FOR YOUR SAFETY
Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.

SWITCH ON SAFELY
Do not use this product when wireless phone use is prohibited or when it may cause interference or danger.

ROAD SAFETY COMES FIRST
Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.

INTERFERENCE
All wireless devices may be susceptible to interference, which could affect performance.

USE SENSIBLY
Use the gaming device only in the normal position as shown in the user guide.

ENHANCEMENTS AND BATTERIES
Use only approved enhancements and batteries. Do not connect incompatible products.

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bones or joints of your fingers, hands, wrists, or arms. Injuries. Do not turn vibration on if you have any ailment in the condition persists, consult a doctor. Use of vibration can aggravate an unpleasant sensation or pain in your hands and/or arms. If the playing immediately if you begin to feel tired or if you experience take a break from playing games at least every half hour. Stop Play safely Take a break from playing games at least every half hour. Stop. Immediately stop playing and consult a doctor if you experience any of your relatives have a history of seizures or epilepsy, and by not playing when you are drowsy or fatigued. If you or experience any of these symptoms. Adults who allow teenagers to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and all types of liquids or moisture can contain minerals that will corrode electronic circuits. Do not use or store the game card and game deck in dusty, dirty areas. Do not store the game card and game deck in hot areas. Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards. Do not attempt to open the game card or game deck other than as instructed in the user guide. Do not drop, knock, or shake the game card and game deck. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck. Keep the game card out of the reach of small children. Do not attempt to open the game card or game deck other than as instructed in the user guide. Do not drop, knock, or shake the game card and game deck. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck. Keep the game card out of the reach of small children. Do not attempt to open the game card or game deck other than as instructed in the user guide. Do not drop, knock, or shake the game card and game deck. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck. Keep the game card out of the reach of small children. Do not attempt to open the game card or game deck other than as instructed in the user guide. Do not drop, knock, or shake the game card and game deck. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck. Keep the game card out of the reach of small children.

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Inserting the N-Gage Game Card
1. Make sure the N-Gage game deck is switched off. If it's on, press and hold to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).

Starting a game
Turn the power switch on. The game icon will automatically appear on the Menu screen once the game card is successfully installed. Press , scroll to the game icon and press . Now you're ready to start the game.

Using the N-Gage Controls

Inserting the N-Gage Game Card

Starting a Game

Using the N-Gage Controls
**TOMB RAIDER GAME CONTROLS**

Controller Key  
- Move

1 - Sidestep left  
2 - Inventory  
3 - Sidestep right  
4 - Action  
5 - Roll  
6 - Jump  
7 - Walk  
8 - Draw / Holster Guns  
9 - Look  
# - Access Director's Cut Feature

**MAIN MENU**

**START GAME**  
- Start a new game. Select a level (once a level had been completed).  
- Continue from last Save point.

**OPTIONS**  

- **Sound**  
  - Select to play with the sound on or off and adjust the volume.  
  - You can customise your Tomb Raider control configuration. Select Controls from the Options Screen. Select each control one-by-one to re-configure the key you would like to use for that action. You can cancel this at anytime and revert to the default control system or finish for each control and choose Done to return to the Main/Pause Menu.

- **Controls**  
  - Select a language in which to play the game.

- **Language**  
  - Select a language in which to play the game.

- **Credits**  
  - This option can be used to remove Tomb Raider’s data from the N-Gage. Select this to delete all saved games restore all settings to their default values. You will be asked to confirm this action, as once you have reset the game, any data that has been deleted cannot be retrieved.

- **Demo**  
  - View the game demo.

- **N-GAGE™ ARENA**  
  - Please refer to online information.

- **QUIT**  
  - Leave the game.
Introduction

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. After attending finishing school at the age of 21, Lara’s marriage into wealth had seemed assured, but on her way home from a skiing trip her chartered plane crashed deep in the heart of the Himalayas. As the only survivor, Lara learned how to depend on her wits to stay alive in hostile conditions a world away from her sheltered upbringing. Two weeks later when she walked into the village of Tokakeriby her experiences had had a profound effect on her.

Unable to stand the claustrophobic, suffocating atmosphere of upper-class British society, she realised that she was only truly alive when she was travelling alone. Over the next eight years she acquired an intimate knowledge of ancient civilisations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for discovering several ancient sites of profound archeological interest, she made a name for herself by publishing travel books and detailed journals of her exploits.

Saving
Whenever you complete a level, your level progression is saved. You can also save your progress in the game from the pause screen.

Loading
Select Load Game from the Start Game menu to load your game. You can also go back and play levels you have already completed from the New Game Menu.

Pause
Press Right Selection Key in game to open the pause screen. In this screen, you can adjust volume, controls and save your progress.
**ACTIONS**

**RUNNING**
Pressing Up will make Lara move forward at a running pace. Pressing Up again will make Lara stop running. Pressing Down makes Lara jump back a short distance. Pressing Left or Right turns Lara left or right.

**WALKING**
By pressing the Walk button in conjunction with the Controller Key, Lara can carefully walk forwards or backwards. While the Walk button is held down, Lara will not fall off any edge. If Lara walks up to an edge, she will automatically stop.

**SIDESTEPS**
Pressing either of the Sidestep keys or will make Lara take one step in that direction.

**ROLL**
Pressing Roll will make Lara dive forward and finish standing up facing the opposite direction.

**JUMPING**
Lara can jump in any direction to evade her enemies. Press Jump, followed by a directional key, and Lara will jump in that direction. If you press a direction immediately after pressing Jump, Lara will jump in that direction.

**SWIMMING UNDERWATER**
If Lara finds a pool of water, she can jump in, and have a jolly good swim. Lara can hold her breath for about two minutes. If she is still underwater after that, she'll lose health as she starts to drown.
Pressing Up, Down, Left or Right makes Lara turn in that direction. Press Jump to make her swim forwards. Lara can pull levers and pick up objects underwater. Just position Lara as close as you can and press Action.

**SWIMMING ON THE SURFACE**
Pressing Left or Right will rotate her, and pressing Up or Down will make her swim forwards or backwards. You can also use the Sidestep actions to swim left or right when on the water’s surface. Pressing Jump will make Lara dive under the surface of the water. When Lara is close to an edge, pressing Action in conjunction with the Controller Key will cause Lara to climb out of the water.

**LOOKING AROUND**
Pressing Look will return the camera to directly behind Lara, regardless of what the camera is doing. With Look held down, the Controller key allows Lara to look around her. Once you let go of the button, the view returns to normal. (Tips: if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing Look on its own will show you exactly what direction she is facing.) Note that Lara must be stationary in order to use this function.
FIGHTING
Lara starts the game carrying two pistols. Later in the game she may find some extra weapons.

SHOOTING
Press Draw Guns and Lara will draw her guns. If there are multiple enemies, Lara will choose the most suitable target. Pressing Action while Lara is aiming at something will cause her to lock onto that target. If Action is held down and Lara loses sight of the target being fired upon, she will stop shooting but will ignore other enemies and remain locked on the current target. The camera will track the current target so that even if Lara loses sight of it, you can still see where it is. Returning the target to Lara’s line of sight will allow her to resume shooting. To shoot at a different enemy, simply let go of Action, and Lara will pick a new target.

OTHER ACTIONS
These other actions can only be used when Lara doesn’t have a gun drawn.

VAULTING
If Lara is faced with an obstacle that she can climb over, pressing Up and Action will make her vault onto it.

GRABBING HOLD
If Lara is near to a ledge while she is jumping, pressing and holding Action will allow her to grab the ledge in front of her and hang there. Press Left or Right and Lara will shimmy sideways. Pressing Up will make Lara climb up to the level above. Let go of Action and Lara will drop.

PICKING UP OBJECTS
Lara can retrieve objects and store them in her inventory. Position Lara so that the object you want to retrieve is at her feet. Press Action and she will pick it up.

USING SWITCHES
Position Lara so that the switch is in front of her. Press Action and she will use it.

USING PUZZLE ITEMS/KEYS
Position Lara so that the object receptor is in front of her. Press Action and the item ring will appear. Left or Right will allow you to select the object you want to use, and pressing Action again will use it.
PUSHING/PULLING OBJECTS
Lara can move certain blocks around and use them to climb up to greater heights. Stand in front of the block and hold down Action, Lara will get into her ready stance. If you decide you no longer wish to carry on with this task, simply release Action. Once she is ready, press Down to pull the block, and Up to push it.

WEAPONS AND ITEMS

INVENTORY RING

COMPASS
Select Compass to display the direction in which Lara is facing.

WEAPONS
The pistols are, by default, selected and ready to use. If you have found any extra weapons simply select them and press Action. You can also see how much ammo is available to Lara here.

SMALL MEDD PACK
Using a small medi pack (when collected) will restore 1/2 of Lara’s health.

LARGE MEDD PACK
Using a large medi pack (when collected) will fully restore Lara’s health.

ITEMS RING
Lara will find some objects that may be useful in puzzles, and if collected, this is where they are stored.

CREDITS

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Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within the 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused to negligence, abuse, damage, modification, tampering or any other cause not related to defective materials or workmanship.

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Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: www.n-gage.com

N-Gage Arena
Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage Arena is an online service that allows you to upload and download game content enhancements over the air to extend game play.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at www.n-gage.com.

Please refer to www.n-gage.com/tombraider for game play instructions.

Register Your Game Online
To register, go online at: www.n-gage.com

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