ICONIQ STUDIOS

CRYSTAL DYNAMICS

1+ PLAYERS

20 to 180 MINUTES

WORK IN PROGRESS

TOMB RAIDER
THE CRYPT OF CHRONOS

HOW TO PLAY

CONTENTS

CREDITS

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 organisation from her past, Natla Tech, emerges from the shadows believing the artifact and its influence over time will allow them to rectify their old mistakes and put 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 itself, as she searches for the Crypt of Chronos, and strives to safeguard it from falling into the clutches of the encroaching NATLA invasion.

GAME OVERVIEW

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

There are 2 different ways to play:

Adventure book: A structured adventure split into 20-60 minute missions.

Island campaign: A randomised 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 mechanics that apply to both.

The adventure book is split into chapters, and they are designed to be played one after the other, 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 and 28 will explain how that mode works.
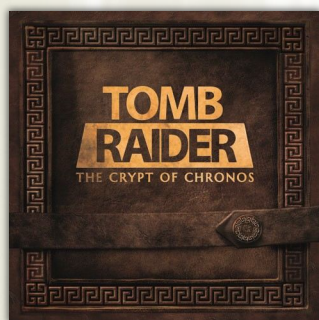
32 x Double-sided Level Tiles
16 x Jungle/Tomb
16 x Mountain/Desert

1x Lara Board

18x Miniatures
1x Lara   3x Bosses
14x Enemies

1 x Adventure Book

1 x Craft Board

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
3x Red   3x Blue
2x Gold

4 x Switch Tiles
2x Red   2x Green

3 x Artifact Tiles

3 x Barrier Tiles

1 x Boulder Tile

6x Lara Dice

6x Special Dice

1x Enemy Dice

10x Tracker Cubes

8x NATLA Pins

1x Sight Token

1x Noise Token
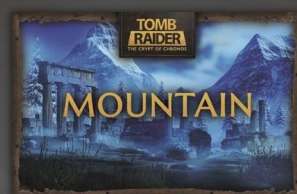
IMAGE PENDING

1x Save Box
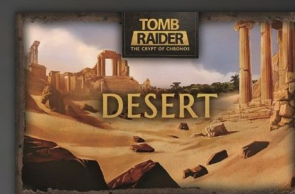
ADDITIONAL COMPONENTS FOR ISLAND CAMPAIGN MODE
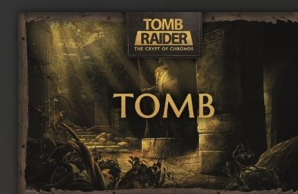

1 x Island Board

14 x Jungle Cards

8 x Mountain Cards

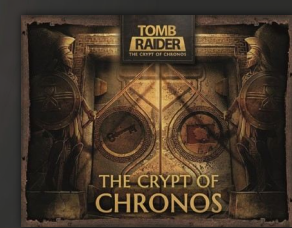8 x Desert Cards

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 **Place the tiles.**
There are 4 types of tiles that represent different areas of the island. The tiles are double-sided. Jungle/Tomb and Mountain/Desert. Tiles are typically placed in a 4x4 grid. The level layout will show you which tiles to use (the numbers), and which way to orient them (the location of the numbers).

3 **Place any switches, doors, objectives, barriers, and enemies.**
The level layout will show where to place them. The enemies always start on enemy spawn points, and the spawn point will have an arrow to show which direction they are facing, Doors have 2 sides - open and closed - make sure the side showing matches the level layout.

LARA:

4 **Place the Lara board below the level tiles.**

5 **Place a tracker cube on the #10 space of Lara's health.**

6 **Place the relevant weapon, outfit, and ability cards.**
If this is your first time playing the adventure book, then all you need to do here is place the Dual Pistols on the weapon 1 space, and then 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 cards from the research deck, then shuffle the remaining cards and place them within reach.**

10 **Draw any starting resources, then shuffle the rest into the bag and place it within reach.**
Chapter 1 of the adventure book does not have any starting resources.

CRAFT BOARD:

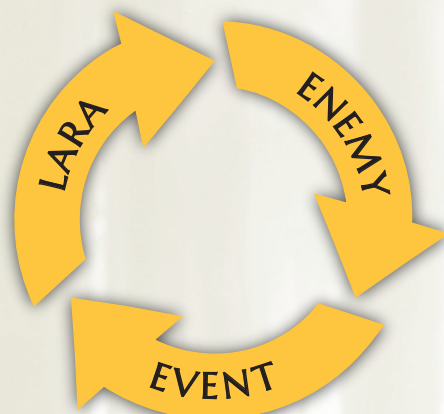**11** **Place the craft board next to the Lara board**

12 **Shuffle the weapon, outfit, and ability decks, then place them onto the craft board.**

13 **Place the 6 special dice onto the craft board.**

LARA IS READY TO BEGIN HER ADVENTURE...

PHASES

The game continuously rotates between 3 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
		No enemies = Draw 2 event cards

Lara Phase
This is when you take your turn.

You will use your six Lara dice to traverse the board, 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 board 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 a new enemy has entered, or you have accidently sprung a trap, or discovered something special.
How many events there are depends on if there are enemies on the board. If there is at least 1 enemy at the start of the event phase, then you draw and complete 1 event card.

If there are no enemies on the board at the start of the event phase, then you must draw and complete 2 event cards, resolving 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, and if there are no enemies on your tile, then you can leave whenever you like during a Lara phase.
More on page 23.

How to lose (Death)
If you are playing a series of chapters, losing all your health will cause you to remove one Lara die from your dice pool before continuing. Each time you reach zero health, this process repeats. Once all your Lara dice are gone, the game ends, and there is no way to recover lost dice. 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 movement 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 greater detail later.
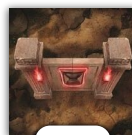

BLOCK spaces are impassable areas that you cannot walk over or attack through. However, be cautious, as enemies can still see you through them.

When HIGH spaces are adjacent to one another, even across different tiles, you can move between them as if they were 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 colour to its opposite state (open to closed, or closed to open).

To activate a switch, you must be standing on the switch space, 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.

Gold doors can only be flipped when specific conditions are met. These conditions are outlined in the level description, or if the icon is next to an objective.
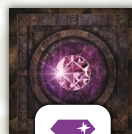

When a door is closed, neither you nor enemies can move or attack through that space. When a door is open, you can treat it as a

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 space, I discard 1 Lara dice, and then flip BOTH red doors to their opposite side.

Artifact/Objects

Certain levels require you to collect artifacts. This process works similarly to activating switches. You must be standing still on the same space as the artifact and spend a Lara dice to collect it. Enemies can walk through artifacts.
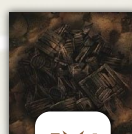
Barriers

Neither you nor enemies can move or attack through barriers. They can be destroyed using your melee attack or weapons, but the damage must be done in a single action. 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 tells 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 only 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.

Can only be used once per LARA phase

Any dice used are discounted from the next Lara phase
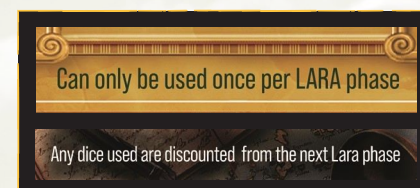
Any text outside of the boxes, or under the header, is ALWAYS applied when using this action.
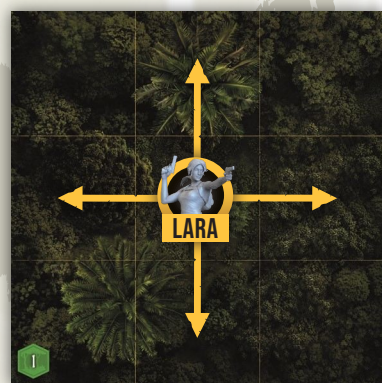
LARA MOVEMENT

To move, you must roll Lara dice against your move action.

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

A failed dice roll still allows you to move, but you must place the noise token on the space where you started.

For each success, you may move an additional space.

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).

Moving through 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 through. For example, to move the 2 spaces in the example above 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 sacrifice into a success. You can now move 6 spaces (3 dice + 3 success)
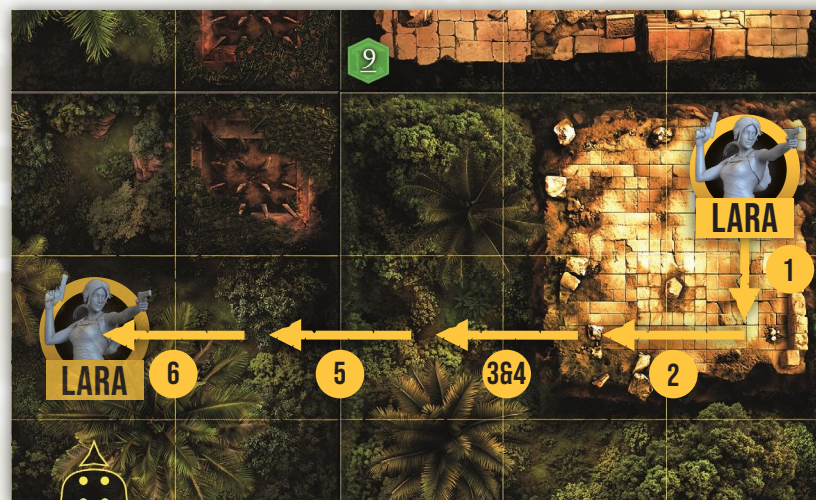
NOISE

Some actions, such as moving badly or using weapons, create noise. When this happens, place the noise token under 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 when you are **HIDDEN**. When **SEEN**, you can remove the noise token from the level.

SIGHT TOKEN

Your Sight token shows if the enemy can currently see you, or if you are hidden.

SEEN

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

HIDDEN

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 some actions.

In a campaign, 👁 continues through levels.

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 🚫👁 action.

HIDE

HIDE

Can only be used if there are no enemies on your tile.

-1 E I

RE-ROLL WITH 1 FEWER OR NO ACTION

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

If you roll no successes, then you must discard an event card as you have failed to hide.

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 success 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 👁 token back to 🚫👁.

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

Make sure that you are not within the enemies line of sight when you perform the hide action! Otherwise you will instantly 👁 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: 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 2-treasure can count as 2 Oil but 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 what resources it requires.

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 the Lara phase as if they were extra Lara dice. Unlike Lara Dice, special dice are discarded after use (return them to the craft board). You don't have to use them straight away, they can be saved for later phases or even later

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 board.

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.

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 go with your resources to the side of the Lara board, and are discarded after use. If the deck ever runs out, shuffle the discard pile and create a new deck.

There are 2 types of research card:

Scrolls

These are ancient scrolls that Lara has translated through her research. They are connected to the 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 Lara.

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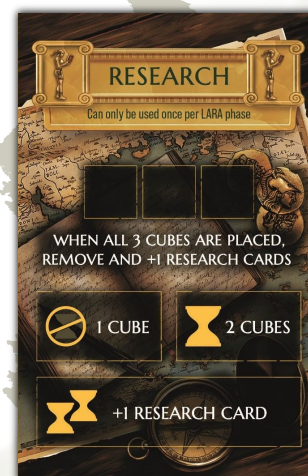
Research Action

RESEARCH is used to find research cards.

It contains 3 squares at the top that you place tracker cubes on.

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.

If you roll 2 or more successes, you can draw a card from the deck. Any cubes on the card remain in place.
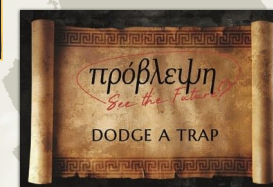
You roll 1 dice to RESEARCH and get a fail. You add 1 tracker cube to the card.

Later, you roll 3 dice to research and get 1 success. You add 2 more cubes to the research card.

RESEARCH now has 3 cubes. You must now remove them, and draw a research card.

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 attack enemies that are on an adjacent space to you, and on the same elevation (high spaces/ low space).

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 or Event phases.

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 to dodge, the fewer dice (and therefore fewer actions) you will have available on your next turn.

You are adjacent 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

The wolf attacks you. It's power is 2, meaning 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 only have 4 dice. You use them all to MELEE the wolf again.

You get 3 successes. The enemy is defeated - you remove them 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 action cards, Weapons require Lara dice to use. Roll as many as you like (see special rule section for exceptions). Any you roll are discounted from the rest of the Lara phase as usual.

Each success deals damage, and ammo can be used to add additional successes (see ammo section).

You can only use 1 weapon per Lara phase but 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, through BLOCK spaces, or through closed doors or barriers.

You can attack downward (from HIGH to LOW spaces), but your first success does not count, as aiming to lower ground is harder.

The wolf takes 3 successes to defeat it (dice rolls and/or ammo).
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 weapons card
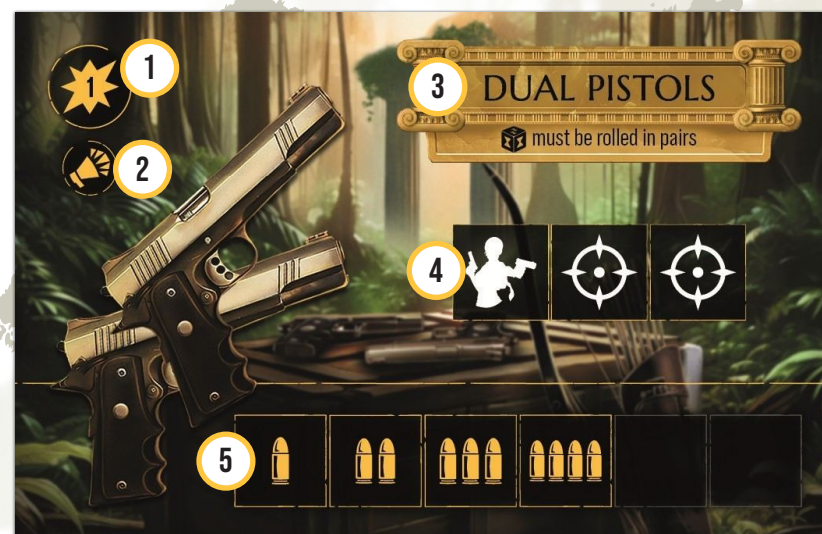
1 Power
The power of a weapon determines how much damage it deals for each success. Successes can come from dice rolls or ammo.

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.
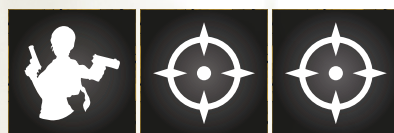
4 Range

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 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 marked spaces at the same time. This allows you to defeat multiple enemies in a single attack!

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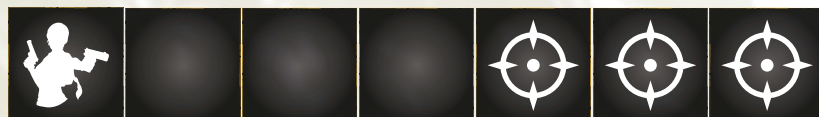
The Spectre Rifle is powerful at distance, useless up close!

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 mercenary is 2 spaces away on a LOW space.

LARA

ENEMY

WASP 11
Must roll at least 2
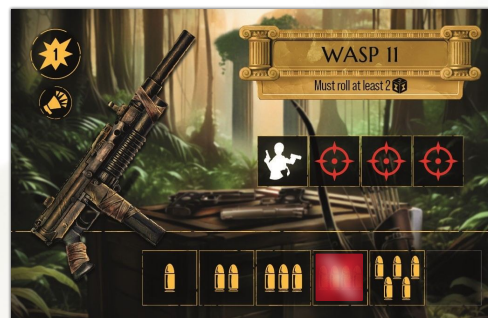
You have the WASP11 equipped with 4 ammo remaining. The WASP11 has a range of 3 spaces, meaning the mercenary is within range.

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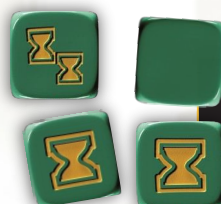
You roll 4 dice, and get 4 successes. You decide to use ammo to make up the last 2 successes you need.

WASP 11
Must roll at least 2

You reduce the ammo count 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.
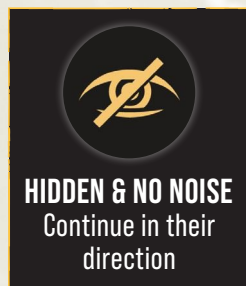
Enemy movement
Enemies move according to a few conditions:

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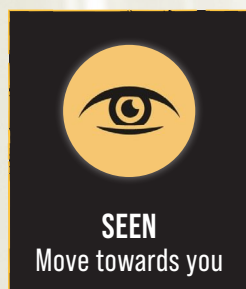
SEEN: If you are currently 👁, all enemies—regardless of whether they are within line of sight or if they joined the level after you were spotted—move towards you using the most efficient path. If two paths are equally efficient, or you are uncertain, enemies will take the path that is most detrimental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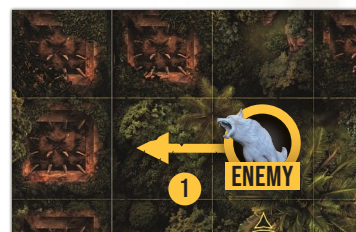
HIDDEN & NOISE
Move towards noise token

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.

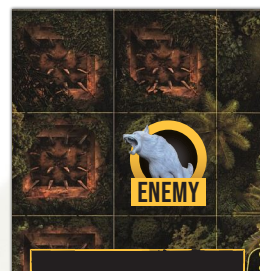**HIDDEN & NO NOISE**
Continue in their direction

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, they rotate clockwise 90° at a time until they are able to move again.

Enemy movement rules are the same as yours- they can climb up or down at a cost of 2 move points. 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 will always move when they can, unless they are adjacent to you already. If they have 1 move point left and they have reached a point where they need to climb, then instead they rotate clockwise until they can move.
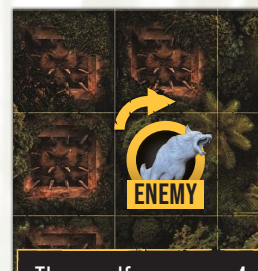

The wolf moves 4 spaces per turn. You are hidden and there is no noise, meaning he continues left (the direction it is facing).

He moves 1 space and reaches a BLOCK space.
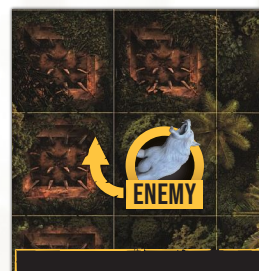
He rotates 90° clockwise, and is facing another

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

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 attack hits.

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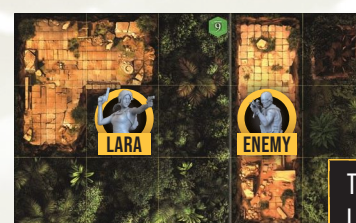
The NATLA mercenary ends his movement close to Lara. You are SEEN. He has a range of 3 spaces (you are 2 away) and a power of 3. He will now attack.

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 SEEN.

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** or **barriers**.

6 Spaces Long

3 Spaces Wide

ENEMY

- 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.

ENEMY

- 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.
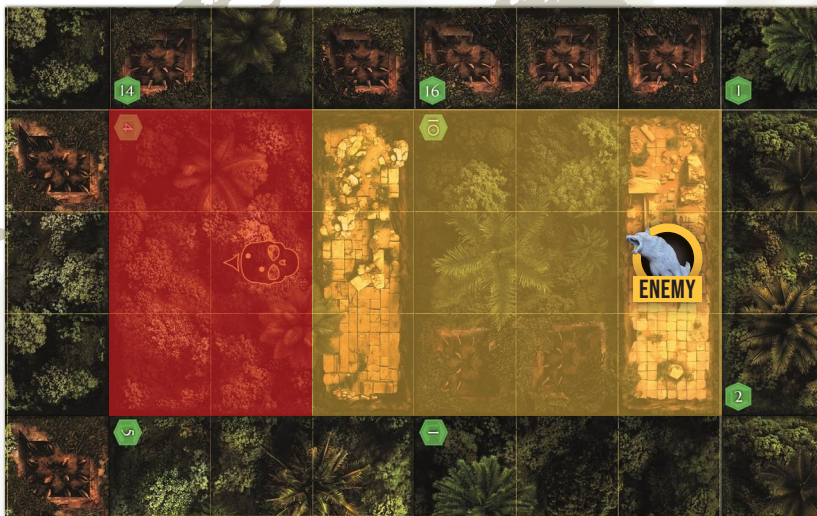
ENEMY

Enemy Attributes:

There are 3 types of standard enemies:

Wildlife, Protectors, and NATLA Tech. Each has 2 designs for visual variety, function wise they are the same.

WILDLIFE

3	4	2	
Health	Move	Power	Range

PROTECTORS

4	3	2	
Health	Move	Power	Range

NATLA TECH

5	5	3	
Health	Move	Power	Range

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 2 sides:

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

NATLA side: This side is more punishing, as natural traps become man-made dangers, and soldiers swarm your location. You use this side when the level has been invaded (page

Types of event card:
There are 3 types of event card:

Traps: There are 2 ways to resolve a trap, and you must choose which to use. Typically, one option involves taking damage while the other is a sacrifice.

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 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 against any resource.

Once completed, the trap goes into the event discard pile.

Enemy spawn: A new enemy enters the level, the icon shows which type. 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 space 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 wildlife enemy on enemy spawn space 3, facing the direction of the

Helpful: Some cards, marked with a + before their name, provide resources 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 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 NATLA 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 discard pile (NOT removed).

THE NATLA INVASION

The Event Cards represent the time you've spent on Kairos. Every time you run out of event cards, the NATLA 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 have reached the same location as you. Every chapter in the adventure book has this icon:

This means that the level requires 3 NATLA pins to be invaded.

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 NATLA side is at the top. Whenever you draw an event card, you must now resolve the NATLA side.

Even during an invaded level the NATLA 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 have just drawn the last event card in the deck. First, I must resolve the card.

I then shuffle the discard deck and create a new draw 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 an invasion value of 3. I have 3 NATLA pins on my Lara board. That means that this chapter is now

After setting up the level tiles, doors, enemies etc, I must then rotate the event deck 180° so that the NATLA side is facing the top (you may want to to this to the discard pile also so that they match).

For this chapter, I must now use the more challenging NATLA side of the event cards!
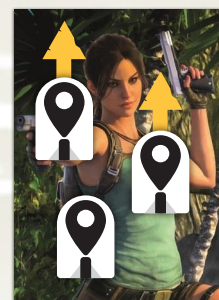
After the invaded chapter is complete, I remove 2 NATLA pins from the Lara board.

The next chapter also has an invasion score of 3 - but 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 Invasion works differently when playing the Island Campaign mode. *See page 27 for details.*

BOSSES

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

The most notable is that bosses have health squares. Unlike standard enemies, you don't need to deal all of the damage to a boss in a single action—you can instead reduce their health bit by bit over multiple attacks.

Anatomy of a boss card:

1 Attributes: This is the bosses 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 the cube accordingly. When it runs out of health, remove the boss from the board and collect 3 resources as your reward.

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

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 1 card for each NATLA pin you have.

Start with the Event Deck standard-side up. When the deck runs out, shuffle it and rotate it to the NATLA side. From that point on, you must continue using the NATLA side for the rest of the game.

Boss
The boss works differently when it's in the crypt. Initially, it can't take damage. Instead, any damage dealt reduces their 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!

Chronos Artifact
Your goal is to collect the Chronos Artifact. Once you have it, you automatically use its unique time abilities to freeze time!

3 key things then happen:

1- Do not draw any further Event Cards. All sacrifice sides on dice now count as successes.

2- All standard enemies freeze in place and no longer attack you. You may still attack them, if you wish. The boss does not freeze - it continues to move and attack as normal.

3- The boss can take damage!
Your goal now is to defeat the boss.

Ending the game
After you have defeated the boss, you must roll 6 successes in a roll to activate the full time ability of the artifact. You have then completed Tomb Raider: The Crypt of Chronos!
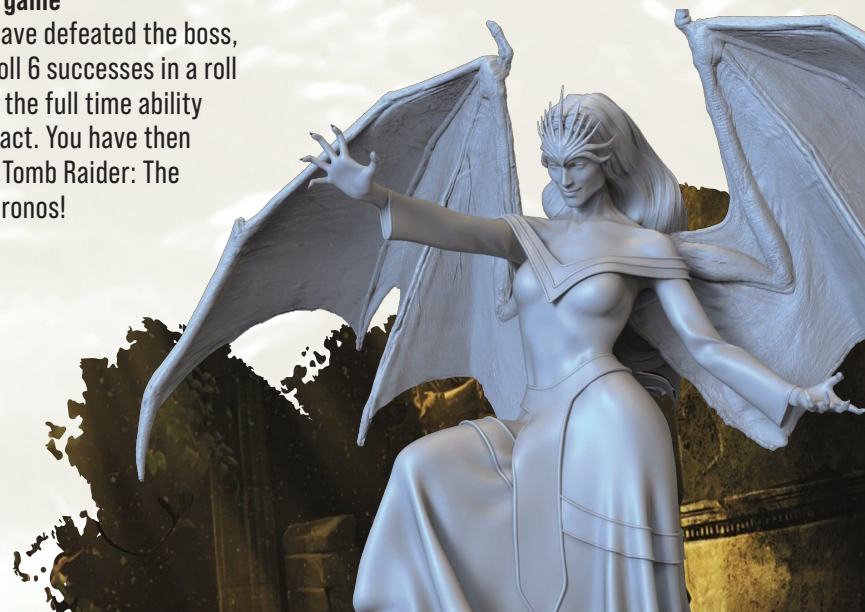
LOCATIONS

There are 4 types of locations:

Jungle
Frequent & Balanced

LOW **HIGH** **BLOCK**

Mountain
Cold & Treacherous

LOW **HIGH** **BLOCK**

Slippery slopes:
Slopes allow you to quickly move from HIGH to LOW without a move /climb penalty. When you step onto a slippery space, you immediately move to the lower space. You can't move against a slippery slope! They are only one direction. The same rules apply to enemies.

❄ CLAMBER
Enemies climb costs 1 move point instead of 2

Cold: Every mountain includes a cold condition. This details a small rule change for this chapter as a result of the frozen temperatures.

Desert
Hot & Perilous

LOW **HIGH** **BLOCK**

Quicksand:
If you end the Lara phase standing on a Quicksand space, you immediately take 1 damage. These spaces have no impact on enemies.

🔥 OVERWORKED
No more than 3 dice can be used for a single action

Hot: Every desert includes a hot condition. This details a small rule change for the chapter as a result of the increased temperatures.
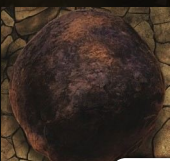
Tomb
Quiet & Cryptic

LOW **HIGH** **BLOCK**

🕐 SKIP
Double first move of each Lara phase

TIME:
Tombs are where the artifact's impact on time is strongest. Each tomb has a time condition for the chapter that assists you!

Boulder
Some tombs contain a boulder. The boulder can't move to BLOCK of HIGH spaces, but it can be pushed around on the LOW ones. This is pushed simply by walking into it. It can't be pulled, and can only move away from the direction you walk into it.

You roll the dice, and can move 5 spaces. You reach the boulder with 4 moves left to go.

Both you AND the boulder move together - the boulder 1 space in front of you.

After 4 spaces, the boulder reaches a BLOCK space and can't move any further.

With your final move, you can move back on yourself, or change direction, but the boulder will remain where it is unless pushed from another direction. To move it around a corner, you would have to move around the boulder and push it from another direction.

ENDING A CHAPTER

☑ Collect the artifact

☑ Search at least once

☑ Research at least once

Once you complete all the objectives, you must reach the END space (as marked on the level setup). You can escape at any point during a Lara phase, **unless there are enemies on the same tile!** If there are enemies, you better deal with them first!

Tip: If you are on the END 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 your Sight token status carry over to the next mission.

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: **(NOTE! NOT INCLUDED IN THE PROTOTYPE)**.

IMAGE
PENDING

- 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 draw pile, 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

IMAGE
PENDING

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 10, 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

IMAGE
PENDING

Each chapter has 2 optional challenges.
These are played as individual missions, you don't play them in a series like the main missions.

Each will outline 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 (rotate the Event Deck).

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

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:
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 live (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 randomised 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 board' steps from the main setup instructions on page 5, with 2 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
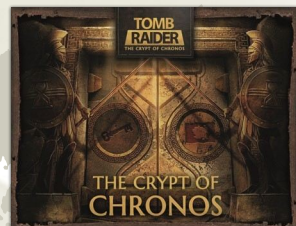
1: Place the island board
This goes above the Lara board. Make sure to leave space to build levels later.
The island board is made up of spaces (hexagons) connected with paths.
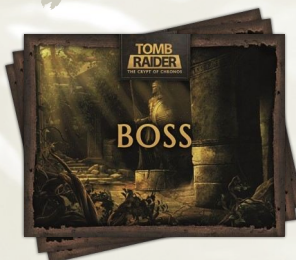
2: Place the location decks
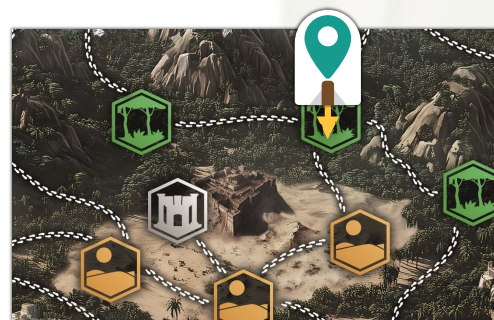Shuffle the 4 location decks and place them under the island board.

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 Lara
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.
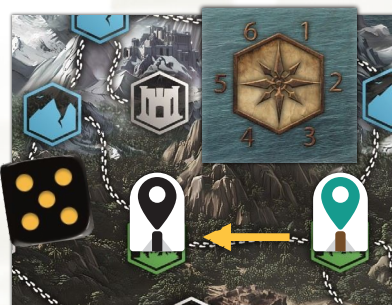
6: Place NATLA
1 NATLA pin will start on the island with you. Where they start will be randomised. First, you need to roll the enemy

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 Tiles
There are 6 tomb tiles. Mix them up face-down, and place 1 on each tomb space on the board. You must not know which tile 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 Crypts location.

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 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 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 completed token on top of that space on the island.

Next. you (and NATLA) will move on the island board.

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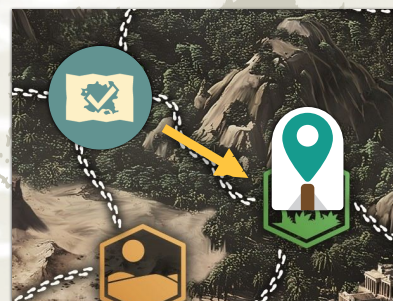
You can follow ANY of the paths connected to the space you are on until you reach a location you haven't completed. In the early part of the game, this means only moving 1 space.

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 island move

AFTER you move Lara, you must then move every NATLA pin on the island. This works in a similar way as it did during set up.

Roll the enemy dice, then use the compass to move the NATLA pin 3 spaces. Remember - if there is no path from that number, you must keep adding 1. You need to repeat this process for each of the NATLA pins on the board.

Multiple NATLA pins can't occupy the same space. They also can't end their movement on a space you have already cleared. In either case, continue to move the NATLA pin 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 Invasion
Aside from the Island board, the other big change in Island Campaign mode is how the event cards and NATLA 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 NATLA share a space, the level is invaded!

Rotate the event cards so that the NATLA 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 pint ends on your space, then immediately rotate the event deck to it's invaded side.

After you complete an invaded level, the NATLA pin sharing your space as you must be removed from the board - you have reduced the invasion.
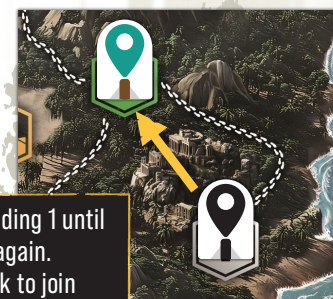

During a level, I run out of Event Cards.

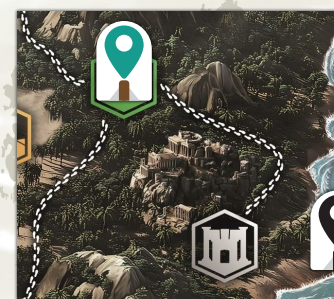I must then spawn a new NATLA pin. I roll the enemy

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

My level is now invaded! I shuffle the Event Deck and rotate it so that the NATLA side is on top, then continue with the level, using the more challenging NATLA side of the Event

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 ⚡3. This can't be dodged.
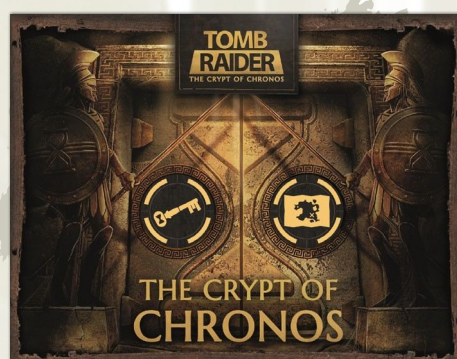
Research cards - Maps

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 in 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 - you can find these on page 21 of this rulebook. For example, you must set up the event deck (removing 1 card for each NATLA pin), you can't harm the boss until after you have collected the Chronos Artifact, and so on.

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

CARD CLARIFICATIONS:

ABILITIES

Adorn - You can equip a second outfit. Place it on the Adorn card. Both outfits now apply at the same time.

Discover - When using MOVE, if you get 4 or more successes on a dice roll, you may take either 2 resources or 1 research card. This happens EVERY time you move and roll 4 or more.

Dismantle - 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.

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 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 against focus, then the same applies AND any failed dice are now considered a success. This INCLUDES sacrifice sides.

Gather - Useful for putting the + cards back into the deck. Roll 3 successes and you can pick one of them to shuffle into the deck (it is shuffled into the remaining 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.

Obstruct - Useful for slowing down enemies. If you roll 4 successes, then ALL enemies (including bosses) move 4 less spaces during the enemy phase.

Persevere - You roll 4 dice, and 2 of them are failed (or sacrifice). You may spend 1 resources to re-roll 1 dice. OR you may spend 3 resource 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 location fast! You can only move in a straight line. All standard movement rules (such as 2 points to move UP or DOWN) apply.

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 it's maximum health. I.e. if the bear has full health and you draw an enemy card - do nothing.

Jacqueline Natla - Treats all terrain as if it is the same elevation. She can see, move, and attack over all of it as it is was all the same. I.e. she can move from LOW to HIGH without penalty. She can see up and down. She can move onto block spaces etc.

Polemarch - If you attack him with 4 power, he only takes 3 damage. The first damage of EACH attack is avoided.

EVENTS

Key rules: Any time you take damage, you may use dodge to try and avoid some. If you have to discard an event card - you only discard it, you do not apply it.

Ammo - Gain 5 ammo, as if it was crafted. Split this between your weapons as you wish.

Assault - Take 5 damage.

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. If you don't have 3 resources then you MUST take the damage option.

Enemy Spawn - Spawn the enemy matching the icon. For the NATLA side, this is always a NATLA solider. See page xx for details.

Fire trap - Take 2 damage OR discard 2 cloth.

Laser trap - Change to SEEN AND spawn a NATLA enemy (standard spawn rules apply) OR discard 4 scrap.

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 NATLA side - change your token to SEEN, and then repeat the enemy movement 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 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 abilities deck.

COLD (MOUNTAINS)

Cautious - When using a move action, 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

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, any dice that have failed (blank) you may re-roll them once. 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 blank 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 blank ones.

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.

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 more space. You do not have to pay the penalty for moving through the 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 the hidden. Make sure you are not in the enemy's view 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 if the dice fails 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.

M-16 - Can hit 2 spaces in front of you, and 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 space above and below that.

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

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.

TR3 Launcher - For each dice that fails when firing this, you take 1 damage. She 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
Perform this action if you did not roll enough successes for the other actions.

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

Noise
You 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 form 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.
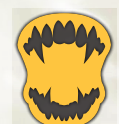
Enemy type: Wildlife
When this appears on event card, you must spawn a new Wildlife enemy.

Enemy type: Protector
When this appears on event card, you must spawn a new Protector enemy.

Enemy type: NATLA
When this appears on event card, you must spawn a new NATLA enemy.

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 map to denote a jungle location.

Mountain
Used on tiles and the island map to denote a mountain location.

Desert
Used on tiles and the island map to denote a desert location.

Tomb
Used on tiles and the island map 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
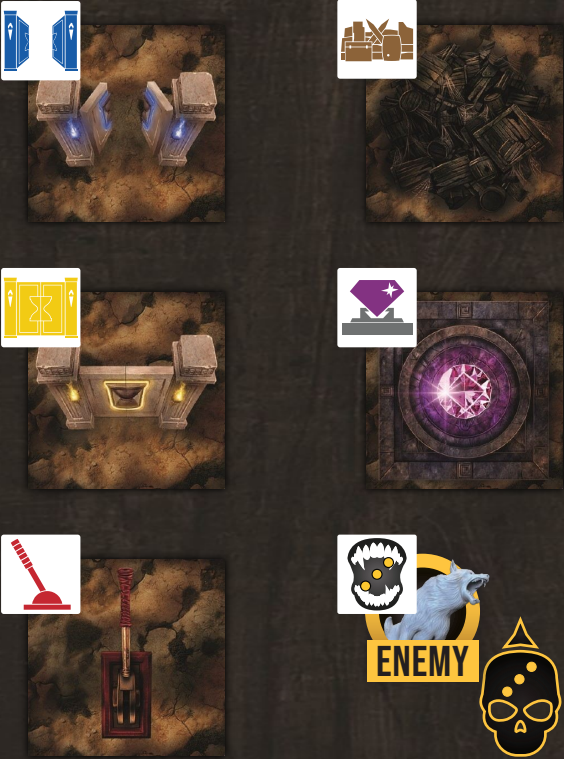One of the items you are searching for on the back of the tomb tiles.

GAMEPLAY QUICK GUIDE

PHASES

LARA	ENEMY	EVENT
Use all of your Lara dice	Enemies move and then attack	1+ Enemies = Draw 1 event card
		No enemies = Draw 2 event cards

LEVEL LAYOUT TOKENS

ENEMY QUICK GUIDE

ENEMY MOVEMENT

SEEN
Move towards you

HIDDEN & NOISE
Move towards noise token

HIDDEN & NO NOISE
Continue in their direction

ENEMY SIGHT

6 Spaces Long

3 Spaces Wide

ENEMY REWARDS

+1 Defeat a Standard Enemy

+3 Defeat a Boss

ENEMY ATTRIBUTES

WILDLIFE

3	4	2	
Health	Move	Power	Range

PROTECTORS

4	3	2	
Health	Move	Power	Range

NATLA TECH

5	5	3	
Health	Move	Power	Range

INDEX