

GAME BOY ADVANCE

AGB-AL9E-USA



INSTRUCTION BOOKLET

<http://www.replacementdocs.com>

Ubi Soft  
www.ubi.com

**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**

**⚠ WARNING - 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.

**⚠ WARNING - 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 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, OR VISIT WWW.ESRB.ORG.



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.

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

LICENSED BY



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

# CONTENTS

INTRODUCTION .....	4
GETTING STARTED .....	4
MENU	
Language Selection .....	5
Main Menu .....	5
Starting a New Game .....	6
Continue .....	6
CONTROLS .....	8
USER INTERFACE	
On-Screen Display .....	9
Inventory Screen .....	10
Pause Menu .....	12
CREDITS .....	13
TECHNICAL SUPPORT .....	15
WARRANTY .....	16

## 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.

# CONTROLS

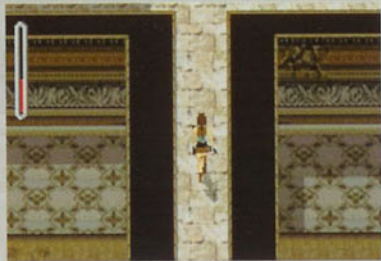
Button	Action	Notes
Control Pad ▲ ▼ ◀ ▶	Run	
A Button	Jump	Use this action to jump over obstacles, reach higher floors, and avoid enemy attacks.
B Button	Action	When weapons are pulled out: fire. Otherwise: activate a switch, pull a lever, pick up an object, climb down from a ledge, etc. An in-game indicator  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

## 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.

## 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.

## CREDITS

### UBI SOFT ENTERTAINMENT, Milan, ITALY

Producer  
Nicola "Tototo" 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  
AI 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 Geoffroy  
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 Beaufile  
International Content Manager  
Benoit Galarneau



Game Content Manager  
Zoran Milisavljevic  
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 Verheijdt  
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 Vibert  
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**

Vice President of Marketing  
Tony Kee  
Group Brand Manager  
Gary Keith  
PR Manager  
Clint Hayashi  
First Party Approval Manager  
Dave Costello

### **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  
Ubi 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: <http://support.ubi.com/>.

#### **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.



Ubi Soft Entertainment, Inc., 625 Third Street, 3rd Floor San Francisco, CA 94107

©Ubi Soft Entertainment SA 2002. Developed and Published by Ubi Soft Entertainment SA under licence from Eidos Interactive Ltd 2002. Lara Croft Tomb Raider: The Prophecy, Tomb Raider, and Lara Croft are trademarks of Core Design Ltd. All rights reserved. Eidos Interactive and the Eidos logo are trademarks of the Eidos Group of companies. All rights reserved.

core  
design

EIDOS  
INTERACTIVE

PRINTED IN USA