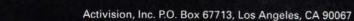
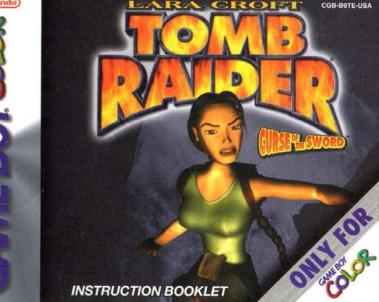


80219.260.US



Published and distributed under license by Activision Inc. and its affiliates. Activision is a registered trademark and Curse of the Sword is a trademark of Activision, Inc. and its affiliates. All rights reserved. Eidos, Eidos-Interactive, the Eidos Interactive logo, and Tomb Raider are all registered trademarks of Eidos Interactive, Inc. Lara Croft, Core and the Core logo are all trademarks of Core Design Limited. All rights reserved. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Color and the Official seal are trademarks of Nintendo of America Inc. @ 1989, 1998 Nintendo of America Inc.



ACTIVISION.

activision.com

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

#### EVERYONE

VIOLENCE

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989. 1998 NINTENDO OF AMERICA INC. THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

## Contents

Starting the Game	2
Game Boy® Color Controls	3
To Steal Her Body is to Destroy Her Soul	4
	7
1-0-0	7
D. II	1
Inventory Screen	1
14-0	4
Saving Your Game	4
History O. T.	5
Constitution of the second sec	6
	9
0.4	0

## Starting the Game

· Make sure the POWER switch is OFF.

 Insert the Tomb Raider®: Curse of the Sword™ Game Pak into the Game Boy® Color slot as described in your Nintendo Game Boy® Color instruction manual.

. Turn the POWER switch ON.

Note: The Tomb Raider®: Curse of the Sword™ Game Pak is for Game Boy® Color only.

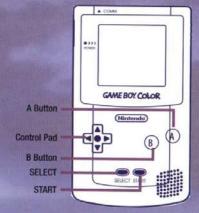
# Game Boy® Color Controls

A Button - Use/Fire Gun

B Button - Run/Action

SELECT - Draw Gun

START - Inventory Screen



To Steal Her Body is to Destroy Her Soul

Long ago, the Deep South was a place where the humid environment contributed to people's fear of the unknown. Heat, dampness, and ghostly apparitions permeated everyone's consciousness — their fear was overpowering.

A formidable dark magician, known as Madame Paveau, rose to power in this dark and steamy underworld. When she practiced her Dark Magic, many people lost members of their family to her human sacrifices.

### Rebellion

With the powerful aid of a benevolent magician, the people rose up against the murderous control of Madame Paveau. They stormed her mansion and burned it to the ground. Although many of the rebels were killed, the evil magician was finally destroyed. Her body was tossed from a nearby cliff and shattered upon the jagged precipices below.

#### The Aftermath

The people believed they were finally safe from Madame Paveau and her devilish ways, but they were unaware that one of her minion priests had survived. He set upon the broken body of his master and performed an ancient rite. Once Madame's soul was captured into a sacred container, the priest began his search for a suitable body and the correct incantations that would bring his treacherous teacher back to life. Only by using the darkest of objects and the most secret of sayings would the priest be able to bring his plan to fruition.

### **Present Day**

While visiting a museum of dark antiquities, Lara Croft is inadvertently thrust into the twisted story of Madame Paveau. Needing a powerful sword

from the museum for their most important ritual, the priest and the dark magician's cultfollowers steal it from under Lara's nose. In the confusion and chaos of the theft, our heroine is cut by the ancient sword and thus becomes the target of the evil priest. Lara's blood on the blade makes hers the body that is needed for the ritual. The priest must now gather the remaining objects needed to transfer the soul of Madame Paveau into the body of Lara Croft.

Help Lara stop the cult... and save her soul.

## Main Ment

New Game: Select to join Lara on a new adventure.

Load Game: Select to Load previously saved game.

Credits: Select to view the team details.



## In-Game Controls

### Without Weapons Drawn

Movement Control Pad

Roll Push Left or Right While Crouching

Turn Around Push Backward

Step Tap Right or Left on Control Pad

Hold Right or Left on Control Pad Hold the B Button and Push Right or Left on Control Pad **Push Backward While Running** Running Turn Standing Upward Jump Push Up on Control Pad Hold the B Button (During Jump or Drop) Grab and Hang from Platform Push Up on Control Pad While Hanging Pull Up Onto Platform Drop Down From Platform Hold the B Button and Push Control Pad Into Ledge Grab Down While on Edge of Platform Drop Down from Ledge Release the B Button While Hanging Hold the B Button and Push Up Standing Forward Jump Grab Ledge from Fall Hold the B Button While Falling While Running Push Up Runnina Jump

Grab Ledge/Climbable Wall/ Monkey Bars Hold the B Button While in Jump Monkey Bars Hold the B Button and Push Left/ Right to Move Operate Switches Push the A Button While Next to Switch Push A Button While Next to Keyhole Walk Into Door Push the A Button Dive Off Ledge Hold A Button, B Button and Press Up Jump Off Slope Forward Push Up on Control Pad Collecting Items Push Down While Standing Over Item Push Right or Left or Up and B Button Climb Onto Ladders Climb Up/Down Ladders Hold Up/Down to Move Lara Inventory Tap START Press and Hold START in Conjunction with the Control Pad Withdraw/Holster Guns Press SELECT During Stand/Walk/Crouch/ Climb/Run

### With Weapons Drawn

Fire Guns Press the A Button

Aiming of guns is automatic during stand or climb. In walk, crouch, or run, you will aim straight in front of you. However, to roll and face the opposite direction with guns drawn, press the A and B Buttons simultaneously.

### **While Swimming**

Swim Forward Push Right or Left on Control Pad

Swim Up Push Up on Control Pad

Swim Down Push Down on Control Pad

n Push Backward on Control Pad

Surface into Tread Water Hold Up on Control Pad at Surface

Pull Up from Ledge While Treading Water

Push Right or Left and the B Button

When Next to Ledge

Operate Switches Push the A Button When Next to Switch

# Power-Ups

Lara will discover many useful items on her adventures. To pick them up and place them into her inventory, simply position Lara over them and press **Down** on the Control Pad. If the item is collectable it will automatically be placed into her backpack. These items can then be accessed through the Inventory screen.



Press START at any time during the game to call up the Inventory screen. Use the Control Pad to navigate and highlight items held within the inventory. Use the A Button to select and use an item. Pressing START once again will return you to the game.



### **Small Medi Pack**

Using a small medi pack will restore one half of Lara's health.



### Large Medi Pack

Using a large medi pack will fully restore Lara's health.



### **Rapid Bullets**

These special bullets fire twice as fast as Lara's standard gun ammo, which is very helpful when she is facing lots of enemies!



#### Gun

Lara begins the game without her gun. You must find it somewhere in the Museum before you can use it.



### Shotgun Rounds

Finding these allows Lara to fire the most powerful weapon available: the shotgun. This weapon is especially useful against those pesky Zombies.



### Dynamite

You never know when Lara may need an explosive option!



### Keys

Collect to unlock doors.

There are many other special items that you'll find on your travels. Grab whatever you can hold!

### Life Bar

The Life Bar displays Lara's current state of health. Letting this bar deplete will result in the end of Lara's adventure.

When Lara is swimming underwater, the Oxygen Bar will appear in the lower right corner of the screen. If she doesn't reach the surface before this bar depletes, then her Life Bar will begin to reduce—rapidly!



## Saving Your Game

At various points of her adventure, Lara will come across silver crystals. These are Save Game Crystals that will enable you to save your game from that point. To use the Crystals, simply



position Lara over them and press Down on the Control Pad. Follow the onscreen prompts to save your game.

Only one saved game can be stored on the game cartridge. Additional saved games will overwrite previously saved games.

## Hints & Tips

- Proceed with caution through the levels: you don't know what traps or enemies lie ahead.
- Look out for hidden secret areas. These rooms may contain pick-ups and Save Game Crystals.
- . Items may be hidden behind pillars and blocks, so check them all out!

## CREDITS

#### **CORE AND EIDOS**

Programming
Dan Scott, Ian Manders

Artists

Matt Charlesworth (Animation & GFX)

Fergus Duggan (Background GFX)
Paschal McGuire (Cut Scenes)

Level Design Jamie Morton, Paul Field

Music & Sound Effects Manfred Linzner Sound Driver Martin Wodok

QA

Nick Conelly, Hayos Fatunmbi, Paul Field, Steve Wakeman, Dave Ward, Stuart Abrahart, Richard Apperley, Jesse Andrews, Andrew Tully, Fernando Robles

Producers Andy Watt (U.K.) Mike Schmitt (U.S.)

Executive Producers

Jeremy Heath-Smith, Adrian Smith

#### ACTIVISION

Producer Brian Clarke

Production Coordinators
Peter Muravez, Blaine Christine

VP, North American Studios Murali Tegulapalle

Executive VP, Worldwide Studios Larry Goldberg

Director Global Brand Management Melissa Chapman

Global Brand Manager John Heinecke

Marketing Associate Matt Gever VP, Global Brand Management Tricia Bertero

Executive VP, Marketing Kathy Vrabeck

VP, Creative Services Denise Walsh

Manager, Creative Services Jill Barry

Quality Assurance
QA Project Lead
Geoff Olsen

QA Senior Project Lead Ben DeGuzman

QA Console Manager Joe Favazza

QA Testers Eric Rodriguez, Glenn Vistante Customer Support
Customer Support Manager
Bob McPherson

Customer Support Leads Rob Lim, Gary Bolduc, Mike Hill

## CREATIVE SERVICES Packaging Design

Menotti Creative Group

Manual Design & Layout Ignited Minds, LLC



## Customer Support

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available.

We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

# Software License agreement

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIC, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPE AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS; BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, classoc, classoc, catch phrases, locations, concepts, artwork, amination, sounds, musical compositions, audic-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright freaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

#### YOU SHALL NOT

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial uses see the contact information below.
- . Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- . Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and work-originating for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, materiatment, or neglect, any implied varranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY OF MERCHANTABILITY, FINNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067
LIMITATION ON DAMAGES, IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES
RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCILIDING DAMAGES TO PROPERTY, LOSS OF
GOODWILL COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERIMITED BY LAW, DAMAGES FOR PERSONAL
INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSEBILITY OF SUCH DAMAGES, ACTIVISION'S LIABILITY SHALL NOT
EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM, SOME STATES/COUNTRIES DO NOT ALLOW
LIMITATIONS ON HOW LONG, AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL. OR
CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO
YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION
TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions, in such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "hestricted coirputer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable, The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica. California 90465.

INJUNCTION. Because Activision would be irrepatably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other nemedies as Activision may otherwise have not applicable law, and in the proof of the

agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties, if any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the settent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 30405, (310) 255-2000.

Attr. Business and Leoal Affairs, legal@activision.com.