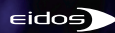




[www.n-gage.com](http://www.n-gage.com)



core  
design



Single Player

Multiplayer

Online Option\*

\* Online game play requires network support.

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N·GAGE

# TOMB RAIDER

Starring Lara Croft

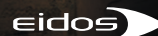


M15+

Low Level  
Animated Violence



core  
design



Part No. 9356952, Issue No. 01  
R/XXXXXX/YY

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Printed in USA

Package contains one game on one game card. Made in Taiwan.

The information contained in this user guide was written for the Tomb Raider Starring Lara Croft.

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#### EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

## FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



#### SWITCH ON SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.



#### ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



#### INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



#### USE SENSIBLY

Use the gaming device only in the normal position as shown in the user guide.



#### ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

## Important: Safety information about video games

### About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

## CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.


- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

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## Inserting the N-Gage Game Card



1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



## Starting a game

Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

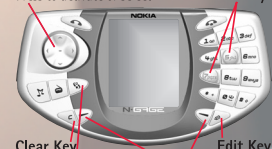
Press , scroll to the game icon and press . Now you're ready to start the game.

Do not use the USB port during gameplay.

## Using the N-Gage Controls

### Controller Key

8-way navigation.  
Press to activate or select



Clear Key

Menu Key  
Opens the main Menu,  
a list of applications

Edit Key

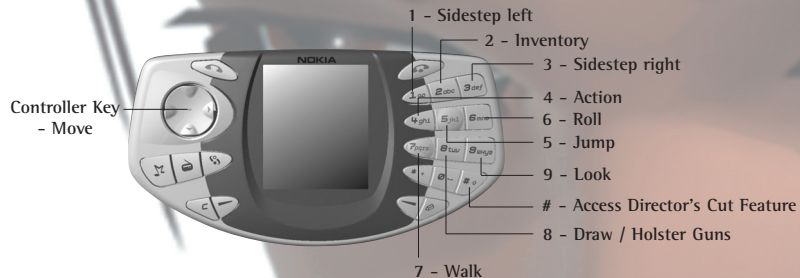
Left & Right  
Selection Keys

*Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.*

# TOMB RAIDER

*Starring Lara Croft*

## TOMB RAIDER GAME CONTROLS



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## MAIN MENU

### START GAME

New Game  
Load Game

- Start a new game. Select a level (once a level had been completed).
- Continue from last Save point.

### OPTIONS

Sound  
Controls

- Select to play with the sound on or off and adjust the volume.
- You can customise your Tomb Raider control configuration. Select *Controls* from the Options Screen. Select each control one-by-one to re-configure the key you would like to use for that action. You can cancel this at anytime and revert to the default control system or finish for each control and choose *Done* to return to the Main/Pause Menu.

Language  
Credits

- Select a language in which to play the game.
- View the game credits.

Remove saved files

- This option can be used to remove Tomb Raider's data from the N-Gage. Select this to delete all saved games restore all settings to their default values. You will be asked to confirm this action, as once you have reset the game, any data that has been deleted cannot be retrieved.

Demo

- View the game demo.

N-GAGE™ ARENA - Please refer to online information.

### QUIT

- Leave the game.

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## SAVING

Whenever you complete a level, your level progression is saved. You can also save your progress in the game from the pause screen.

## LOADING

Select *Load Game* from the Start Game menu to load your game. You can also go back and play levels you have already completed from the New Game Menu.

## PAUSE

Press Right Selection Key  in game to open the pause screen. In this screen, you can adjust volume, controls and save your progress.

## INTRODUCTION





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

Unable to stand the claustrophobic, suffocating atmosphere of upper-class British society, she realised that she was only truly alive when she was travelling alone. Over the next eight years she acquired an intimate knowledge of ancient civilisations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for discovering several ancient sites of profound archeological interest, she made a name for herself by publishing travel books and detailed journals of her exploits.





## ACTIONS



### RUNNING

Pressing Up  will make Lara move forward at a running pace. Pressing Up again will make Lara stop running. Pressing Down  makes Lara jump back a short distance. Pressing Left  or Right  turns Lara left or right.


### WALKING

By pressing the Walk button  in conjunction with the Controller Key , Lara can carefully walk forwards or backwards. While the Walk button is held down, Lara will not fall off any edge. If Lara walks up to an edge, she will automatically stop.


### SIDESTEPS

Pressing either of the Sidestep keys  or  will make Lara take one step in that direction.

### ROLL

Pressing Roll  will make Lara dive forward and finish standing up facing the opposite direction.







### JUMPING

Lara can jump in any direction to evade her enemies. Press Jump , followed by a directional key, and Lara will jump in that direction. If you press a direction immediately after pressing Jump, Lara will jump in that direction.










[ 8 ]

### SWIMMING UNDERWATER



If Lara finds a pool of water, she can jump in, and have a jolly good swim. Lara can hold her breath for about two minutes. If she is still underwater after that, she'll lose health as she starts to drown.

Pressing Up , Down , Left  or Right  makes Lara turn in that direction. Press Jump  to make her swim forwards. Lara can pull levers and pick up objects underwater. Just position Lara as close as you can and press Action .

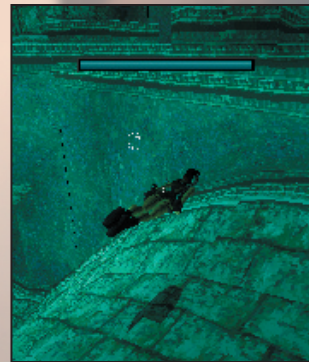
### SWIMMING ON THE SURFACE

Pressing Left  or Right  will rotate her, and pressing Up  or Down  will make her swim forwards or backwards. You can also use the Sidestep actions to swim left  or right  when on the water's surface. Pressing Jump  will make Lara dive under the surface of the water. When Lara is close to an edge, pressing Action  in conjunction with the Controller Key  will cause Lara to climb out of the water.

### LOOKING AROUND

Pressing Look  will return the camera to directly behind Lara, regardless of what the camera is doing. With Look held down, the Controller key  allows Lara to look around her. Once you let go of the button, the view returns to normal. (Tip- if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing Look on its own will show you exactly what direction she is facing.) Note that Lara must be stationary in order to use this function.



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## FIGHTING

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

## SHOOTING



Press Draw Guns  and Lara will draw her guns. If there are multiple enemies, Lara will choose the most suitable target. Pressing Action  while Lara is aiming at something will cause her to lock onto that target. If Action is held down and Lara loses sight of the target being fired upon, she will stop shooting but will ignore other enemies and remain locked on the current target. The camera will track the current target so that even if Lara loses sight of it, you can still see where it is. Returning the target to Lara's line of sight will allow her to resume shooting. To shoot at a different enemy, simply let go of Action, and Lara will pick a new target.







## OTHER ACTIONS

These other actions can only be used when Lara doesn't have a gun drawn.


### VAULTING

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


### GRABBING HOLD

If Lara is near to a ledge while she is jumping, pressing and holding Action  will allow her to grab the ledge in front of her and hang there. Press Left  or Right  and Lara will shimmy sideways. Pressing Up  will make Lara climb up to the level above. Let go of Action and Lara will drop.




### PICKING UP OBJECTS

Lara can retrieve objects and store them in her inventory. Position Lara so that the object you want to retrieve is at her feet. Press Action  and she will pick it up.

### USING SWITCHES




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

### USING PUZZLE ITEMS/KEYS

Position Lara so that the object receptor is in front of her. Press Action  and the item ring will appear. Left  or Right  will allow you to select the object you want to use, and pressing Action again will use it.



PUSHING/PULLING OBJECTS

Lara can move certain blocks around and use them to climb up to greater heights. Stand in front of the block and hold down Action , Lara will get into her ready stance. If you decide you no longer wish to carry on with this task, simply release Action. Once she is ready, press Down  to pull the block, and Up  to push it.


WEAPONS AND ITEMS

INVENTORY RING

COMPASS

Select Compass to display the direction in which Lara is facing.

WEAPONS

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

SMALL MEDI PACK

Using a small medi pack (when collected) will restore 1/2 of Lara's health.

LARGE MEDI PACK

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

ITEMS RING

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

CREDITS

EIDOS

<i>Producer</i>	Luke Valentine
<i>Executive Producer</i>	Ed Bainbridge
<i>Product Manager</i>	Ric Williams
<i>PR Manager</i>	Steve Starvis
<i>Group Localisation Manager</i>	Flavia Timiani
<i>Localisation Manager</i>	Alex Bush
<i>Creative Services</i>	Andy Cockell
	Philippa Pratley
<i>QA Manager</i>	Chris Rowley
<i>Assistant QA Manager</i>	Ghulam Khan
<i>Lead Tester</i>	James "Spaff" Spafford
<i>QA Technicians</i>	
	Richard "Hat" Startup, Ian Harrison, Chris Bewick,
	James McMichen, Jacob Wrightman, Paul Cooper,
	Laurie May
<i>Localisation QA Supervisor</i>	Marco Verneti

Localisation QA Technicians

<i>Italian:</i>	Monica Dalla Valle
<i>French:</i>	Jacques Galon
<i>German:</i>	Pedro Geppert
<i>Spanish:</i>	Daniel Castro

Mastering & Compatibility

<i>Coordinator</i>	Jason Walker
<i>Mastering Technician</i>	Phil Spencer

Special Thanks

Simon Protheroe, Mark Stanger, Paul Sheppard, Lee Briggs, Louise Fisher, Babel Media Ltd., Bowne Global Ltd., Dave Rose, Rob Dyer, John Spinale, Tom Marx

CORE DESIGN

<i>Lead Programmer</i>	Paul Douglas
<i>Lead Graphic Artist</i>	Toby Gard
<i>Programmers</i>	Jason Gosling
	Gavin Rummery
<i>Graphic Artists</i>	Heather Gibson
	Neal Boyd



*Additional Programming*

Derek Leigh-Gilchrist, Andrew Howe,  
Mansoor Nusrat, Additional Artwork Lee Pullen,  
Peter Barnard, Stuart Atkinson, Dave Pate

*Music* Nathan McCree

*Sound Effects* Martin Iveson

*Script* Vicky Arnold

*Original Concept* Toby Gard

*Executive Producer* Jeremy H. Smith

## IDEAWORKS 3D LIMITED

*Project Manager* Andy Perkins

*Lead Developer* Tom Beaumont

*Rendering Wizardry* Brian Pearson

*User Interface Technology* Tom Lynn

*Lead Game Technologist* Dave Poston

*R'N'D Technologist* Will Osborn

*User Experience* Aaron Dover

*CEO* Adrian Sack

*Finance and Business  
Development*

Frazer Wilson

*Marketing Director* Thor Gunnarsson

*Airplay Chief Architect* Robert Bjanason

*Airplay Development Team*

Srikanth Bandi, Andy Curran, Gary Phillips,  
Matthew Selby, Martin Wood, Matthew Flowers

*Special Thanks*

Amanda O'Hanlon

## NOTES

**Nokia Limited Warranty**

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

**LIMITATIONS ON WARRANTY**

THE BENEFITS CONFERRED BY THIS LIMITED WARRANTY ARE IN ADDITION TO ANY OTHER RIGHTS AND REMEDIES UNDER ANY APPLICABLE LEGISLATION THAT CANNOT BE EXCLUDED. OTHERWISE, TO THE EXTENT PERMITTED BY LAW THE NOKIA N-GAGE GAME CARD AND ALL SOFTWARE CONTAINED ON IT ARE PROVIDED TO YOU "AS IS," WITHOUT WARRANTY OF ANY KIND, EXCEPT AS EXPRESSLY PROVIDED IN THIS NOKIA LIMITED WARRANTY. EXCEPT AS EXPRESSLY SET FORTH ABOVE, NOKIA EXPRESSLY DISCLAIMS ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL NOKIA BE LIABLE FOR ANY SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE NOKIA N-GAGE GAME CARD OR THE SOFTWARE CONTAINED ON IT, INCLUDING DAMAGES TO PROPERTY AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF NOKIA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME COUNTRIES AND/OR AREAS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR PERMIT THE EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM TERRITORY TO TERRITORY.

**Obtaining Warranty and Technical Support**

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: [www.n-gage.com](http://www.n-gage.com)

**N-Gage Arena**

Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage Arena is an online service that allows you to upload and download game content enhancements over the air to extend game play.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at [www.n-gage.com](http://www.n-gage.com).

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage Arena. See [www.n-gage.com](http://www.n-gage.com) for more details.

Please refer to [www.n-gage.com/tombraider](http://www.n-gage.com/tombraider) for game play instructions.

**Register Your Game Online**

To register, go online at: [www.n-gage.com](http://www.n-gage.com)

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