AGB-AL9E-USA

# RAIDER

INSTRUCTION BOOKLET

Ubi Soft

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

## IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

## **AWARNING** - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

#### **▲**WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, Joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- . Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **AWARNING** - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- · Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- · Do not dispose of batteries in a fire.



TEEN

Animated Blood Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOADD. FOR INFORMATION ABOUT THE ESBR BATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WW



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.

LICENSED BY

#### (Nintendo)

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO, ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

## CONTENTS

d	INTRODUCTION
3	GETTING STARTED4
	MENU Language Selection
	Starting a New Game
	CONTROLS8
	USER INTERFACE On-Screen Display
	CREDITS13
	TECHNICAL SUPPORT15
	WARRANTY10

## INTRODUCTION

"Real magic." These words echo in Lara's head as she contemplates the majestic Swedish mountains above her.

Magic means supernatural, great power. It has existed throughout the ages, and has been described in countless legends in various cultures.

When Lara begins deciphering the forgotten Tome of Ezekiel, written by a mysterious medieval scholar, she is plunged into the legend's depths.

She sets off in search of the Black Stone that lies somewhere in the icy heart of what was called Wolf's Fang Peak by the scholar.

This Black Stone will reveal what Magic was, or still is.

## GETTING STARTED

Insert the Lara Croft Tomb Raider: The Prophecy™ Game Pak securely into the Game Pak slot on your Game Boy® Advance system. Turn the Power Switch to the ON position and the GAME BOY Screen will appear followed by the Language Selection screen.

## MENU

#### Language Selection



Every time you start Lara Croft Tomb Raider: The Prophecy, the Language Selection page appears. Select your language using the Control Pad and confirm your choice with the A Button.

#### Main Menu

The Main Menu screen offers 2 choices:

New Game: Start a new game.

Continue: Access the Password screen to continue with your adventure.

Use the Control Pad to navigate the menu and confirm your choice with the A Button.

#### Starting a New Game

Select the New Game option on the Main Menu screen to start a new game.

#### Continue



You can enter a password on the Password screen to continue with your adventure from the last point reached.

Use the Control Pad to select the letter from the list and confirm your selection with the A Button, The selected letter will appear in the password box at the bottom of

the screen. To delete your last added letter, press the B Button.

After entering the password, press START to start the game.

To exit the Password screen, first clear all the letters from the password box then press the B Button once to exit the Password screen and return to the Main Menu.

All of Lara's equipment is reset every time you restart an adventure from a certain level.

6

## CONTROLS

Button Action Notes Control Pad - + + > Run A Button Use this action to jump over obstacles, reach higher floors, and avoid enemy attacks. B Button Action When weapons are pulled out fire. Otherwise; activate a switch, pull a lever, pick up an object, climb down from a ledge, etc. An in-game indicator (9) is displayed whenever you can perform an action. L Button Sprint This action is not available when weapons are pulled out. This action has a limited time duration. See On-Screen Display paragraph for further info. R Button Pull out/Put away weapons Put away weapons before trying to climb any ladder. Control Pad ▲ (or ( or ))/~ Pull up / Detach Control Pad 4 / > Hang strafe Only when Lara is attached to a wall or an edge. Pause the game SELECT Enter the Inventory An in-game indicator SELECTO tells Lara

#### USEB INTERFACE

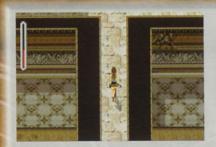
## On-Screen Display



- Health Bar—This bar is on the top right of the screen and indicates how much damage Lara can take before dying. Health can be restored using medikits (see Inventory page for details).
- Ammo Indicator—This number, which is just below the Health bar, displays the amount of ammunition left in Lara's weapon (the default weapon has unlimited ammo).

when to look at the inventory to find a

specific item.



• Sprint Bar—Lara has the ability to sprint for a limited time. After that, she has to regain energy before sprinting again. The current sprint energy level is displayed on the left of the screen when the sprint button is pressed.

**Note:** The Health bar and the Ammo indicator are only displayed when Lara pulls out her weapons. The sprint bar is displayed when Lara is sprinting.

## Inventory Screen

The Inventory screen is where all the equipment and other relevant items are stored. To enter the Inventory screen, press SELECT. To return to the game without using any of the items in the Inventory, press SELECT again.

Here is the list of the most common items Lara will find during her quest, but there are many others that are harder to find and will be needed to complete the adventure...

complete	complete the adventure		
estion .	Standard Guns	These are Lara's default weapons. They have a standard power and fire rate. They never run out of ammunition, so Lara can always count on them.	
19	Uzi	The Uzis are much more powerful than the standard guns. They have more power and an impressive fire rate.	
- Apple	Uzi Ammo	More ammo for your Uzi!	
	Golden Guns	The Golden Guns are the most powerful weapons available. They feature a special fire mode (the longer you hold the Fire button pressed down, the stronger the shot when you release it).	
0	Golden Guns Ammo	More ammo for your Golden Guns!	
9	Medikit	The small medikit restores a low level of health.	
9	Big Medikit	The big medikit restores a high level of health.	
?	Others	Various other items can be found in the inventory, depending on the location you visit, to help Lara in her quest.	

To navigate through the Inventory, use the Control Pad ◀ ▶ and confirm your selection (the central item is the one currently selected) with the A Button (you will automatically return to the game).

An in-game indicator tells Lara when to look in the inventory for a specific item.

#### Pause Menu

The Pause Menu is entered by pressing START while playing.

The Pause Menu contains:

- The Current Password The password required to start from the beginning of the current level
- The Continue/Quit Option Use this option to quit the current game or continue. Navigate using the Control Pad ▲ ▼ and confirm your choice with the A Button.

#### CREDITS

#### UBI SOFT ENTERTAINMENT, Milan, ITALY

Producer Nicola "Totoro" Aitoro Lead Game Designer Riccardo Landi Lead Engineer Massimiliano "Mass" Pagani Lead Tools Programmer Alberto Barbati Lead Artist Davide Rupiani Art Director Fabio "il Pagio" Pagetti Lead Animator Mauro "Mastro Perino" Perini Audio Director Davide Pensato Game Design Manuel "Mia's own" Saua Llanes Davide Soliani Al Programming Paolo Maninetti Luciano "Baronetto" Morpurgo

Engine Programming Valentino "BubbleBobble" Miazzo Lear "Layer" Cabrini Sound Programming Stefano Chiappa Tools Programming Christian Slanzi Configuration Manager Federica Militello Animations Fabrizio "il Conte" Von Stibiel Christian "Cricchio" Ronchi Matteo "Cego" Ceccotti Background Artist Simone Mirandola Game Design Studio Manager Davide "Super Mario" Soliani Software Development Studio Manager Alain Bedel Graphic Studio Manager Davide Rupiani Jean-Marc Geffroy Ubi Studios General Manager Florence Alibert Ubi Studios Deputy General Manager Claire Billiotte

#### UBI SOFT ENTERTAINMENT, Montreal, CANADA

Worldwide Test Manager Éric Tremblay Lead Tester Jonathan Moreau QA Platform Specialists Jean-Dominic Audet Stephane Pinard Testers Frédéric Dufort John Adam Karazivan Dominic Colabelli

### UBI SOFT ENTERTAINMENT,

Montreuil, FRANCE
Sound Producer/Creative Manager
Sylvain Brunet
Sound & Music Creation
Lionel Payet Pigeon
Voices
Alexandre Marchand
Fanie Casiez
Franck Vallat
Project Manager
Valerie Beaufils
International Content Manager

Benoit Galarneau

Game Content Manager Zoran Milisavlievic EMEA First Party Approval Manager Roman Vazeille EMEA Director of Development Anne Blondel EMEA Group Manager Lidwine Vernet EMEA Brand Manager Stephanie Langlois European Local Brand Managers United Kingdom: Emma Fifield France: Emmanuelle Jeser Germany: Andreas Balfanz Spain: Sara Fernandez Italy: Valeria Lodeserto The Netherlands: Michiel Verheiidt Belgium: Evelyn de Vooght Switzerland: Yannick Theler Scandinavia: Kristina Mortensen Austria: Werner Eggenfellner Australia: Owen Hughes Brazil: Bertrand Chaverot Japan: Tatsuhiro Nishiyama Worldwide Localization Director Coralie Martin Localization Project Managers Yutaka Noma

Marie-Luce Roux Translations Translator: Xavier Yibert German Translator: Dieter Pfeil Spanish Translator: Agua Massmedia Linguistic Testings French: Bug Tracker German: Dieter Pfeil Spanish: Agua Massmedia

#### UBI SOFT ENTERTAINMENT, San Francisco, USA

Tony Kee Group Brand Manager Gary Keith PR Manager Clint Hayashi First Party Approval Manager

Dave Costello

Vice President of Marketing

#### CORE DESIGN

Core Design Producer
Andy Watt
Executive Producer
Adrian Smith
Executive Producer
Jeremy Heath Smith
Special Thanks
Jon Owen
Johanne Grange
Spack & Milou & Mushi & AlceAlice
Page 40
Ilbi Studios Milan

#### TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, http://support.ubi.com. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

• Complete product title

#### Contact Us Over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

#### Contact Us by E-mail

For fastest response via e-mail, please visit our website at:

http://support.ubi.com/

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest e-mail response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your e-mail depending upon the volume of messages we receive.

#### Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above at hand. Be advised that our Technical Support Representatives are available to help you Monday-friday from 9 am-9 pm (Eastern Standard Time).

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. E-mail issues usually receive a response within 2 business days.

