

TOMB RAIDER REDUX

INSTRUCTION
MANUAL

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INTRODUCTION

Lara Croft. A name well-known, yet shrouded in mystery. Her origins as part of the British aristocracy are well-documented, her archaeological discoveries well-publicised, yet few know the woman behind the adventurer.

It is known that her curiosity and interest in antiquity has been nurtured from a young age, with the famous Werner Von Croy, her now-rival, once acting as her personal mentor. It is known that her survival of a tragic plane crash at the age of twenty-one had a profound impact, influencing her preference of isolation and solitude, along with nurturing a restless spirit. It is believed that her parents have disowned their prodigal daughter, disapproving of her reckless lifestyle and shun of high-society.

But very few can claim to know Ms. Croft personally, owing their knowledge instead to gossip and hearsay, rather than substantiated fact.

It is this very air of intrigue which attracted Miss Jaqueline Natla to seek out Lara's expertise. When Ms. Croft agreed to meet with Larson, a hired-muscle whom she had previously been 'acquainted', she was not at all surprised when he revealed he was merely an emissary for the businesswoman; though she was curious what interest the CEO of a tech company could have in ancient relics and antiquities. Though she already had doubts as to the intentions of her new employer, Lara was unable to resist the temptation of thrill and adventure.

And so our story begins. Lara Croft is soon to arrive in Peru, on her quest for the legendary Scion. What dangers lie in wait? What mysteries will she unveil?

INSTALLATION

All the files needed to play the game are located within the zipped folder. Simply copy all the files, along with the 'audio', 'data', and 'screens' folders, into a directory of your choice; follow the instructions below for setting up load screens; run the 'setup.bat' file, and play!

A NOTE ON SCREEN RESOLUTION:

For optimal display at your chosen screen resolution, you'll need to install the game's loading screens and title logo manually. These can be found in the 'screens' folder, in three subdirectories depending on your chosen resolution. Each subdirectory contains eight files:

- ❖ atlantis.bmp
- ❖ egypt.bmp
- ❖ greece.bmp
- ❖ house.bmp
- ❖ load.bmp
- ❖ loading.bmp
- ❖ peru.bmp
- ❖ uklogo.pak

Move 'load.bmp' into the main installation directory, 'uklogo.pak' into the 'data' folder, and the remainder into the 'screens' folder. The game will not work correctly if the files are installed in the wrong place.

Please note that this game is optimized for a widescreen (16:9) aspect ratio, and that cinematics and other fixed camera segments may not display correctly at other screen ratios. For best results, ensure the 'Widescreen' option is selected in the game setup file.

COMPATIBILITY

This game utilizes a custom patched version of the 'tomb4.exe' application, that is required for the game to operate correctly. As such, it may not be compatible with computers running an operating system other than Microsoft Windows. You may also need to adjust compatibility settings on newer Windows versions.

On computers with multiple graphics chipsets (such as laptops), you may need to manually set which GPU for the application to use.

STARTING THE GAME

From the main menu, you can choose to either start a new game, visit Lara's home for some training, load a previously saved file, configure the game options, or exit the software.

Though you will no doubt already be familiar with Lara's home, it holds many secrets of its own. Complete the basic training, and you will have the chance to explore freely, whilst trying your hand at some new moves. Can you uncover all the mansion's secrets?

NOTE: There is no 'end' to the mansion training level. When you are ready to leave, use the pause menu to return to the title screen.

CONTROLS

DEFAULT CONTROLS



USING A GAMEPAD

Movement control is automatically mapped to the left analogue stick. All other button functions, however, have to be configured manually from the 'Options' menu.

MOVES

In addition to all her regular moves, Lara has several new ones in TOMB RAIDER REDUX.

CRAWLSPACE ROLL

Push Forward and Jump when facing the exit to a crawlspace and, if there is enough drop to the ground, Lara will roll forwards to exit.



LEDGE JUMP

If Lara is shimmying along a ledge or crevice and she sees another a short distance above her, she can pull herself upwards and jump up to it. While hanging from a ledge, stop and press Jump. Lara will scramble upwards. Make sure Action is still held so that she can grab onto the higher ledge, or she'll fall.



MONKEY BAR TURN

While Lara is stationary when hanging from the ceiling, press the Roll button and she will do a quick 180° turn. But make sure to keep Action held down, or she'll let go!



GAMEPLAY



TEMPERATURE GAUGE

At a certain point in her adventure, Lara will enter into areas of extreme high temperatures. When she does, a temperature gauge will appear and begin to deplete. If Lara does not return to a cool area before the bar is completely emptied, she will rapidly lose health and die. Be very careful and move swiftly when exploring such environments!



VEHICLES

At some points in the game Lara will be able to ride her trusty motorcycle. When standing to the right of the bike, press the Action key to climb on. Continuing to press Action accelerates, while the Jump key applies the brakes. When at a standstill, pressing the Down arrow will slowly edge the bike backwards, while Jump and Right arrow together will allow Lara to dismount.

SECRETS

There are many secrets to be found in the game, 50 in total. Some will be familiar to returning players, but there are plenty of new challenges to overcome if you wish to find them all.

CHARACTERS

Lara will meet several other faces throughout her quest, not all of them friendly.



JAQUELINE NATLA

Founder, CEO, and majority shareholder of Natla Technologies and its subsidiaries. Enigmatic and somewhat sinister, she is Lara's sponsor on her quest for the Scion. What her interest in the artefact is, is unknown.



LARSON

Thug-for-hire; he is acting as Lara's point-of-contact for Natla. The details of his past with Ms. Croft aren't fully known, but he does bare a grudge against her, so is not to be trusted.



PIERRE DU PONT

A rival adventurer, though his interest lies purely in wealth and glory, rather than the thirst for knowledge and thrill of discovery. A past encounter with Lara has left a sour taste, and this time he is prepared to do whatever it takes to beat her to the prize.



NATLA'S BODYGUARDS

Rumours abound about purported gangland connections, but little is actually known about this ragtag bunch, other than that their intimidating presence alone is often enough to afford protection to their employer. Caution is advised when dealing with them.

ENEMIES

Below is just a sample of the various beasts and critters Lara will encounter throughout her journey. Be on the lookout for far more dangerous threats as she progresses deeper into the tombs...



FERAL DOGS

Centuries of fending for themselves has resulted in these once domestic hounds losing any affection they may have previously held for their former 'best friend'. Swift to strike in packs, they are far more cautious if caught alone, and will usually ignore Lara unless cornered. Easy enough to put down, but try not to get surrounded.



BATS

These bloodsucking disease-carriers are more of a nuisance than a serious threat, though they do have a habit of trying to bite whilst Lara is making perilous climbs. Try not to lose your grip.



LIONS

Lions were supposed to have died out in Europe long ago... or did they? A few are said to have survived, living in only the most remote and forgotten of locales. Unwary explorers unfortunate enough to stumble upon one should keep their distance. Their bite seriously hurts.



CROCODILES

Quick on land, and even faster in water, you really don't want to become a snack for one of these hungry reptiles. At least Lara can fight back on dry land.



PREHISTORIC BEASTS

The Spanish Conquistadors spoke of ferocious monsters guarding the Inca city of Vilcabamba. Most historians believe their stories to be the fabrication of delusions born from sickness and exhaustion, but there are some who believe otherwise. Regardless, it would be wise to proceed with caution when venturing into the lost city...

KNOWN ISSUES

- ❖ There is an unavoidable bug regarding the shootable gong in 'The Lost City of Vilcabamba' not always working correctly. If a distinctive sound is not heard when it is shot, you will need to reload a saved game and try again. It is best to try shooting it face-on, rather than from the side, to avoid encountering this problem.
- ❖ The infamous T-Rex in 'The Lost Valley' can only be killed with the Shotgun, due to hard-coded programming issues. A Shotgun can be found just prior to the fight, and ammo is also scattered around the area. Should you run out, some of it will respawn to prevent the situation from becoming 'unwinnable'.
- ❖ It is possible, though not without some effort, to become 'stuck' behind the fish statues in 'St. Francis' Folly'. You can get unstuck again, but it can be tricky, so use caution.
- ❖ Sometimes, upon loading a saved game while the 'temperature gauge' is active, the gauge will remain on-screen after the file has loaded, even when in an area where it shouldn't. It is unclear what exactly triggers this issue, but if it arises, simply load the saved file again, and the gauge should disappear.
- ❖ If you save and reload whilst an Atlantean egg is 'hatching', the hatching animation and visual effect will reset, but not the hatching process itself. In other words, the Atlanteans will burst forth before the eggs actually break open. Not game-breaking, but it can spoil player immersion. If possible, avoid saving whilst any eggs are currently burning.

CREDITS

- ❖ TOMB RAIDER: REDUX developed by R.W. Crompton (AngelOfDarkness).
- ❖ Original textures, sounds, and sprites by Core Design and Crystal Dynamics. Special thanks to Carl Yellot-Bilby for the Tomb Raider: Anniversary Edition textures; Matthew Hill, John Capon, Antonijadis, and Quest for the Tomb Raider Xtra textures (www.tombraiderxtra.com); and UnderwaterRaider for the rope sprites. Old paper textures courtesy of SPikEtheSWeDe and spiteful-pie-stock @ DeviantArt. Blackboard texture by Kirsty Pargeter @ vecteezy.com. Miscellaneous textures from CGtextures.com.
- ❖ Portugues Arcaico Lectura font courtesy of Intellecta Design.
- ❖ Original Tomb Raider soundtrack composed by Nathan McCree. Re-rendered tracks performed by Tomekkobialka, except for 'A Friend Since Gone', performed by ggctuk2005. Additional ambient tracks by Athos, with thanks to Delta TR, LoreRaider, DavideBre and Freesound.
- ❖ New and converted objects, enemies, meshes, and textures by: -x-[Alexis]_-Xx-, -=DeMoS=, Apofyse, Baddy, bekim, bojrkraider, Christian-Croft, croftyboy, EssGee, ggctuk2005, Horus-Goddess, Jesus C.Croft, karlo002, kaufi-lc; kurtislara, Laras Boyfriend, lathander, LGG Production, LoreRaider, maax_87, maikoon, Michiel, mike quahe, MrNiceGuy, Mr XY, PeeT, Piega, POU CO2, spike, Sponge, teme9, THOR, TimJ, Tombcool, tombraiderlegend2009, TombRaiderTim, Tomo, Trangel, Trinity, trplayer, UnderwaterRaider, uranos, usuki_frenzist, White Tiger, and xopax123.

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- ❖ Additional animation by GeckoKid, Titak, SSJ6Wolf, Joey Quint, Krystian, Delta, and AODfan.
- ❖ Lara Croft model by Po-Yu. Natla and Pierre models use some elements created by Jesus C. Croft.
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And thanks to anyone else I may have overlooked - your work is highly appreciated nonetheless!

DISCLAIMER

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