

LARA CROFT
**TOMB
RAIDER**™
the angel of darkness



core
design™

EIDOS
INTERACTIVE

the
area
of
darkness

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started	2
Starting Up	3
Report on Recent Atrocities	4
Starting the Game	6
Main Menu	6
Pause / Options Menu	7
Basic Controls	7
Menu Controls	7
Cut Scene / Conversation Controls	7
Character Controls	8
Lara's Attribute Upgrade	9
Game Screen	10
Lara's Special Moves	12
Generic Actions	14
Hand Over Hand	14
Jumping, Grabbing & Shimmying	14
Grab Bar	15
Last Chance Grab	15
Interacting with the Environment	15
Pushing / Pulling	16
Attacking	16
Stealth	17
Character Status Bars	18
Pick-Ups	18
Inventory	18
Von Croy's Notebook	20
Save Game	20
Load Game	21
Credits	22

STUCK?

Call the EIDOS Gameplay Helpline

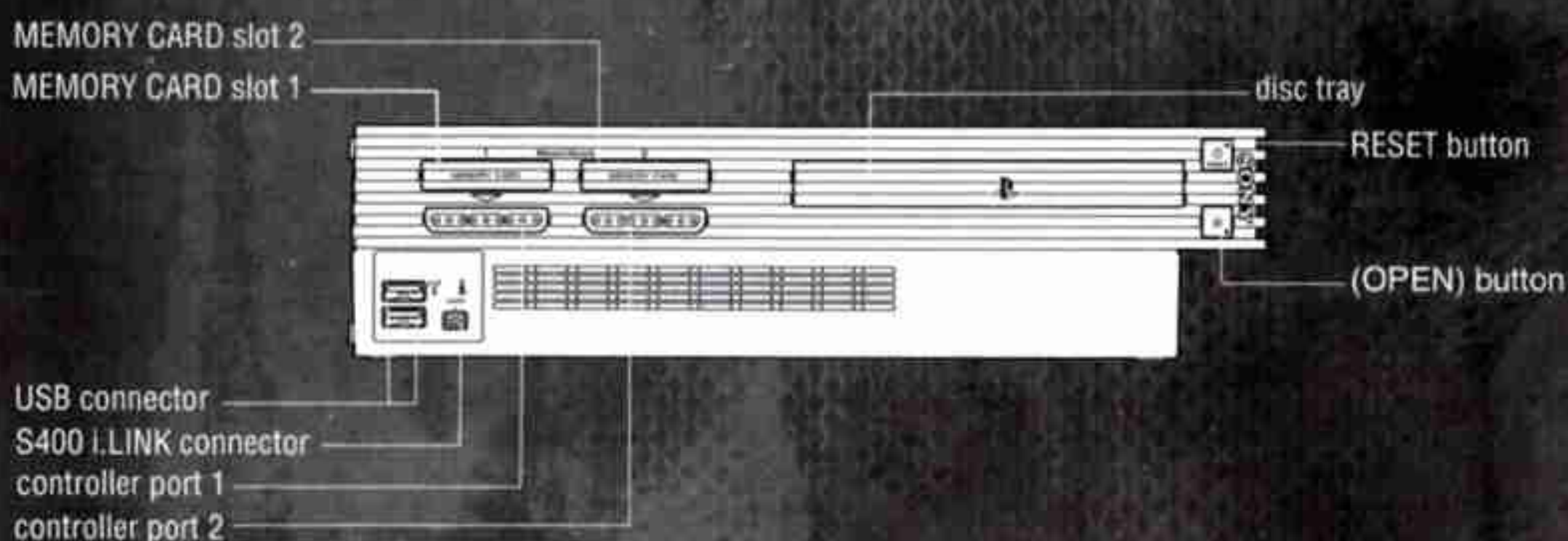
1-900-285-4500

Up to \$1.99/minute

Please be 18 or have parental permission
or call **800-295-5870** with a major credit card



GETTING STARTED

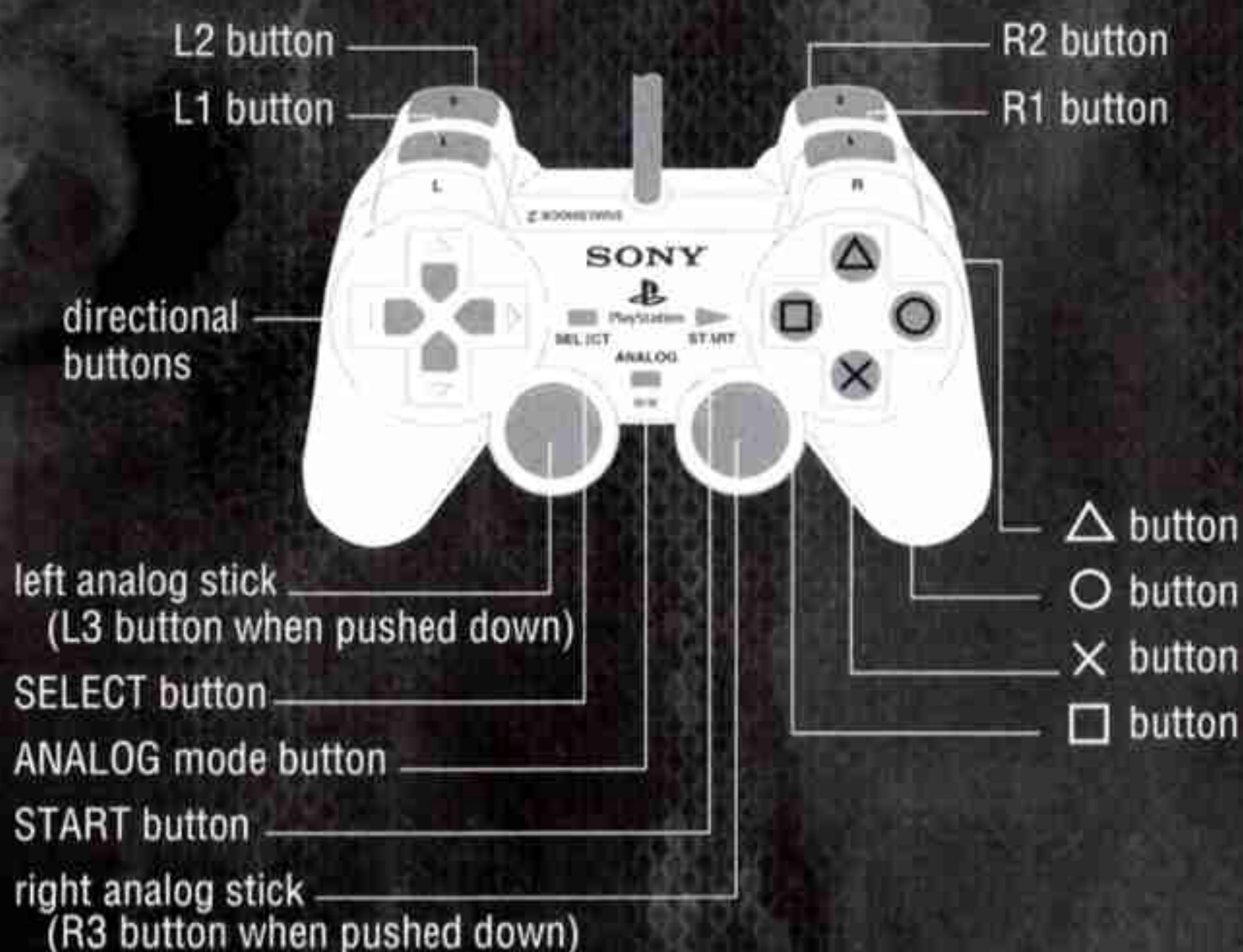


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Lara Croft, Tomb Raider: The Angel of Darkness™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software.

STARTING UP



DUALSHOCK®2 analog controller

- *Lara Croft, Tomb Raider: The Angel of Darkness™* is best played with the DUALSHOCK®2 analog controller. Connect the controller to controller port 1 before starting play.
- You can change the default button controls in Options mode, available from the Main Menu and the Pause Menu (see pages 6-7).
- When vibration is ON, the controller vibrates in response to game events. You can turn vibration ON/OFF in Options mode.

Note: The digital controller is not supported by this title.

Central National Bureau. Paris
Commissioner Mirepoix, Special Crimes Investigation Force
To the Préfecture de Police

REPORT ON RECENT SERIAL ATROCITIES WITHIN THE CAPITAL

As yet no significant arrests have been made for this latest spate of "Monstrum" killings in the capital. Seventeen have been reported so far. A woman was seen leaving the apartment of the latest victim, Professor Werner Von Croy. Described as Caucasian, brunette, about 1.8m and of slim build, she was wearing jeans, denim jacket and a pony tail. She is dangerous and probably armed. Officers are being advised to use extreme caution when apprehending the suspect.

The press have sensationalized this latest outbreak of killings as "The Monstrum's Dark Renaissance," referring to similar atrocities in the capital over the last decade, and possibly as far back as the 1950s. There are definite links to atrocities in other European cities going back at least fifty years.

Forensics have made no headway regarding the bizarre metallic eruptions found on the bodies of all victims. At present nothing appears to link any of the individuals involved. There have been significant numbers of casualties within Parisian gangland factions.

It would all appear to be the work of a single, highly psychotic perpetrator. The bodies were desecrated and all crime scenes daubed with unintelligible graffiti, indicating some ritualistic fixation. There are no known survivors of these attacks so far.

The suspect's apprehension should be made top priority.



EPIDOS Gameplay Helpline - 1-900-285-4500

STARTING THE GAME

The game opens with starting credits and an intro movie. When prompted, press the  button to display the Main Menu, offering the following options.

MAIN MENU

NEW GAME — Prepare to join Lara on a brand new adventure.

LOAD GAME — Proceed to the Saved Game screen, where you can load a previously saved game.

This option is only present if a memory card (8MB) (for PlayStation®2) containing previously saved *Lara Croft, Tomb Raider: The Angel of Darkness™* game(s) is inserted in MEMORY CARD slot 1 at startup.

Note: Only MEMORY CARD slot 1 is used to load and save game data for this game.

OPTIONS — View and use the Options Menu.

THE STORY SO FAR — Review the movie elements you have uncovered so far in your saved game.

EXTRAS — View special bonus materials.

PAUSE / OPTIONS MENU

Press the  button to pause the game and display the Pause / Options Menu, featuring the following options:

AUDIO — Change the audio settings for:

Sound Mode — Stereo (default) /
Dolby Pro Logic II



Music Volume

Speech Volume

Effects Volume

VIDEO — Adjust the position of the picture on your TV screen and choose a refresh rate.

CONTROL — Choose from three pre-defined controls settings by highlighting a method and pressing the  button. You can also toggle Vibration ON (default) or OFF.

SUBTITLES — Turn cutscene and FMV subtitles ON (default) or OFF.

BASIC CONTROLS

MENU CONTROLS

DIRECTIONAL BUTTONS / LEFT ANALOG STICK — Move through the menus.

 **BUTTON** — Make selections.

 **BUTTON** — Retreat back one menu level.

CUT SCENE / CONVERSATION CONTROLS

Follow the onscreen prompts throughout the movie cut-scenes and conversations. Use the  button to speed up conversations and confirm prompts.

EIDOS Gameplay Helpline - 1-900-285-4500

CHARACTER CONTROLS

L1 BUTTON (WALK)

Tap to toggle between Run (default) and Walk modes.

Press and hold while moving the left analog stick (see below):

↑ / ↓ to step forward / backward; ← / → to sidestep left / right.

Hold down the **L1** button and tap the **○** button (Jump) to perform a short hop-jump.

L2 BUTTON (STEALTH)

Press to enter Stealth mode. Press again to resume normal stance.

DIRECTIONAL BUTTONS

↑ / ↓

Toggle through available weapons held in the Inventory.

LEFT ANALOG STICK

Use while the **L1** button is held down to move your character (see the **L1** button instructions above).

Push halfway in a direction to walk; push all the way to run. (When Walk mode is activated the character will not run.)

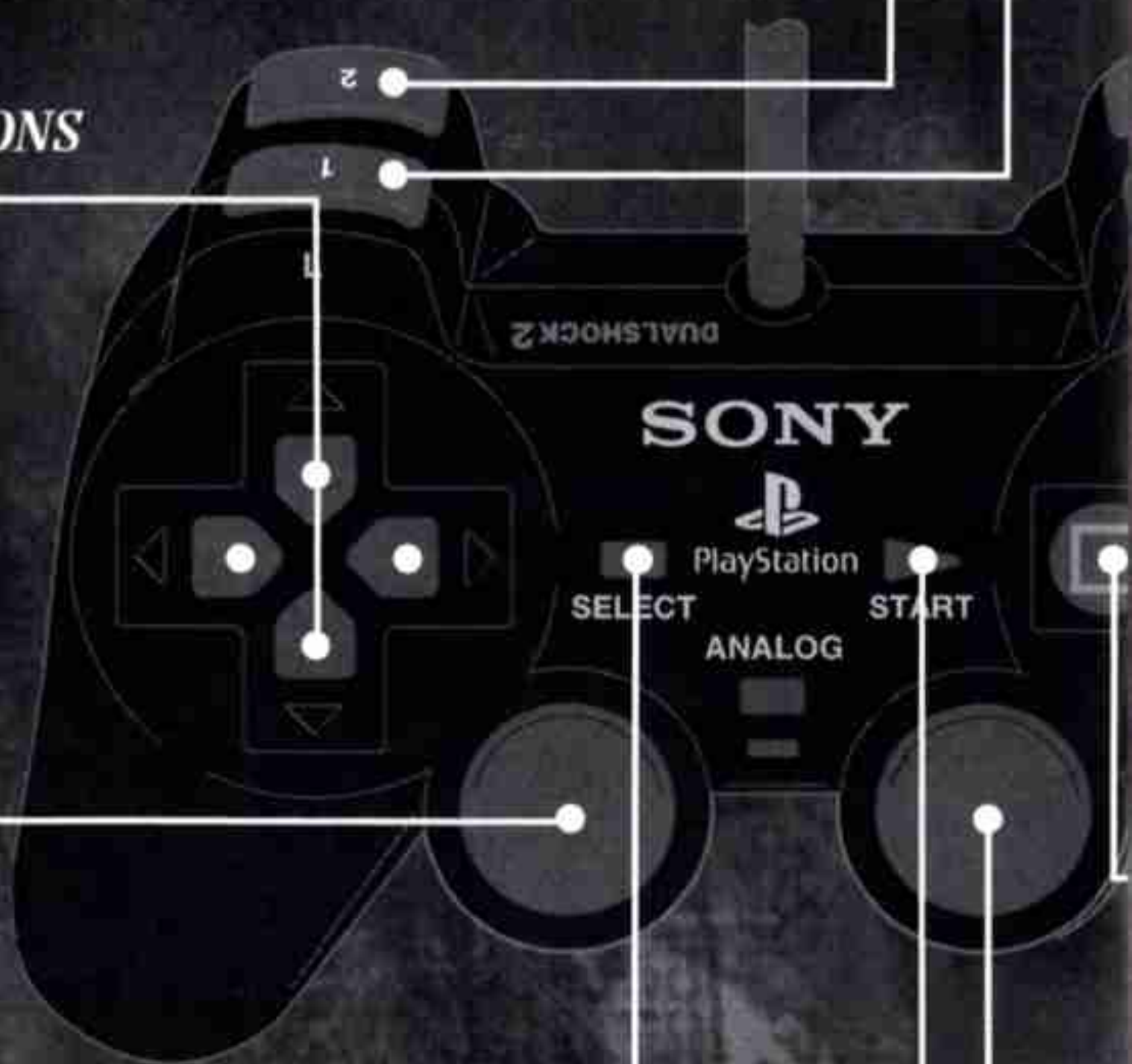
While in Stealth mode with a weapon drawn, push ↑ to move in the direction your character is facing, move ← / → to sidestep, pull ↓ to step back.

SELECT BUTTON

Pause the game and display the Inventory.

START BUTTON

Pause the game and display the Pause Menu / Unpause.



R1 **BUTTON (WEAPON)**

Press once to draw your current weapon. Press again to holster the weapon.

R2 **BUTTON (SPRINT)**

Press and hold while running to sprint. (Lara must pick up a lower body upgrade to sprint. She'll tell you when she feels strong enough to sprint. See below.)

△ **BUTTON (DUCK / TARGET)**

Press and hold to duck down, then use the left analog stick to crawl. Release the button to resume normal stance. While ducking, tap the **L2** button to perform a commando crawl. When your weapon is drawn, tap to toggle between targets.

○ **BUTTON (JUMP)**

× **BUTTON (ACTION)**

While in Stealth mode and near a flat upright surface, press to "wall hug." Press to perform all scenery interaction and to initiate conversations with other characters. Also press to grab ledges or to release from a fixed grab such as a Monkey Swing. When walking up to the edge of a ledge, press to climb down and hang from it. When weapon is holstered and you're close to an enemy, tap once to punch, double tap to double punch, and press firmly to kick. When weapon is drawn, press to fire.

■ **BUTTON (ROLL)**

Perform a 180° roll.

RIGHT ANALOG STICK

Move the camera in Look mode when your character is standing still and in Rotate mode when your character is moving. Press in (R3 button) to re-center the camera. In Stealth mode with your weapon drawn, use to move your field of vision and manual weapon target.

LARA'S ATTRIBUTE UPGRADE

At various points in her adventure, Lara can improve her physical attributes by collecting upgrades. For example, when she collects a "lower body" upgrade she'll be able to jump higher and further than before, enabling her to retrace steps and reach areas previously inaccessible. Note: Kurtis does not have attribute upgrades.

GAME SCREEN

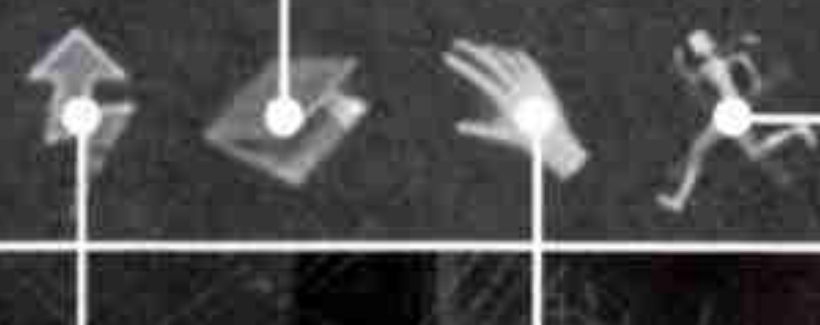
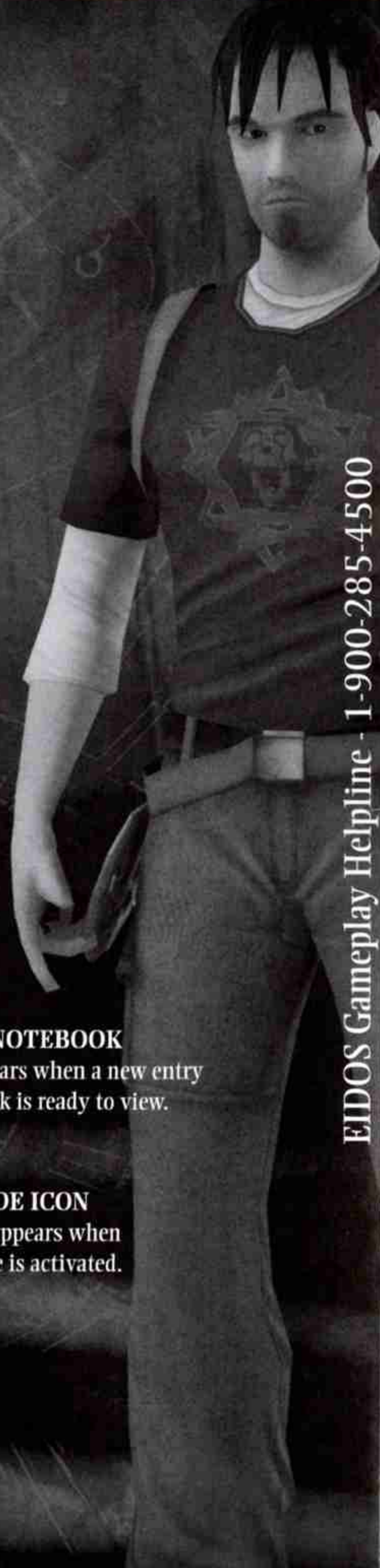
HEALTH BAR

This bar decreases as the character's energy depletes. It flashes when the character is poisoned.



BREATH BAR (LARA) / GRAB BAR

This bar depletes when Lara is underwater or when either Lara or Kurtis is hanging from a ledge.



VON CROY'S NOTEBOOK

This icon appears when a new entry in the notebook is ready to view.

WALK MODE ICON

This icon appears when Walk mode is activated.

INTERACTION ICON

This icon appears when your character can interact with an object or scenery.

UPGRADE ICON

This icon appears when Lara obtains an attribute upgrade.

LARA'S SPECIAL MOVES

SWIMMING ON THE SURFACE

If Lara finds a deep pool of water, she can jump in and swim. Use the left analog stick to move Lara around on the surface of a pool and press the  button (Jump) to stroke forward.

At the edge of the water, press the left analog stick  and press the  button (Action) to climb out.

SWIMMING UNDERWATER

When swimming underwater, Lara can hold her breath for about a minute — any longer and she'll become fish-food!





CLIMBING PIPES/LADDERS

To climb up drainpipes or ladders, walk Lara up to the object and move the left analog stick  to make her climb onto the object. Then use the left analog stick to climb up or down and to dismount.

MONKEY SWINGING

Where the opportunity exists to Monkey Swing from bar to bar to cross a gap, position Lara under the first bar and press the  button (Jump). When she's holding onto the bar, move the left analog stick  to Monkey Swing forward. Press the  button (Action) to dismount.

GENERIC ACTIONS

HAND OVER HAND

To jump onto a zip wire, position your character directly under it and press the  button (Jump). Use the left analog stick to travel along the rope. Press the  button (Duck) to tuck your character's legs up to rest or avoid objects.

JUMPING, GRABBING & SHIMMYING

To jump, press the  button (Jump). To jump in a certain direction, move the left analog stick while jumping.

Jumps onto ledges or rails over a great distance require a jump and grab. To perform this jump, press the Jump button while moving the left analog stick , release the Jump button, then at the apex of the jump press and hold the  button (Action) until Lara or Kurtis grabs the ledge. You can then release the button. Use the left analog stick to shimmy along the ledge, and press  to climb up onto the ledge. Press the Action button to release the grab.

Once the grab is activated, a Grab Bar appears onscreen to monitor your character's energy (see page 15). If the Grab Bar runs out, the character's grip will loosen immediately!



GRAB BAR

Lara and Kurtis are very fit and strong but even they can't hang from ledges indefinitely. When either one is grabbing a ledge, a Grab Bar appears and immediately begins to decrease. If it's allowed to run out completely, the grab is released and the character lets go of the ledge. The bar is automatically refreshed with each grab.

LAST CHANCE GRAB

If your character begins to slide on the scenery, press the  button (Action) to make the character grab onto something before falling.



INTERACTING WITH THE ENVIRONMENT

Lara and Kurtis interact with their worlds in different ways. One example of this is opening doors. Approach and stand by a door. When you are near enough to open it, a hand icon appears. Press the  button (Action) to make your character try and interact with it — in this case by opening the door.

You may want Lara or Kurtis to climb through windows or up onto boxes. To achieve this, walk your character up to the object. If the character can climb up or squeeze through the gap, he or she will do so automatically.

PUSHING / PULLING

Both Lara and Kurtis can push and pull certain objects. Position your character next to the object and press and hold the  button (Action). Lara or Kurtis will then adopt a ready posture (if the object can be manipulated). Then, move the left analog stick  to push the object, or pull  to pull the object. Release the Action button to resume normal stance.

ATTACKING

Press the  button (Weapon) to draw the currently selected weapon from the Inventory. While the weapon is drawn, press the  button (Action) to fire, or tap the  button (Target) to switch targets. Press the Weapon button again to holster the weapon.

Both Lara and Kurtis are ready for a fist fight at any time. When an enemy is close by, tap the Action button once for a single punch, and twice for a double punch. Press the Action button firmly to kick.



STEALTH

To remain relatively undetected, both Lara and Kurtis can adopt a Stealth mode, which you toggle active/disabled by tapping the **L2** button (Stealth). Lara and Kurtis also have a silent neck-breaker move, activated by pressing the **X** button (Action) when your character is standing directly behind an unsuspecting enemy.



While in Stealth mode, when your character is near a flat upright surface, press the Action button to hug the wall. Use the left analog stick to perform a leaning-look around a corner. Press the Action button again to resume your normal stance.

While in Stealth mode with a weapon drawn, move the left analog stick **↑** to move forward in the direction your character is looking, move **←** / **→** to sidestep, and pull **↓** to step backward. Use the right analog stick to move the field of vision: as you move your character, your weapon will also move, enabling you to target manually.

Stealth mode is designed for “silent-running.” Any enemies whose line of sight you cross will be instantly alerted to your presence. It’s also always a good idea to have a weapon drawn in Stealth mode just in case you are detected and need to resort to a more basic tactic!

CHARACTER STATUS BARS

Two different bars display the current state of Lara or Kurtis's well being:

HEALTH BAR — When this bar depletes, Ms. Croft or Mr. Trent is no more! If Lara or Kurtis is poisoned or breathes in poisonous gases, the Health Bar will flash green and begin to drain away. Poisons can be treated by selecting a health item from the Inventory. Gas alerts are solved by leaving the area, if possible, or donning a respirator!

BREATH BAR — When Lara is swimming underwater, this bar will start to decrease. If it reaches zero, Lara's Health Bar will appear, decreasing at the same rate. If Lara doesn't reach the surface before it's gone, she's a goner!

PICK-UPS

Our heroes can retrieve objects and store them in their Inventory. Position Lara or Kurtis so that the object you want to gather is in front of the character's feet. Press the  button (Action) and Lara or Kurtis will pick it up.

Often enemies drop items, so it's always worth your time checking their bodies — just in case.

INVENTORY

Press the  button to display the Inventory. Use the directional buttons to navigate through the Inventory and press the  button to select an item. Press the  button again to exit the Inventory and return to the game.

Remember: Lara and Kurtis each have their own Inventory, and neither has access to the other's items.

The Inventory sections are:

SAVE — View Save Game options.

LOAD — View Load Game options.

WEAPONS — This area holds all the weapons that Lara and Kurtis collect during their adventure. Highlight a weapon and press the  button to use it. Certain weapons can be loaded with different types of ammunition. When these weapons are highlighted, a sub-option appears allowing you to combine alternate ammunitions. Follow the onscreen instructions that guide you through the re-arming process.

Initially Lara has no weapons and the only weaponry available is her hand to hand combat skills.

ITEMS — All the interesting items and artifacts that Lara and Kurtis collect are placed into this section. Highlight an item and press the  button to use it. At the start of the game,

Lara has only a blood-stained fax as a clue.

HEALTH — Many items that Lara and Kurtis collect are health related, such as antidotes, bandages and standard medi-packs. All these items are placed in this section. Health pick-ups restore a character's health level to different degrees. Highlight an item to display the level of healing. Press the  button to carry out its treatment.

Lara starts her adventure with two bandages.

VON CROY'S NOTEBOOK

While in Paris, Lara will come across Werner Von Croy's notebook. When she collects it, the notebook is added as a new option in the Inventory. The notebook contains hints, tips and reminders — refer to it often since the information it contains updates and is priceless!

To access the book, call up the Inventory screen and select **NOTEBOOK**. Use the **↑** / **↓** directional buttons to highlight a section on the contents page and press the **⊗** button to display it. Use the **←** / **→** directional buttons to turn pages. Press the **△** button to close the notebook.

SAVE GAME

You must have a memory card inserted into MEMORY CARD slot 1 to save your game. To save the game at any point, display the Inventory and select **SAVE GAME**. Select a save game slot and press the **⊗** button. Your save game file will be named automatically.

You can save up to eight games. To save more games, select an older file to overwrite and press the **⊗** button (or insert a different memory card before saving).

LOAD GAME

To load a previously saved game, you must have a memory card containing a previously saved *Lara Croft, Tomb Raider: The Angel of Darkness™* game(s) inserted in MEMORY CARD slot 1 at startup.

Then, open the Inventory, select LOAD GAME, highlight the saved game you want to resume and press the  button to complete the load.

Note: Only MEMORY CARD slot 1 is used to load and save game data for this game.

EIDOS Gameplay Helpline - 1-900-285-4500

CREDITS

EIDOS INTERACTIVE U.K.

Lead Programmer

Richard Flower

Lead Animator

Mark Donald

Lead Game Designer

Richard Morton

Lead Artist

Andrea Cordella

Systems Programmers

Chris Coupe

Neil Topham

Animation System

Richard Flower

Background System

Alex Davis

A.I.

Stephane Denis

Player Control System

Phil Callaghan

Physics System

Ray Tran

FX Programmer

Dan Scott

Camera Systems

Programmers

Mac Avory

James Graves

Stuart Yarham

Level Scripting

Paul Field

PC Programmer

Duncan Hopkins

Animators

Phil Chapman

Matt Furniss

Graham Gallagher

Paschal McGuire

Jerr O'Carroll

Artists

Matt Charlesworth

Fergus Duggan

Wayne Elliott

Simeon Furniss

Andy Gibson

Herod Gilani

Damon Godley

James Kenny

Jamie Morton

Jerry Oldreive

Darren Price

David Reading

Ady Smith

Gary Tonge

Music Composers

Martin Iveson & Peter

Connelly

Orchestrator

Peter Wraight

Performed by

The London Symphony

Orchestra

Conductor

David Snell

Recorded at

Abbey Road Studios

Engineer

Peter Cobbin

Sound Effects

Martin Iveson

Cutscene & FMV Audio

Peter Connelly

Audio Systems

Programming

Nigel James Brown

Concepts & Lead Writer

Murti Schofield

Concepts

Mark Donald

James Kenny

Richard Morton

Storyboards

Graham Gallagher

Manual Text

Andrew Thompson

Manual Design

Andrew Cockell

Amanda Holmes

Voiceovers and Casting

Phil Morris

Allinthe game Ltd.

Voice of Lara Croft

Jonell Elliott

Voice of Kurtis Trent

Eric Loren

Voice of Eckhardt

Joss Ackland

FMV and Cut Scene Visuals

Attitude Studios

FMV Director

Antione Charreyron

FMV Producer

Anne-Christine Gasc

Additional FMV

Axis Animations

QA

David Ward

Stuart Abrahart

Richard Apperley

Hayos Fatunmbi

Lance Moreland

James Shipley

Jayne Whitfield

Oliver Clarke-Smith

Steve Wakeman

Producer

Andrew Watt

Executive Producers

Jeremy Heath-Smith

Adrian Smith

Special Thanks

Colette Barber

Sue Mallet

Sandrine Nguyen

Dana Dorian



EIDOS INTERACTIVE U.S.

Producer

Mike Schmitt

QA Manager

Mike Kelly

Assistant QA Manager

Colby McCracken

Product Test Coordinator

Colby McCracken

Assistant Product Test Coordinator

Brian Falls

QA

Nicole Ferrara

Galen Laws

Jordan Romaidis

Production Operations Manager

Brian King

VP Marketing

Paul Baldwin

Director of Marketing

Chip Blundell

Product Manager

Matt Gorman

PR Manager

Michelle Seebach

PR Specialist

Kjell Vistad

Channel Marketing Manager

Kim Pendleton

Web Support

Yasuto Suga

Robert Fitzpatrick

Operations

Michael Minson

Greg Wu

Special Thanks

Rob Dyer

Kevin Weston

Christian Chatterjee

Matt Knoles

Greg Richardson

Jamie Bartolomei

Paula Cook

Dan Johnson

Kevin Gill

Renee Pletka

Daniel Earl

Janty Sumimoto

Wyman Jung

Duncan Cannon

Derek Leedy

Scott Holbert

Shelley Porter

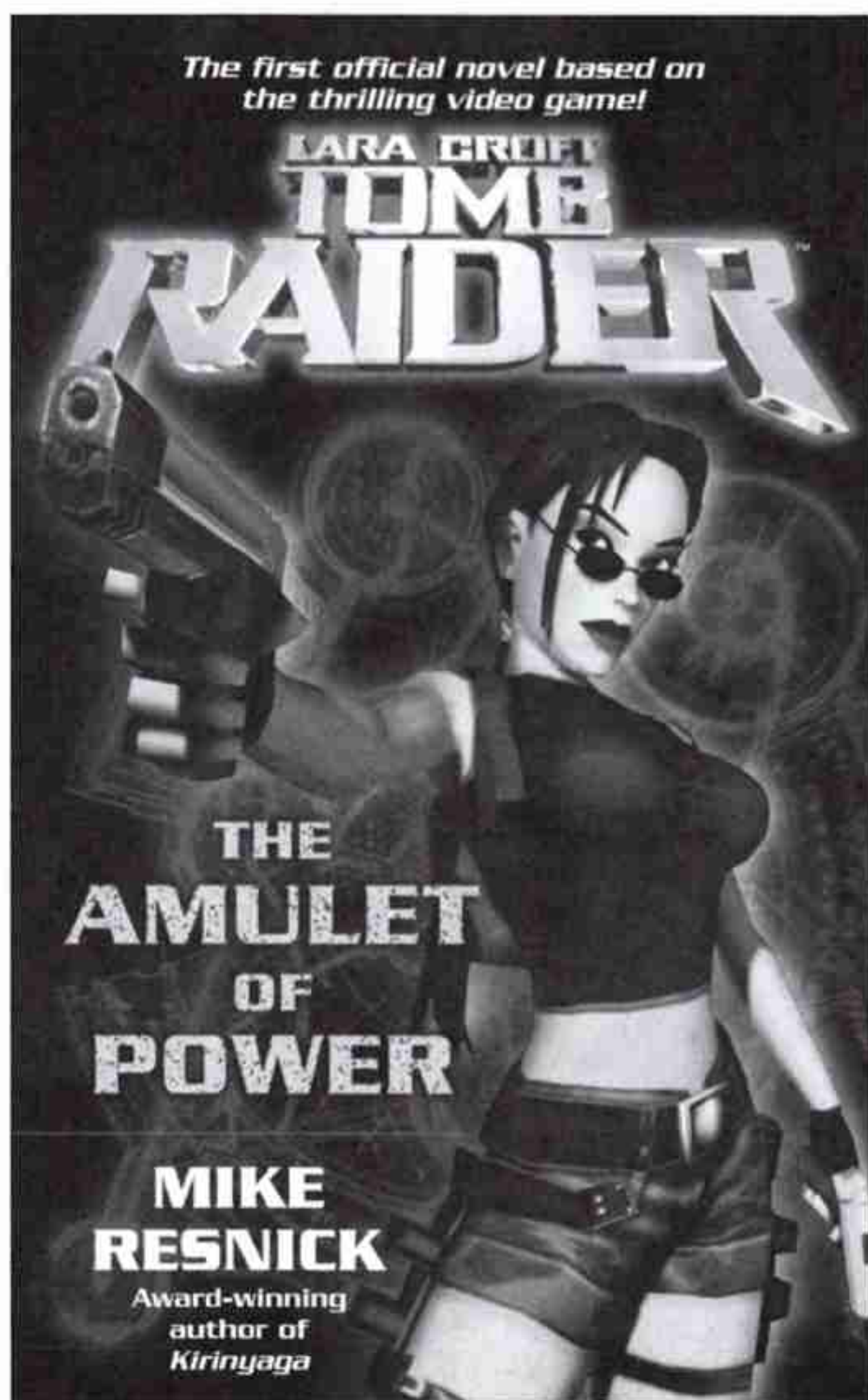
Modern Cartoons

Hanshaw Ink & Image



the amalgam of darkness mess

The first novel based on the bestselling video game, and the official prequel to *Lara Croft: Tomb Raider: Angel of Darkness*, written by award-winning author Mike Resnick.

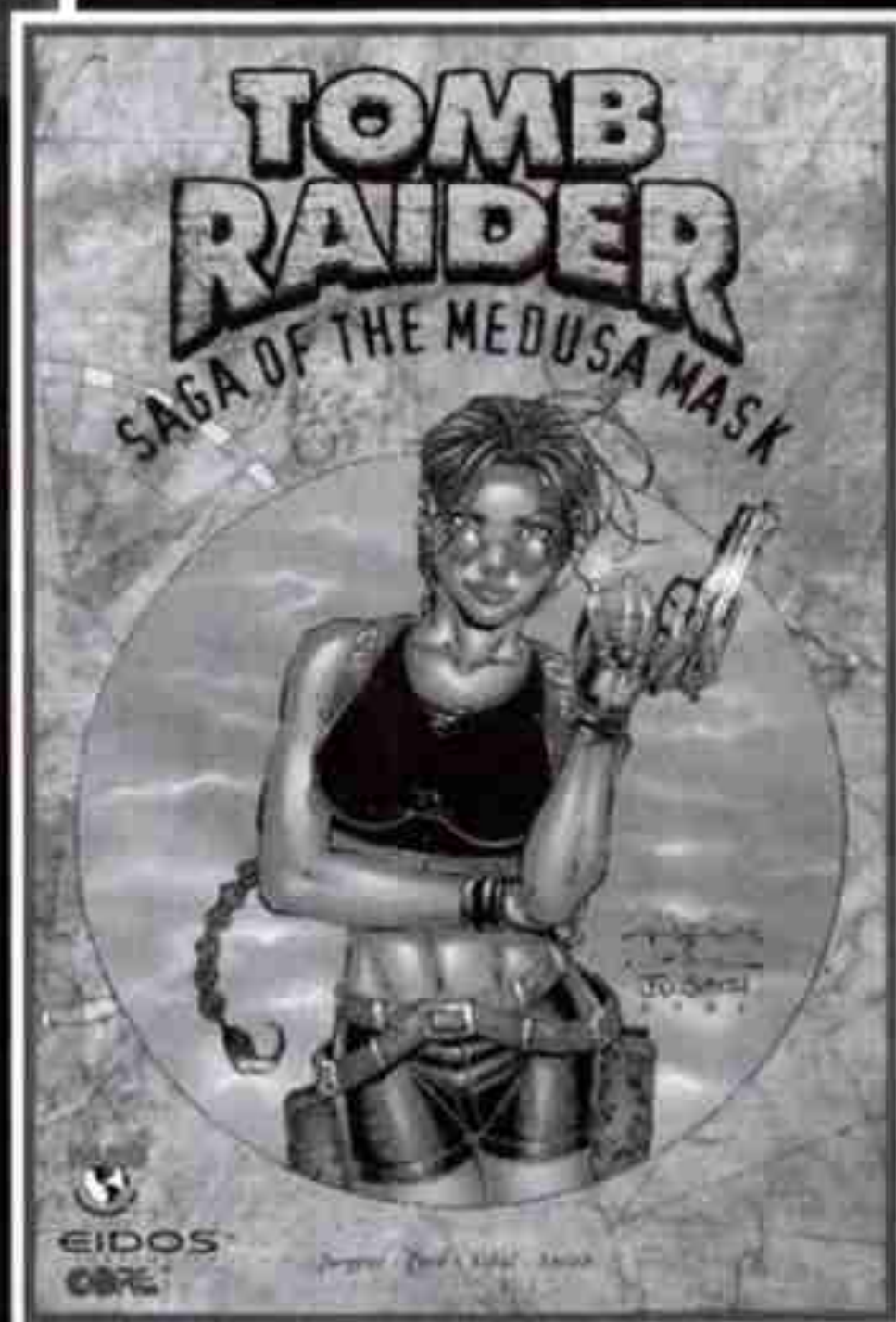
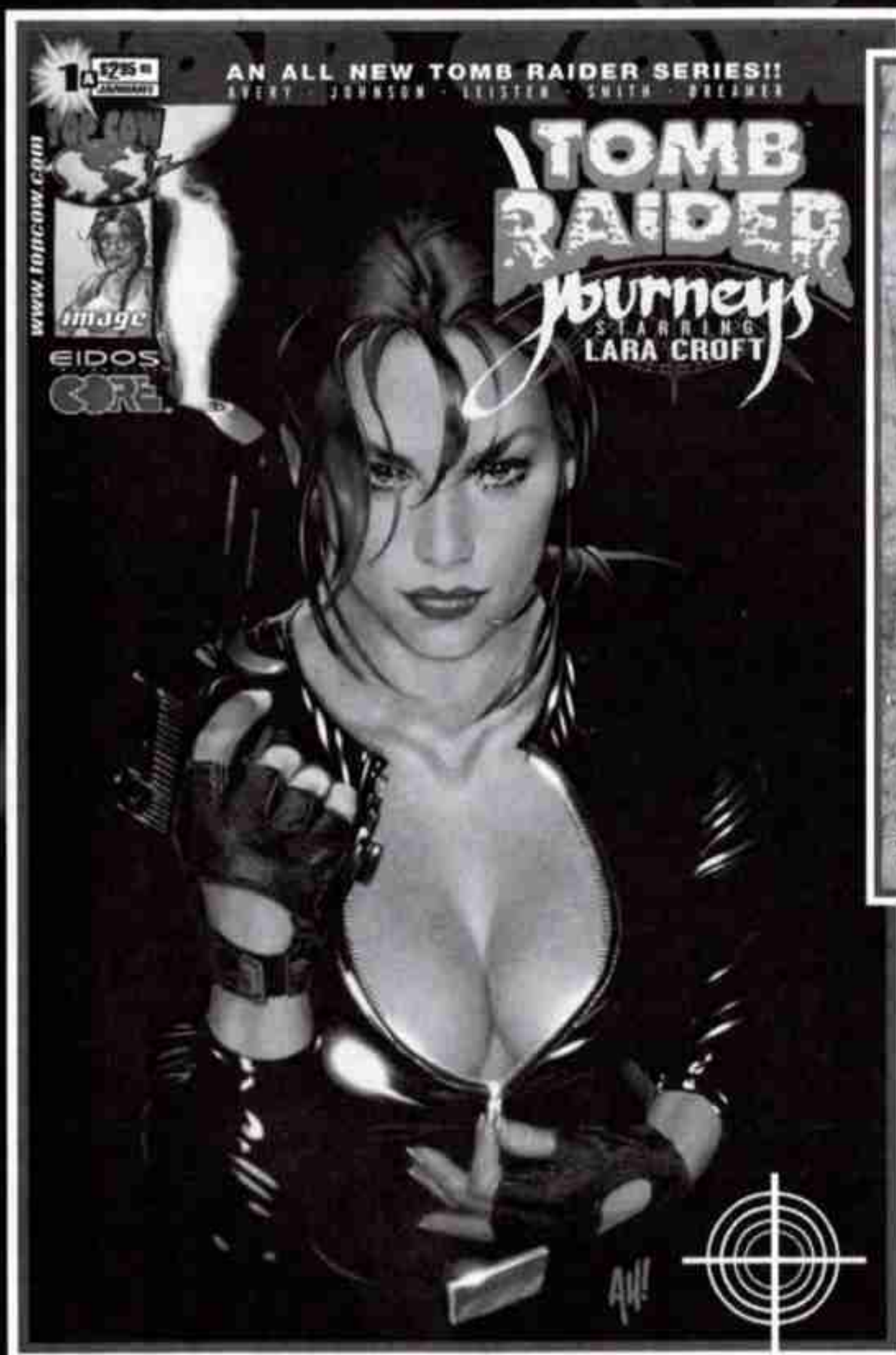


On sale November 4, 2003



A Del Rey paperback
www.delreymdigital.com

LARA CROFT IS MORE THAN JUST A GAME!



GRAPHIC NOVELS



POSTERS

COMICS

GAMES!

TOYS!

STATUES!



AND TONS OF
OTHER COOL TOMB RAIDER STUFF AT THE
WWW.TOPCOWSTORE.COM

MENTION THIS AD AND RECEIVE A 10% DISCOUNT
ON ALL THE TOMB RAIDER STUFF YOU GET!

TOMB RAIDER, The TOMB RAIDER LOGO, LARA CROFT and her likeness and Eidos Interactive are trade marks of EIDOS P.L.C. All Rights Reserved.

EIDOS INTERACTIVE LIMITED WARRANTY

EIDOS Interactive warrants to the original purchaser that this EIDOS Interactive disc is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EIDOS Interactive disc is sold "as is" without expressed or implied warranty of any kind, and EIDOS Interactive is not liable for any losses or damages of any kind resulting from use of this program. EIDOS Interactive agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EIDOS Interactive disc, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the EIDOS Interactive disc has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate EIDOS Interactive. Any implied warranties of merchantability and fitness for a particular purpose are limited to the ninety (90) day period described above. In no event will EIDOS Interactive be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this disc.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we can contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

Eidos Interactive Customer Services
RMA# (include your authorization number here)
651 Brannan Street, Suite 400
San Francisco, CA 94107

Note: You are responsible for postage for your game to our service center.

REGISTER YOUR GAME AT
www.eidos.com

...THE MOST ACCLAIMED GAME OF 2002...

FIVE OUT OF FIVE
—OFFICIAL PLAYSTATION MAGAZINE

SILVER AWARD—EDITOR'S CHOICE
—ELECTRONIC GAMING MONTHLY

9.2/10—EDITOR'S CHOICE
—IGN.COM

TEN OUT OF TEN
—GAMERS.COM

NINE OUT OF TEN
—PSM

TIME SPLITTERS 2™



Violence
Blood and Gore

OUT NOW!

FREE
RADICAL EIDOS

EIDOS Interactive, Inc. 651 Brannan Street, San Francisco, CA 94107

© 2002 Free Radical Design Limited. TimeSplitters 2, Free Radical Design and associated logos are trademarks of Free Radical Design Limited. All rights reserved. Published by Eidos Interactive, Inc. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2002 Eidos Interactive, Inc.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PTOADSUS03