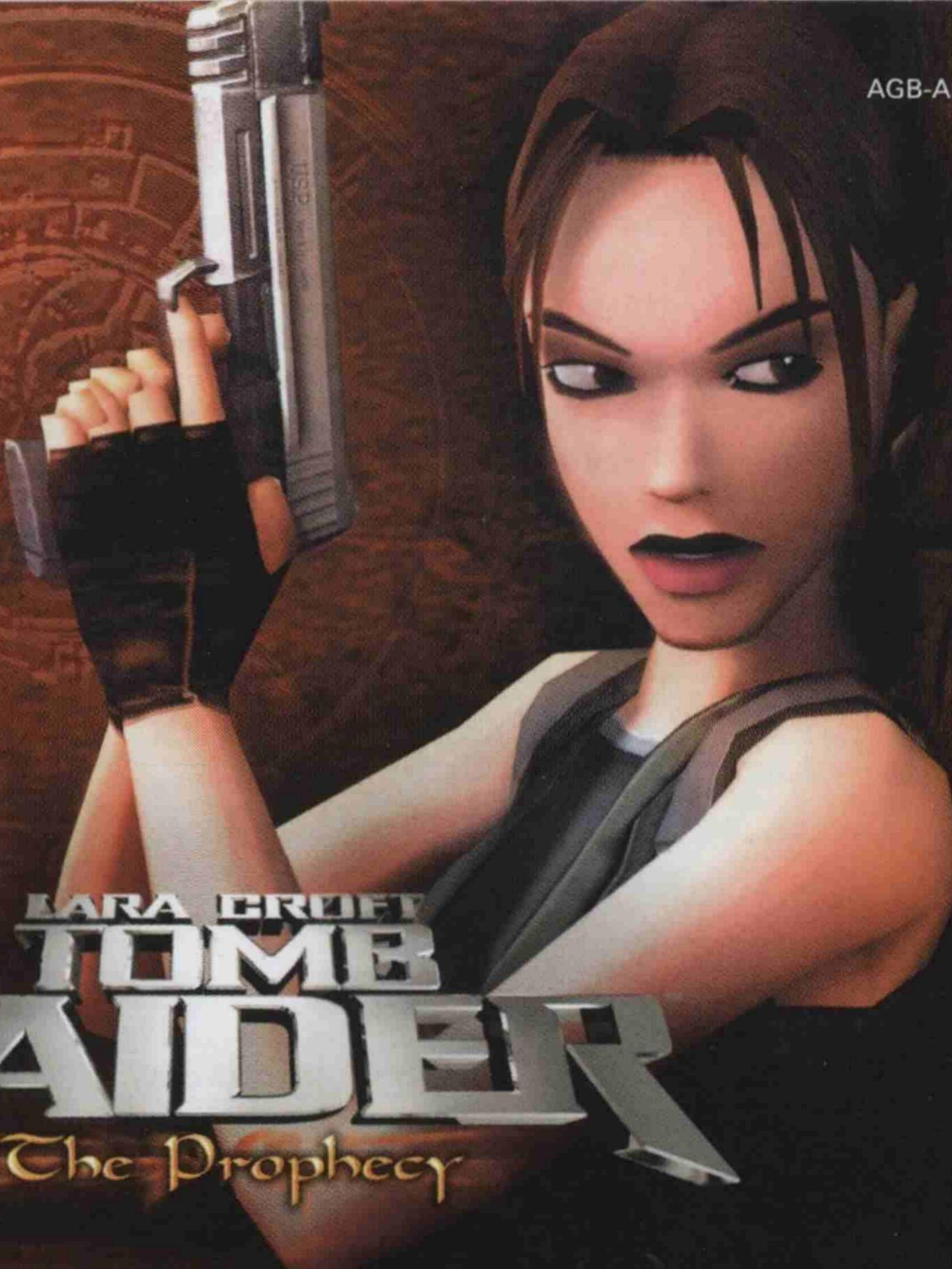


**GAME BOY ADVANCE™**

AGB-AL9P-UKV

A 3D rendered image of Lara Croft, the protagonist of the Tomb Raider series. She is shown from the chest up, wearing her signature black tank top and a black fingerless glove on her right hand. She is holding a silver handgun in her right hand, pointing it upwards. Her expression is serious and focused. The background is a dark, textured wall with a large, circular, golden-colored relief or map in the center, which appears to be a map of the world or a specific region. The lighting is dramatic, highlighting her face and the details of her clothing and the gun.

LARA CROFT  
**TOMB  
RAIDER**  
*The Prophecy*

INSTRUCTION BOOKLET

LICENSED BY



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THIS 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 WITH YOUR GAME BOY SYSTEM.

## Game Boy Advance Game Pak conforms to:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



D-63760 Großostheim

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FAVOR GUARDAR A EMBALAGEM. SPARA FÖRPACKNINGEN.  
GEM EMBALLAGEN. SÄILYTÄ PAKKAUS.  
CONSERVA QUESTO INVOLUCRO.

WARSA HERITAGE  
TOME  
RAVDEER™  
The Prophecy

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# INTRODUCTION

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

Magic means supernatural, great power. It has existed through the ages, as described by many legends in many different cultures.

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

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 1200esque scholar.

This is the stone that 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

### 1.1. LANGUAGE SELECTION



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



## 1.2. 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**.

## 1.3. STARTING A NEW GAME

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

## 1.4. 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 screen.

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

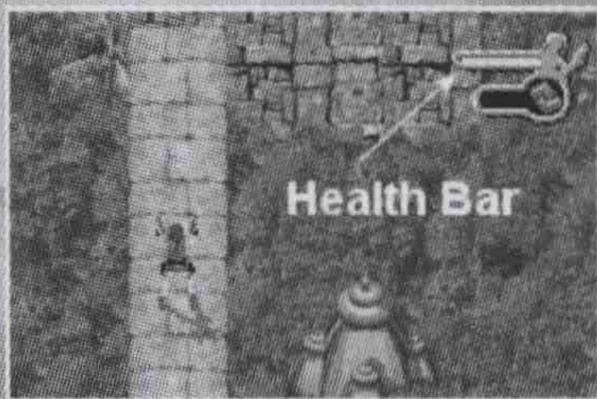


# CONTROLS

Button	Action
Control Pad ↑ ↓ ← →	Run
A Button	Jump 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 edge, etc. An in game indicator  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 ← / →	Hang strafe (only when Lara is attached to a wall or an edge)
START	Pause the game
SELECT	Enter the Inventory An in game indicator  tells Lara when to look at the inventory to find a specific item.

# USER INTERFACE

## 1.5. 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).

- 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.

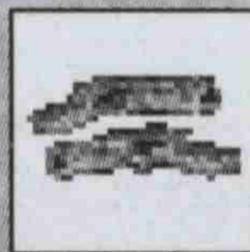


Note: the Health bar and the Ammo indicator are only displayed when Lara pulls out her weapons. The sprint bar is displayed when Lara is sprinting.

## 1.6. INVENTORY SCREEN

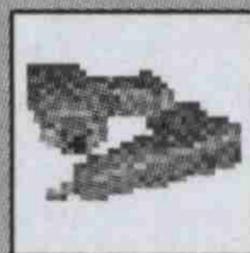
The Inventory screen is where all the equipment and other relevant items are stored. To enter the Inventory screen, press **SELECT**. To return to the game without using any of the items in the Inventory, press **SELECT** again.

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 ...



### Standard guns

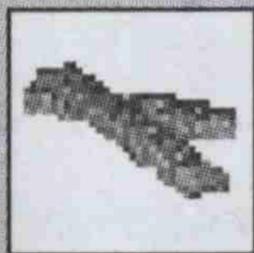
These are Lara's default weapons. They have a standard power and fire rate. They never run out of ammunition, so Lara can always count on them.



### Uzi

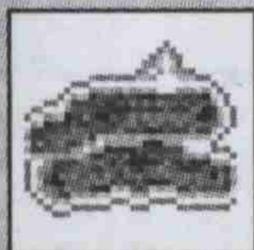
The Uzis are much more powerful than the standard guns. They have more power and an impressive fire rate.





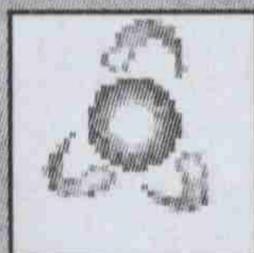
### Uzi ammo

More ammo for your Uzi!



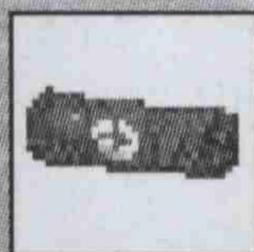
### Golden Guns

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)



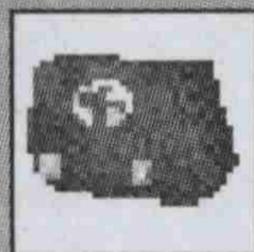
### Golden Guns ammo

More ammo for your Golden Guns!



### Medikit

The small medikit restores a low level of health.



### 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**.



# WARRANTY

Ubi Soft guarantees to the original buyer of the product that the compact disc (CD) supplied with this product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase.

Please return any defective product to; Ubi Soft Entertainment Ltd., Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 8DU together with this manual and your registration card if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

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# TECHNICAL SUPPORT

## On-line Support Options

Ubi Soft offers on-line support options for software products. One of these is our website at: <http://www.ubisoft.co.uk/support/>.

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: [techsupport@ubisoft.co.uk](mailto:techsupport@ubisoft.co.uk).

Please be as specific as you can be about the problem you are experiencing.

## Other Support Options

You can also contact Ubi Soft Technical Support by phone and fax. When you call, please be as specific as you can be about the problem you are experiencing.

Ubi Soft Technical Support:

0870 739 7670

Hours:

Monday To Friday 8.00am – 11.00pm GMT

Ubi Soft Hintline:

0906 906 0200

Mailing Address:

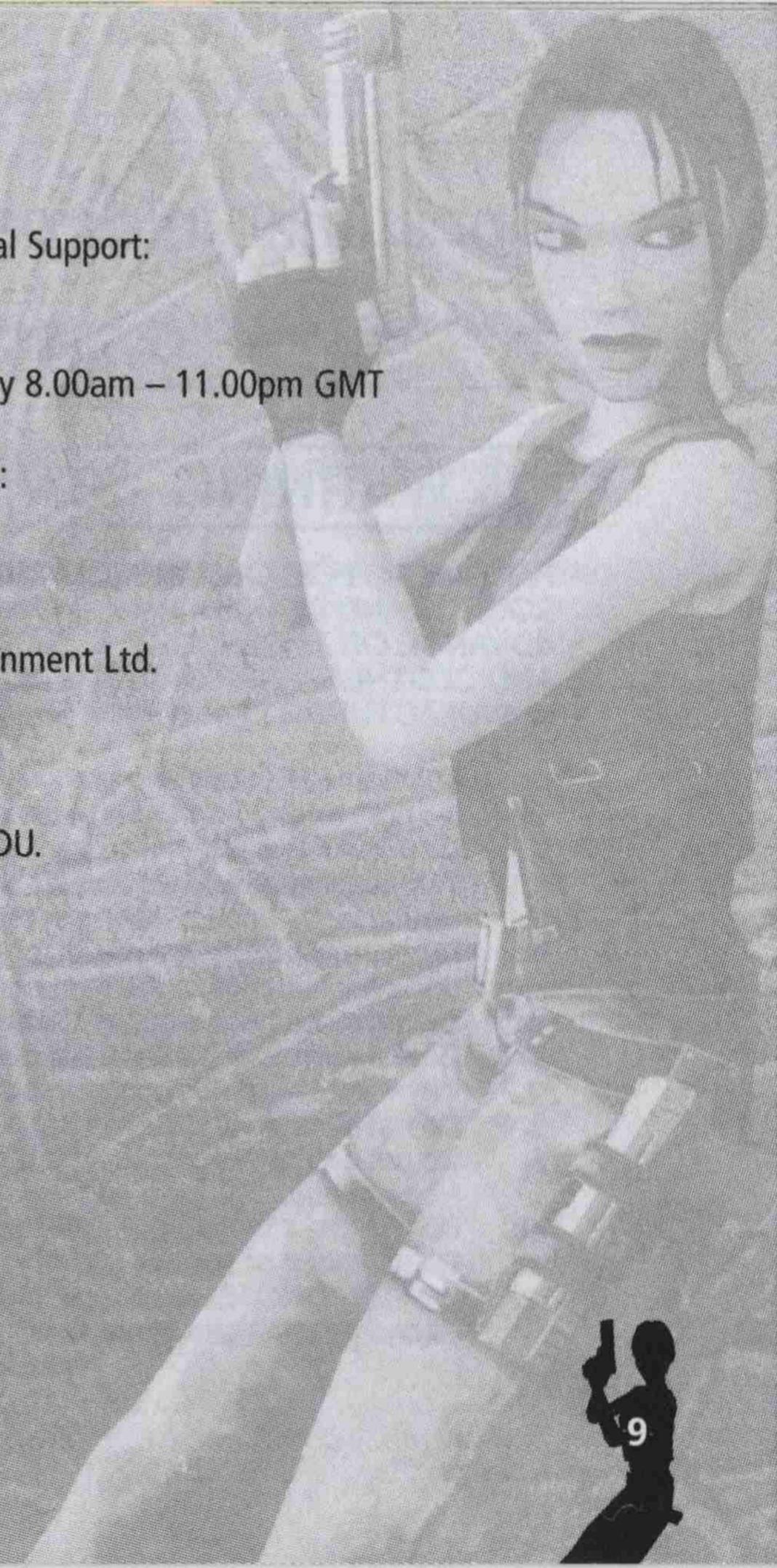
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# Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



## **WARNING – BATTERY PRECAUTIONS**

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE “POPPING” SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [-] ends must face the proper direction).  
The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries).  
Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge.  
When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium.  
Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging.  
Rechargeable batteries are only to be recharged under adult supervision.

## **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.

## **WARNING – SEIZURE**

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 IMMEDIATELY** and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, 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.

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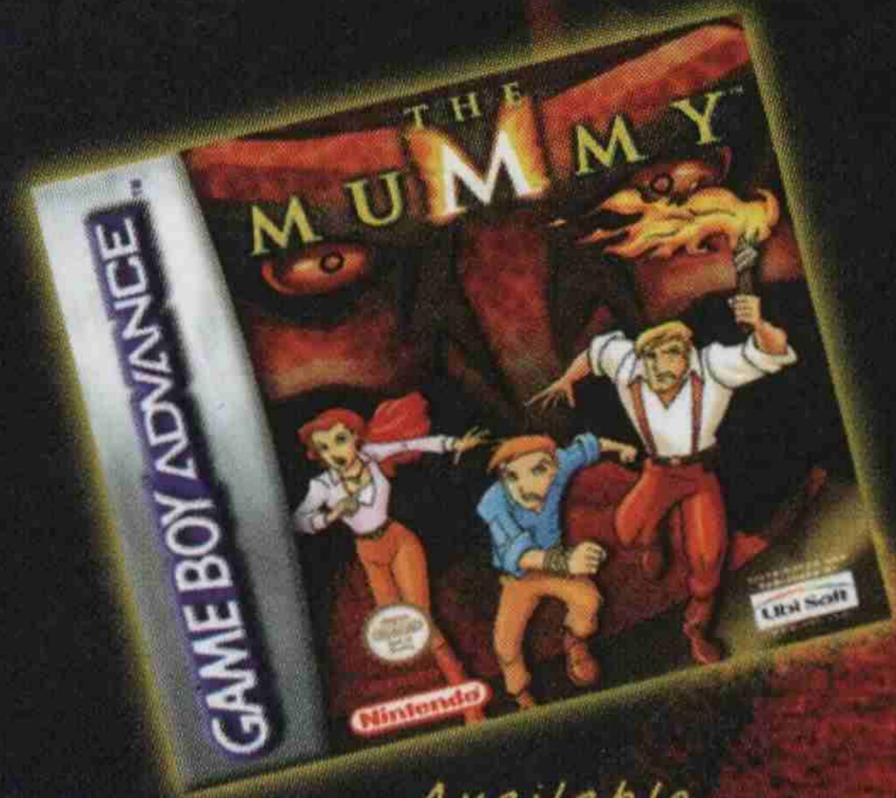


W. W. W.

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# THE MUMMY™



Available  
November 2002

FOR THE O'CONNELS,  
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