ICONIQ STUDIOS

CRYSTAL DYNAMICS

1+ PLAYERS

20 TO 180 MINUTES

# TOMB RAIDER

## THE CRYPT OF CHRONOS

# HOW TO PLAY

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# STORY

The Chronos Artifact is an ancient enigma whispered to possess mastery over time itself. Legend holds that it rests within the elusive Kairos, a mysterious Greek island that only appears once every two centuries.

Renowned adventurer Lara Croft has unraveled the veil of myth! With a rift in time beckoning, the seasoned archaeologist embarks on a perilous journey to Kairos, driven by the pursuit of this fabled relic.

Yet, she is not the only one with the island in her sights...

A nefarious organization from her past, Natla Technologies, emerge from the shadows believing the artifact and its influence over time will allow them to rectify their old mistakes and get their plans back on track.

The island's indigenous guardians, the Protectors, find themselves outmatched by Natla Tech's formidable military operation, facing an onslaught for which they are ill-prepared.

Lara must navigate treacherous terrain, evade cunning traps, and confront both the forces of nature and the relentless advance of her adversaries. Her struggle unfolds as a race against time, as she searches for the Crypt of Chronos and strives to safeguard it from the encroaching Natla Tech invasion.

# GAME OVERVIEW

Tomb Raider: The Crypt of Chronos is a single-player adventure game starring Lara Croft!

There are two ways to play:

**Adventure Book:** A structured adventure split into 20-60 minute chapters.

**Island Campaign:** A randomized complete campaign, lasting around 3 hours.

# ADVENTURE BOOK

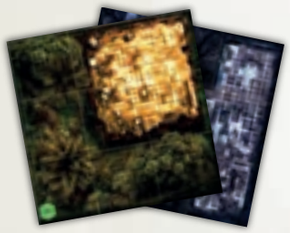
If this is your first time playing the game, we recommend starting with the Adventure Book. This Rulebook will take you through that mode, and the core mechanics that apply to both.

The Adventure Book is split into chapters, and they are designed to be played in order, carrying resources between them as you attempt to reach the end.

They can also be played individually, with some optional twists for extra challenges. We recommend trying these after you finish the main story.

You don't have to play it all in one go - you can save your progress and come back later (details on Page 23).

Once you're done with the Adventure Book, prepare to take on the ultimate challenge with the Island Campaign! Pages 25 to 28 will explain how that mode works.



**32 x Double-sided Level Tiles**
16 x Jungle/Tomb
16 x Mountain/Desert

**1 x Lara Board**

**20 x Miniatures**
2 x Lara 3 x Bosses
14 x Enemies 1 x Boulder

**1 x Adventure Book**

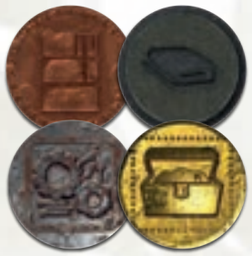
**1 x Craft Bench**

**12 x Weapon Cards**

**12 x Outfit Cards**

**12 x Ability Cards**

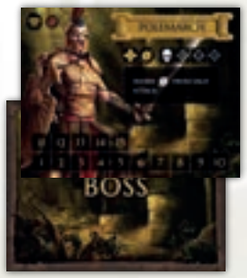
**1 x Resource Bag**



**44 x Resource Tokens**
8 x Oil 8 x Scrap
8 x Cloth 20 x Treasure

**12 x Scroll Research Cards**

**25 x Event Cards**




**3 x Boss Cards**

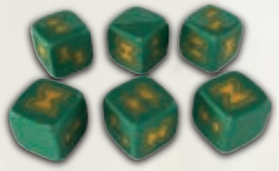
**8 x Door Tiles**
3 x Red 3 x Blue
2 x Gold

**4 x Switch Tiles**
2 x Red 2 x Blue

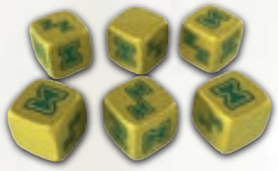
**3 x Artifact Tiles**

**3 x Barrier Tiles**

**1 x Boulder Tile**



6 x Lara Dice



6 x Special Dice

1 x Enemy Dice

15 x Tracker Cubes

8 x Natla-Pins

1 x Sight Token

1 x Noise Token

1 x Exit Token

9 x Secret Envelopes

1 x Save Box

3 x Enemy Reference Cards

## ADDITIONAL COMPONENTS FOR ISLAND CAMPAIGN MODE

1 x Island Board

14 x Jungle Cards

8 x Mountain Cards

8 x Desert Cards

10 x Tomb Cards

6 x Tomb Tokens

19 x Cleared Tokens

10 x Map Research Cards

1 x Lara-Pin

3 x Crypt Cards

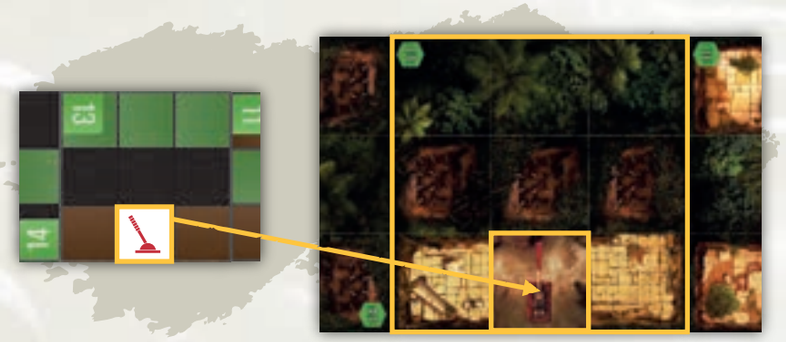
# SETUP

## ADVENTURE BOOK:

1. **Open the Adventure Book and choose a chapter.**
For your first time playing, start at Chapter 1.

2. **Build the level.**
Different types of Level Tiles represent the four different areas of the island. Level Tiles are double-sided - Jungle / Tomb and Mountain / Desert - and are typically placed in a 4x4 grid. The level layout shows you which tiles to use (the numbers) and how to orient them (the location of the numbers).

3. **Complete the layout with tiles and enemies.**
The level layout specifies where to place any additional tiles. Door Tiles have 2 sides - open and closed - so make sure to place them according to the level layout. Enemies will always start on Spawn Points, with the arrow on the Spawn Point indicating which direction they are facing.




## LARA:

4. **Place the Lara Board below the Level Tiles.**
The Lara Board is double-sided, letting you play as either Classic or Modern Lara, each with a matching miniature. There is no gameplay difference between the two versions.

5. **Place a Tracker Cube on the #10 space of Lara's health bar.**

6. **Place the relevant Weapon, Outfit, and Ability Cards.**
If this is your first time playing the Adventure Book, all you need to do here is place the Dual Pistols on a Weapon space of the Lara Board and a Tracker Cube on the highest ammo space.

7. **Place the Sight and Noise Tokens, the Enemy Dice, and the 6 Lara Dice close to the Lara Board.**

8. **Shuffle the Event Deck and place it within reach.**

9. **Remove all the Map Research Cards from the Research Deck, then shuffle the Scroll Research Cards and place them within reach.**

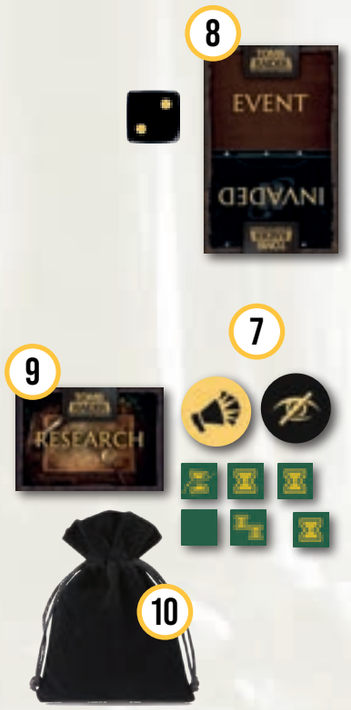
10. **Draw any starting resources, then shuffle the rest into the Resource Bag and place it within reach.**
Chapter 1 of the Adventure Book does not have any starting resources.

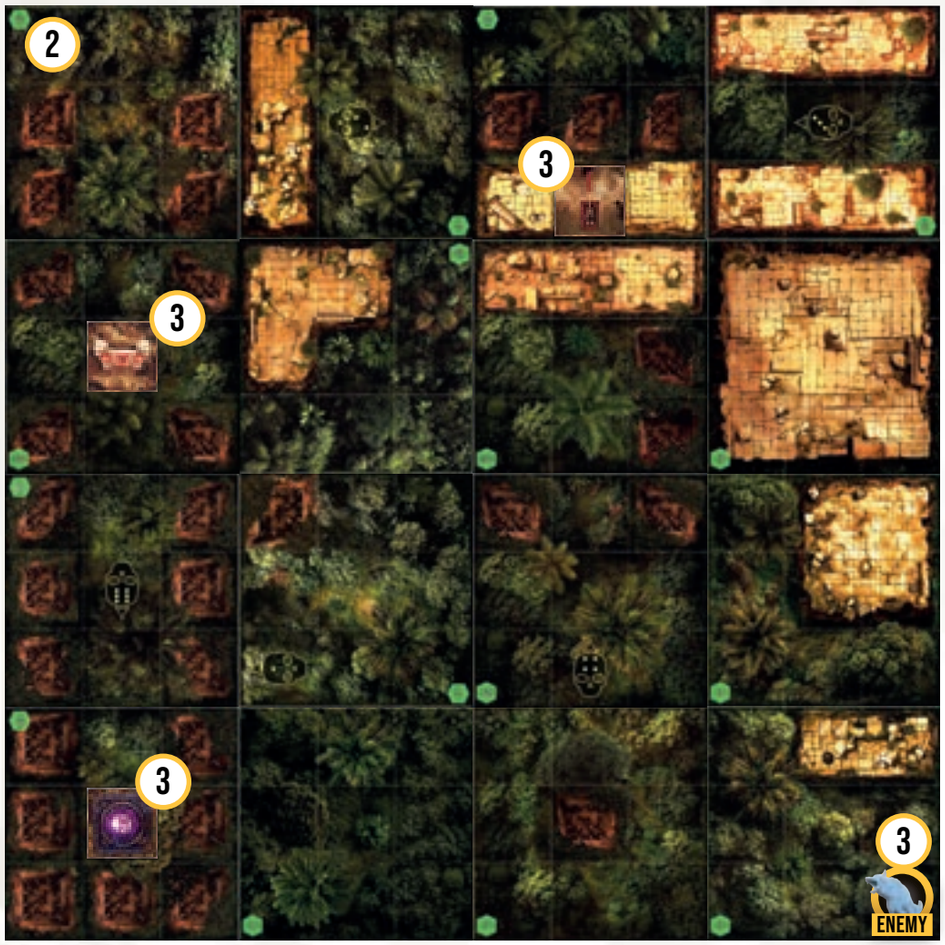
## CRAFT BENCH:

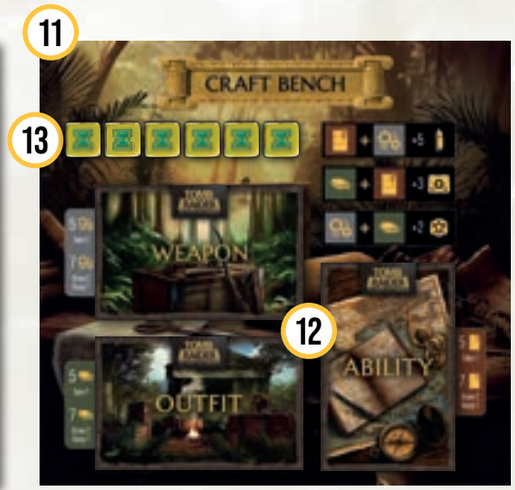
11. **Place the Craft Bench next to the Lara Board.**

12. **Shuffle the Weapon, Outfit, and Ability Decks, then place them onto the Craft Bench.**

13. **Place the 6 Special Dice onto the Craft Bench.**






LARA IS READY TO BEGIN HER ADVENTURE...

# PHASES

The game continuously rotates between three phases until you complete all objectives and escape.

| LARA | ENEMY | EVENT |
|---|---|---|
| Use all of your Lara Dice | Enemies move and then attack | 1+ enemies = Draw 1 Event Card<br>No enemies = Draw 2 Event Cards |

*Note: This Rulebook uses the word 'dice' for both the singular and plural.*

**Lara Phase**
This is when you take your turn.

You will use your six Lara Dice to traverse the level, combat enemies, search for resources, and complete objectives. The Lara Phase ends once you have used all your Lara Dice and completed any crafting you wish to do.

**Enemy Phase**
This is when the enemies take their turn.

They will move across the level depending on certain conditions. If there is a noise, they will investigate where it came from. If you've been spotted, they move towards you!

If an enemy is within range of you (before or after they move) and they can see you, then they will attack!

**Event Phase**
This is when the game takes its turn.

Events are triggered on the level around you. Maybe you have discovered something special or sprung a trap - or maybe a new enemy has appeared!
How many events are drawn depends on if there are enemies on the level. If there is at least 1 enemy at the start of the Event Phase, then you draw and resolve 1 Event Card.

If there are no enemies on the level at the start of the Event Phase, then you must draw and resolve 2 Event Cards, completing them in order.

**How to win**
Once all the objectives of the level are met, you must then reach the exit. Once you are on the exit space, as long as there are no enemies on your Level Tile, you can then leave whenever you choose during a Lara Phase.
*More on Page 23.*

**How to lose (Death)**
If you are playing a series of chapters, losing all your health means you must remove one Lara Dice from your dice pool, then regain all your health and continue. Each time you reach zero health, this process repeats. Once all your Lara Dice are gone, the game ends. It is crucial to avoid running out of health, as having fewer dice makes the game increasingly difficult.

If you are playing a single level or challenge, you lose as soon as your health reaches zero.

# LEVEL BASICS

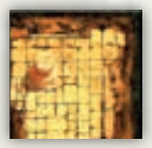
## Tiles and Spaces

Each tile contains 9 spaces

### Types of spaces

Each location in the game includes three main types of spaces:

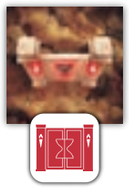
**LOW** spaces are the standard spaces found throughout the game.



**HIGH** spaces are elevated, meaning you must climb up or down to access them. Moving between a LOW space and a HIGH space, or vice versa, costs 2 move points. This applies to both you and enemies. Elevation differences have several impacts on gameplay. For instance, you can shoot down, but not up. Similarly, enemy vision follows the same rule. These mechanics are explained in more detail later.

**BLOCK** spaces are impassable areas that you cannot walk over or attack through. However, be cautious, as enemies can still see you through them.

When spaces of the same elevation are adjacent to one another, even across different Level Tiles, you can move between them as if they are directly connected.



### Switches and doors

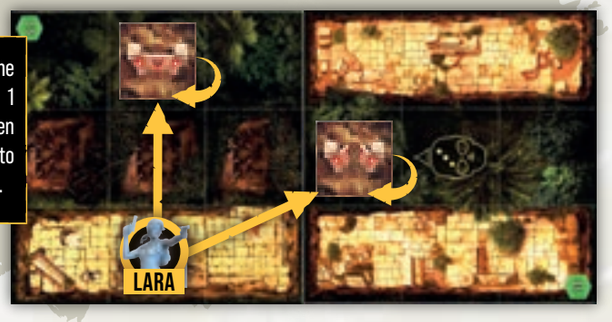
Doors are typically red or blue, with two states: open and closed. The level layout indicates the default state of each door for that level. When you activate a switch of a matching color, you must flip every door of that color to its opposite state (open to closed, or closed to open).

To activate a switch, you must be standing still on the Switch Tile, then you must spend a Lara Dice to activate it. You do not need to roll the dice; simply discard it. Additional details about Lara Dice can be found on the next page. Enemies can walk on Switch Tiles.

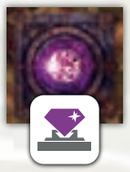
Gold doors can only be flipped when specific conditions are met. These conditions are outlined in the level rules.

When a door is closed, neither you nor enemies can move or attack through that space, and enemies can't see through it. When a door is open, you can treat it as a normal space.

This level has 2 red doors. There is a red switch. I move Lara onto the switch, and stop her movement there.




Now that I'm on the switch, I discard 1 Lara Dice, and then flip both red doors to their opposite side.



### Artifact

Certain levels require you to collect artifacts. This process works similarly to activating switches. You must be standing still on the Artifact Tile and spend a Lara Dice to collect it (remove it from the level). Enemies can walk on artifacts.

### Barriers

Neither you nor enemies can move or attack through barriers. Barriers can be destroyed using your Weapons, and the damage must be done in a single action. They can't be destroyed with MELEE. Each has a set health value which is detailed in the level instructions.

### Enemy Spawn Points

Enemies spawn at numbered Spawn Points.

*There is more about levels on Page 23*

# LARA PHASE

## LARA BOARD

The Lara Board contains your 6 standard actions, your health, and spaces to equip 1 Outfit, 2 Weapons, and 2 Abilities.

### Lara Dice

The 6 teal dice are called Lara Dice. These are used to perform actions. You can use as many of them on an action as you wish, but each dice can only be used once per Lara Phase. When all 6 Lara Dice are used, the Lara Phase is over, and the game moves to the Enemy Phase.

### The dice have 4 possible results

**Success**
1 positive result.

**Double Success**
2 positive results.

**Fail**
No result.

**Sacrifice**
For each sacrifice you wish to turn into a success, you must discard 1 Event Card. The Event Card is discarded without needing to resolve it.

If you choose not to discard an Event Card, the result for that dice is a fail.

Thematically, the dice represent time - each dice you use means spending more time performing that action.

**Action and Ability Cards**
Action Cards, along with Abilities you unlock during play, require you to roll your Lara Dice to use them. You can roll as many dice as you want for any of the actions available to you. However, each dice can only be rolled once per Lara Phase. Once all six dice are rolled, the game moves to the Enemy Phase.

This is a key element of the game! The more dice you use for an action, the higher your chances of success, but the fewer dice you will have left for the rest of the Lara Phase.

The power of your action depends on how many successes you roll.

Each Action Card contains boxes. The icons on the left tell you what you need to roll to perform that action.

You must round down your successes until they match a required number. For example, if you roll 2 successes for this card, you would only perform the action associated with 1 success. If you roll 5 successes, you would only perform the action associated with 3 successes (you do not perform both).

**FAILED:** You did not roll enough positive results.

**1 SUCCESS:** You need **at least** 1 success to perform this action. You only perform the action ONCE, regardless of how many successes you rolled.

**FOR EACH:** Perform this action once FOR EACH success that you rolled.

**3 SUCCESSES:** You need at least 3 successes to perform this action.

Any text outside the boxes or under the header is ALWAYS applied when using this action.

# LARA MOVEMENT

To move, you must roll Lara Dice against your MOVE action.

For each dice you use, you may move 1 space on the level. For each success, you may move an additional space.

A failed roll (no successes rolled) still allows you to move, but you must place the Noise Token on the space where you started.

Movement is orthogonal, meaning you can't move diagonally.

You don't have to move in a straight line, you are free to move across the spaces as you wish.

You do not have to use all of your move points, you can move less than you roll if you wish.

You roll 3 dice against MOVE. You get 1 double success, 1 single success, and 1 sacrifice. You can move 6 spaces (3 dice + 3 successes).

You may turn this into 7 moves if you wish by discarding an Event Card to turn the sacrifice into a success. But it's not always a good idea! See the event section for more.

You have now used 3 of your 6 Lara Dice. You only have 3 left to use on other actions during this Lara Phase.

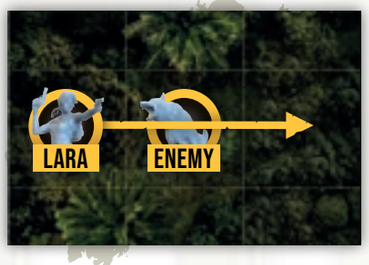
### Climbing

It costs 2 of your move points to climb up or down (move from HIGH to LOW or vice-versa).

### Jumping

When 2 HIGH spaces are separated by 1 LOW space, you can jump between them using 3 move points. Doing this means that you do not touch the LOW space (LOW enemies will not see you). You CAN jump over enemies on the LOW space, but you CAN'T jump over a BLOCK space, barrier, or a closed door.

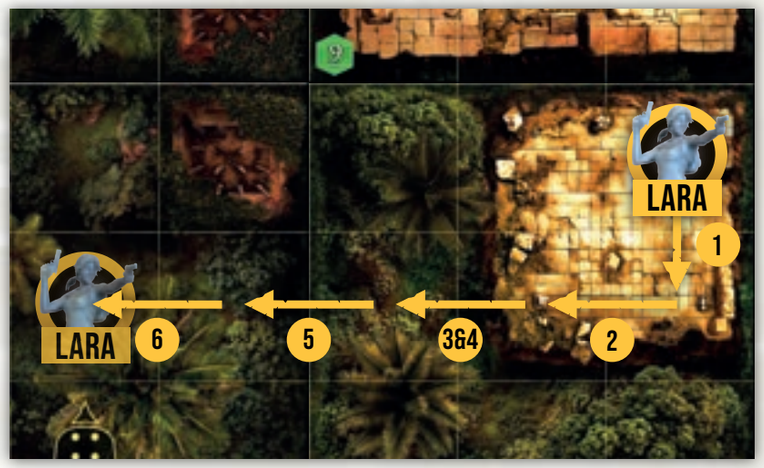
### Moving past enemies




You can't occupy the same space as an enemy, but you can move past them if you have enough move points.

It costs 1 extra move point for each enemy you want to move past. In the example, to move 2 spaces you would need to use 3 move points.

You roll 3 dice. You get 2 sacrifice and 1 double success. You discard 1 Event Card to turn 1 of the sacrifices into a success. You can now move 6 spaces (3 dice + 3 success).



# NOISE

Some actions, such as moving badly or using Weapons, create noise. When this happens, place the Noise Token on the space you are on when the noise is made.

The Noise Token stays in place until either:

- An enemy reaches the token
- You make noise somewhere else
- The enemy sees you!

You only make noise while you are **HIDDEN**. While **SEEN**, you can remove the Noise Token from the level.

# SIGHT TOKEN

**HIDDEN**

**SEEN**

Your Sight Token shows whether or not enemies can currently see you.

When starting a new game of any mode, you start with the **HIDDEN** side face-up.

If an enemy spots you, you must flip the token to the **SEEN** side.

While 👁, ALL enemies will pursue you (including ones that spawn while you are SEEN), and your MELEE attacks become weaker.

There are other ways to become 👁 such as from an Event Card, or failing certain actions.

In a campaign, 👁 continues through levels/chapters.

While 👁, there are 2 ways to become 🙈 again:

- If there are no enemies on the board at the END of the Event Phase.
- Using the HIDE action.

# HIDE

If you've been spotted, you can attempt to HIDE from the enemy.

If you fail to roll any successes, you must discard an Event Card.

If you roll at least 1 success (but fewer than 3), you have a choice: you can either re-roll again but with 1 fewer dice (that dice still counts as used this phase), which reduces your chances of hiding, or you can choose to take the loss and perform no action (you do not lose an Event Card for this).

If you roll 3 or more successes, you may flip your Sight Token to 🙈.

You roll 4 dice to HIDE, and get 2 successes and 2 fail. This is not enough to hide, but it is enough to perform the 1 success option.

You re-roll with 1 fewer dice. This time you get the 3 successes you need, and you flip your Sight Token back to 🙈.

All 4 dice used for this action are removed from the current Lara Phase.

Make sure that you are not within an enemy's line of sight when you perform the HIDE action, otherwise you will instantly be 👁 again.

# RESOURCES & CRAFTING

**Search**
SEARCH allows you to draw random resources from the bag, (either 1 or 3, depending on your result). Remember, results are rounded down, so if you roll 2 successes, you only draw 1 resource. You are not allowed to look in the bag when drawing resources.

You can only SEARCH once per Lara Phase.

**Resources**
There are 4 types of resource in the bag:

**Oil** **Scrap** **Cloth** **Treasure**

Resources are placed next to your Lara Board, and can be used to craft equipment on the Craft Bench. There is no limit to how much you can hold or how long you keep them.

Most resources (Oil, Scrap, Cloth, and standard Treasure) return to the bag after use.

Treasure is a "wild" resource and can be substituted for any other resource at any time.

**Multi-Treasure:** Treasure with a number is called Multi-Treasure and counts as multiple units of a single resource. For example, a 3-treasure can be used as 3 Oil but it cannot be split between Oil and Scrap. Excess Treasure spent is wasted - you do not get change.

Unlike other resources, Multi-Treasure is removed from the game after use and does not go back into the bag.

**Craft Bench**

The Craft Bench details what you can craft, and the resources required.

You can craft at any time during the Lara Phase, even after using all your Lara Dice.

**Ammo:** Use 1 Scrap and 1 Oil to craft 5 ammo. Distribute the ammo between your Weapons however you wish, increasing their ammo count by 1 at a time until all 5 are used. Crafted ammo must be applied immediately; you cannot save any for later. Excess ammo is wasted.

**Health:** Use 1 Cloth and 1 Oil to recover 3 health. Move your Tracker Cube up to 3 spaces on the health bar. You cannot exceed your maximum health.

**Special Dice:** Use 1 Scrap and 1 Cloth to craft 2 Special Dice. Add these to your dice pool. You may then use them during a Lara Phase as if they were extra Lara Dice. Unlike Lara Dice, Special Dice are discarded after use (return them to the Craft Bench). You don't have to use them straight away, they can be saved for later phases or even later chapters.

**Upgrades: Weapons, Outfits, and Abilities**
Use 5 of a specific resource to craft an upgrade. Draw the top card from the deck and place it in the corresponding slot on your Lara Board. If no slot is available, discard the new card or one from your Lara board to make space. Discarded cards go to the bottom of the relevant deck on the Craft Bench.

Alternatively, spend 7 of a resource to draw 2 cards instead. Keep 1 and return the other to the top or bottom of the deck (your choice).

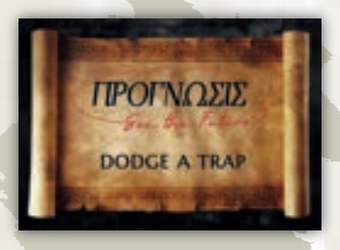
Newly crafted Weapons start with full ammo. Place a Tracker Cube on the highest ammo space.

# RESEARCH

**Research Cards**
Research Cards are powerful single-use cards that help you on your adventure.

Research Cards are placed with your resources to the side of the Lara Board, and are discarded after use. You can hold up to 5 Research Cards at a time. If the deck ever runs out, shuffle the discard pile and create a new deck.

There are two types of Research Card:




**Scrolls**
These are ancient scrolls that Lara has translated through her research. They are connected to the Chronos Artifact, and give you a time ability to use on the level. These can be used at any point during a Lara Phase.

**Maps**
These maps provide you with shortcuts across the Island Board. These are only used in the Island Campaign mode, and should be removed when playing the Adventure Book. These can be used when moving pins on the island, BEFORE moving the Lara-Pin.

You should never underestimate the power of research! The scrolls help to get you out of sticky situations. The maps will help you find what you need and reach it faster.

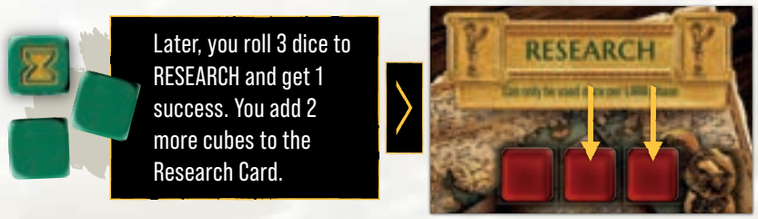
**Research Action**
RESEARCH is used to find Research Cards.

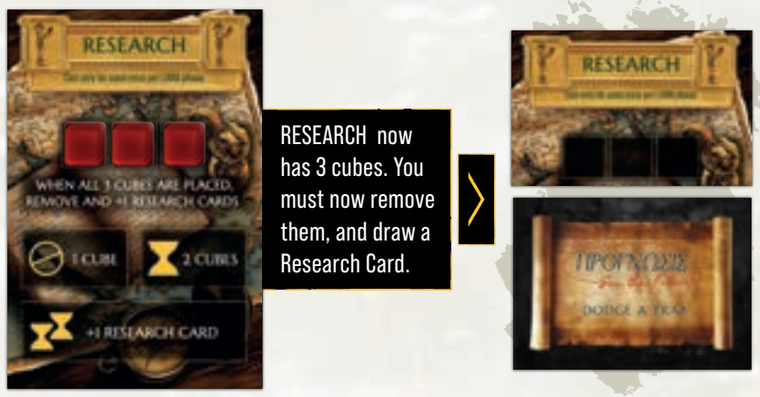
The three spaces at the top are for you to place Tracker Cubes.

Time spent researching is never wasted!

If you fail the roll (no successes), you must add 1 Tracker Cube to the card. If you get 1 success, you must add 2 cubes. When the card has 3 cubes on, you must remove them and draw 1 Research Card. Excess cubes remain on the card.

If you roll 2 or more successes, you can draw a card from the deck. Any cubes on the card remain in place.



# COMBAT

Enemies will try to stop you on your journey, and combat is the only way to overcome them! Standard enemies (all enemies except bosses) cannot take partial damage - defeating them requires you to deal all the damage in a single attack. For example, if an enemy has 3 health, you must deal 3 damage at once to defeat it. If you only deal 2 damage, it has no effect, and the enemy continues as normal.

When you defeat an enemy, you remove it from the level and collect 1 random resource from the bag as a reward.

**Melee**
MELEE allows you to attack enemies without using your Weapons, but it comes with a big risk. If you don't do enough damage, the enemy is going to see you and immediately take their turn!

You can only MELEE enemies that are on an adjacent space to you, and on the same elevation (HIGH/LOW).

The power of your MELEE attack depends on your Sight Token.
If you are 👁, each success you roll deals 1 damage.
Stealth attacks are more effective. If you are 🙈, each success deals 2 damage.

If your MELEE attack fails to deal enough damage to defeat the enemy, the Lara Phase immediately ends. In this case, you must also flip your Sight Token to 👁 (if it is already 👁, simply end the Lara Phase). The next Enemy Phase begins, and all enemies move and attack as usual.

**Dodge**
DODGE gives you a chance to avoid damage at the cost of some of your dice for the next Lara Phase.

DODGE can only be used during the Enemy Phase or Event Phase.

When you are about to take damage, you may roll some Lara Dice to attempt to DODGE. For each success you roll, you avoid 1 point of damage.

However, any dice used to DODGE are subtracted from your dice pool for the next Lara Phase. The more dice you use, the fewer dice (and therefore fewer actions) you will have available on your next turn.

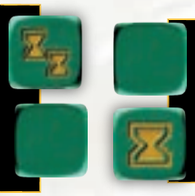
You are adjacent to a Wolf and you are SEEN. You use MELEE. The Wolf has 3 health, so you must roll 3 successes to defeat it.

You roll 3 dice, and get 1 success. It isn't enough. The Lara Phase immediately ends and the enemy takes a turn.

The Wolf attacks. Its power is 2, so it does 2 damage. You roll 2 dice to DODGE.

You roll 1 success and 1 sacrifice. You discard an Event Card to turn it into 2 successes. You do not take any damage (the enemy attacked for 2, you dodged 2).

For the next Lara Phase, you now only have 4 dice. You use them all to MELEE the Wolf again.



You get 3 successes. The enemy is defeated - you remove it from the board and collect 1 resource as a reward.

# WEAPONS

Weapons are the most powerful way to defeat enemies. You can equip up to 2 Weapons at a time.

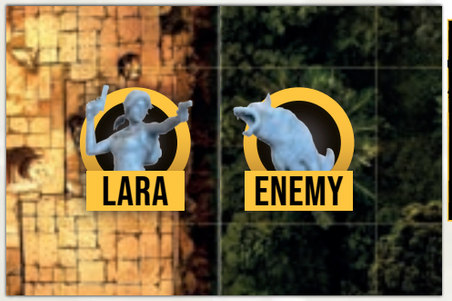
**Using a Weapon**
Like actions, Weapons require Lara Dice to use. Roll as many as you like (see special rules section for exceptions). Any you roll are discounted from the rest of the Lara Phase as usual.

Each success deals damage equal to the Weapon's power, and ammo can be used to add additional successes (see ammo section).

You can only use 1 Weapon per Lara Phase but you can fire it multiple times. For example, if you have Dual Pistols and a Shotgun equipped, you can fire the Shotgun twice but cannot fire both Weapons in the same Lara Phase.

**Attacking through different spaces**
You cannot attack upward (from LOW to HIGH), through BLOCK spaces, or through closed doors or barriers.

You can attack downward (from HIGH to LOW), but it takes 1 additional damage to defeat an enemy, as aiming to lower ground is harder.




It normally take 3 damage to defeat the Wolf (via dice rolls and/or ammo). In this instance, because it is below you, it will take 4 instead.

**Enemy damage rules**
Remember! Standard enemies can't take partial damage - you have to defeat them in one single action. However, unlike MELEE attacks, failing with a Weapon does not end your turn. If you have dice left, you can attempt another shot (or run away).

**Anatomy of a Weapon Card**

1 **Power**
The power of a Weapon determines how much damage it deals for each success. Successes can come from dice rolls or ammo.

2 **Noise**
Many Weapons generate noise! When using a Weapon that has the noise icon, you must place the Noise Token on your space. This applies even if you don't kill the enemy or fail to roll any successes.

3 **Special Rules**
Many Weapons have special rules. Some dictate how many dice you must use. For example, the Dual Pistols state that dice must be rolled in pairs. This means you cannot fire them using a single Lara Dice; you must use 2, 4, or 6 dice instead.

*Note: Even Weapons without special rules still require a Lara Dice to be used, except for the Spear of Ares and Hades RPG.*

## 4 Range

This shows the spaces that the Weapon can reach from your position. There are 2 types of range:

**White - Choice**
White means you must choose which one of the spaces within range you are aiming at.

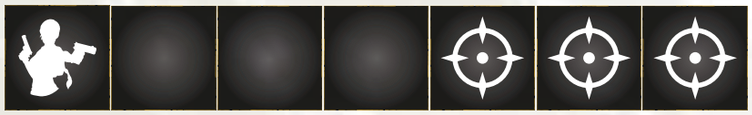
You can attack either of the next 2 spaces in front of Lara.

**Red - All**
Red means that it does the full damage to ALL available* spaces at the same time, allowing you to defeat multiple enemies in a single attack! *Available means that the space is accessible, e.g. the attack won't hit behind closed doors. If you are on a LOW space, it won't hit HIGH spaces (or behind HIGH spaces).

This attack hits 9 spaces in a 3x3 grid in front of Lara at the same time.

You can turn to face any direction at any point during the Lara Phase. This is not an action, you can just rotate Lara as you wish.

Some Weapons have blank spaces on their range. This means that it can't hit those spaces.



The Spectre Rifle is powerful at distance, useless up close!

This range means that you can't fire at the 3 spaces in front of Lara, but it can hit 1 of your choice of the 4th, 5th or 6th space.

## 5 Ammo

Ammo can be used to boost your dice rolls. First, roll your dice and total your successes. Then decide if you'd like to spend ammo to gain extra successes - each ammo spent adds 1 additional success.

While Weapons don't always require ammo to be effective - sometimes the dice roll alone is enough - you MUST have ammo available to use the Weapon at all.

Whenever you spend ammo, move the Tracker Cube back accordingly. When your final ammo is used, remove the cube from the Weapon Card. You won't be able to use that Weapon again until you craft or find more ammo.

You are on a HIGH space. A Natla Tech Mercenary is 2 spaces away on a LOW space.

You have the WASP11 equipped with 4 ammo remaining. The WASP11 has a range of 3 spaces, meaning the Mercenary is within range.

Natla Tech Mercenaries have 5 health. The WASP11 has a power of 1 - meaning each success does 1 damage. As the Mercenary is lower than you, 1 additional success is required. You will need 6 successes to defeat the Mercenary.

You roll 4 dice, and get 4 successes. You decide to use ammo to make up the last 2 successes you need.

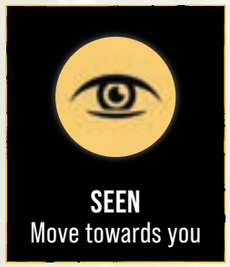
You reduce the ammo by 2. That gives you 6 successes, and the enemy is defeated. You remove the enemy from the level and take 1 resource as a reward.

# ENEMY PHASE

After you have used all of your Lara Dice, and finished any crafting you wish to do, the game moves to the Enemy Phase. Enemies will move, and then attack if they can.

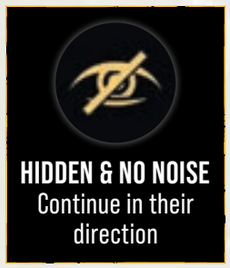
**Enemy turn order**
The left-most enemy on the level moves first, with turns proceeding from left to right. If two enemies are on the same column, then turn order is determined top to bottom.

**Enemy movement**
Enemies move according to a few conditions:




**SEEN:** If you are currently 👁, all enemies - regardless of whether they are within line of sight or if they joined the level after you were spotted - move towards you using the most efficient path. If two paths are equally efficient, or you are uncertain, enemies will take the path that is most detrimental to you.

**NOISE:** If you are 🙈, and there is a Noise Token on the board, enemies move towards the noise. Once an enemy reaches it, the token is removed.




**HIDDEN/NO NOISE:** If you are 🙈 and there is no noise, then enemies continue in the direction they are facing. If they reach a point where they cannot proceed (eg. a HIGH space when they only have 1 move point left, or a BLOCK space or closed door), they rotate clockwise 90°at a time until they are able to move again.

If you are 👁 or there is noise, but the enemy has no path to their destination (e.g. they are behind closed doors) then they instead continue in their direction using the hidden/no noise rules.

Enemy movement rules are the same as yours - they can climb up or down at a cost of 2 move points, but they can't jump. They can't occupy the same space as you/other enemies, but they can pass each other at a cost of 1 move point.

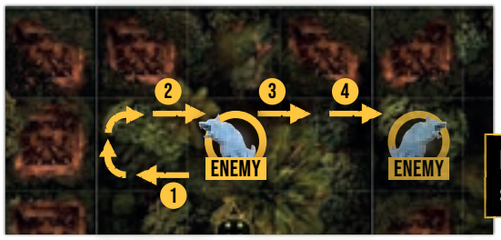
Enemies can walk onto spaces containing open doors, switches, or artifacts. You cannot close a door with an enemy standing on it.

The Wolf moves 4 spaces per turn. You are 🙈 and there is no noise, meaning he continues left (the direction he is facing).

He moves 1 space and reaches a BLOCK space.

He rotates 90° clockwise, and is facing another BLOCK.

He rotates another 90° (facing back towards where he came from) and now has a clear path.




He continues on for 3 spaces.

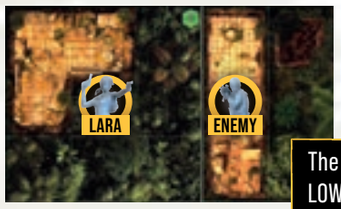
**Enemy attack**
Each enemy has stats for range and power.

**Range** determines how many spaces in front of them their attacks hit.

**Power** indicates how much damage the enemy attack deals.
At any point during the Enemy Phase, if an enemy is within range and you are 👁, it will attack you!

Enemies can attack through other enemies, but their power is reduced by 1 for each enemy they are attacking through.

Like you, enemies can attack downhill but not uphill. If an enemy attacks downhill, its power is reduced by 1.




The Mercenary ends his movement close to Lara. You are SEEN. He has a range of 3 spaces (you are 2 away) and a power of 3. He will now attack.

The mercenary is on a HIGH space, you are on a LOW space. The power is reduced by 1. He will attack you for 2 damage. You can, of course, use DODGE to try to avoid some.

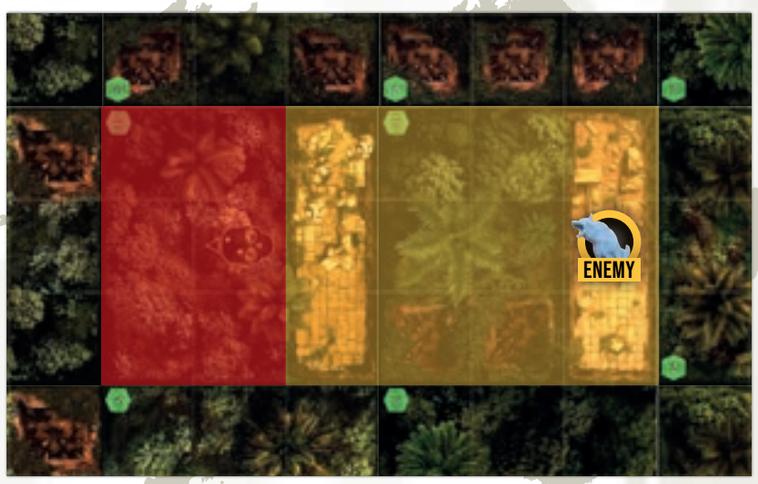
**Line of sight**
Enemies can see during both the Lara and Enemy Phases. If an enemy sees you during either phase, you must immediately flip your Sight Token to 👁.

All enemies and bosses share the same line of sight rules:

- They can see **3 spaces wide** and **6 spaces long**, starting from the space they occupy and extending in the direction they are facing.
- They **cannot see behind** themselves.
- They **cannot** see through **closed doors, boulders,** or **barriers**.

- Enemies can only see spaces that are not obstructed. If they are on a LOW space, then a HIGH space, a boulder, a barrier, or a closed door will obstruct their vision.

- Enemies **can see down**, but they **can't see up**.
- When on a HIGH space, they can see other HIGH spaces within their line of sight, but not behind those. They still cannot see behind barriers or closed doors, even if those tokens are on LOW spaces.




**Enemy attributes**
There are three types of standard enemies: **Wildlife**, **Protectors**, and **Natla Tech**. Each type features two miniature designs for visual variety. Enemy stats are also listed on the Enemy Reference Cards. For your first game, use the Standard Enemies side of each card.

**WILDLIFE**

| Health | Move | Power | Range |
|---|---|---|---|
| 3 | 4 | 2 | 💀 ⊕ |

**PROTECTORS**

| Health | Move | Power | Range |
|---|---|---|---|
| 4 | 3 | 2 | 💀 ⊕ ⊕ |

**NATLA TECH**

| Health | Move | Power | Range |
|---|---|---|---|
| 5 | 5 | 3 | 💀 ⊕ ⊕ ⊕ |

# EVENT PHASE

Once all enemies have moved and attacked (if they can), the Event Phase begins. During this phase, something happens on the level - it could be an enemy spawning, a trap being triggered, or something beneficial happening!

During the Event Phase, you must resolve Event Cards:

- If there is **at least 1 enemy** on the level at the start of the Event Phase, you must draw and resolve **1 Event Card**.
- If there are **NO enemies** on the level at the start of the Event Phase, you must draw **2 Event Cards** and resolve them in order.

**Event Cards**
Event Cards have two sides:

**Lara side:** This is the side that you will use most during the game.

**INVADED side:** This side is more punishing, as natural traps become manmade dangers, and Natla Tech swarm your location. You use this side when the level has been INVADED (Page 20).

**Types of Event Card**
There are three types of Event Card:

**Traps:** There are two ways to resolve a trap - typically, one involves taking damage while the other is a sacrifice. You can choose between them as long as you have the necessary resources for the sacrifice option.

If you choose to take the damage, you may use DODGE. However, once you roll for DODGE you cannot then change your mind about which option to use!

The Boulder Trap Event Card has 2 options. You can try to JUMP the boulder - you take 3 damage. OR you can RUN away, this means losing 3 resources and moving 2 spaces (in a panic, you run and drop items). Remember - Treasure can ALWAYS be used as a wild against any resource.

Once completed, the trap goes into the Event Discard Pile.

**Enemy Spawn:** A new enemy enters the level, its type indicated by the icon. Roll the Enemy Dice, then place the enemy on the corresponding Spawn Point matching the number.

The arrow on the Spawn Point indicates the default direction the enemy will face when they spawn.

If the Spawn Point is unavailable (occupied or missing) then you must add 1 to the dice roll. Continue to do so until you can spawn the enemy. The numbers loop - after 6 it resets to 1.

If, for any reason, you are unable to spawn the enemy (i.e. you have run out of that enemy), then discard the Event Card and draw the next one.

You draw a Wildlife Spawn Event Card, then you roll the Enemy Dice and get 3.

You place a Wolf enemy on Spawn Point 3, facing the direction of the arrow.

**Helpful:** Some cards, marked with a + before their name, provide resources or upgrades that help you early in the game. However, after drawing one you must choose to either use it or ignore it.

When you choose to use one of these cards, it must be removed from the Event Deck for the remainder of the game (it is removed, not discarded!).

When helpful cards are removed, the Event Deck shrinks, meaning in future it will run out faster.

If you choose not to use the card, then you do not get the reward and instead the card goes into the Event Discard Pile.

Beware! The helpful cards have **punishing INVADED sides** - you'll want to try and remove them before you reach an INVADED level. When drawing a helpful card during an INVADED level, it MUST be resolved and then put into the Event Discard Pile (NOT removed).

# NATLA TECH INVASION

The Event Cards represent the time you've spent on Kairos. Every time you run out of Event Cards, the Natla Tech invasion spreads!

**Run out of Event Cards**
The invasion process differs depending on the mode you are playing.

For the **Adventure Book**, when you run out of Event Cards, place a Natla-Pin onto your Lara Board. Then, shuffle the Event Discard Pile and create a new Event Deck (do not include any helpful cards that were removed). This process is repeated every time you run out of Event Cards.

**INVADED levels**
An INVADED level means that Natla Tech have reached the same location as you. Every chapter in the Adventure Book has this icon:

The number of Natla-Pins shown is the number required for the level to be INVADED - in this example, 3.

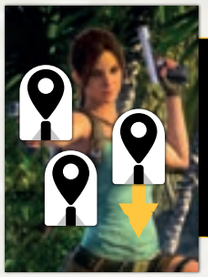
If, at the **START** of a chapter, you have equal or more Natla-Pins on your Lara board as this value, then the level is INVADED.

You must rotate the Event Deck so that the INVADED side is at the top. Whenever you draw an Event Card, you must now resolve the INVADED side.

Even during an INVADED level the Natla Tech invasion can still spread.

After **completing an INVADED chapter, remove 2 Natla-Pins** from your Lara Board.

I have just drawn the last Event Card in the deck. First, I must resolve the card.



I place another Natla-Pin onto the Lara Board, taking my total Natla-Pins to 3.

I then shuffle the Event Discard Pile and create a new Event Deck.

I continue with the chapter until it is complete.

Once the chapter is complete, I collect my reward and then move to the next page of the Adventure Book.

The next chapter has this icon. I have 3 Natla-Pins on my Lara board. That means that this chapter is now INVADED!

After setting up the level, I must then rotate the Event Deck 180° so that the INVADED side is facing the top (you may want to do this to the discard pile also so that they match).

For this chapter, I must now use the more challenging INVADED side of the Event Cards!

After the INVADED chapter is complete, I remove 2 Natla-Pins from the Lara Board.

The next chapter also has a Natla-Pin value of 3 - but now I only have 1 Natla-Pin, so it is not INVADED. I rotate the Event Deck back to the standard side.

**Island Campaign**
The Natla Tech Invasion works differently when playing the Island Campaign mode (Page 27).

# BOSSES

Some chapters feature powerful bosses! While they move and attack like standard enemies, there are key differences that set them apart.

Bosses have a health bar. Unlike standard enemies, you don't need to defeat them in a single action - you can chip away at their health.

**Anatomy of a Boss Card**

1. **Attributes:** This is the boss' move, power, and range. It takes its turn during the Enemy Phase. It always goes first (i.e. it moves and attacks before the standard enemies).

2. **Special Rules:** Every boss has some special rules that apply while it is on the level.

3. **Health:** When the boss spawns, place a Tracker Cube on the highest number. When it takes damage, reduce its health by moving the cube accordingly. When it runs out of health, remove the boss from the level.

4. **SEEN:** If the boss has this icon in the top left, then you must change your Sight Token to 👁 at the start of the level. You can't become 🚫👁 again until the boss is defeated.

5. **Damage Cap:** Bosses can't take more than 5 damage from a single attack - excess damage from an attack is wasted. Note: this limit is per attack, not per turn.

# THE CRYPT OF CHRONOS

Finding and reaching the Crypt of Chronos is no easy feat! This level works differently from others in several important ways. We recommend skipping this section of the Rulebook until you reach the Crypt of Chronos level.

**Event Deck**
Before starting the level, prepare the Event Deck by shuffling together the draw pile and discard pile (but do not include any helpful cards that have been removed). Once shuffled, remove 2 cards for each Natla-Pin you have.

You are INVADED. Turn the Event Deck INVADED side up. Whenever the deck runs out, shuffle it, and you take 2. This cannot be dodged or avoided.

**Boss**
The boss works differently when it's in the crypt. Initially, it can't take damage. Instead, any damage dealt reduces its movement during the next Enemy Phase (1 fewer spaces per 1 damage). This is crucial because slowing the boss down gives you more time to complete the objective!

Once you collect the artifact, the boss can take damage. Your goal then is to defeat the boss.

When the boss is defeated, Lara immediately activates the Chronos Artifact and ends the game. **Congratulations!** You have completed Tomb Raider: The Crypt of Chronos!

# LOCATIONS

There are four types of locations:

# ENDING A CHAPTER

- ☑ Collect the artifact
- ☑ Search at least once
- ☑ Research at least once

Once you complete all the objectives, you must reach the exit space (as marked on the level setup). You can escape at any point during a Lara Phase, **unless there are enemies on the same Level Tile!** If there are enemies, you need to deal with them first!

Tip: If you are on the exit space and it is clear, but still have remaining Lara Dice, it might be worth performing the SEARCH or RESEARCH action before escaping.

After escaping, you collect your reward and proceed to the next page of the Adventure Book. All resources, cards, and the status of your Sight Token carry over to the next chapter.

# SAVE PROGRESS

At the end of a chapter, you can **save** your progress and return to your adventure later. Here's how to do it:

- Make a note of your ammo, health counts, chapter number, and sight status.
- Place your Weapons, Abilities, Outfit, Research Cards, and resources into the save box.
- Place the Event Discard Pile face-up on top of the Event Deck, so you know where to continue from when you return.
- Place any removed Event Cards and spent Multi-Treasure away from the others inside the game box.

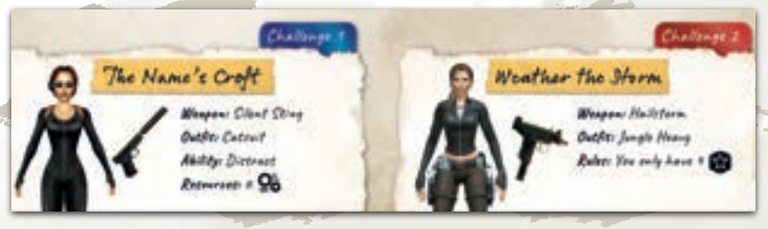
# CHECKPOINTS

Some chapters have checkpoints. These are specific points where you can restart your journey if you fail later. For example, if you fail on Chapter 9, you can restart from the latest checkpoint (Chapter 8).

To do so, you must reset the game, then take the starting resources and cards according to the checkpoint information.

Typically, this will be fewer items than you'd have earned if you'd started from Chapter 1. However, as the helpful Event Cards and Multi-Treasure are now reset, you will be able to rebuild faster.

# CHALLENGES




Each chapter has two optional challenges.
These are played as individual missions, you don't play them in a series like the main chapters.

Each outlines a starting setup and any special rules. Your goal is to complete all of the objectives (the same ones as the chapter) as well as any additional objectives listed for the challenge. If the challenge does not list something (i.e. there are no Weapons listed) then you start with NONE.

**Important:** The NATLA Invasion works differently for individual missions. When you run out of Event Cards for the first time, you instantly become INVADED. If you run out again, you take 2. This cannot be dodged or avoided.

Failure also works differently in challenges. If your health reaches 0, the mission is over, and you must restart.

# SECRET ENVELOPES

Pages 33 and 34 of this Rulebook contains a list of achievements for both modes of the game.

Inside the gamebox is a series of numbered envelopes. The number dictates how many achievements you need to complete before you can open the envelope.

Achievements can be completed in any order, and are totalled between the two lists. As soon as you've completed enough you can open the envelope and add what's inside to your game.

If you haven't opened any yet, then **STOP READING HERE!** Come back after you've opened the first one...
...

Each envelope contains a Relic Card that will aid you in your future adventures.

Relic Cards provide boosts while certain conditions are met. Poseidon's Trident, for example, allows you to take double resources whenever you use SEARCH, but only if you are currently holding exactly 5 Special Dice. If you later hold more or fewer than 5, the relic stops working until you return to exactly 5 again.

You can equip up to 2 Relic Cards at the start of either game mode. Place them next to your Lara Board. Once chosen, you can't change your equipped relics during a game - so choose carefully!

# MULTIPLAYER MODES

Tomb Raider: The Crypt of Chronos is designed around solo play - but just because Lara is alone, doesn't mean you have to be. Here are a few ways you can play together.

**Pass the controller**
Players take turns controlling Lara. One player takes the Lara Dice and completes all three phases of a turn. At the end of the Event Phase, they pass the Lara Dice to the next player, who then controls Lara for their turn.

**Shared expedition**
Divide the Lara Dice as evenly as possible between all players. During each Lara Phase, players decide how to use their dice, either individually or by combining them with others. Each dice can only be used once per turn, and while players can discuss their choices, each player ultimately decides when to use their dice.

**Lara VS Natla Tech**
One player controls Lara, and the others control the enemies. The game still follows the standard rules for the Lara player, but there are some important differences for the enemy players:

- If Lara is HIDDEN but there is a Noise Token, enemies MUST move towards the Noise Token until they reach it.
- If there is no Noise Token, enemies can be moved however they like (regardless of if Lara is SEEN or HIDDEN).
- Enemy vision is reduced from 6 spaces long to only 3. The width remains the same.
- During the Event Phase, enemy players draw one Event Card per player (minimum of two) and pick which to use. The unused ones go to the BOTTOM of the deck. If a helpful card is drawn, it must be the one selected.

# ISLAND CAMPAIGN MODE

The Island Campaign mode is the ultimate randomized adventure! You will move across the Island Board taking on individual location challenges as you search for the **MAP** and the **KEY** you need to access the Crypt of Chronos!

**Setup changes**
Follow the 'Lara' and 'Craft Bench' steps from the main setup instructions on Page 5, with two changes:

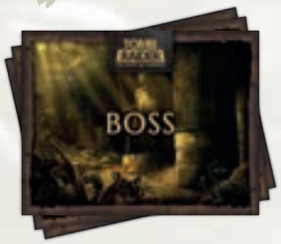
- For step 6, you only need to equip the Dual Pistols Weapon - that is all you will start with.
- For step 9, DO NOT remove the Map Research Cards. Instead, shuffle all the Research Cards together to form the Research Deck.

**Island Setup**

**1: Place the Island Board**
This goes above the Lara board. Make sure to leave space to build levels later.
The Island Board is made up of spaces (hexagons) connected with paths.

**2: Place the Location Decks**
Shuffle the 4 Location Decks and place them near the Island Board.

**3: Draw a Crypt Card**
Shuffle the Crypt Cards, and draw 1 at random, keeping it face-down. Place it somewhere on the table.



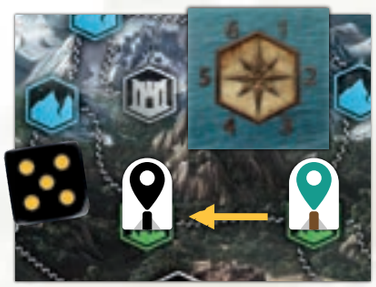

**4: Shuffle the Boss Cards**
Shuffle the Boss Cards, and place them face-down to create the Boss Deck.

**5: Place the Lara-Pin**
Place the Lara-Pin on one of the 6 jungle spaces. This is where you will start your adventure. It is your choice which one you start on!

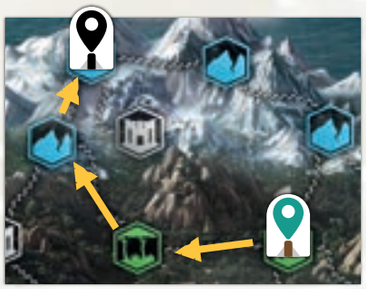
***Tip:*** *Although starting next to a tomb space means you can find what you need quicker, you may want to do a couple of jungle levels first to get yourself set up.*

**6: Place a Natla-Pin**
1 Natla-Pin will start on the island with you. Where they start will be randomised. First, you need to roll the Enemy Dice.

The dice result relates to a number on the compass. This is how you calculate the direction they will move.
Starting from your location, you need to move the Natla-Pin 3 spaces away, following the numbered direction.



You roll a 5, so you follow the 5 path to move the Natla-Pin away from you. The next space does not have a path on 5, so you must add 1 to the number until it can move. Another way to think of it is rotating around the compass clockwise (like when moving standard enemies).



The next space doesn't have a path from 6 (it was 5 but you added 1), so you keep adding 1 until it can move. After 6, it loops back to 1.
You have now moved the Natla-Pin 3 spaces, and this is where it will start on the island.

There are times when the Natla-Pin will move back on itself, for example, if it reaches a dead end and still needs to move. The Natla-Pin must start at least 2 spaces away from Lara. If, after setup, it is on an adjacent space to Lara, then start the Natla-Pin setup again.

**7: Place the Tomb Tokens**
There are 6 Tomb Tokens. Mix them up face-down, and place 1 on each tomb space on the board. You must not know which token is where!

**Objective**
Hidden somewhere on the island is the Crypt of Chronos. To access it, you're going to need 2 things:

The **MAP** to the crypt.

The **KEY** to access it.

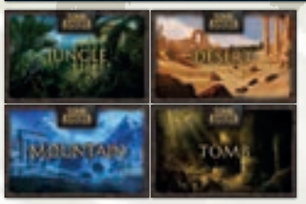
They can be found somewhere within the 6 tombs on the island.
Your objective is to explore the tombs, collect the MAP and the KEY, then complete the crypt.

**The Island Board and Location Cards**

The Island Board is comprised of 4 types of space, matching the 4 types of location in the game.

During the campaign, you will move between spaces completing levels one at a time as you search the tombs.

You do not have to complete every space on the island! You must instead learn about the island, plan your path, and try to avoid the growing Natla Tech invasion.




Each location type has a deck of Location Cards. These cards are like the pages in the Adventure Book - they contain the layout and level information. These levels are typically shorter and don't use all 16 Level Tiles at the same time.

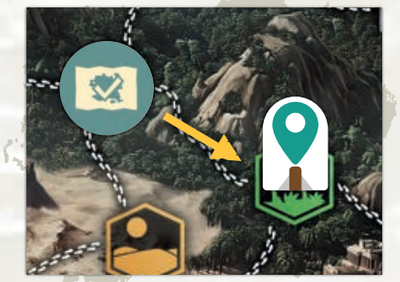
Once setup is complete and you are ready to begin, you must draw a Jungle Location Card, and use it to set up your level tiles.

You then play the level as you would with the Adventure Book. The rules are the same - you complete the objectives, reach the exit, then escape (as long as there are no enemies on your tile).

**Completing a location**
Once you have completed the Location Card, collect the reward and then place a Cleared Token on top of that space on the island.

Next, you (and Natla Tech) will move on the Island Board.

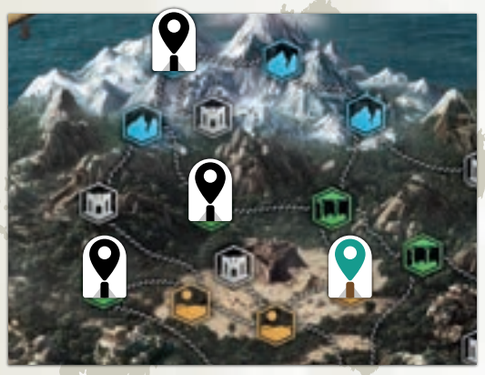
**Lara island move**



You can follow ANY of the paths connected to the space you are on until you reach a location you haven't completed. In the early part of the game, this means only moving 1 space.

Later, you will likely need to move through spaces you have already completed. You must discard 1 Event Card for EACH completed space that you move through.

**Natla Tech island move**



AFTER you move Lara, you must then move every Natla-Pin on the island.

Each Natla-Pin moves 1 space towards the Lara-Pin, taking their shortest path to reach you. If there are 2 paths they can follow that are equal distance to you, then you choose which they move to.

There are times when they may move more than 1 space. Multiple Natla-Pins can't occupy the same space, and they also can't end their movement on a space you have already cleared. In either case, continue to move the Natla-Pin towards you until it is on an uncleared space and is not sharing with other Natla-Pins.

A Natla-Pin can, however, occupy the same space as you. If at any point during its movement it touches your space, it immediately stops and joins you!

**Event Cards and Natla Tech Invasion**
Aside from the Island Board, the other big change in Island Campaign mode is how the Event Cards and invasion work.

ANY time you run out Event Cards, another Natla-Pin will enter the island. You do this in the same way that you did during setup - roll the Enemy Dice, then move the new pin 3 spaces starting with the space you are on. There is one important difference; unlike during setup, the Natla-Pin CAN end its movement adjacent to you, or even on the same space as you!

When you and a Natla-Pin share a space, the level is INVADED!

Rotate the Event Cards so that the INVADED side is at the top and play accordingly.

Unlike the Adventure Book mode, Island Campaign levels CAN be INVADED midway through! If you run out of Event Cards, and the new Natla-Pin reaches your space, then immediately rotate the Event Deck to its INVADED side.

After you complete an INVADED level, the Natla-Pin sharing your space must be removed from the board - you have pushed back the invasion.

During a level, I run out of Event Cards.

I must then spawn a new Natla-Pin. I roll the Enemy Dice and get 2.

The Natla-Pin moves following the 2 path from my space.

I continue adding 1 until it can move again.
It moves back to join me.

My level is now INVADED! I rotate the Event Deck so that the INVADED side is on top, then continue with the level, using the more challenging side of the Event Cards.

After completing the level, the Natla-Pin is removed from the board.

**Run out of Natla-Pins**
If all 8 Natla-Pins are on the island at the same time, and you run out Event Cards again, you instead take 2. This can't be dodged or avoided.

### Map Research Cards

Maps help you traverse the Island Board and find what you're looking for faster.

After completing a location, you may use any of the Map Research Cards **BEFORE** moving the Lara-Pin.

### Tomb Tokens

Each tomb has a token with a hidden reward. When you complete a Tomb Location Card, you must then collect the Tomb Tile for the location you are on and immediately apply its reward.

If this is the **KEY** or the **MAP**, then you place it on the back of the Crypt Card.

There are some Research Cards that allow you to reveal a Tomb Token. This means that you can flip the Tomb Token on the board and keep it face up, but you do NOT collect it!

To collect it, you need to reach and complete that tomb.

Revealing Tomb Tokens is the fastest way to work out where the Key and Map are hidden. Utilising these will allow you to map a path across the island and find what you need efficiently.

### Bosses

Throughout your Island Campaign you will encounter bosses. These can appear anywhere on the island. Unlike Adventure Book mode, bosses here are always random - including the one that you face in the crypt.

When you draw a boss level, you must draw the next random card from the Boss Deck and face them on the level. After you defeat the boss, you place it on the bottom of the Boss Deck - if you are unlucky and have a lot of bosses during your campaign, you could end up facing it again!

### Completing the Island Campaign

Immediately after you've found both the Map and the Key, you must take on the Crypt of Chronos. Turn over your Crypt Card and layout the crypt accordingly.

The rules for the crypt are the same as they are for the Adventure Book (Page 21).

**Once you have completed the crypt, congratulations! You have successfully fought back the Natla Tech invasion and secured the island for another 200 years.**

# ADVANCED ENEMIES

This optional system introduces greater strategic depth and enemy variety to any game mode. To use it, simply flip the Enemy Reference Cards to their Advanced Enemy side. Each enemy miniature now has its own unique rules and stats.

There are five key changes in this system. These are modular: add any you like, or use them all.

1. **Enemy Spawn:** Which particular enemy of each type spawns is now dependent on a roll of the enemy dice. For example, when you draw a Wildlife Spawn Event Card, you roll the Enemy Dice. On a 1, 3, or 5: spawn a Wolf (as shown on the card). On a 2, 4, or 6: spawn a Snake. If all miniatures of the rolled enemy are already on the board, spawn the other type instead.

2. **Enemy Rotation:** When you are and there is no noise, enemies follow their usual path. However, at the start of each Enemy Phase roll the Enemy Dice to determine which way enemies will turn:
1, 3, or 5: they turn anti-clockwise. 2, 4, or 6: they turn clockwise.

3. **Stats:** Each has its own specific stats for health, movement, damage, and range. Ignore the standard enemy stats and use the values shown on their advanced side instead.

4. **Location Boost:** Each enemy has a preferred location type. While in that location, one of their stats is boosted. For example, the Wolf gains +1 health when in the mountains.

5. **Special Ability:** Each enemy has a unique ability that is always active while the enemy is spawned.

# CARD CLARIFICATION

## ABILITIES

**Adorn** - You can equip a second Outfit. Place it on the Adorn card. Both Outfits now apply at the same time. If you discard this later, the Outfit on it is also discarded.

**Discover** - This functions like SEARCH, but you can choose which specific resources to draw from the bag. You can also use it multiple times per Lara Phase.

**Dismantle** - For example, If you roll 3 successes, then you may put up to 6 resources back into the bag, then randomly draw new ones.

**Distract** - You can 'throw' the Noise Token away from you - useful for leading enemies away. For example, if you roll 3 successes, you may place it up to 9 spaces away from Lara in any direction. This must be in a straight line. It can land on a different elevation, but NOT a BLOCK space (though you can throw it behind one).

**Escape** - You can spend Treasure to avoid damage. You can't use this at the same time as DODGE. You have to avoid ALL of the damage this way. For example, if you are about to take 4 damage, you need to spend at least 4 treasure to avoid it.

**Focus** - This improves your dice rolls for the rest of THIS Lara Phase. If you roll 1 success, then for the rest of the Lara Phase all 1 success rolls now count as double success. If you roll 2 successes, then the same applies AND any fail or sacrifice sides are now considered a success.

**Gather** - Useful for putting the helpful + cards back into the deck. Roll 3 successes and you can pick one of them to shuffle into the current Event Deck.

**Improvise** - Imagine this as an additional Lara Dice that always rolls exactly 1 success. It can only be used against your standard actions (not Abilities or Weapons). It CAN be used against DODGE, and then discounted from the next Lara Phase. With MOVE, it does not count as an additional dice - only 1 success.

**Obstruct** - Useful for slowing enemies. If you roll 4 successes, then ALL enemies (including bosses) move 4 fewer spaces during the Enemy Phase.

**Persevere** - For example, you roll 4 dice, and 2 of them are fail (or sacrifice). You may spend 1 resource to re-roll 1 dice. OR you may spend 3 resources to re-roll both the failed dice. If all 4 dice had failed, you could spend 3 resource to re-roll all of them. You can do this as many times as you like during a roll.

**Sprint** - Useful for moving across the level fast! You can only move in a straight line. All standard movement rules (such as 2 points to climb) apply. If something in the game impacts your MOVE action, it does not apply to sprint (unless specified).

## ADVANCED ENEMIES

**Archer** - They don't have a range. Instead, they can attack ANY space that they can see, even if it isn't in a straight line.

**Enforcer** - If you fully DODGE their first attack (taking no damage), they attack again. They never attack more than twice in a single Enemy Phase.

**Grenadier** - If you're on the other side of a BLOCK space and within range, the Grenadier can attack you (they shoot over it). This does not apply to closed doors or the boulder.

**Hoplite** - While seen, your first attack against a Hoplite deals no damage (they block it with their shield). You may place a Tracker Cube on the miniature to mark this. All subsequent attacks work as normal.

**Snake** - If the Snake damages you, you cannot move during your next Lara Phase (including SPRINT). If you DODGE or avoid all their damage, then this does not apply.

**Wolf** - While seen, the Wolf moves 8 spaces during each Enemy Phase.

## BOSSES

**Bear** - While the Bear is alive, do not spawn enemies. Instead, the Bear heals 1 damage each time an Enemy Spawn Event Card is drawn. The Bear can't go above its maximum health. i.e. if the Bear has full health and you draw an Enemy Spawn Card - do nothing.

**Natla Queen** - Treats all terrain as if it is the same elevation. She can see, move, and attack over all of it, i.e. she can move from LOW to HIGH without penalty. She can see up and down. She can move onto BLOCK spaces, closed doors etc.

**Polemarch** - If you attack him with 4 power, he only takes 3 damage. If you attack him with 8 power, his ability reduces to 7 - but he still only takes 5 damage (as bosses can't take more than 5 in a single attack).

## EVENTS

**Ammo** - Gain 5 ammo, as if it was crafted.

**Assault** - Take 5 damage.

**Bomb Trap** - Take 5 damage OR roll all 6 Lara Dice (even if some have been used to DODGE). You must then remove any fail dice and sacrifice dice that you don't want to convert. They are discounted from the next Lara Phase.

**Boulder Trap** - Take 3 damage OR lose 3 resources and move 2 spaces. Standard move rules apply, except you can't move back to the space you start in.

**Darts Trap** - Take 3 damage OR lose 1 treasure.

**Downgrade** - You must discard a Weapon, Outfit, or Ability.

**Drop** - Lose 3 resources or take 4 damage.

**Enemy Spawn** - Spawn the enemy matching the icon.

**Fire Trap** - Take 2 damage OR discard 2 Cloth.

**Laser Trap** - Change to SEEN and spawn a Natla Tech enemy (standard spawn rules apply) OR discard 4 Scrap. If you are already SEEN, then you can just spawn the enemy.

**Mesh Net Trap** - Take 3 damage OR discard 2 Oil AND 2 Event Cards.

**Pendulum Trap** - Take 3 damage OR discard an Event Card.

**Resource** - Take 2 random resources from the bag.

**Rope Trap** - Take 2 damage OR discard 1 Oil and 1 Event Card,

**Rush** - If no enemies - discard and redraw. ALL enemies MOVE and ATTACK again, as if it was the start of the Enemy Phase. You do not need to repeat the Event Phase after it. On the INVADED side - change your token to SEEN, and then repeat the enemy move and attack.

**Sniper Trap** - Change to SEEN and take 3 damage OR discard 3 Event Cards.

**Special** - Take 1 Special Dice.

**Spike Ball Trap** - Take 4 damage OR discard 5 resources.

**Tripwire Trap** - Take 1 damage AND place the Noise Token on Lara's space, OR discard 2 Scrap.

**Unload** - Lose 5 ammo OR take 4 damage. If you don't have at least 5 ammo then you MUST take the damage option.

**Upgrade** - Draw the top card of either the Weapon, Outfit, or Ability Deck.

## COLD (MOUNTAINS)

**Cautious** - When using MOVE, the number of spaces you can move is reduced by 1.

**Clamber** - It costs enemies 1 move instead of 2 to move between HIGH and LOW spaces.

**Skate** - When moving, you must move in a straight line. If you wish to turn, then you need to roll, move, then roll again and move in a different direction.

**Slick** - All enemies move 1 additional space during the Enemy Phase.

**Slippery** - You MUST move the number of spaces you roll.

## HOT (DESERT)

**Drained** - You can't use Special Dice on this level.

**Fatigued** - You must discard 1 Lara Dice at the start of the level. You get it back once you exit.

**Overworked** - When performing any Action or Ability, you can't use more than 3 dice at once. This does not apply to Weapons or other dice rolls.

**Reinforced** - ALL enemies require 1 extra damage to defeat them.

**Sore** - You can only use the MOVE action once per turn.

## TIME (TOMBS)

**Haste** - Your first move of EACH Lara Phase is doubled.

**Overclock** - At the start of each Lara Phase, add a Special Dice to your dice pool. If you don't use it by the end of the Lara Phase, you must discard it (then draw another at the start of the next Lara Phase).

**Repeat** - All damage you do (MELEE and Weapons) is doubled.

**Rush** - When you roll to move, you may re-roll once any fail or sacrifice dice. You can do this every time you move.

**Slow** - If there are no enemies on the level, you only need to draw 1 Event Card during the Event Phase - not 2.

## OUTFITS

**Antarctica** - Moving between HIGH/LOW spaces costs 1 move point instead of 2.

**Bomber Jacket** - If you roll a Special Dice and get a fail result, you don't need to discard it. Instead, you can keep it for another future roll.

**Biker** - Whenever you use MELEE, the attack does 1 extra damage for each success.

**Camo** - You can place the third Weapon onto the space on this card.

**Catsuit** - All Weapons are now silent!

**Classic Trinity** - Every time you draw a Research Card you draw 2 instead, pick 1 to keep, then discard the other.

**Guerilla** - If you use MELEE and it doesn't kill the enemy, you no longer have to end the Lara Phase.

**Immortal Guardian** - Any damage you take from traps is reduced by 1. If a trap does 3 damage, and you DODGE 2, then you won't take any damage.

**Jungle Heavy** - Once per Lara Phase, after you roll dice, you can re-roll any fail and sacrifice results.

**Nevada** - When crafting a Weapon, for example, you only need 3 Scrap now instead of 5 (or 5 scrap to craft 2 and pick 1).

**Nightshade** - When crafting health you now get 4. Ammo you get 6. Special Dice you get 3.

**Survivor** - Your health now goes up to 15 instead of 10. You instantly heal 5 health when you equip the Outfit. If you replace it later, and you have more than 10 health, then you drop down to 10.

## RESEARCH

**Map - Move to any cleared space** - Move your Lara-Pin to any space on the island that you have previously cleared. You can then move 1 additional space. You do not have to pay the penalty for moving through the cleared space.

**Map - Move to any tomb** - Move to ANY tomb space on the island.

**Map - Reveal Tomb Token** - Flip over one of the Tomb Tokens. You DO NOT claim it - you can just check what it says. If you want to collect the token, you must still visit and complete the tomb.

**Map - Skip a space -** Move past any space on the island - cleared or uncleared.

**Scroll - Dodge a trap -** When a Trap Event Card is draw, use this to ignore it. You do not have to draw another Event Card in its place.

**Scroll - Double success** - Use this in conjunction with a dice roll. It adds 2 success to the roll.

**Scroll - Hidden** - Flip the Sight Token to HIDDEN. Make sure that no enemies can see you when you do this!

**Scroll - Re-roll** - if a roll doesn't give you the results you wanted, you can spend this to roll it again.

**Scroll - Skip Enemy/Event Phase** - spend this during the Lara Phase to skip the next Enemy/Event Phase.

## WEAPONS

**Bow** - If you use 3 or more dice when using the bow, you gain 1 ammo. This ammo can ONLY be used on the Bow.

**Dual Pistols** - You have to use 2, 4, or 6 dice.

**Hades RPG** - This unique Weapon requires Special Dice to fire - you can't attack using Lara Dice! You MUST use a special dice to fire it, but you can still use the ammo to add a success.

**Hailstorm** - You can attack a space directly in front of you, or one above/one below that.

**M16** - Can hit 1 of the 2 spaces in front of you, or the spaces above and below them.

**Prometheus Flame** - You must use at least 3 dice to fire. It hits all spaces around you at the same time. This is useful if you are surrounded by enemies.

**Shotgun** - Hits the space in front of you, AND the spaces above and below that.

**Silent Sting** - Only hits the space directly in front of you, but it also doesn't make noise.

**Spear of Ares** - This is the only Weapon you can use without a dice roll. i.e. you can attack just using the ammo.

**Spectre Rifle** - Only works at long distance.

**Titanfire** - For each dice that fails when firing this, you take 1 damage. You can't DODGE this. Sacrifice dice count as failed if you don't convert them into a success.

**Wasp 11** - You must use at least 2 dice to fire. Hits all 3 spaces in front of you at the same time.

**Success**
This is a success on a dice roll.

**Sacrifice**
Discard an Event Card to convert this into a success.

**For Each**
Perform the action once for each success rolled.

**Fail**
A blank dice or a sacrifice you do not wish to convert. On action cards, perform this action if you do not roll enough successes.

**Damage**
The number inside the icon shows how much damage is done.

**Noise**
Place the token on your space when you make a noise. Enemies will investigate it.

**SEEN**
You are SEEN. All enemies will move towards you and your MELEE action is weaker.

**HIDDEN**
You are HIDDEN. When this appears as a result, it means you change the Sight Token to HIDDEN.

**Ammo**
Used to add additional success when using your Weapon.

**Health**
How many hits you/the enemy can take. When paired with a +, it means recover that much health.

**Resources**
When paired with + take random resources from the bag. With - lose resources (your choice of which).

**Scrap**
A resource used for crafting ammo, Special Dice, and Weapons.

**Cloth**
A resource used for crafting health, Special Dice, and Outfits.

**Oil**
A resource used for crafting ammo, health, and Abilities.

**Treasure**
A wild resource that can be used in place of Scrap, Cloth, or Oil.

**Lara Dice**
Your main dice for the game. You have 6 per Lara Phase, when all are spent the Lara Phase is over.

**Special Dice**
Additional dice to add to your Lara Dice. They function the same, except you discard them after use.

**Enemy type: Wildlife**
When this appears on Event Card, spawn a new Wildlife enemy.

**Enemy type: Protector**
When this appears on Event Card, spawn a new Protector enemy.

**Enemy type: Natla Tech**
When this appears on Event Card, spawn a new Natla Tech enemy.

**Research Card**
Cards from the Research Deck.

**Event Card**
Discard the number of Event Cards. They do not have to be resolved.

**Enemy Spawn Point**
Places on the level where the enemies spawn. The icon has pips that match the Enemy Dice.

**Jungle**
Used on tiles and the Island Board to denote a jungle location.

**Mountain**
Used on tiles and the Island Board to denote a mountain location.

**Desert**
Used on tiles and the Island Board to denote a desert location.

**Tomb**
Used on tiles and the Island Board to denote a tomb location.

**Cleared Space**
**ISLAND CAMPAIGN ONLY**
You place these tokens on any space you have previously cleared.

**Map**
**ISLAND CAMPAIGN ONLY**
One of the items you are searching for on the back of the Tomb Tiles.

**Key**
**ISLAND CAMPAIGN ONLY**
One of the items you are searching for on the back of the Tomb Tiles.

# ADVENTURE BOOK ACHIEVEMENTS

**The Beginning of a New Adventure**
Complete Chapter 1

**The Ghost of Kairos**
Complete Chapter 3 without ever being spotted or making noise

**The Secrets of Kairos**
Complete Chapter 4

**We've Met Before**
Complete Chapter 5

**The Old Fashioned Way**
On Chapter 5, defeat the Bear using only the Bow

**A True Pacifist**
Complete Chapter 7 without defeating any enemies

**An Effort to Protect**
Complete Chapter 10

**Close to the Sun**
Complete Chapter 14

**This is Personal**
On Chapter 15, defeat Natla Queen with the final blow coming from a MELEE attack

**Time Restored**
Complete all chapters

**From Beginning to End**
Complete all chapters, having started from Chapter 1

**Death Defying**
Complete the Adventure Book with all 6 Lara Dice remaining

**Help of the Gods**
Complete a chapter with a Relic equipped

**Friend of the Gods**
Complete a chapter with 2 Relics equipped

**Archaeologist**
Complete 3 challenge missions

**Explorer**
Complete 6 challenge missions

**Adventurer**
Complete 15 challenge missions

**Legend**
Complete all 30 challenge missions

**3 Heads**
During the Cerberus mission (Chapter 13) defeat 3 enemies in 1 action

**Don't Mess with Lara**
Complete the Double Trouble challenge mission (Chapter 15)

# ISLAND CAMPAIGN ACHIEVEMENTS

*One with the Trees*
Clear 4 jungle locations in the same campaign

*Avid Climber*
Clear 3 mountain locations in the same campaign

*Deserted*
Clear 3 desert locations in the same campaign

*The Tomb Raider*
Clear all 6 tomb locations in the same campaign

*Back to Nature*
Die in the jungle

*The Lost Climber*
Die in the mountains

*Revelations End*
Die in the desert

*One for Future Archaeologists*
Die in a tomb

*Master of Kairos*
Complete an Island Campaign

*Kairos Immortal*
Complete an Island Campaign with all 6 Lara Dice remaining

*Roth's Champion*
Complete an Island Campaign without ever unequipping your Dual Pistols

*A Special Request*
Have 6 Special Dice at the same time

*A Donation to Chronos*
Use all 6 Lara Dice in 1 Lara Phase while standing on Level Tile 15 in a tomb

*Fight My Way Out*
Complete an INVADED Ambush location

*Fists of Iron*
Complete an INVADED location using only MELEE attacks

*Boss Dodger*
Complete a boss location without taking damage

*Ready and Waiting*
Have 2 Weapons, 2 Abilities, and 1 Outfit equipped before reaching the first tomb

*I Don't Even Need These*
Reach and complete the first tomb without firing a Weapon

*Taking My Time*
Have 8 Natla-Pins on the island at the same time

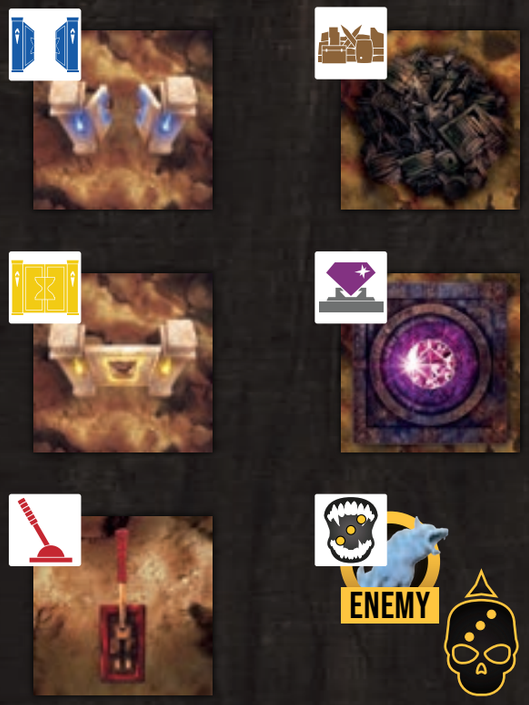
*Stand Back!*
Have the Hades RPG and Titanfire equipped at the same time

# GAMEPLAY QUICK GUIDE

## PHASES

| LARA | ENEMY | EVENT |
|---|---|---|
| Use all of your Lara Dice | Enemies move and then attack | 1+ enemies = Draw 1 Event Card<br>No enemies = Draw 2 Event Cards |

## LEVEL LAYOUT TILES




# ENEMY QUICK GUIDE

## ENEMY MOVEMENT

**SEEN**
Move towards you

**HIDDEN & NOISE**
Move towards Noise Token

**HIDDEN & NO NOISE**
Continue in their direction

## ENEMY SIGHT

## ENEMY REWARDS

+1 Defeat a standard enemy

## ENEMY ATTRIBUTES

**WILDLIFE**

| Health | Move | Power | Range |
|---|---|---|---|
| 3 | 4 | 2 | |

**PROTECTORS**

| Health | Move | Power | Range |
|---|---|---|---|
| 4 | 3 | 2 | |

**NATLA TECH**

| Health | Move | Power | Range |
|---|---|---|---|
| 5 | 5 | 3 | |

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