

# TOMB RAIDER® COLLECTIBLE CARD GAME FIRST EDITION — RULES VERSION 1.0

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*Bringing Legends to Life*

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*Dark, narrow eyes and yellow, snapping teeth glimmered in the dim torchlight as famed adventurer Lara Croft moved down the musty corridor. Paws and sharp nails snapped on the stone floor as a pack of wolves advanced towards her growling, with barred teeth.*

*Snapping off a few rounds with her pistols, Lara quickened her pace. A rock wall ahead of her began to slide into place, cutting off the corridor. With a graceful dive, Lara rolled beneath it just before it shut completely. The crump of the heavy stone slab echoed away into silence. Circling with torch at arm's length, Lara found herself in a chamber of ornate mosaics and colorful tiles around a huge stone statue. Towering high above the floor, a red jewel of enormous size rested glittering in the outstretched palms of the statue's hands. "Good, no other Raider has come here before me," Lara thought as she began to scan the statue for a way to climb up. Soon another treasure would find its place in her private collection...*

## INTRODUCTION

In Tomb Raider, you take the role of Lara Croft or one of her rival Tomb Raiders. You may explore a tomb or cave, or face some other mysterious and dangerous quest. During the game you will fight wild animals, defeat traps and overcome many other obstacles to find the level's treasure and win the game!

Tomb Raider is a game for two or more competing raiders. Each player who plans to compete for the treasure needs her own deck of Tomb Raider cards. Your group will also need several six-sided dice, plastic figures to represent your raiders and the various tokens included with each quest deck. Use coins or other tokens to represent additional Tomb Raiders if there are not enough different Lara figures for all of you.

Tomb Raider can also be played by a single player. Changes to the rules for solitaire play follow the main rules.

### THE CARDS

There are 3 kinds of "Environment" cards: Characters, Locations, and Treasures. The location cards are used by one player to build the level deck. The rest of the cards enter play either at the beginning of the game, or are brought into play under special game conditions.

ARaider Character card:



ALocation card:



There are 5 kinds of "Draw" cards: Character Upgrades, Actions, Discoveries, Obstacles, and Secret Moves. These cards are used to build your draw deck.

A Discovery card:



An Obstacle card:



## LEARN TO PLAY!

To get you into the game fast, here is a solo game that will quickly teach you the basics. Just follow along with this step-by-step guide.

### GET READY!

Inside your quest deck, you should find the following: Asealed booster pack. A deck of 50 cards. This rulebook. A six-segment long "depth tracker" folded strip. A counter sheet. A plastic figure. And 2 dice.

Set the booster pack aside. You won't be using it this game, it contains a random assortment of new cards to expand your game deck later.

Lay the depth tracker out in front of you. For this game, you will play from depth "1" to "4".

Take the 50 card deck. Each card has a number in the lower right. Find your 18 location cards, numbers 001 to 018 (if you have an "Into the Caves" deck) or numbers 026 to 043 (for the "Trapped in the Tombs"). Depending on your deck, either card number 001 or 026 is an entrance location. Place this card face-up next to your depth tracker at depth "1".

Now find the treasure location (card number 003 or 028). Put it face-down next to depth "4", then slide it to the side (about 4 inches) so there is room for another card before it. (See the diagram to the right.) Putting a location card face-down means that it has not been explored yet.

Shuffle the rest of the location cards. This is called your "level deck". When you enter a new room, you will draw the top card from your level deck and add it to the map.

Find your starting Tomb Raider character (card number 019 or 044 depending on your deck type). Set this card face-up in front of you. This card represents your character. It has 4 ability numbers, which tell you how many dice you get to roll for "tests". From top to bottom, the numbers are **Fight** (red), **Move** (blue), **Search** (green) and **Think** (yellow).

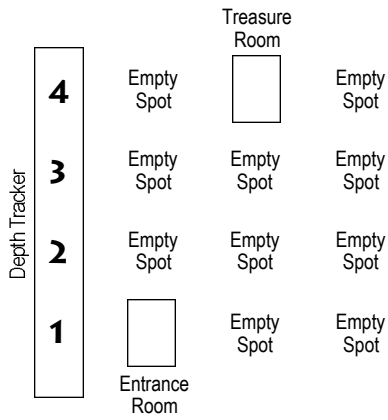
Find the treasure card (020 or 045) and set it aside. This card is for advanced play.

Pull out your obstacle cards (022 or 047, 024 or 049, 058, 059, 060, 062, 064, 065 and the second copy of 062). Shuffle these and put them in a separate pile of obstacle cards. Normally, these cards go into your draw deck, and you play them when your opponent is exploring new locations. Since you are playing solo, you will use this separate deck to take the place of an opponent playing obstacles to slow you down.

The rest of your cards are discoveries, actions and a character upgrade. Pull out the Magnum Pistols (068) and Take Aim (057). Look at your raider's Think ability (the bottom number). This tells you how many cards you get to start with, and how many cards you draw every turn. If it is 2, you're ready to go. If it is 3, then select the Hidden Exit (071) as well.

Shuffle the rest of the cards. This is your "draw" deck.

Put the plastic figure representing your Tomb Raider on the entrance room.



## LET'S GO!

The first step of every turn is the ready round. During this round, you roll dice to see who goes first. Since you're playing alone, we'll skip this round.

### 1 -- Action Round

The Action round is next, and is where most of the game play occurs. During this round, you **Move**, then **Explore**, **Play an Obstacle**, and then **Encounter Obstacles** at your location.

**Move:** To move, you must follow the exit arrows from your current location. If there is no exit in the direction you want to go, you can't go that way unless you can somehow add an exit (for example, by playing a Hidden Exit card). From the entrance, you can go to the right or forward.

**Explore:** If there is no location card where you want to go, you get to explore a new location. Draw the top card from the level deck, and place it in the new spot so that the bottom of the card points back the way you came. So, if you leave the entrance to the right, the new card will be sideways, but if you go straight ahead, deeper into the level, the card will be straight up.

**Play an Obstacle:** Each row of cards has a depth, with the entrance at depth "1" and the treasure room at depth "4". If you played a new location, add the depth of the new location to the location's "danger" (the number at the bottom left of the location's picture). From your pile of obstacles, find an obstacle with the same danger or less. Place that card on top of the location. If you go back to a location you have already explored, you don't play another obstacle.



**Overcome Obstacles:** Now, you have to try to beat the obstacles at your location. In addition to the obstacle card you played, there might be an obstacle written on the location card itself. If you have to face 2 obstacles, then you can choose which to face first, but you do have to face both. Look at the obstacle. There should be a "test" on it, for example, "7 Think or 9 Search". This tells you which abilities you can use to overcome the obstacle. If there are two abilities listed, you can choose which one to use. Look at your raider card, and decide what ability you want to use. Let's say your raider has a 3 search ability and a 2 think ability. You could roll 3 dice if you want to search for a way around the obstacle, or you can roll 2 dice if you want to think up a solution. If you think, you need to roll a 7; if you search, you need a 9.

**If You Succeed:** You overcome the obstacle, and it doesn't hurt you. If you succeed at a fight test, put one "hit" counter (the "X") on the obstacle, to show that you have hurt it. Obstacles that you can fight have a "life" rating. If you do that many hits to the obstacle, you get to remove it. If it is an obstacle card, discard it. If it is printed on the location, remove the hit counters and put a "removed" counter (the skull) on it instead.

Don't forget that you have a Take Aim card in your hand to start. When you face a fight test, you can play this card before you roll, to roll one additional die. You probably should use this card if you face a wolf or bear.

**If You Fail:** You suffer the consequences listed on the obstacle.

You might become "stuck". If you are stuck, you cannot search and have to stay in the room the next turn, facing the obstacles again.

You might be "injured", which knocks one point off of an ability. You then roll fewer dice when testing that ability.

You might be "hit". If you are hit once, you are damaged, but nothing bad happens yet. If you are hit a second time, you die – remove all your hits and injuries, and discard your discoveries. The good news is that when you "die" the game is not over. Just go back to the entrance and start again.

## 2 -- Search Round

After the action round comes the Search round. If you didn't get stuck, you can search for a "discovery" card. Add your search ability to the location's search number (the number at the bottom right of the picture). Roll that many dice. Compare the total result you rolled with the difficulty number on the discovery cards in your hand (the number to the lower left of the picture). You can find one discovery with a difficulty less than or equal to your search result. So, if you rolled a 15 or more, you can find the Magnum Pistols. Item discoveries, like the Magnum Pistols, are placed next to your raider, and you can use them as long as you have them in play. Trigger discoveries, like the Hidden Exit, take effect when discovered, then you discard the card. So, if you find a Hidden Exit, add an exit arrow token to your current location, then discard the Hidden Exit card. When you find something at a location, put an "empty" token on the location – you won't be able to find anything else at that spot.

## 3 -- Draw Round

**Discard:** If you have more than 6 cards, discard down to 6 cards.

**Draw:** Then, draw a number of cards equal to your Think ability. If you run out of cards, shuffle your discarded cards to make a new draw deck.

**Reset:** Next, if you want to, you can "push the reset button" – your raider dies. You might want to do this if you become stuck with no way back, or if you are hurt and don't want to wait to start over.

**Save:** If you are still alive, and are at a location with a "save point", you save your game. That means, if you die, you come back to this spot instead of the entrance. Also, if you save your game while you have Lara Croft, Adventurer in your hand, you can play this card to "power-up" your character. This card gives you +1 in all your abilities that started at a 2, and it now takes 3 hits to kill you instead of just 2

**Reload:** If you died, discard your hand and draw a new hand of cards. You start over at the entrance or your save point.

After you finish the draw round, begin again with the action round.

As you play, you will see many new cards. Some will give you special abilities, and others will present new challenges. Many cards are designed for playing on an opponent, you can ignore them for this game. When you have an action card that you want to play, follow its instructions, you can use it at any time that seems appropriate unless it says otherwise.

Keep taking turns until you get to the treasure room. You explore the treasure room just like any other location, but use the face-down treasure room card instead of putting down a random location card. Don't play any obstacle on the treasure room this game, since it should be hard enough on its own. During your search round in the treasure room, if you roll high enough to find the treasure, you win!



## AND NOW...



When you finish the game, examine the treasure card you set aside earlier. Take the time to celebrate and admire your new trophy!

You should be ready now to read the standard rules. You'll find a few changes and additions. For example, you normally can't search on the same turn that you fight, and when two raiders get together in the same room they have a tendency to start shooting at each other. When you're ready for a new challenge, gather up an opponent or two and teach them how to play using the Introductory level found on page 30.

## STANDARD RULES

### RAIDER ABILITIES AND TESTS

Each Character card has 4 color-coded abilities: FIGHT (red), MOVE (Blue), SEARCH (Green), and THINK (Yellow). Each ability is rated with a number. This ability number can sometimes have a direct effect on the game. For example, the maximum number of cards you draw each turn is equal to your raider's THINK ability. Ability numbers also tell you the number of dice you may roll whenever that ability is "tested".

When an ability is tested, roll a number of dice equal to that ability score to generate a result. This result must meet or exceed the listed number to succeed. When testing your ability against another Tomb Raider, the higher result wins. Re-roll any ties.

Example: Lara Croft, Spelunker, who has Search 3 and Think 2, enters the Dim Cavern, which says "**Dark (Trap): 7 Think or 9 Search.** Stuck if failed." The player has a choice rolling three Searching dice to roll at least a 9, or two Thinking dice to roll a 7 or higher.

Raider's starting and maximum "life" is equal to her lowest ability score. Each "hit" of damage a raider suffers lowers this life by 1. When a raider has a life of 0, she dies. A change to her lowest ability alters both her current and maximum life.

### GETTING READY TO PLAY

Choose the Level: There are a variety of different levels of Tomb Raider you can compete in. Several levels are described at the back of this rule book (See page 30). You can also play a "series" of linked levels. All players must first agree what Tomb Raider level you are going to play.

Select Your Raider: Each player must now choose a power 1 character card to represent her raider in the game. There are many different Lara Croft character cards as well as other characters. More than one player can play exactly the same raider if they want. All players place their chosen character cards face up in front of them and put figures on the entrance room to represent their raiders.

**Create the Level Deck:** The level deck contains all the location cards that can be found in the level you are playing. The level you chose will tell you which location cards are needed to create the level deck. To keep players from getting their location cards mixed up, one player should usually build the level deck entirely with cards she owns.

**Start the Level Map:** Each level is played on a grid that is a certain number of location cards wide and a certain number of location cards deep. To start the map, the player that owns the level deck should place any location cards which begin the game in play. See "The Level Map" on page 14 for details. Shuffle the remaining cards in the level deck, let another player cut the deck, and then place it face down within easy reach of all players.

**Prepare Your Draw Deck:** Choosing from all the draw cards (character upgrades, actions, discoveries, obstacles, and secret moves) you own, prepare a draw deck of at least 30 cards. You can have up to 3 copies of each card in your deck if you have 60 or more total cards, or up to 2 copies if you have less than 60 cards. There is no maximum number of cards you can put in your draw deck. Make sure your deck does not contain too many copies of any one card.

**Choose Your Starting Hand:** From all the cards in your draw deck, choose a starting hand. Each raider has a yellow-bordered "think" ability. All players may choose a number of cards for their starting hand equal to their raider's think ability.

**Shuffle Your Draw Deck:** Finally shuffle the remaining cards in your draw deck, allow another player to cut your deck and then place it face down on the table to the left of your chosen character card.

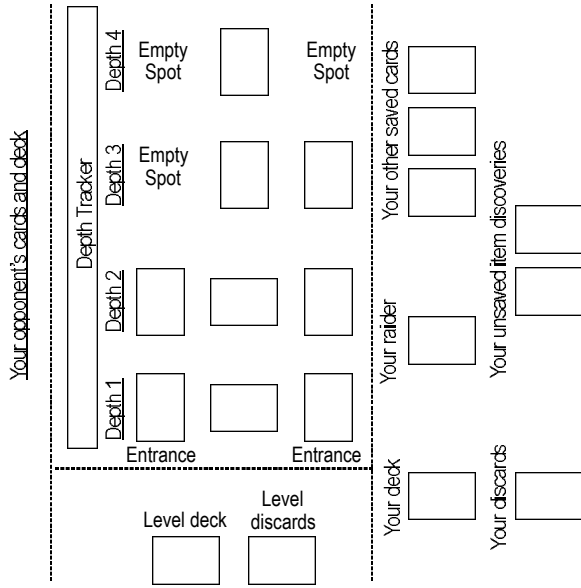
### STARTING HAND IDEAS

If you aren't quite sure which cards to select, try this for your first game.  
Lara Croft, Spelunker: Wolves (060) and the Magnum Pistols (068).  
Lara Croft, Treasure Hunter: Rope (055), Pit Trap (062) and the Magnum Pistols (068).

## THE LEVEL MAP

Every level is a certain number of cards wide and deep forming a grid of "unknown" spots where location cards can be placed as the game unfolds. Other than the cards placed at the start of play (the "entrance rooms", and any other cards determined by the rules for your particular level), all of the spots are unknown, vacant of cards until a raider has explored that spot.

### Field of Play Diagram:



The entrance rooms and all locations on that row, unknown or mapped, are considered to be "depth 1". The next row is depth 2, the next depth 3, etc., to the maximum depth given for the level.

To begin most two-player levels, place one entrance room at each corner of depth 1 (it is OK for each player to supply her own entrance room). Each entrance room should be oriented so that the top of the card points deeper into the level. For the introductory level, place the treasure room, face-down, at the middle of depth 4 (in other levels, you will shuffle the treasure room into the level deck). When a location card is played face-down, this means that it is not explored, and so counts as unknown until it is explored.

Each Location card has "exit arrows" showing which directions a raider may move from that location. If there is no exit arrow pointing in a direction, then a raider may not normally move in that direction. It is possible for a raider to move from one location to another and not be able to move back later if the new room entered does not have an exit arrow pointing back in the direction she came from.

The map is never wider or deeper than the level states, nor can raiders move behind the entrance room. Ignore any exit arrows pointing to those spots.

For a two player game, the players usually sit to either side of the map.

### SAVING CARDS

As you play, your raider may gain secret moves, character upgrades and discovery cards. Cards played in the row next to your raider are considered "saved" cards. Saved cards are not discarded when your raider dies or you reset your game. Cards played in the row below your raider are "unsaved". If your raider dies or you reset your game, unsaved cards are discarded. Item discovery cards enter play unsaved. Secret moves, treasures and character upgrades enter play already saved. Discovery cards move from the unsaved row to the saved row whenever a character saves her game (see page 22).

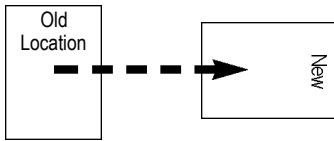
When moving her raider into an unknown spot, a player draws the top location card from the level deck and places it into the unknown spot. **When placing a new location card on the map (or exploring a face-down location), the bottom of the new card should point to the location the raider came from.** Be careful to keep the mapped cards lined up on an imaginary square grid (with each square about 4" x 4"), as shown on the diagram, so the map stays neat and easy to read. This should also leave room for you to put obstacle cards with the locations during play.

Some location cards may only be played at certain depths. For example, in many levels the minimum depth of the treasure room is 4. If you draw a location card for a spot of the wrong depth, reshuffle it back into the level deck and draw again.

If, at any time, there is only one spot left where the treasure room may be played, draw the treasure room from the level deck and place it in that spot face-down, then reshuffle the level deck.

### ORIENTING LOCATION CARDS

If a raider moves directly into an unknown spot, the bottom of the new location card will face the exit arrow of the raider's previous location.



If a raider enters an unknown spot by some means other than normal movement (for example, if she was dropped there by a Chute Trap), the top of the new location card points deeper into the level.



## PLAYING THE GAME

Play follows the following sequence. Refer to this chart as needed during the course of play:

### Sequence of Play (1 Turn):

One – Ready Round

Two – Action Round

- 1 – Move
- 2 – Explore
- 3 – Play Obstacles
- 4 – Attack other Tomb Raiders
- 5 – Defeat Obstacles

Three – Search Round

Four – Draw Round

- 1 – Discard
- 2 – Draw
- 3 – Reset
- 4 – Save
- 5 – Reload

**NOTE:** Each round must be completed by every player before play proceeds to the next round.

## THE READY ROUND

**Determine Turn Order:** On the first turn of the game, all raiders roll a number of dice equal to their move ability. The raider that rolls highest chooses which player will move first. Play then proceeds in clockwise order. On subsequent turns, re-roll for a new turn order only if at least one player wants to do so. Otherwise, use the previous turn's order.

## THE ACTION ROUND

In turn order, each player performs all the steps in the action round. The first moving player must complete all the steps in this round before the next player begins. Once all players have completed all their action round steps, then play proceeds to the search round.

### STEP 1: MOVE

A raider can move a maximum number of locations equal to her move ability. Often, though, something interesting will keep her from moving this quickly. A raider can only move from one location to another through an exit arrow. A raider can follow an exit arrow to move to an unknown spot on the map (a spot where no face-up location card has yet been played). But as soon as a raider enters an unknown spot her movement for the turn immediately ends.

At the beginning of the action round, a raider may elect to stay in the same location, or may be forced to stay due to a lack of exits. Raiders can also become "stuck". Stuck raiders are not allowed to move for one full turn. When a raider is done moving (regardless of how far she moved or whether she stayed in the same place), she proceeds to the next step and may not move any further for the rest of the current turn.

A raider who wishes to move through more than one location must perform step 5, overcome obstacles, in each intermediate location before moving on to the next location. If the raider becomes stuck, her movement for the turn ends. Otherwise, even if she fails to overcome an obstacle, she may continue her movement. Upon entering an unknown spot or reaching her final location, proceed to the next step.

### REMINDER

A raider who is moving through multiple locations and stops early (whether because she became stuck or just decided to stop) ends her action round after completing step 5 at that location, she does not go back to step 2, 3 or 4.

## STEP 2: EXPLORE

When a raider moves into an unknown spot, immediately "map" that spot. If there is a face-down location card there, turn it face-up. Otherwise, draw the top card from the level deck and place it in that spot. If for some reason the location card drawn may not be played in that spot, draw a replacement, return the unplayable card to the level deck and shuffle.

When placing a new location card, the bottom of the card should normally point toward the raider's previous location (see The Level Map, p. 14).

## STEP 3: OPPONENTS PLAY OBSTACLES

Whenever a new location is mapped, competing players may play one obstacle card on that location. This option exists regardless of whether the location card already has any obstacles as an effect of the card itself. The moving raider may not play an obstacle card. Obstacle cards are not played on locations which were already mapped.

Obstacle cards may only be played if the danger rating printed on the card is equal to or less than the total of the location card's danger rating added to the depth of the location at which it was played.

In games with more than two players, if more than one player wants to play an obstacle card, the card with the highest allowed danger is played and any other obstacles are returned to their owners' hand. If multiple obstacles are equally dangerous, then the tied player who would move next plays her obstacle.

Example: Lara Croft moves into the location Skeletal Remains (danger rating 3) at depth 2 in the cave. Three other players want to play Obstacle cards. The first wants to play a Bear, but cannot since its danger rating of 8 is higher than 5 (the Skeletal Remains' danger rating plus depth). The second player wants to play Bats (danger 3), and the third wants to play a Pit Trap (danger 4); the Pit Trap gets played.

## STEP 4: FIGHT ANOTHER RAIDER

Raider that ends her move in a location occupied by another raider may optionally choose to attack. Both raiders make a fight test. The high roller wins, inflicting 1 hit of damage on the loser (see "Damage and Death" page 24). Some cards, such as weapons, can change the amount of damage inflicted during a fight.

## STEP 5: OVERCOME OBSTACLES

During and after movement, a raider must encounter all obstacles present at any location she enters or passes through during the action round. Such obstacles may be either listed on the location cards themselves or may be present on obstacle cards that have been played either on the current turn or on a prior turn.

Raider is not required to encounter any obstacle present at the location where she starts the action round provided she does not end her movement step at the same location.

When multiple obstacles confront a raider at a single location, she may attempt to overcome them in any order desired. However, each obstacle must be encountered regardless of a raider's success or failure in encountering other obstacles present.

Each obstacle may be overcome by one or more abilities. The obstacle lists the abilities with the target roll required. If two abilities are listed, the raider may choose which one to test (testing more than one ability is normally not required). The raider gets a "result" by rolling dice equal to her score in the ability she chooses to test. If her result is lower than the target number, then all effects listed for failing to overcome the obstacle are immediately applied (See Impairments, page 25). If her result is equal to or higher than the target number, she avoids the effects.

An obstacle must be encountered each time a raider enters its location until the obstacle is removed from play.

Whenever a raider successfully tests her fight ability she applies 1 hit of damage (the "X" token) to the obstacle she is encountering. More hits may be applied if directed by another card in play, such as a weapon.

## REMOVING OBSTACLES

Obstacles that can be overcome with a fight test will have an amount of "life" listed on the card. Whenever a hit is applied to such an obstacle, the hit should be noted by placing an "X" token on the card. When an obstacle has sustained a number of hits equal to or greater than its life, then that obstacle has been "removed". Discard the obstacle if possible. Obstacles printed on location cards can be removed by placing a "removed" skull token on the effect text area of the card.

Note that obstacles operate at full effectiveness regardless of the number of hits that have been applied to them until they are removed. Note also that some card effects will allow the immediate removal of specific kinds of obstacles regardless of whether or not the obstacle has taken hits or even has life.

## THE SEARCH ROUND

In turn order, each player may now search for a discovery card. Raiders who used their fight ability in the action round (except those who only used their fight ability to defend against an attack by another raider) may not search. An adventurer can search even after failing to overcome one or more obstacles in her current location, unless she is "stuck". When all players have searched, proceed to the draw round.

Some action cards can be played in place of searching normally as described below. However, a raider must be eligible to make a normal search in order to play such cards. Searches that arise from an action card may be played for effect even in locations that are "empty".

Normal searches are completed as follows:

**Search Test:** Generate a search result by rolling a number of dice equal to the raider's search ability plus the location's search rating. For example, if Lara has a 3 search ability and the search rating of a location is +2, she would roll 5 dice when searching that location.

**Play a Discovery Card:** If possible and desired, the raider plays one discovery card from her hand with a difficulty rating equal to or less than her result. A player does not need to say what she is searching for until this point. The player is not required to play a discovery. Discoveries described as "items" are played in the unsaved row of cards below your raider. Some other discoveries are "triggered". Triggered discoveries take effect immediately and are then discarded.

**Mark the Location "Empty":** Only one discovery card can be found at each location. If a discovery card was successfully found at a location, place an empty token on that location. Otherwise the location is still available to be searched.

## THE DRAW ROUND

Each player in turn order proceeds through all steps in the draw round.

**Discard:** Discard any number of cards.

**Draw:** Draw a number of cards equal to the raider's think ability, up to a maximum hand size of the raider's think ability + 6. If a player has no cards in her hand, she draws cards equal to twice her think ability instead. If any player runs out of cards to draw, she shuffles her discard pile to make it her new draw deck.

**Reset:** Sometimes, a player may decide her situation is hopeless. In that case, she can "push the reset button" and start over. (See Damage and Death, Page 24).

**Update Save Point:** If a raider is at a save point, move all cards in her unsaved row into the saved row next to the raider. Note the location of her new save point. If that raider dies or resets in the future, she will restart at the location of her most recent save point rather than at the entrance room.

**Reload Tomb Raiders:** Any raiders who have died or reset now reenter play at either the location of their latest save point or otherwise at the entrance room. Move the figure or token representing the raider to the appropriate location. (See Damage and Death, p. 24.)

When all players have finished the draw round, start again with the ready round, until one player wins the game.

## OTHER RULES AND INFORMATION

### WINNING THE GAME

To win a level, you must find the treasure room and be the first to succeed with a search roll to find the treasure. There may be additional conditions for victory explained for each level.

### SECRET MOVES

Secret moves are ultra-rare, foil-embossed cards that provide special game effects. Secret moves represent advanced knowledge, tips and tricks that a player has learned. A secret move card is played from your hand when you first use its effect. After that, you keep it in your saved card row. Once in play, a secret move can be used as often as the requirements for using its effect can be met.

### TREASURE CARDS

Treasure cards can be an important edge when playing a "series" of levels in a row. When players have agreed to play a series of levels, the treasure cards retrieved in one level carry over to the next levels. In addition, sometimes, each raider starts a level with a treasure card. Each level or treasure room has a power rating. A Tomb Raider who is awarded a treasure can select any treasure card of that power or less. This treasure card comes from the Tomb Raider's collection, not from her deck. Treasure cards grant special powers or abilities during play.

## CHARACTER UPGRADES

Character upgrade cards represent more powerful or experienced versions of a Tomb Raider. Such cards are allowed in a player's draw deck and can be played during the game to "power-up" the raider you currently have in play.

More powerful raider cards can be played whenever your current Tomb Raider accomplishes the requirements listed on the upgrade card. Upgrade cards are always played into the saved row, so they are not lost when your raider dies or resets. You may only play upgrades that are a maximum of one power higher than your current raider's power. Thus, you cannot play a power 3 upgrade on a power 1 character unless you first play a power 2 upgrade.

A Tomb Raider can have multiple upgrade cards of the same power in play at the same time, gaining the benefits of each. For example, a player might have three different power 2 upgrades and two different power 3 upgrades, all in play at the same time. A raider cannot play a second copy of an upgrade she has already achieved (although such cards may be in play for a competing player).

## DAMAGE AND DEATH

When your raider takes "hits", mark them with "X" tokens on your character card. Your raider has an amount of "life" equal to her lowest ability score. Each hit subtracts 1 life from your raider. If she has no life left, she dies. If your raider dies you may not take actions the rest of the current turn other than to play action or obstacle cards.

If you die or reset, don't worry! No matter why a raider starts again, from death or reset, the results are the same. When it is your turn to "reload", discard all the cards in your hand as well as all your cards in play that are "unsaved" (keep all the cards in your "saved" row). Shuffle all your discards back into your draw deck and draw a new (random) hand with a number of cards equal to your think ability. Place the figure or token representing your raider either at the entrance room if you have not saved your game, or at your most recent save point location if you have saved. All hits and impairments are removed; your raider is back to maximum life. Your raider is now ready for the next turn.



## IMPAIRMENTS

An impairment may be a consequences of failing a test or of another action. All impairments are removed if a raider dies or resets.

**Hit:** A hit raider loses 1 life for each hit suffered. When a raider has no life left, she dies. Hits do not lower a raider's abilities.

**Injury:** An injured raider suffers a blow that does not cause a normal hit of damage. Instead, an injured raider has one of her abilities (fight, search, move or think) reduced by one. This can lower a raider's life. The ability lost will be specified. Injuries can be cumulative. Each injury can be healed as if it were 1 hit of damage (for example by using a Medi Pack). A raider reduced to "0" in any ability as a result of being injured dies.

**Stuck:** A stuck raider cannot search in the current turn's search round nor move out of her current location until after the next action round. Draw normally. If there is an obstacle in the room, a stuck raider must, of course, attempt to defeat it on both turns.

*Example: A raider is moving through a room with a pit trap on the way to the treasure room. She fails to overcome the pit trap, and becomes stuck. Her movement ends at this location. She does not search this turn, but draws normally. She cannot leave the location next turn, and so must try to overcome the pit again. Assuming she succeeds, though, she would be able to search the location, and can exit the location on the following turn.*

## IMPORTANT GAME TERMS

**Adjacent** – One location is adjacent to a second location if it has an unblocked exit arrow pointing to the second location. One location may be adjacent to a second location without the second location being adjacent to the first.

**Blocked** – If an exit arrow is blocked, mark it with the blocked token (the x'ed out arrow). A blocked exit is treated as if there were no exit arrow in that direction. If a new exit is found in that direction, remove the blocked token.



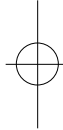
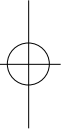
**Connected** –A raider’s location is connected to another location only if a path can be traced following exit arrows from her present location to the target location. Note that one location can be connected to a second location without the second location being connected to the first. This results from the fact that it may not be possible to trace exit arrows along the reverse path.

**Cut-Off** –A location is “cut-off” or “unable to link to the treasure room” if it is not possible to trace a path of exit arrows from the present location to either the treasure room or an unknown spot that can contain the treasure room. For purposes of tracing this path, unknown spots are considered to have exits in all directions.

**Life** –A raider’s lowest ability is her maximum and starting life. A raider who gains additional life marks it with a green circle token.

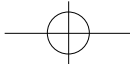
**Result** – The total of the dice rolled by a player, plus any modifiers, when making an ability test. A bonus to a player’s result changes the final total, not the number of dice rolled.

**Test** –A challenge to one of a raider’s abilities (Fight, Move, Search or Think). Roll the number of dice your raider has in that ability, and add them up to get your result. If this is less than the number you needed, your raider fails the test, and suffers the consequences.



**EXPAND YOUR GAME**

Other quest decks and booster packs are available to expand your collection of cards and help you build more advanced levels and tougher draw decks. Maybe you can become the ultimate Tomb Raider!



## GAME PLAY NOTES

Some cards change these rules; when a card seems to contradict a rule, use the rules on the card. However, rules which refer to a specific card supersede any text on that card. Rules should still guide your interpretation of how a card is played – if a card specifically changes one rule, it should still follow other rules.

Action cards may be played at any time unless a specific time is indicated.

Item discoveries can be used any time, unless a specific time is indicated.

Obstacle cards are only played during a competing player's action round.

Location cards are only used to map the level.

If a player is forced to change locations outside of her action round, normal play is interrupted while she performs steps 2 through 5 of the action round.

Secret move cards, character upgrade cards and treasure cards are always played in the "saved" row.

All rolls in the game are made with six-sided dice.

Only reroll for turn order prior to a new action round when at least one player wants to.

Players cannot elect to fail a dice roll; dice must always be rolled when called for.

Cards that cancel the effects of other cards must be played immediately afterward or they do not work.

If brought to zero hits by a single attack, a raider cannot be "healed" back to life by playing a card that removes hits or adds life immediately afterward. It is too late, and the raider is dead. However, cards that reduced the amount of damage inflicted (such as a Back Flip card) can save a raider that would otherwise die.

Your raider can die or reset any number of times and you can still win the game.

You don't "get back" saved items you have lost when you reload, instead you get to keep rather than discard any saved items you still have.

# SOLITAIRE RULES

## OBSTACLE CARDS

Obstacle cards are not mixed into your draw deck. Instead, build an obstacle deck. If a level has solitaire play rules, it will list the obstacles that are appropriate for this deck. When you explore a new location, flip cards from the top of the obstacle deck until you find one that is playable on the location you have just entered. Play that obstacle on the new location. If you run through the entire obstacle deck, reshuffle the deck.

## GOAL

Each level will require you to either succeed with only a certain number of reloads, or within a certain number of turns. In addition, you may be required to explore every location, or clear out all the creature obstacles. Each level designed for solitaire play will list goals or a points system for evaluating your performance.

## QUESTIONS AND COMMENTS

Rules questions, comments, suggestions, new card or level ideas? You can contact us in a variety of ways as listed below. Please phrase all questions so that we can answer them as either "Yes" or "No". All submissions become the property of Precedence Entertainment and may be used without permission or compensation to the submitter. Who knows? You may see your idea appear in a future edition or expansion of the game or on our web page!

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Do you want to increase your involvement in the Tomb Raider CCG and be on the cutting edge of new developments and events for the game? Then join the Tomb Raiders' Club, an elite international organization for serious Tomb Raider CCG players and collectors. Membership in the club costs \$25 per year (\$35 outside the U.S.A) and includes rated game play, a periodic newsletter with advance info on tournaments, upcoming releases, special merchandise offers and other events. Don't miss out, write or e-mail us at the addresses above and join today! All major credit cards accepted.

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The Raiders are a group of specially selected Precedence representatives that arrange in-store demonstrations and judge officially sanctioned Tomb Raider CCG tournaments around the world. To find out about sanctioned tournaments in your area, to arrange to hold a sanctioned tournament or a demonstration at your store or game club, or to apply yourself to be a member of our Raiders, please contact us at one of our addresses listed above. Both Retailers and Raiders participating in the Raiders support program receive numerous benefits. Contact us today!

## LEVELS

Each time you play Tomb Raider, you first choose what level to play. Each level has unique challenges providing endless variety to game play. Note that each level description refers to particular cards by their card number, found in the lower right border of the card (for example, Lara Croft, Spelunker is card number 019).

### INTRODUCTORY LEVEL

This is a level for beginners. Try it the first time you play with someone else, or whenever you want to teach the game to someone new.

**Number of players:** 1 or 2

**Level Power:** 1

**Level deck:** Use the location cards from one player's starting Quest deck. Do not mix in the cards from any booster packs. For first time players, the Tomb deck is recommended (cards 026 to 043), though the Cave deck is fine (cards 001 to 018). If playing a 2-player game, you will also need a second entrance card (001 or 026). This can come from the second player's collection, or from your own.

**Start the Map:** The map is 3 wide by 6 deep. Place the entrance rooms (001 or 026) in the corners of depth 1. If playing solo, just leave the second entrance room's spot empty. Place the treasure room (003 or 028) face-down in the middle of depth 4. Raiders can venture to depth 5 or 6, but will rarely do so unless they cannot find a more direct entrance to the treasure room from depth 3 or 4.

**Obstacle Deck for solo play:** Use all the obstacles from your starting quest deck.

**Goal:** The first player to successfully search for the treasure wins.

### INTO THE CAVES

30

This level is recommended for players with a cave deck who have already played the introductory level.

**Number of players:** 2 or more

**Level Power:** 1

**Location Types:** Locations, Cave Locations.

**Deck Size:** 18 or more locations. No more than 1 copy of each aside from Entrance Cave (001).

**Treasure Room:** Treasure Cave (003).

**Map Size:** 3 wide by 6 deep.

**Start the Map:** Place one Entrance Cave (001) at the middle of depth

1. Or, if playing with an even number of players, place one Entrance Cave at each corner of depth 1 instead. An equal number of raiders begin at each entrance.

The Treasure Room has a minimum depth of 4. It must appear somewhere at depth 4, 5 or 6.

### TRAPPED IN THE TOMBS

This level is recommended for players with a tomb deck who have already played the introductory level.

**Number of players:** 2 or more

**Level Power:** 1

**Location Types:** Locations, Tomb Locations.

**Deck Size:** 18 or more locations. No more than 1 copy of each aside from Tomb Entrance (026).

**Treasure Room:** Treasure Chamber (028).

**Map Size:** 3 wide by 6 deep.

**Start the Map:** Place one Tomb Entrance (026) at the middle of depth

1. Or, if playing with an even number of players, place one Tomb Entrance at each corner of depth 1 instead. An equal number of raiders begin at each entrance.

The Treasure Room has a minimum depth of 4. It must appear somewhere at depth 4, 5 or 6.

### DEATH BY DESIGN

This is an example of a fixed-map level. Fixed-map levels are especially useful in tournament play, where a referee creates a complete level map ahead of time. This allows all players at the tournament to compete on similar maps and compare experiences.

Note that while the locations in this level are fixed in place, their orientation may be different in each game as players enter the spot from different directions. This, in turn, can lead to several different paths to victory.

**Number of players: 2**

**Level power: 1**

**Level map:**

Lay the 36 cards out in a 5 wide by 7 deep grid as follows:

Depth 7	043	013	Empty	007	038
	040	035	041	010	042
	004	039	030	015	034
	033	008	032	009	029
	011	014	027	018	037
	031	005	016	006	017
Depth 1	026	012	002	036	001

The empty spot will contain the treasure room. This card is randomly drawn when a player first enters this spot, choosing between the Treasure Cave (003) and the Treasure Chamber (028).

The entry rooms (Cards 026 and 001) begin face-up, the rest of the cards are face-down. To determine starting locations for this level, each player rolls a die (rerolling ties). The highest roller must choose her entrance first, and the other player begins at the other entrance.

Since all the map is fixed except the treasure room, cards which alter the playing field are not terribly useful except when entering the treasure room itself. Optionally, a draw pile of additional locations (for example, locations 152-160) can be kept on hand and swapped in if a card such as Snoop Ahead is used.

**FREESTYLE**



This level is for anyone who wants to dive in and play without worrying about what exactly they might find. For a shorter version of this level, cut the map size down to 6 deep.

**Number of players:** any

**Level Power:** 3 or 2

**Level Deck:** 1 each of every location card the player has. (If playing the power 2 level, do not include the Sanctuary (151).)

**Map size:** 3 wide by 12 deep for power 3 (If the player has at least 36 locations) or 3 wide by 6 deep for power 2.

**Treasure Room minimum depth:** 7 for power 3, or 4 for power 2.

**Atlantean Rooms minimum depth:** 3.

**Start the map:** place each entrance room at depth 1. To determine starting locations for this level, each player rolls a die (rerolling ties). The highest roller must choose her entrance first, then the next highest and so on.

If there is ever only one spot remaining that could contain the treasure room, find the top treasure room in the deck. If a treasure room is played on the map, remove all other treasure rooms from the level deck and shuffle that deck.

**Alternate Freestyle Rules:** The player who designs the level adds in only enough rooms to completely fill the level. Each other player may choose to begin with either a level 2 upgrade or a level 1 treasure.

## PARALLEL PERIL

33

This level requires 1 Tomb and 1 Cave deck to play.

**Number of players:** 2 or more

**Level power :** 1

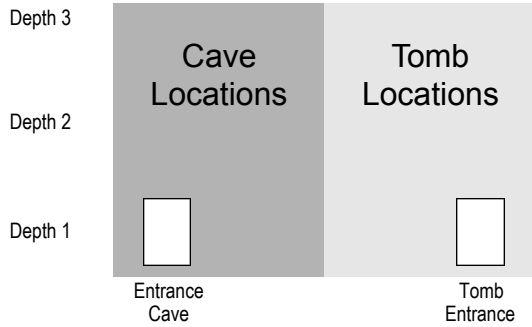
**Level Deck:** 2 decks, 1 of Cave locations (001 to 018) and 1 of Tomb locations (026 to 043).

**Map size:** 4 wide by 8 deep.

**Start the Map:** Place the Entrance Cave (001) at one corner of depth 1 and the Tomb Entrance (026) at the other corner. Place the Cave level deck by the Entrance Cave and the Tomb level deck by the Tomb Entrance.

**Map Construction:** The two columns on the side with the Entrance Cave are filled with locations from the Cave deck, the other two columns with locations from the Tomb deck. The minimum depth for the treasure room is 5. If there is ever only one spot remaining that could contain the treasure room, find the treasure room in the appropriate deck. If a treasure room is played on the map, remove the other treasure room from the opposite deck and shuffle that deck.

To determine starting locations for this level, each player rolls a die (rerolling ties). The highest roller must choose her entrance first, then the next highest and so on.



## PARALLEL "PICK UP"

This level is similar to Parallel Peril, but allows for a more free-form deck design.

**Number of players:** 2

**Level power:** 1 - 3

**Level Deck:** 18 card minimum (20 minimum for power 3).

Each player designs a level deck. If playing a power 1 level, do not use Atlantean locations. Each deck should have 1 treasure room and 1 entrance room.

**Map size:** Power 1 - 4 wide by 6 deep; Power 2 - 4 wide by 8 deep; Power 3 - 4 wide by 10 deep.

**Treasure Room minimum depth:** 4 for power 1, 5 for power 2, 6 for power 3. The Treasure Room power should be no higher than the level power.

**Start the map:** Place one entrance and one player's level deck at each corner of depth 1. As in the Parallel Peril level, each level deck will be used to build 2 columns of the level. Each player starts at the entrance on the side of the level that will be constructed using the other player's cards.

If there is ever only one spot remaining that could contain the treasure room, find the treasure room in the appropriate deck. If a treasure room is played on the map, remove the other treasure room from the opposite deck and shuffle that deck.

## ATLANTIS

This level is recommended for 2 or more intermediate players.

**Level Power:** 2

**Location Types:** Locations, Atlantean Locations, plus entrances.

**Deck Size:** 18 or more locations. No more than 1 copy of each.

**Treasure Room:** Atlantean Treasure (118). Minimum depth 4.

**Map Size:** 3 wide by 6 deep.

**Start the Map:** Place one Entrance at the middle of depth 1. Or, if playing with an even number of players, place one Entrance at each corner of depth 1 instead. An equal number of raiders begin at each entrance.

**Starting Bonus:** Each player may choose to begin with either a power 2 upgrade or a level 1 treasure.

## EXPLORE THE DEPTHS

This is an advanced level for experienced players.

**Level Power:** 3

This level uses 3 separate level decks. When drawing a location for a given depth, use the level deck for that depth.

**Level Deck Depth 1-4:** Use the cards 004 to 018 and 153, 157 and 158.

**Level Deck Depth 5-8:** Use the cards 029 to 043 and 154, 156, 159 and 160.

**Level Deck Depth 9-12:** Use the cards 101-117 and 151, 152 and 155.

**Treasure Room:** Sanctuary (151). Minimum depth 9.

**Map size:** 3 wide by 12 deep.

**Start the Map:** place the Entry Cave (001) in the middle of depth 1.

**Starting Bonus:** Each player begins with any 1 treasure.

## VARIANT LEVEL GOALS:

Not all levels end when the raider retrieves the treasure! You can set alternate goals for the levels listed above.

**Retrieval:** When the treasure is found, the player who picks up the treasure selects a treasure card of the appropriate power or less. Whenever a player carrying the treasure dies or resets, the treasure is dropped at that location (and can be picked up with a search roll equal to the one required to find the treasure initially). In addition, the treasure is treated like an unsaved item for any card that allows one player to take or swap an item discovery from another. The first player who ends her turn at an entrance location with the treasure in her possession wins the level.

**Bounty Hunter:** A raider gains 1 point for each creature obstacle she removes. Finding the treasure is worth 1 point per power level of the treasure room. The raider with the most points wins. Optionally, you can add bonus points for other activities, such as removing a trap obstacle.

## SERIES



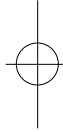
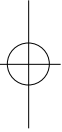
To play a series of levels, you and your opponent(s) agree to play more than one level at a time. There are several ways to score a series. Several suggestions follow.

### **"TIMED" SERIES**

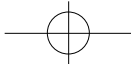
Each player constructs a level of the same power. After one player finishes each level, the count starts for that level. Count the number of extra turns required for each other player to finish the level. After playing every level, the player who needed the fewest extra turns wins the series.

### **"LINKED" SERIES**

Choose a number of levels which will be played in a row (for example, Into the Caves, followed by Atlantis and then Explore the Depths). After each level, the winner selects a treasure and the players proceed to the next level. Usually, raiders do not get to carry over items, secret moves and upgrades from one level to the next, especially if the power level of the levels do not increase. The winner can be the raider with the most treasures at the end, or it can be the raider who carries off the final treasure.



### **"PICK UP" SERIES**



This is recommended for intermediate to advanced players who want to play a challenging head-to-head match, but don't want to worry about choosing or designing levels. The raiders will play one player's level first, then the winner of each level will carry his treasure into the next player's level. The number of levels is equal to the number of players.

The "first player" is the player whose level deck is used first. The "second player" is the player whose level deck is used second, and so forth. Randomly determine (or determine by agreement) which player is first, second, etc.

Number of players: 2 or more (2-4 recommended)

Minimum draw deck: 60 cards

Each player except the first player begins with a power 1 treasure.

Upon winning a level, the winner may select a treasure of the appropriate power or less to carry into the next level.

Between levels, the raiders keep all upgrades, treasures, and secret moves, and may carry over one saved item.

A player may add up to 10 new cards to her draw deck after each level, though she must still obey deck construction rules (no more than 3 of any card are allowed in the deck, including starting cards).

For each level:

Map Size: 3 wide by 6 deep.

Location Types: Any. No more than 2 of any location may be included, and only 1 Treasure Room may be included.

Level Deck Size: 18 or more locations. 2 Entrance locations.

Treasure Room: Any

Start the Map: Place two entrance rooms at the corners of depth 1.

The Treasure Room has a minimum

depth of 4. It must appear somewhere at depth 4, 5 or 6.

Atlantean Locations have a minimum depth of 3 in the first level.

Therefore, the first player must have enough locations in his level deck which can legally be played to fill up depth 1 and 2.

The starting depth for each new level is increased by 2. (So, the depth ranges from 3-8 on the second level, and from 5-10 if a third level is played, etc.)

## DESIGNING LEVELS

The first thing to decide when designing a new level is the size of the map. A larger map takes longer to play. A narrow map causes players to interact more often, and can lead to more dead ends. A deep, narrow map is usually more challenging than a wide, shallow one. Most maps will be 3, 4 or 5 locations wide and 4 or more locations deep.

Next, choose the locations for the level. Do you want a tomb? A cave? Atlantean locations? All three? Do you want more than one of a given location? Then, decide which locations will be fixed in place (face-down) and which will be random. You can also have more than one level deck, with one deck used for locations at a given depth or less and another deck used for deeper locations.

If the treasure room is not fixed in place, and you have a lot more locations in the level deck than you have map locations, the treasure room will usually be played in the last possible location. This tends to make the game longer.

Where do you want the players to start? Do you want to give them the chance to slug it out at the beginning? If so, start them at the same entrance room. If not, you should probably separate the entrance rooms.

How difficult should the obstacles be? If you want to play with more difficult obstacles, you can either play with a deeper map, or you can start the depth of the map at something greater than 1. If you want to see those nasty obstacles in play more often, you can have the depth rating of your map range from, for example, 3 to 8 instead of 1 to 6.

If you have designed a difficult level, it should usually be part of a series of levels, or you should allow the players to start with more than just their standard power 1 raider. Should they start with some item discoveries? A treasure or two? A power 2 or power 3 upgrade?

What special rules do you want to add to your level? All creature problems can be played at 1 less danger? Is there a time limit? Do the raiders have to get to the treasure room and back out again? No save points are allowed?

The possibilities for new and exciting quests are endless; and that's just with this first edition set of cards! Look for expansions offering many new quests and options coming your way soon! Expansion 1: Slippery When Wet - Christmas 1999; Expansion 2: Big Guns - early 2000!



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Upgrade..... 5,13,15,24,27

### TOMB RAIDER TREASURE HUNT Official Contest Rules

The Tomb Raider Treasure Hunt Contest Promotion is sponsored by Precedence Entertainment, Inc., PO Box 28397, Tempe, AZ 85285. No purchase necessary. Void where prohibited by law.

Method: Nine "Secret Move" cards have been randomly inserted into the Tomb Raider Collectible Card game booster packs. Each of these cards contains a clue as to the location of Lara's treasure. By analyzing these clues, players may submit a guess as to the secret location by mailing it with a self addressed stamped envelope to Precedence Entertainment, Tomb Raider Treasure Hunt Contest, PO Box 28397, Tempe, AZ 85285. One winner will be drawn at random from all correct entries.

The winner will receive a vacation for two (2) at the Luxor Hotel in Las Vegas.

To Enter: Look for the clues in Tomb Raider CCG Boosters. Use these clues to deduce the location of Lara's hidden treasure. Submit your guess by mailing it with a self addressed stamped envelope to Precedence Entertainment, Tomb Raider Treasure Hunt Contest, PO Box 28397, Tempe, AZ 85285. Entries must be postmarked on or before Nov. 1, 1999 to be eligible for entry. Drawing will be held on Nov. 8, 1999. Precedence is not responsible for lost, late, or misdirected mail. Limit one entry per stamped envelope. No purchase necessary. You may enter more than once, but each entry must be in its own envelope.

Winner Selection. Winner will be notified after drawing which shall be on or about Nov. 8, 1999. Entries postmarked after Nov. 1, 1999 will not be eligible for contest. The drawing will be conducted by the Precedence staff whose decisions are final in all matters relating to this contest. Odds of winning depend on the number of eligible entries received. Winner will be notified by mail.

Prizes: One prize - \$5,000.00 cash and a trip for two (2) to the Luxor Hotel in Las Vegas - will be awarded. Trip includes round trip economy airfare (maximum airfare allowance \$2,500.00) and hotel accommodations. Travel times are limited to selected dates during the year 2000. The exact time of stay will be coordinated with winner and will be limited to available dates. Approximate retail value depends on season of travel.

Eligibility: Open to everyone except employees of Precedence, Eidos, or Core, their affiliates, and subsidiaries and members of their immediate families. Void where prohibited, taxed or restricted by law.

General: Acceptance of prize constitutes permission to use the winner's name and likeness for publicity purposes, unless otherwise prohibited by law. Taxes are the responsibility of the winners. By entering this contest participants agree to be bound by these rules and the decisions of Precedence.

Winner List: For the name of the winner, send a self-addressed stamped envelope postmarked after Nov. 1, 1999 to Winner List, Tomb Raider Treasure Hunt Contest, Precedence, PO Box 28397, Tempe, AZ 85285.

## CHECKLIST

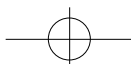
This list is provided to assist you in keeping track of all the cards you have collected.

Cards 1 to 25 are found only in the "Into the Caves" quest deck.  
 Cards 26 to 50 are found only in the "Trapped in the Tombs" quest deck.  
 Cards 51 to 100 are "Common".  
 Cards 101 to 150 are "Uncommon".  
 Cards 151 to 200 are "Rare".  
 Cards 201 to 209 are Secret Moves, found in some booster packs.  
 Cards 210 and 211 are "bonus cards" found separately packed in some booster display boxes, not in the booster packs themselves.

- 1 \_\_\_\_\_ Cave Entrance .....Cave Location
- 2 \_\_\_\_\_ Safe Cave .....Cave Location
- 3 \_\_\_\_\_ Treasure Cave .....Cave Location
- 4 \_\_\_\_\_ Skeletal Remains .....Cave Location
- 5 \_\_\_\_\_ Dim Cavern .....Cave Location
- 6 \_\_\_\_\_ Giant Cavern .....Cave Location
- 7 \_\_\_\_\_ Open Cavern .....Cave Location
- 8 \_\_\_\_\_ Overlook .....Cave Location
- 9 \_\_\_\_\_ Fork .....Cave Location
- 10 \_\_\_\_\_ Bat Cave .....Cave Location
- 11 \_\_\_\_\_ Wolf Bridge .....Cave Location
- 12 \_\_\_\_\_ Sharp T. ....Cave Location
- 13 \_\_\_\_\_ End of Slide .....Cave Location
- 14 \_\_\_\_\_ Bend Left .....Cave Location
- 15 \_\_\_\_\_ Hidden Corner .....Cave Location
- 16 \_\_\_\_\_ Bat Roost .....Cave Location
- 17 \_\_\_\_\_ Pond .....Cave Location
- 18 \_\_\_\_\_ Hard Right .....Cave Location
- 19 \_\_\_\_\_ Lara Croft Spelunker .....Raider
- 20 \_\_\_\_\_ Claw of the Cave Bear .....Treasure
- 21 \_\_\_\_\_ Bounty .....Action
- 22 \_\_\_\_\_ Bear .....Creature Obstacle
- 23 \_\_\_\_\_ Leather Jacket .....Item Discovery
- 24 \_\_\_\_\_ Ferocious Attack .....Action
- 25 \_\_\_\_\_ Wolf Pack .....Creature Obstacle



- 26 \_\_\_\_\_ Tomb Entrance ..... Tomb Location
- 27 \_\_\_\_\_ Safe Chamber ..... Tomb Location
- 28 \_\_\_\_\_ Treasure Vault ..... Tomb Location
- 29 \_\_\_\_\_ Slide ..... Tomb Location
- 30 \_\_\_\_\_ Slice and Dice ..... Tomb Location
- 31 \_\_\_\_\_ Narrow Crossing ..... Tomb Location
- 32 \_\_\_\_\_ Boulder Passage ..... Tomb Location
- 33 \_\_\_\_\_ End of Line ..... Tomb Location
- 34 \_\_\_\_\_ Dead End ..... Tomb Location
- 35 \_\_\_\_\_ Engraved Passage ..... Tomb Location
- 36 \_\_\_\_\_ Uneven Corridor ..... Tomb Location
- 37 \_\_\_\_\_ Rough Staircase ..... Tomb Location
- 38 \_\_\_\_\_ No Return ..... Tomb Location
- 39 \_\_\_\_\_ Bat Shrine ..... Tomb Location
- 40 \_\_\_\_\_ Sharp Bend ..... Tomb Location
- 41 \_\_\_\_\_ Broken Passage ..... Tomb Location
- 42 \_\_\_\_\_ Dizzying Heights ..... Tomb Location
- 43 \_\_\_\_\_ Blind Corner ..... Tomb Location
- 44 \_\_\_\_\_ Lara Croft Treasure Hunter ..... Raider
- 45 \_\_\_\_\_ Idol of Fortune ..... Treasure
- 46 \_\_\_\_\_ Snoop Ahead ..... Action
- 47 \_\_\_\_\_ Spiked Slope ..... Trap Obstacle
- 48 \_\_\_\_\_ Backpack ..... Item Discovery
- 49 \_\_\_\_\_ Lost ..... Action
- 50 \_\_\_\_\_ Gap ..... Trap Obstacle
  
- 51 \_\_\_\_\_ Look Again ..... Action
- 52 \_\_\_\_\_ Good Shot ..... Action
- 53 \_\_\_\_\_ The Way Through ..... Action
- 54 \_\_\_\_\_ Triggered Door ..... Trigger Discovery
- 55 \_\_\_\_\_ Rope ..... Item Discovery
- 56 \_\_\_\_\_ Just Made It ..... Action
- 57 \_\_\_\_\_ Take Aim ..... Action
- 58 \_\_\_\_\_ Rough Ground ..... Action
- 59 \_\_\_\_\_ Bats ..... Creature Obstacle
- 60 \_\_\_\_\_ Wolves ..... Creature Obstacle
- 61 \_\_\_\_\_ Save Point ..... Trigger Discovery
- 62 \_\_\_\_\_ Pit Trap ..... Trap Obstacle



- 63 \_\_\_\_\_ Push . . . . . Action
- 64 \_\_\_\_\_ Dart Trap . . . . . Trap Obstacle
- 65 \_\_\_\_\_ Dark . . . . . Trap Obstacle
- 66 \_\_\_\_\_ Steal Item . . . . . Action
- 67 \_\_\_\_\_ Lara Croft, Adventurer . . . . . Upgrade
- 68 \_\_\_\_\_ Magnum Pistols . . . . . Item Discovery
- 69 \_\_\_\_\_ Small Medi Pack . . . . . Item Discovery
- 70 \_\_\_\_\_ Chute Trap . . . . . Action
- 71 \_\_\_\_\_ Hidden Exit . . . . . Trigger Discovery
- 72 \_\_\_\_\_ Run . . . . . Action
- 73 \_\_\_\_\_ Shotgun Ammo . . . . . Item Discovery
- 74 \_\_\_\_\_ Loaded For Bear . . . . . Action
- 75 \_\_\_\_\_ Concentration . . . . . Action
- 76 \_\_\_\_\_ Quick Assessment . . . . . Action
- 77 \_\_\_\_\_ The Second Barrel . . . . . Action
- 78 \_\_\_\_\_ Backflip . . . . . Action
- 79 \_\_\_\_\_ Natla's Thug . . . . . Creature Obstacle
- 80 \_\_\_\_\_ Flare . . . . . Item Discovery
- 81 \_\_\_\_\_ Drive Out . . . . . Action
- 82 \_\_\_\_\_ Cursed Idol . . . . . Item Discovery
- 83 \_\_\_\_\_ Ambush . . . . . Action
- 84 \_\_\_\_\_ Detailed Search . . . . . Action
- 85 \_\_\_\_\_ Improvise . . . . . Action
- 86 \_\_\_\_\_ Weapon Jam . . . . . Action
- 87 \_\_\_\_\_ Coordinated Fire . . . . . Action
- 88 \_\_\_\_\_ Fool's Gambit . . . . . Action
- 89 \_\_\_\_\_ Fresh Start . . . . . Action
- 90 \_\_\_\_\_ Over Encumbered . . . . . Action
- 91 \_\_\_\_\_ One Slim Chance . . . . . Action
- 92 \_\_\_\_\_ Worst Case . . . . . Action
- 93 \_\_\_\_\_ Attention to Detail . . . . . Action
- 94 \_\_\_\_\_ Sure Footing . . . . . Action
- 95 \_\_\_\_\_ Insight . . . . . Action
- 96 \_\_\_\_\_ All or Nothing . . . . . Action
- 97 \_\_\_\_\_ Collapsing Exit . . . . . Action
- 98 \_\_\_\_\_ Guarded Attack . . . . . Action
- 99 \_\_\_\_\_ Attack From Behind . . . . . Action
- 100 \_\_\_\_\_ Achilles Heel . . . . . Action

101	Zoo	Atlantean Location
102	Sphere Room	Atlantean Location
103	Atlantean Save	Atlantean Location
104	Giant Steps	Atlantean Location
105	Lava Straits	Atlantean Location
106	Wellspring	Atlantean Location
107	Maze	Atlantean Location
108	Lure	Atlantean Location
109	Chasm	Atlantean Location
110	Drawbridge	Atlantean Location
111	Hall of Revelation	Atlantean Location
112	Jagged Cavern	Atlantean Location
113	Atlantean Lair	Atlantean Location
114	Fleeting Beauty	Atlantean Location
115	Storehouse	Atlantean Location
116	Crawler Range	Atlantean Location
117	Lava Fall	Atlantean Location
118	Atlantean Treasure	Atlantean Location
119	Uzi Clip	Item Discovery
120	Shotgun	Item Discovery
121	I Can Do That	Action
122	Bait and Switch	Action
123	Collateral Damage	Action
124	Carpe Conundrum	Action
125	Unstoppable	Action
126	The Greater Threat	Action
127	Training Exercise	Action
128	Adapt and Overcome	Action
129	Scent the Prey	Action
130	Snake Eyes	Action
131	Lion	Creature Obstacle
132	Gorilla	Creature Obstacle
133	Pumas	Creature Obstacle
134	Natla	Creature Obstacle
135	Atlantean Horseman	Creature Obstacle
136	Natla's Sniper	Creature Obstacle
137	Falling Boulder	Trap Obstacle
138	Spike Trap	Trap Obstacle



- 139 \_\_\_\_\_ Blinding Flash Trap . . . . . Trap Obstacle
- 140 \_\_\_\_\_ Break-Away Floor . . . . . Trap Obstacle
- 141 \_\_\_\_\_ Compass . . . . . Item Discovery
- 142 \_\_\_\_\_ Rusty Key . . . . . Item Discovery
- 143 \_\_\_\_\_ Ancient Glyph . . . . . Item Discovery
- 144 \_\_\_\_\_ Binoculars . . . . . Item Discovery
- 145 \_\_\_\_\_ Idol of Life . . . . . Trigger Discovery
- 146 \_\_\_\_\_ Atlantean Life Amulet . . . . . Trigger Discovery
- 147 \_\_\_\_\_ Large Medi Pack . . . . . Item Discovery
- 148 \_\_\_\_\_ Combat Knife . . . . . Item Discovery
- 149 \_\_\_\_\_ Gnashing Teeth . . . . . Trap Obstacle
- 150 \_\_\_\_\_ Deep Pit Trap . . . . . Trap Obstacle
  
- 151 \_\_\_\_\_ Sanctuary . . . . . Location
- 152 \_\_\_\_\_ Revolving Door . . . . . Atlantean Location
- 153 \_\_\_\_\_ Difficult Slope . . . . . Cave Location
- 154 \_\_\_\_\_ Tiger Trap . . . . . Tomb Location
- 155 \_\_\_\_\_ Secret Room . . . . . Location
- 156 \_\_\_\_\_ Meditation Chamber . . . . . Location
- 157 \_\_\_\_\_ Empty Room . . . . . Location
- 158 \_\_\_\_\_ Waterfall . . . . . Location
- 159 \_\_\_\_\_ Bottleneck . . . . . Location
- 160 \_\_\_\_\_ DeathTrap? . . . . . Location
- 161 \_\_\_\_\_ Flying Atlantean . . . . . Creature Obstacle
- 162 \_\_\_\_\_ Crawling Atlantean . . . . . Creature Obstacle
- 163 \_\_\_\_\_ Atlantean Lara . . . . . Creature Obstacle
- 164 \_\_\_\_\_ Atlantean Big Boss . . . . . Creature Obstacle
- 165 \_\_\_\_\_ Atlantean Natla . . . . . Creature Obstacle
- 166 \_\_\_\_\_ Lava Flow . . . . . Trap Obstacle
- 167 \_\_\_\_\_ Crushing Stone Trap . . . . . Trap Obstacle
- 168 \_\_\_\_\_ Toxic Fumes . . . . . Trap Obstacle
- 169 \_\_\_\_\_ Spied Floor . . . . . Trap Obstacle
- 170 \_\_\_\_\_ TNT . . . . . Trap Obstacle
- 171 \_\_\_\_\_ Uzi . . . . . Item Discovery
- 172 \_\_\_\_\_ Cool Shades . . . . . Item Discovery
- 173 \_\_\_\_\_ Stone Tablet . . . . . Item Discovery
- 174 \_\_\_\_\_ Laptop Computer . . . . . Item Discovery
- 175 \_\_\_\_\_ Treasure Map . . . . . Trigger Discovery





- 176 Charm of the Beast . . . . . Item Discovery
- 177 Infrared Goggles . . . . . Item Discovery
- 178 Unpleasant Surprise . . . . . Trigger Discovery
- 179 Secret Passage . . . . . Trigger Discovery
- 180 Scope . . . . . Item Discovery
- 181 I'm Sorry . . . . . Action
- 182 Luck of the Draw . . . . . Action
- 183 Poor Aim . . . . . Action
- 184 No Fallback . . . . . Action
- 185 Superior Tactics . . . . . Action
- 186 Idol of the Wolf . . . . . Treasure
- 187 Atlantean DNA . . . . . Treasure
- 188 Atlantean Scion . . . . . Treasure
- 189 Incan Spirit Cloak . . . . . Treasure
- 190 Map of Indiana . . . . . Treasure
- 191 Lara Croft Acrobat . . . . . Raider
- 192 Lara Croft Duelist . . . . . Raider
- 193 Lara Croft Victor . . . . . Upgrade
- 194 Lara Croft Millionaire . . . . . Upgrade
- 195 Lara Croft Archaeologist . . . . . Upgrade
- 196 Pierre . . . . . Raider
- 197 Larsen . . . . . Raider
- 198 Cowboy . . . . . Raider
- 199 Skateboard Kid . . . . . Raider
- 200 The Bald Man . . . . . Raider
  
- 201 Secret Move 1 . . . . . Secret Move
- 202 Secret Move 2 . . . . . Secret Move
- 203 Secret Move 3 . . . . . Secret Move
- 204 Secret Move 4 . . . . . Secret Move
- 205 Secret Move 5 . . . . . Secret Move
- 206 Secret Move 6 . . . . . Secret Move
- 207 Secret Move 7 . . . . . Secret Move
- 208 Secret Move 8 . . . . . Secret Move
- 209 Secret Move 9 . . . . . Secret Move
  
- 210 Lara Croft Explorer . . . . . Upgrade
- 211 Lenticular . . . . . Not Playable

