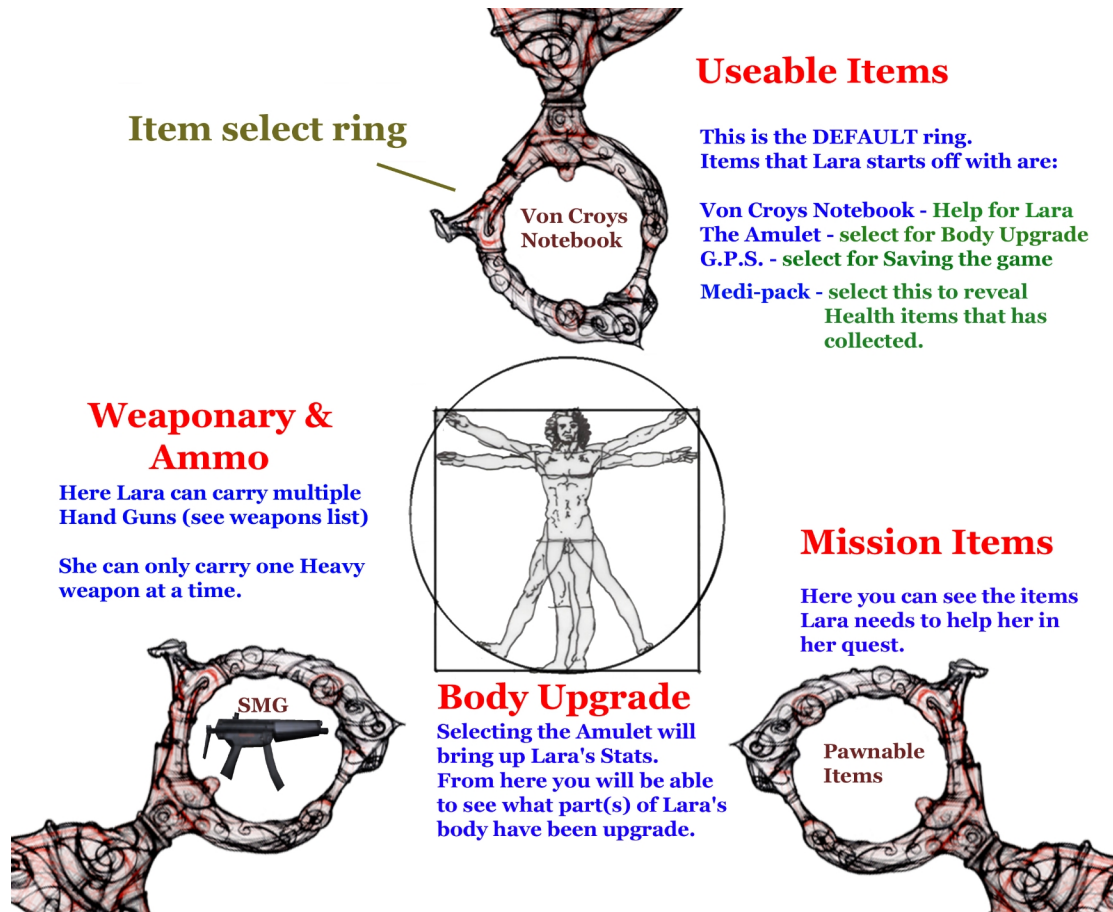


TR-NG – Lara’s Inventory

Below is a rough layout for the inventory.



When you enter the inventory the **Useable Items** ring is the default ring, from there you can select different items by pressing **Left/Right** on the joypad. Items outside the **Item select ring** will be a 2-D drawing, when you move it into the **Item select ring** itself, the item will ‘morph’ into a 3-D object. Pressing the ‘**action**’ button will use/select that item.

Pressing **Up/Down** will select and highlight the next category ring i.e.: Weapons and Ammo. The other category rings will fade.

Once again, you will be able to select whatever weapons/items she has, and text will appear telling the player what the weapon/item(s) is.

Lara's Weapons

Desert Eagle	9mm
9mm Brownings (pistols)	9mm
PC 50000 Taser	Battery Cells
Gas Powered Dart Gun	Tranquilliser Darts
GLOCH 13c Machine Pistol	9mm Pistol Cartridges
Pump Action Shotgun	70mm Slugs
Gas Propelled Harpoon	Standard & Explosive tipped
Bizon-2 SMG	9mm Pistol Cartridges

WEAPON

AMMO