

NEW SKILLS – INITIAL TRAINING

These lines need to be read by both **Lara** and the **Shaman** so that their voices can be blended for effect.

In expert mode the player will only get the ‘thinking’ prompt.

Two versions are given for each skill, Playstation and PC – **PS2** and **PC**.

1/ PS2 - PICK UP OBJECT

THINKING - (PS.1) ‘I can pick that up.’
INSTRUCTION - (PS.1a) To pick up an object, stand over it and press ‘action’.

PC - PICK UP OBJECT

THINKING - (PS.1) ‘I can pick that up.’
INSTRUCTION - (PS.1a) To pickup an object, stand over it and press ‘action’.

2/ PS2 - PUSH/PULL OBJECT

THINKING - (PS.2) ‘I think I can move that.’
INSTRUCTION – (PS.2a) To move an object stand next to the object, then press and hold ‘action’.
(PS.2b) Use left analogue to push or pull.

PC - PUSH/PULL OBJECT

THINKING - (PS.2) ‘I think I can move that.’
INSTRUCTION – (PS.2a) To move an object stand next to the object, then press and hold ‘action’.
(PC.2b) Use directional keys to push or pull.

3/ PS2 - CLIMB UP ONTO OBJECT

THINKING - (PS.3) ‘I can climb up on that.’
INSTRUCTION – (PS.3a) To climb up onto an object stand next to it.
(PS.3b) Push forward on left analogue to ascend.

PC CLIMB UP ONTO OBJECT

THINKING - (PS.3) ‘I can climb up on that.’
INSTRUCTION – (PS.3a) To climb up onto an object stand next to it.
(PC.3b) Use directional keys to ascend.

4/ PS2 - JUMP

THINKING - (PS.4) ‘This gap looks easy’
INSTRUCTION – (PS.4a) To jump the gap walk to the edge and stop.
(PS.4b) Now press ‘jump’ and ‘forward’ on the left analogue.

PC JUMP

THINKING - (PS.4) ‘This gap looks easy’.
INSTRUCTION – (PS.4a) To jump the gap walk to the edge and stop.
(PC.4b) Now press ‘jump’ and ‘forward’ using the directional keys.

5/ PS2 - RUN AND JUMP

THINKING -

INSTRUCTION –

(PS.5) ‘I can clear this gap if I run at it.’

(PS.5a) To run and jump line yourself up with the gap.

(PS.5b) Push ‘forward’ on the left analogue to run.

(PS.5c) Then press ‘jump’ near the edge.

PC - RUN AND JUMP

THINKING -

INSTRUCTION –

(PS.5) ‘I can clear this gap if I run at it.’

(PS.5a) To run and jump line yourself up with the gap.

(PC.5b) Push ‘forward’ on the directional keys to run.

(PS.5c) Then press ‘jump’ near the edge.

6/ PS2 - JUMP AND CATCH

THINKING -

INSTRUCTION –

(PS.6) ‘This looks tricky. I need to jump and catch.’

(PS.6a) To jump and catch line yourself up with the gap.

(PS.6b) Push ‘forward’ on the left analogue to run.

(PS.6c) Press ‘jump’ near the edge and hold down ‘action’ in the air to grab.

(PS.6d) Now push ‘forward’ to climb up.

PC - JUMP AND CATCH

THINKING -

INSTRUCTION –

(PS.6) ‘This looks tricky. I need to jump and catch.’

(PS.6a) To jump and catch line yourself up with the gap.

(PC.6b) Push ‘forward’ on the directional keys to run.

(PS.6c) Press ‘jump’ near the edge and hold down ‘action’ in the air to grab.

(PS.6d) Now push ‘forward’ to climb up.

7/ PS2 - CLIMB LADDER

THINKING -

INSTRUCTION –

(PS.7) ‘I can climb that easily.’

(PS.7a) To climb the ladder stand in front of it and press ‘action’.

(PS.7b) Now push up on the left analogue to climb.

(PS.7c) To climb down pull back on the analogue.

PC - CLIMB LADDER

THINKING -

INSTRUCTION –

(PS.7) ‘I can climb that easily.’

(PS.7a) To climb the ladder stand in front of it and press ‘action’.

(PC.7b) Now push up on the directional keys to climb.**(PC.7c) To climb down push down on the directional keys.****8/ PS2 - OPEN DOOR**

THINKING -

INSTRUCTION –

(PS.8) ‘Let’s see if its locked.’

(PS.8a) Stand in front of the door and press ‘action’.

PC - OPEN DOOR

THINKING -

(PS.8) 'Let's see if its locked.'

INSTRUCTION –

(PS.8a) Stand in front of the door and press 'action'.

9/ PS2 - SHIMMY

THINKING -

(PS.9) 'It's too narrow to walk here but I can shimmy to continue.'

INSTRUCTION –

(PS.9a) To shimmy stand at the edge and hold 'action'.

(PS.9b) Pull back on the left analogue to lower me over the edge.

(PS.9c) Now push left or right to shimmy.

PC - SHIMMY

THINKING -

(PS.9) 'It's too narrow to walk here but I can shimmy to continue.'

INSTRUCTION –

(PS.9a) To shimmy stand at the edge and hold 'action'.

(PC.9b) Press back using the directional keys to lower me over the edge.**(PC.9c) Now press left or right to shimmy.****10/ PS2 - THROW OBJECT**

THINKING -

(PS.10) 'I can throw this.'

INSTRUCTION –

(PS.10a) Pick up an object by pressing 'action'. Then press 'action' again to throw the object.

PC - THROW OBJECT

THINKING -

(PS.10) 'I can throw this.'

INSTRUCTION –

(PS.10a) Pick up an object by pressing 'action'. Then press 'action' again to throw the object.

11/ PS2 - CLIMB DRAINPIPE

THINKING -

(PS.11) 'That drainpipe will take my weight.'

INSTRUCTION –

(PS.11a) Stand next to the drainpipe and press 'action'.

(PS.11b) Now use left analogue to climb.

PC - CLIMB DRAINPIPE

THINKING -

(PS.11) 'That drainpipe will take my weight.'

INSTRUCTION –

(PS.11a) Stand next to the drainpipe and press 'action'.

(PC.11b) Now press directional keys to climb.**12/ PS2 - STEALTH MOVES**

THINKING -

(PS.12) 'Cops everywhere. I need to stealth my way through.'

INSTRUCTION –

(PS.12a) To stealth around press 'stealth' toggle button.

(PS.12b) In stealth mode I can keep close to some walls to stay hidden.

PC - STEALTH MOVES

THINKING -

(PS.12) 'Cops everywhere. I need to stealth my way through.'

INSTRUCTION –

(PC.12a) To stealth around press 'stealth' toggle key.

(PS.12b) In stealth mode I can keep close to some walls to stay hidden.

13/ PS2 - CRAWLING

THINKING -

INSTRUCTION –

(PS.13) ‘I can crawl under here.’

(PS.13a) To crawl, press and hold the ‘duck’ button.

(PS.13b) Then push ‘forward’ on the left analogue to crawl forward.

PC - CRAWLING

THINKING -

INSTRUCTION –

(PS.13) ‘I can crawl under here.’

(PC.13a) To crawl, press and hold the ‘duck’ key.

(PC.13b) Then press ‘forward’ on the directional keys to crawl forward.

14/ PS2 - FLIP A SWITCH

THINKING -

INSTRUCTION –

(PS.14) ‘Will this switch work? Let’s try.’

(PS.14a) Stand in front of the switch and press the ‘action’ button.

PC - FLIP A SWITCH

THINKING -

INSTRUCTION –

(PS.14) ‘Will this switch work? Let’s try.’

(PC.14a) Stand in front of the switch and press the ‘action’ key.

15/ PS2 - SWIMMING

THINKING -

INSTRUCTION –

(PS.15) ‘The water looks inviting’ (sarcastic tone).

(PS.15a) To swim forward hold down the ‘jump’ button and use the left analogue to steer.

(PS.15b) Remember to come up for air.

(PS.15c) “Gasp” - to swim on the surface use left analogue.

(PS.15d) To climb out, swim to the edge and press ‘action’.

PC - SWIMMING

THINKING -

INSTRUCTION –

(PS.15) ‘The water looks inviting’ (sarcastic tone).

(PC.15a) To swim forward hold down the ‘jump’ key and use the directional keys to steer.

(PS.15b) Remember to come up for air.

(PC.15c) “Gasp” - to swim on the surface use directional keys.

(PS.15d) To climb out, swim to the edge and press ‘action’.

16/ PS2 - MONKEY SWING

THINKING -

INSTRUCTION –

(PS.16) ‘I can monkey swing over that fence by using the fire escape.’

(PS.16a) Standing under the fire escape press the ‘jump’ button and then hold the ‘action’ button to grab on.

(PS.16b) Push forward on the left analogue to monkey swing forward.

(PS.16c) To let go simply release the 'action' button.

PC - MONKEY SWING

THINKING -

(PS.16) 'I can monkey swing over that fence by using the fire escape.'

INSTRUCTION –

(PC.16a) Standing under the fire escape use the 'jump' key and then hold the 'action' key to grab on.

(PC.16b) Press forward on the directional keys to monkey swing forward.

(PS.16c) To let go simply release the 'action' key.

17/ PS2 - SHOOTING & TARGETING

THINKING -

(PS.17) 'Time for some target practice.'

INSTRUCTION –

(PS.17a) To shoot, press the 'combat' button to draw guns.

(PS.17b) Press the 'trigger' button to fire.

(PS.17c) For multiple targets press 'lock on' toggle to select targets in turn.

PC - SHOOTING & TARGETING

THINKING -

(PS.17) 'Time for some target practice.'

INSTRUCTION –

(PC.17a) To shoot, press the 'combat' key to draw guns.

(PC.17b) Press the 'trigger' key to fire.

(PS.17c) For multiple targets press 'lock on' toggle to select targets in turn.

18/ PS2 - HAND TO HAND

THINKING -

(PS.17) 'How's my sparring skills?'

INSTRUCTION –

(PS.17a) Stand in front of the enemy and press the two 'action' buttons to punch or kick.

(PS.17b) To block an attack press the 'defend' button.

PC - HAND TO HAND

THINKING -

(PS.17) 'How's my sparring skills?'

INSTRUCTION –

(PC.17a) Stand in front of the enemy and use the two 'action' keys to punch or kick.

(PC.17b) To block an attack press the 'defend' key.