at the waterwheel ladder and prepares herself for another climb.



At the top of the wheel, a mass of water flows smoothly through the sluice gates.



Lara dives down to the bottom of the steel channel to investigate. The waterwheel switch perhaps? Now to find the main power switch.



But the switch simply opens the door to a long, grey passageway. Better keep going...



This looks more promising.



As the mechanism starts to grind, the channel begins to empty. Lara heads back down below to an old elevator shaft, but it's being protected.



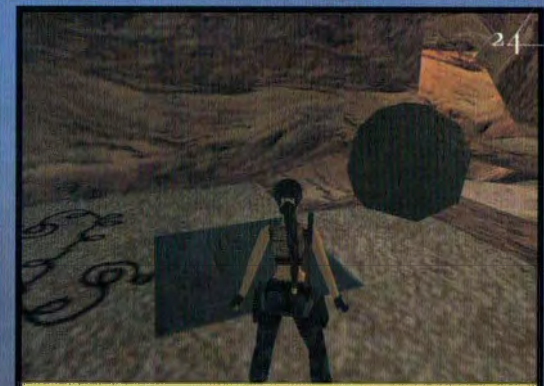
Lara's in no mood for talking, though, and her quick firepower is more than a match for this thug's sluggish skills.



Lara hurries to the elevator and finds what she's been looking for: the elusive detonator key!



Now's the time to find that TNT and make sure no-one else has the chance to light the fuse. Lara carefully puts the key into the lock and pushes down hard on the plunger. BOOM!



And with a quick jump to avoid the crushing boulder, Lara surveys the damage with a huge feeling of satisfaction; her job here is done.



# BIO FILE IV:

## TOMB RAIDER III BADDIES

In true globe-trotting spirit, *Tomb Raider III: Adventures of Lara Croft* finds our intrepid explorer battling to the near-death as she journeys through India, Nevada, the South Pacific, London and Antarctica.

The army of die-hard baddies that await her at each corner range from snap-happy crocodiles to distinctly angry tribal chiefs and even evil mutated experiments. Despite their gruesome looks and mean firepower, however, Lara's quick moves and gun-toting action leaves them in a heap at her feet.



### INDIA

Snakes in the grass: hiding in the home turf and lurking around blind corners, hop back and fire before they have time to strike! Also look out for the Indian tigers that abound.

Naughty monkey: these annoying little beggars pose no serious threat but will run off with your valuables if you're not quick enough!

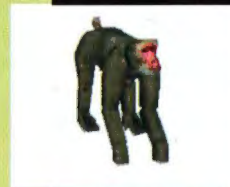
Shiva-me-timbers: blimey, these huge god-like statues have six sword-wielding arms to make mincemeat of Lara. To make matters worse, they're intelligent enough to defend themselves!



Crock-tales: did you know that London's sewers are suffering from a reptile infestation? You read it here first!



Lara's second female foe, Sophia, is the ultimate femme fatale.



### NEVADA

Uncultured vulture: the desert skies are full of winged attackers.

Don't get rattled – the sands are home to the poisonous rattlesnake.

On guard: the compounds are heavily patrolled by the military to boot!



### LONDON

City breaks: the capital's mostly inhabited by human hoodlums and their dirty dogs. By the state of them it looks like we lost the footie again!

### SOUTH PACIFIC



Tribal trouble: unfriendly natives spell danger with their blowpipes and axes!



Big-moma: but their mummy would rather swallow Lara whole. Hang on a sec... haven't we met before?!



Feeling green: Lizard man can poison Lara with his foul breath alone.



Compy-tition: the little compys soon pluck up the nerve to nibble at Lara's ankles.



Raptor: there's no sneaking by the raptor, he 'nose' you're there!



Chief objective: the tribal boss fires electrical bolts from his throne of power!

### ANTARCTIC

The icy landscape of the Antarctic is desolate, but Lara pulls on her (thermal) rock technology jacket and heads for the laboratory of the infamous Dr Willard. The patrolling guards are armed and dangerous, but some heavy-weight guns should sort them out in no time.

Dr Willard's terrifying experiments to accelerate evolution are getting out of hand as Lara comes across some of his depraved and deformed creations. As Lara finds her way into the heart of his lab, she comes face to face with the evil doctor himself, apparently scoffing some tomato soup – or it could be something more sinister... Willard may look like a normal guy but he really is a true fiend.

Dr Willard transforms into one of the most gruesome baddies, becoming a spider-man – and goes on the rampage after our heroine. Half human, half spider – he's pure nastiness in bug form and does his utmost to toast Lara with his lethal energy ray.



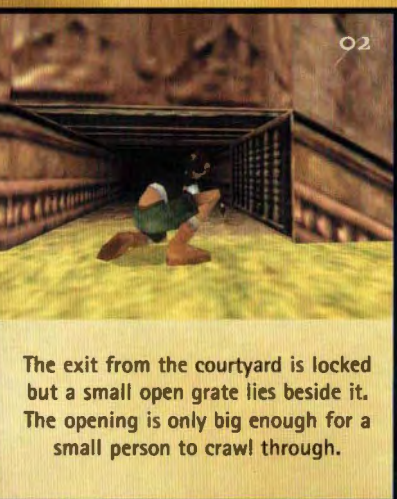
Willard has also tried one or two of his own experiments: his metamorphosis into a spider is pretty disgusting, but very useful; he can attack Lara by knocking her about with his gruesome hairy spider legs.



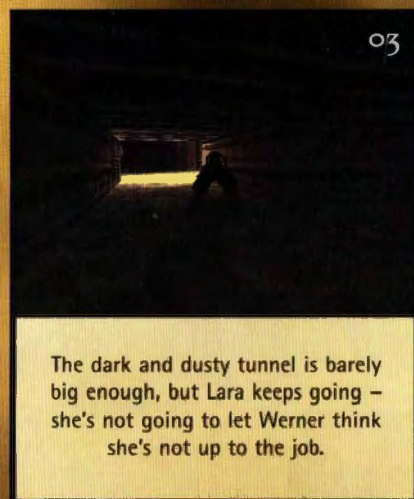
# ADVENTURE ARCHIVE: V

## TOMB RAIDER IV (LR): CAMBODIA – LARA'S BACKPACK

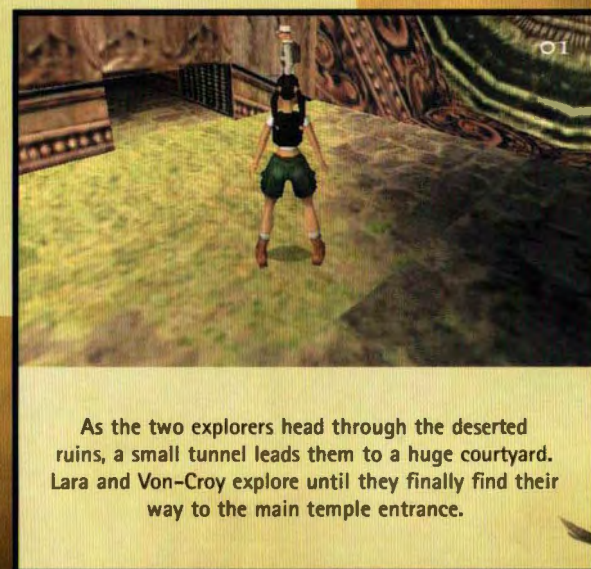
The temple ruins of Anghor Wat are proving a fascinating first insight into the exciting world of tomb raiding for the young Lara Croft. Despite her tutor's double-edged comments, Lara soaks up the atmosphere and accepts every challenge he throws at her.



The exit from the courtyard is locked but a small open grate lies beside it. The opening is only big enough for a small person to crawl through.



The dark and dusty tunnel is barely big enough, but Lara keeps going – she's not going to let Werner think she's not up to the job.



As the two explorers head through the deserted ruins, a small tunnel leads them to a huge courtyard. Lara and Von-Croy explore until they finally find their way to the main temple entrance.



At least there's room to stand up now.



Something at the far end of the room catches Lara's eye.



A skeleton lies impaled on some sort of lever mechanism – this was a trap indeed!



And it was probably triggered by the shafts of light that now burn down on the bones of our slender friend.



Fearless Lara approaches slowly to take a look and notices something clutched in the lost soul's hand.



Well, doesn't look like he needs it anymore.



Unwilling to give up its last earthly possession, Lara has to wrestle the item from bony fingers to take a closer look at it. Luckily, she's not squeamish.



Lara examines the backpack: it's love at first sight.



Lara wonders if it might just be her size.



It fits like a glove!



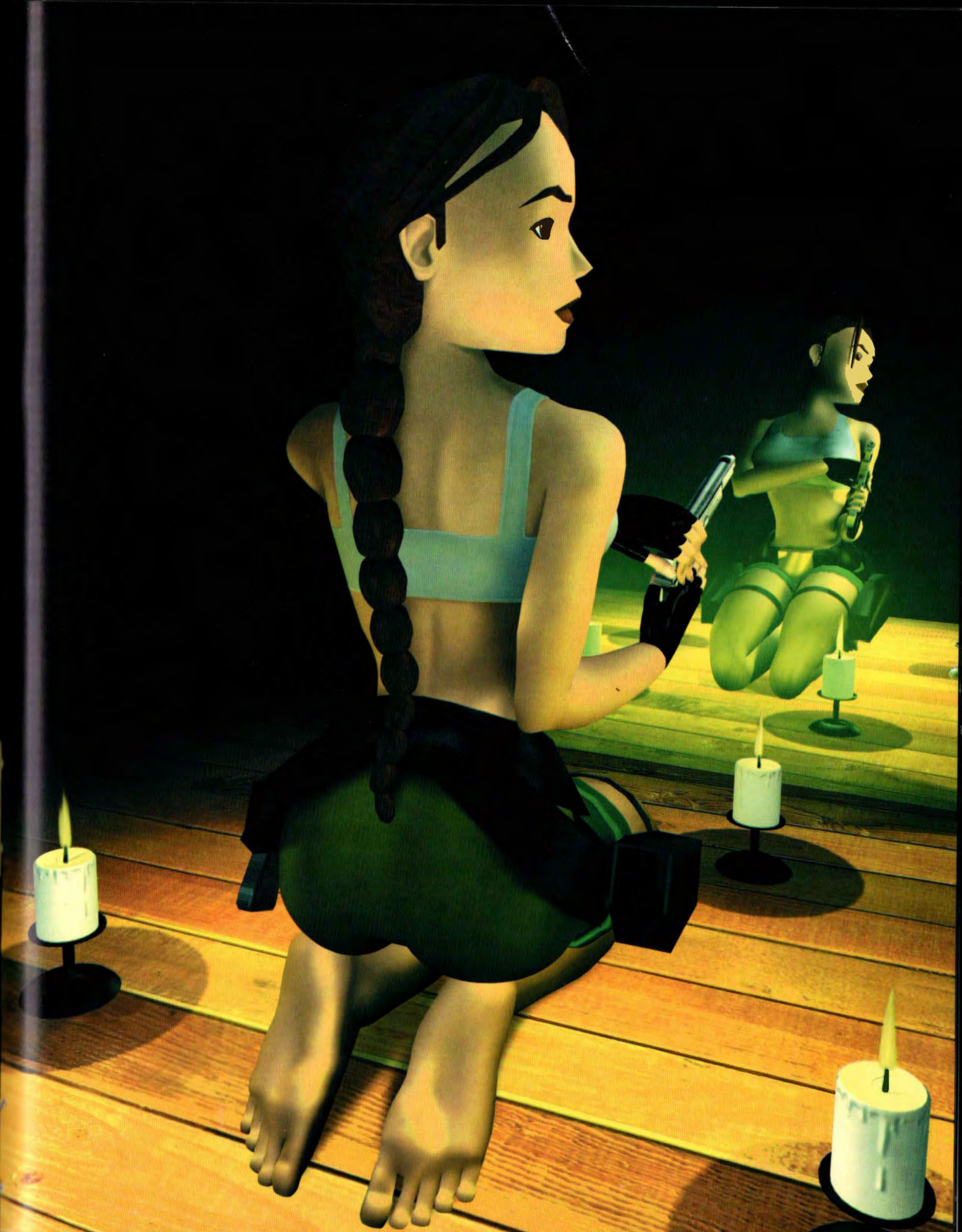
Lara finds her way back to the impatient archaeologist, Von Croy, who shows little interest in Lara's treasured find, and none whatsoever in the state of her scraped knees.

"Ah. A backpack. Let us hope it does not hold the same luck for you as its previous owner."

Lara, keen to get on with the rest of this fantastical adventure, looks unimpressed as well. "I make my own luck, Werner," she replies, and the two set off to solve the rest of their Egyptian puzzle.









# BIO FILE V:

## TOMB RAIDER IV BADDIES

Set in Cambodia and Egypt, *The Last Revelation* introduces us to Lara Croft as a young girl and gives an insight into how our favourite gunslinger discovered the pull of tomb raiding.

The first level set in Cambodia's Angkor Wat acts as a training level and features young Lara with her mentor, Werner Von Croy, on a mission to find an artefact called the Iris. Von Croy's impatience and greed cause his downfall, though, and at one point, Lara has no choice but to leave him behind as she rushes out of a collapsing cavern. This is, however, by no means the last we have seen of Von Croy; he reappears later in the game to play a pivotal role and take his revenge on Lara!



**WARTHOG** Lara starts to find her feet as Werner takes her through Cambodia's deserted temple ruins. They're pretty inhospitable, but not for everyone – this little fella has plenty of energy to give Lara and Von Croy the run-around.



**SCORPIAN** Scorpions always seem to be hell-bent on stinging Lara, and the giant-sized ones that rule the Pyramid of Menkaure are no exception. If this one's successful Lara will be poisoned. Lucky for her she has some medi-packs on stand-by.



### MUMMIES

Hordes of dusty mummies get lively, presenting Lara with some serious supernatural stress! Most mummies aren't that interested in Lara digging around in their tombs, but the odd one gets in the way now and again. A few slugs in the right area, though, and they're laid to rest once more.



### SKELETONS

At the coastal ruins, the dark tombs are littered with skeletal surprises around every corner. These bags of bones are already dead, but it's going to be quite a feat for Lara to finish them off once and for all. Luckily for her, the grenade launcher or the shotgun with laser sight is the perfect weapon for these creeps.



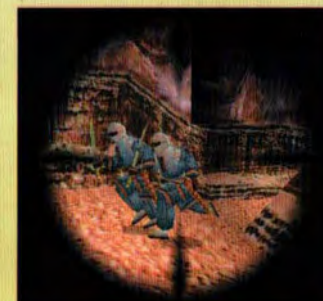
**GUIDE** He starts out *Tomb Raider IV* as Lara's trusted aide, helping her find her way into the tombs: lighting torches to illuminate darkened passages and disable any deadly traps. He soon changes his tune, though, once he's been scared by superstition and bribed by the enemy. From running out on her when she needs him to stealing all her possessions, he's definitely not a man to be trusted.



**GOLD GOD** Von Croy commands all manner of foul beast to stop Lara in her tracks.



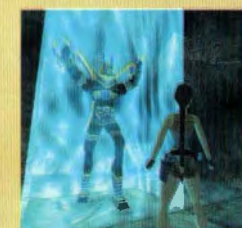
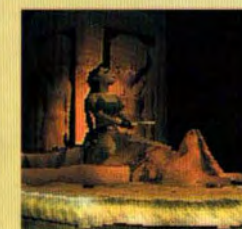
**EAGLE** Even the birds won't let Lara get on with the task in hand; they are hell-bent on attacking a magical gold statue of Lara in Cleopatra's Palace.



**WARRIORS**



**HORUS** If Lara manages to fight her way through all the other enemies, she'll have to face the true wrath of the gods!



**SET** As Lara's journey through the Egyptian tombs comes to a close, in the temple of Horus she faces her toughest challenge yet – the evil god Set. His powers are no match for the training and quick thinking of our adventuress, however.



# ADVENTURE ARCHIVE: VI

## TOMB RAIDER IV: EGYPT - TOMB OF SET

As Lara enters the eerie and magical tomb of Set she knows that her adventure is only just beginning. There will be many hidden dangers as well as amazing treasures to discover along the way. Luckily for her, her trusted and friendly guide knows the tomb well and, for a small payment (naturally!), he agrees to take her down into the tantalising yet murky depths of the caves that lead to the tomb...



Lara follows collecting ammunition whilst the ever-alert guide goes ahead into the tomb to check for traps.



Wall torches help Lara find her way.



Those deadly scorpions get everywhere but Lara soon blasts them away.



Lara peers at the secret hole, wondering what it could be. Oh well, there's only one way to find out. She gingerly reaches in with her hand and flicks a switch to activate it.



Her guide is engrossed with the stunning decorations on the ancient walls in front of them but our inquisitive heroine has other ideas. Lara makes a quick detour. The treasure looks alluring but impossible to reach. Lara decides to rejoin the guide for the time being.



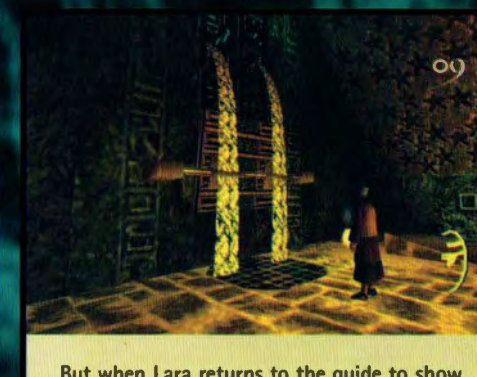
As the switch is pulled, Lara and her guide can hear something strange nearby. Lara runs to investigate...



How very handy! Lara steps across the sand and walks towards the gleaming piece of treasure - an ancient Eye-piece!



Lara grabs the Eye-piece.



But when Lara returns to the guide to show him her prize, he's disappeared. Removing the artefact must have triggered another switch.



Lara peers into a new doorway and follows her guide in to discover a large central altar room.



The guide leads the way once again and they head down a short set of stone steps to a room behind the huge altar. The razor sharp blades look worrying, but Lara has to reach the second Eye-piece. Luckily, the ever-helpful guide has gone first and disabled the blades with a flick of his burning torch. Lara jumps up the steps through the death trap and reaches for the next piece of the puzzle.



Lara dashes to the top of the steps and grabs the second Eye-piece from the silvery stone pedestal.



Back in the altar room she looks for a place to put the two Eye-pieces.



Of course! The Eye of Horus.



Suddenly, a grating sound fills the room and the wall starts to move, revealing yet another dark and mysterious tunnel. Now what?





# ADVENTURE ARCHIVE: VI

## TOMB RAIDER IV: EGYPT - TOMB OF SET CONTINUED



Lara and the guide make their way past the Eye of Horus. The main tomb is vast – and stunning to behold. Lara is transfixed...



...but not for long. Lara suddenly remembers where she is and hurries to catch the guide, who's headed down another set of steps into a small ornate room. Suddenly a steel gate in front of her moves.



The next room has a green glow and there are oily channels. Lara looks about for her guide but he's nowhere to be seen. (Oh, there he is – not much use to Lara at all. So much for a reliable guide...)



Lara decides to explore the tunnels off the room a little further. Hmmm – this looks very interesting and that chain looks intriguing... and Lara cannot resist.



Pulling the chain has freed the guide.



But what is he doing with his torch? The guide lights the oil on the water and the flames spread around the room.



Up above, the flames from below light up the patterned floor. Lara takes another look around the room; she stares at the tiled floor... and then at the torches fixed to the far wall. And then back at the tiles... there seems to be some sort of pattern.



An idea dawns on Lara, she starts to jump and the torches start to light.



Aha! No problem! This is easy.



The Timeless Sands. What's this doing here? It might come in handy, though.



Lara heads back to the main tomb with the elusive guide.



What's up with him? Obviously not as seasoned a tomb raider as Lara.



There's no time to be thinking about the guide, though, as Lara stares up at the Dais. Now where's the Timeless Sands?



Ahh! That fits nicely.



# BIO FILE VI:

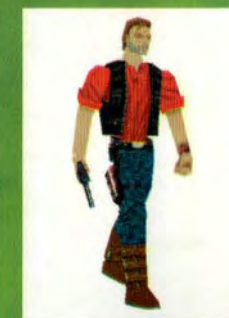
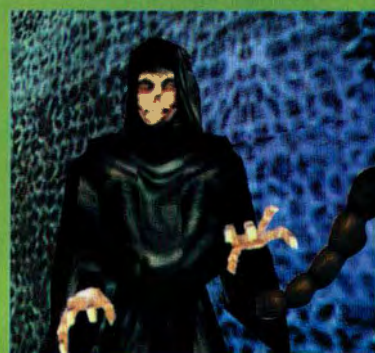
## TOMB RAIDER V BADDIES

Although Lara's four *Chronicles* adventures are self-contained mini-escapades, they're still jam-packed with a wide variety of exasperating enemies for the darling of daring to dispose of.

On the spooky Black Isle, located just off the coast of Ireland, we meet Lara as an overly-inquisitive 16-year-old. On a perilous and stormy night, she quietly sneaks aboard Father Dunstan's boat as he prepares to investigate supernatural goings-on across the bay. The pair must face all manner of apparitions and demons in their quest to lay the island's secrets to rest.



In Russia, Lara's task is to find out about the Spear of Destiny and uncover the strange events that caused the German U-boat carrying this prize to sink to a watery grave during Hitler's reign. Starting at a Russian naval base, she discovers the Mafia has a serious interest in raising the relic and has bribed naval officials to ensure they secure their bounty. This is one artefact, however, that's definitely best left to its slumber.



In search of the Philosophers Stone, Lara's travels take her to the beautiful city of Rome only to be set up by two familiar faces – Larson and Pierre! But Lara barely has the patience to deal with these two nitwits; she's going to need all her skills to defeat far deadlier opponents including the mighty centurion statue that suddenly springs to life!



*Chronicles'* final adventure finds Lara in Von Croy's hi-tech skyscraper. Here, the precious Iris is guarded by state of the art security systems and brutal guards. To deal quietly with the opposition, Lara has a new stealth move, however: creep up behind them and knock them out – either with some chloroform or a quick blow to the head!





# CHRONICLES DIARY: II

MAY 26 1999: TOWER BLOCK

Werner Von Croy's menacing skyscraper, a veritable tower of strength, occupied by the hottest alarm systems: X-ray machines, metal detectors, motion trackers, laser beams, self-sealing rooms, moisture sensors, pressure pads, sound sensors, an army of guards and their canine companions. Makes Fort Knox look like a playschool!

The Tower brought with it a different style of adventure, a type of challenge I'd not been accustomed to before, although its prize was certainly familiar: the Iris. I wondered if this strange item might be jinxed - it had certainly brought enough trouble into Werner's life. Only fair that I should remove it and spare him any further misfortune! But enough of superstitious nonsense - I needed to be completely focused in order to plot my course undetected. I knew from the outset I'd need assistance for the mission - I'm more at home with ancient puzzles than futuristic security systems - so I enlisted the talents of Zip, whose guidance was invaluable. This guy was one tough code-crack-

ing cookie, a master of his art, eminently respectable - and highly expressive.

Hand gliding: hardly my forte. So far as I'm concerned, flying is best left to the birds. A less than graceful landing saw me safely reach the roof of the block but I could afford no further clumsiness - stealth was the name of this game. I'd have to listen, watch and wait for the right moment before making a single move. My headset kept me in constant communication with Zip, infrared shades picked out lasers and hide-and-sneak became an interesting game to play. They say a leopard can't change its spots but in this environment, heavy gunfire was the last resort rather than the order of the day. I managed quite well with alternative means of disposal, namely chloroform and the occasional knockout blow. Contact sport's not my thing but I could get used to this hand-to-hand business; very satisfying.

I don't scare easily but let me tell you, this one had me nervous on more than a couple of occasions. Some nasty scrapes... but altogether an explosive adventure, if you'll excuse the pun.

## TOMB/TIME

### LARA'S TIMELINE:

**Tomb Raider Chronicles: The Black Isle**

Accompanied by Father Patrick, young Lara must solve the island's spooky mysteries.

**Tomb Raider: The Last Revelation - Cambodia**

The flashback training adventure with Werner Von Croy is Lara's first real tomb raiding experience; and one that will come back to haunt Lara and Von Croy in later life...

**Tomb Raider Chronicles: Rome**

Lara's first solo adventure in the streets, coliseum and catacombs of this ancient city in search of the elusive Philosophers Stone.

**Tomb Raider (and Unfinished Business)**

Lara's quest for the mythical Atlantean Scion was the first *Tomb Raider* adventure to be released.

**Tomb Raider Chronicles: Russian Base**

Lara goes to the extreme to reach this relic and learns a valuable lesson in the process.

**Tomb Raider II: Dagger of Xian (and Golden Mask)**

Lara explores locations such as China, Tibet, Venice and the depths of a sunken liner before confronting the terrifying power of the Xian Dagger.

**Tomb Raider III: Adventures of Lara Croft (and Lost Artefact)**

The strange properties of artefacts carved from the heart of an ancient meteorite must be solved in this globetrotting extravaganza!

**Tomb Raider Chronicles: Tower Block**

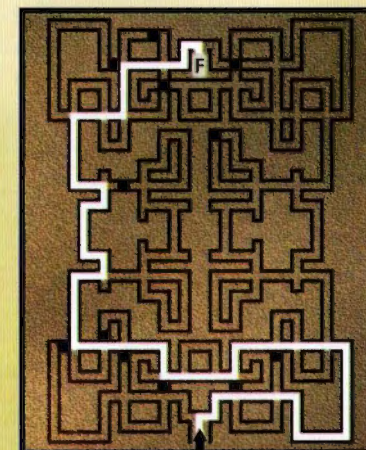
Von Croy's HQ features state-of-the-art security so Lara has her work cut out sneaking about the skyscraper to retrieve the Iris.

**Tomb Raider: The Last Revelation - Egypt**

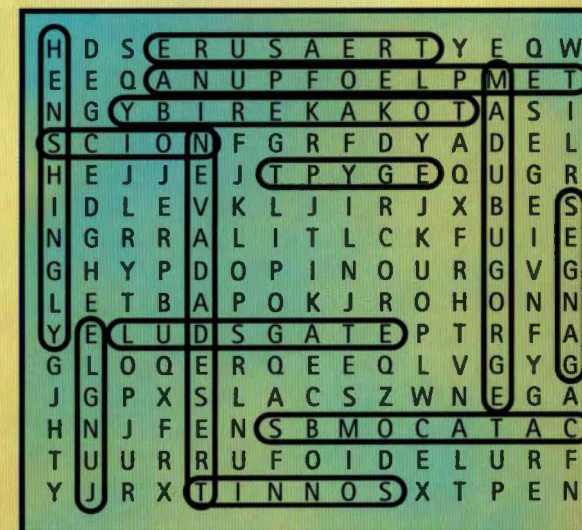
The fourth *Tomb Raider*... an epic adventure set entirely in Egypt amidst ancient curses and supernatural foes. Will Lara escape alive?!

## PUZZLE ANSWERS

1.



2.



- The answer is I. The blocks bear the first five letters of the alphabet which are composed only of straight lines. Therefore I should replace the question mark.
11. These numbers are the first seven prime numbers and 11 is the one that's missing.
- All the numbers, except 17, are exactly divisible by 3.
- The lever marked J. It's a subtraction using the alphanumeric values of the letters. X (24) - N (14) = J (10)
- 18.
- A is correct, spelling LARA CROFT.





# A WORD FROM WINSTON

Winston is Lara's long-serving butler and most faithful friend. Inherited by Ms Croft, along with Croft Manor, many years ago, Winston spends his days rattling around the place, trying to keep things in order, ever watchful for Lara's return. And when she does return, whether she's hard at work on the assault course or researching a new adventure, her reliable butler is always at hand with a tray of tea – perfect service!

Somewhat old-fashioned and set in his ways, Lara has found it almost impossible to modernise Winston, who insists on always wearing his formal uniform and rising every morning at 5.30am.

Although in his twilight years and somewhat forgetful on occasions, Lara wouldn't replace Winston for the world and has spent many an afternoon listening to his old war stories.

She may not entirely agree with his outdated principles but his unfaltering loyalty more than compensates for any short-coming.

Since Lara's whereabouts is uncertain at this time, Winston has kindly agreed to write a few lines.



*Dear friends*

*I hope very much that you have enjoyed The Official Tomb Raider Files. Although Lara has recounted her adventures to me on many an occasion, I must admit that my memory is perhaps not quite what it used to be, so this book is indeed an invaluable addition to the Croft Library.*

*Lara has always been an enterprising girl, forever inquisitive and, much to my concern, always prepared for the most dangerous of challenges. I don't remember exactly how many years it's been now, but I recall Lara as a child – climbing up trees, playing with her catapult and frequently disappearing for the whole day on some treasure hunt or other. She was always quite the tomboy.*

*I must admit that Lara's 'alterations' to the manor over the past few years aren't quite what I would have chosen myself, but at least she's able to train at home for her long trips away; I fear I would never see her otherwise. I do try to keep an eye on her to make sure she's not taking too many tumbles, but at my age it's a little difficult keeping up. I often wish Lara would settle down but she'll hear none of it. I fear she may be too set in her ways to adapt to a more normal way of life, but I suppose one has to respect the fact that she lives a lifestyle she loves so very dearly.*

*I feel her absence during her long trips away, but Lara is a true pleasure to work for, unfaltering in her kind disposition and although she may live like a savage during her trips, she is the perfect lady at home. Over the years Lara has also been a great friend and a welcome companion; we have spent countless evenings in fireside discussions, which have on occasion become heated debates. But Lara will never go to bed on a bad note and will admit she has been wrong on the odd occasion.*

*Lara is a unique individual in so many ways. Most would find it impossible to follow in her footsteps, but for those who want to try, I console myself that thanks to the good work of Core Design, one can re-live her adventures by playing Tomb Raider games in the safety of one's own home. Thank heaven for small mercies.*

*On behalf of Lara, I would like to thank you wholeheartedly for your devoted support. Although I have not heard from Lara for some time and am not yet sure when she will be back, I trust you will be as happy as I will be upon her return.*

*Winston*

## NEW LARA

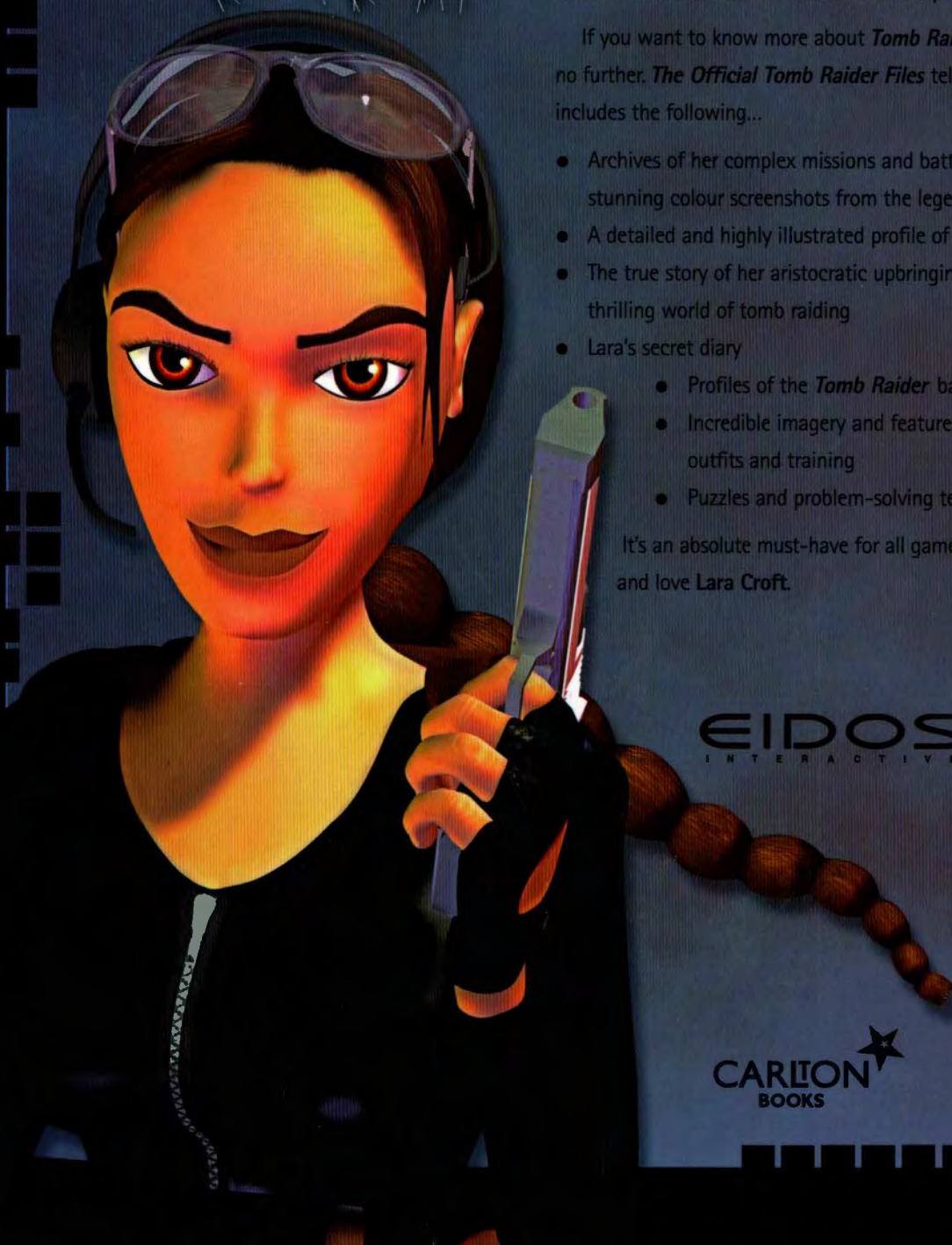
With over 3500 polygons (that's 1000% more!!!), Lara has undergone some pretty intense re-styling for her next adventure. From the way she walks to the way she talks, Lara now features stunning levels of detail in all areas. Check out these development images from Core Design's top secret design studios!





# THE OFFICIAL TOMB RAIDER FILES

FEATURING  
LARA CROFT



The world's demand for globe-trotting *Tomb Raider* adventuress Lara Croft is almost insatiable! Described as a 'virtual idol' and 'the first true supermodel of the cyber age', Lara Croft has rapidly outgrown the gaming industry to become a celebrity figure in her own right. Lara's image has graced hundreds of magazine covers worldwide, thousands of websites are dedicated to her and now even a live-action blockbuster movie has been made especially for her!

If you want to know more about *Tomb Raider* and Lara Croft, then look no further. *The Official Tomb Raider Files* tells Lara's story so far, and includes the following...

- Archives of her complex missions and battles – all accompanied by stunning colour screenshots from the legendary *Tomb Raider* series
- A detailed and highly illustrated profile of Lara herself
- The true story of her aristocratic upbringing and journey into the thrilling world of tomb raiding
- Lara's secret diary
  - Profiles of the *Tomb Raider* baddies
  - Incredible imagery and features on her vehicles, weapons, outfits and training
  - Puzzles and problem-solving teasers

It's an absolute must-have for all gamers who are *Tomb Raider*-mad and love Lara Croft.

EIDOS  
INTERACTIVE

CORE

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