EPILEPSY WARNING
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE
• This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
• Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
• Avoid playing if you are tired or have not had much sleep.
• Make sure that the room in which you are playing is well lit.
• Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR GAME DISC
• Avoid bending the disc. Do not touch, smudge or scratch its surface.
• Do not leave the disc in direct sunlight or near a radiator or other source of heat.
• Take occasional rest breaks during extended play.
• Always store the disc in its protective case.

ESRB RATING
This product has been rated ‘T’ for Teen by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.
LARA

At the age of nine, Lara survived a plane crash in the Himalayan mountains that led to the death of her mother. After miraculously surviving a ten-day solo trek from the crash site to Kathmandu, she spent the rest of her childhood under the close tutelage of her archeologist father — the late Earl of Abbington, Richard Croft.

At the age of 18, after the death of her father, Lara inherited the Croft estates and became Countess of Abbington. Since then she has been credited with the discovery of some 16 archeological sites of international significance.

Lara Croft has been hailed both as an Archeological Wunderkind and a glorified Treasure Hunter, depending on who’s speaking. There are thousands of rumors surrounding Lara’s exploits, invariably involving the unexplained or outright unbelievable. Lady Croft herself is rarely available for comment, which further adds to the fog of mystery that surrounds her life and work.

Consequently, Lara Croft continues to be the focus of wild speculation and intense debate. Idealized and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our times.

GETTING STARTED

INSTALLING THE GAME

To install TOMB RAIDER: LEGEND™, insert the game disc into your DVD-ROM drive. Then:

- After a few seconds, the Launch Panel will appear. This program guides you through installation via onscreen prompts.

  NOTE: If the Launch Panel does not appear when you insert the disc, double-click the MY COMPUTER icon, then double-click the DVD-ROM icon to display the Launch Panel.

- OR -

  - Click the START button.
  - Choose RUN from the pop-up menu.
  - Type d:\setup in the box (d: designates your DVD-ROM drive letter).
  - Click OK to begin the install program.

When prompted, select the path and directory on your hard drive where you want to install the game. The default is C:\Program Files\Tomb Raider - Legend, which you can change to a preferred location if you like.

Check the README button to view important information about TOMB RAIDER: LEGEND™.

INSTALLING DIRECTX 9

To run TOMB RAIDER: LEGEND™ on your PC you will need to have DirectX 9 installed.

- Select INSTALL DIRECTX 9 from the TOMB RAIDER: LEGEND™ Autorun program.

- OR -

  - Right-click on your PC’s DVD-ROM drive icon and choose EXPLORE.
  - Open the DIRECTX 9 folder and double-click on dxsetup.exe.
UNINSTALLING THE GAME

To uninstall TOMB RAIDER: LEGEND™:

■ From your desktop, select Start  Programs  Eidos  Tomb Raider Legend  Uninstall Tomb Raider Legend.

■ When prompted, click YES to remove TOMB RAIDER: LEGEND™ from your computer.

RUNNING TOMB RAIDER: LEGEND™

If you’re ready to start playing the game immediately after installation, check PLAY TOMB RAIDER LEGEND on the Launch Panel to start the game.

To begin playing at a later date, insert the disc into the DVD-ROM drive. After a few seconds, the TOMB RAIDER LEGEND™ Autorun program will appear via the AutoPlay feature.

■ Click PLAY to start the game.

- OR -

■ Select Start  Programs  Eidos  Tomb Raider Legend  Tomb Raider Legend.

■ To exit the game, click EXIT GAME.

MENU CONTROLS

You can select and adjust options from the Main Menu and from the in-game Pause menu (press ESC during play to pause).

■ Use the CURSOR KEYS to view and cycle through the game options.

■ Press ENTER or point-and-click to select an option, change a current option, confirm any changes made or progress to the next screen.

■ Press ESC in a submenu to return to the previous screen.

NOTE: See pages 5-6 for a list of game options.

MAIN MENU

START GAME

Start a new game. If saved data is present, this option changes to RESUME GAME and resumes play from the last saved checkpoint.

LOAD/SAVE

■ START NEW GAME

Start a new game.

■ LOAD PREVIOUSLY SAVED GAME

Displays a list of saved games. Select a save and press ENTER to load it.

■ REPLAY LEVEL

Displays a list of completed levels present in the loaded save. Replay the levels to collect rewards, play in other difficulty modes or attempt a Time Trial.

■ SAVE CURRENT GAME

Save your progress.

CROFT MANOR

You can visit Lara’s expansive manor via the Main Menu throughout the game. However, to gain full access you must have a saved game containing at least one completed mission. Only then will all the Manor’s secrets become available for you to discover.

OPTIONS

Press the CURSOR KEYS ṭ/č to select an option and ṭ/č to change the setting. Press ENTER to confirm your Options changes, or press ESC to return to the Main Menu without change.

■ SOUND

Adjust the volume of MUSIC, SFX and VOICE VOLUME.

■ DISPLAY

Turn the following options ON or OFF:

WIDESCREEN

Select ON to enable a widescreen 16:9 aspect ratio image.

NEXT GENERATION CONTENT

Select ON to turn this feature on.

FULLSCREEN EFFECTS

Select ON to turn this feature on.

DEPTH OF FIELD

Select ON to turn this feature on.

FULL-SCREEN ANTI-ALIASING

Select ON to turn this feature on.

SHADOWS

Select ON to turn this feature on.
OPTIONS continued

- **CAMERA**
  - Set the following camera options to YES or NO:
    - INVERT X-AXIS
    - INVERT Y-AXIS
    - AIM & BINOCs INVERT X-AXIS
    - AIM & BINOCs INVERT Y-AXIS

- **CONTROL**
  - Set the following control option:
    - CONTROL CONFIGURATION: Remap the game controls.
    - RESTORE DEFAULTS: Reset to original game controls.
    - COMBAT MODE: Select STANDARD MOUSE, STANDARD GAMEPAD, ADVANCED HOLD, or ADVANCED TOGGLE.
    - VIBRATION: Turn gamepad vibration ON or OFF.
    - MOUSE SENSITIVITY: Use the slide bar to adjust.

- **CALIBRATION**
  - Adjust the screen BRIGHTNESS and CONTRAST.

- **LANGUAGE**
  - Set SUBTITLES OFF or to your preferred language.

- **DISPLAY MODE**
  - Adjust the following options:
    - WIDTH: Select your preferred screen width.
    - HEIGHT: Dependent on selected WIDTH.
    - REFRESH RATE: Select your preferred screen refresh rate.

AN IMPORTANT NOTE REGARDING GRAPHICS AND HAVING THE BEST POSSIBLE EXPERIENCE

TOMB RAIDER: LEGENDS™ uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA GeForce FX ™ 6 Series and 7 Series graphics cards and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 6800 or better you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

EXTRAS

Access information and bonus content within TOMB RAIDER: LEGEND™. By completing levels and collecting rewards along the way, you will unlock items that you can then select and view here.

EXIT GAME

Quit TOMB RAIDER: LEGEND™ and return to your desktop.

DIFFICULTY LEVELS

When you start a new game, you’ll be prompted to select a difficulty level:

- **DIFFICULTY**
  - EXPLORER: Easy play.
  - ADVENTURE: Medium difficulty.
  - TOMB RAIDER: Advanced challenge.
SAVING AND LOADING THE GAME

Press ESC during play to display the Pause Menu; from here you can save your progress and rewards and load a saved game.

SAVING YOUR PROGRESS

Every game level has several checkpoints to pass. The word CHECKPOINT will appear in the bottom right of the screen to inform you when Lara has passed a checkpoint. This is a good place to save your progress. Press ESC to access the Pause Menu and select SAVE. From here you can choose to create a new save game or overwrite an existing save.

You can also save between checkpoints, but Lara will always appear at the most recently saved checkpoint when a save is loaded again.

NOTE: The game’s Autosave feature automatically saves Lara’s progress to the last checkpoint. Starting a new game or loading a saved game automatically overwrites the Autosave.

SAVING REWARDS

When you replay a previously completed level, you will have the option to select SAVE REWARDS to save any collected rewards to your current game.

LOADING A SAVED GAME

You can load any saved game from the Main Menu or from the in-game Pause Menu. Select LOAD, then choose a save from one of the save slots. If data is present, details of the save will be shown at screen right. Press ENTER to load and resume that game.

If you have a save that was created at the end of the game, you cannot load it during gameplay. Instead, you can revisit any part of the game via the REPLAY LEVEL option (page 5) in the Main Menu.

CONTROLLING LARA

The controls shown in this section are default. You can view all the CONTROLLER CONFIGURATION settings (page 6) in the Options Menu.

MOVEMENT CONTROLS

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>W, A, S, D</td>
<td>Run left, right, forward.</td>
</tr>
<tr>
<td>Shift key</td>
<td>Walk/Sneak</td>
</tr>
<tr>
<td>F key</td>
<td>Crouch/Roll</td>
</tr>
<tr>
<td>E key</td>
<td>Interact/Action: while standing next to objects or vehicles. Pick up new weapon: when standing over weapon. Safety Grab: prevent Lara from falling from ledges.</td>
</tr>
<tr>
<td>spacebar or right mouse button</td>
<td>Jump. Hold key or button to jump further.</td>
</tr>
<tr>
<td>mouse movement</td>
<td>Rotate camera.</td>
</tr>
<tr>
<td>J key</td>
<td>Reset camera angle and view HUD (page 13).</td>
</tr>
</tbody>
</table>

SWIMMING CONTROLS

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>W, A, S, D</td>
<td>Swim left, right, forward.</td>
</tr>
<tr>
<td>F key</td>
<td>Dive. Hold key to dive deeper.</td>
</tr>
<tr>
<td>E key</td>
<td>Interact/Action/Pick up rewards. Fast Stroke.</td>
</tr>
<tr>
<td>spacebar</td>
<td>Swim toward the surface/Surface.</td>
</tr>
<tr>
<td>mouse movement</td>
<td>Rotate camera.</td>
</tr>
</tbody>
</table>

NOTE: When Lara is swimming underwater, her air meter slowly drains. If it runs out, Lara will start to take damage to her standard health bar (page 13). If Lara does not surface for air in time, she will drown.
### COMBAT AND ITEM CONTROLS

<table>
<thead>
<tr>
<th>Key</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>left mouse button</td>
<td>Fire.</td>
</tr>
<tr>
<td>K key</td>
<td>Throw grenade/flare.</td>
</tr>
<tr>
<td>Z key</td>
<td>Accurate Aim Mode toggle.</td>
</tr>
<tr>
<td>G key</td>
<td>Combat Mode lock-on on/off.</td>
</tr>
<tr>
<td>Q key</td>
<td>Throw grapple.</td>
</tr>
<tr>
<td>E key</td>
<td>Pull grapple/Interact with environmental targets (explosive barrels, etc.)</td>
</tr>
<tr>
<td>HOME key</td>
<td>Use health pack.</td>
</tr>
<tr>
<td>END key</td>
<td>Switch weapons.</td>
</tr>
<tr>
<td>DELETE key</td>
<td>Personal Light Source (PLS) on/off.</td>
</tr>
<tr>
<td>PAGE DOWN key</td>
<td>Binoculars. Activate the Remote Analysis Device (RAD) (page 16) by pressing the E key in Binocular view.</td>
</tr>
</tbody>
</table>

### DRIVING CONTROLS

<table>
<thead>
<tr>
<th>Key</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>A, D keys</td>
<td>Steer.</td>
</tr>
<tr>
<td>W key</td>
<td>Accelerate.</td>
</tr>
<tr>
<td>S key</td>
<td>Brake/Reverse.</td>
</tr>
<tr>
<td>left mouse button</td>
<td>Fire weapon.</td>
</tr>
<tr>
<td>K key</td>
<td>Select target.</td>
</tr>
<tr>
<td>E key</td>
<td>Shoot hazard target.</td>
</tr>
<tr>
<td>HOME key</td>
<td>Use health pack.</td>
</tr>
<tr>
<td>mouse movement</td>
<td>Rotate camera.</td>
</tr>
</tbody>
</table>

### COMBAT STRATEGIES

In combat, always remember these two key elements:

- **KEEP MOVING**
  Keeping Lara moving is the most important factor in combat; her continually changing position slows the enemy’s advance. A moving target is much harder to hit than a static one.

- **MANIPULATE THE ENVIRONMENT**
  Constantly check for objects in the environment that Lara can manipulate to her advantage. For example, she can thwart enemies by blocking paths, collapsing structures, detonating nearby explosives and releasing obstacles.

### AIMING AND FIRING CONTROLS

<table>
<thead>
<tr>
<th>Key</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>G key</td>
<td>Lock-on target.</td>
</tr>
<tr>
<td>left mouse button</td>
<td>Fire weapon.</td>
</tr>
<tr>
<td>G key (lock-on) and move mouse</td>
<td>Change target.</td>
</tr>
<tr>
<td>G key (lock-on) + K key</td>
<td>Throw grenade at target.</td>
</tr>
<tr>
<td>G key</td>
<td>Grenade free throw; hold key for distance.</td>
</tr>
</tbody>
</table>

### MELEE ATTACKS

- **SLIDE ATTACK** Target enemies while running toward them, then press the F key to slide. Lara slides into enemies, knocking them off balance and setting them up for her guns.

- **AERIAL ATTACK** Press spacebar twice when close to the enemy. With the first press, Lara jumps at an enemy. As she lands on the enemy, press spacebar again to activate slow time, then immediately press the left mouse button to fire, shooting the target.

- **POWER KICK** Press the G key and then press the E key to kick the target enemy away with Lara’s boot.

- **GRAPPLE** Hold the G key and press the O key to use Lara’s grapple to pull enemies toward her and inflict some damage.

**NOTE:** Melee attacks are ineffective against animal enemies.
DEFENSIVE COMBAT CONTROLS

While Lara is locked-on to a target, she can perform various maneuvers to avoid enemy attacks.

- **ROLL**
  Press the G key, press any cursor key and then press the F key.

- **FLIP**
  Press the G key, press any cursor key and then press spacebar.

TARGETING

The targeting reticle will appear when a target is within sight. The color of the reticle changes to indicate the target status:

- **GRAY RETICLE**
  Target is out of range.

- **RED RETICLE**
  Target is within range at the current distance.

- **BLUE RETICLE**
  Target can be grappled.

**TIP:** If the target is within distance but off-screen, an arrow appears showing the direction of the target’s location.

WEAPONS, ITEMS AND HEALTH

- **HEALTH BAR**
  The health bar gauge displays Lara’s current health level. When Lara’s health gets dangerously low, you need to replenish it using a health pack (page 15) if available.

- **USE ITEMS**
  (PLS, Health Pack, Binoculars) To use an item or gadget from Lara’s inventory, press the corresponding key:
  - HOME key: Health pack (use)
  - END key: Switch weapons (toggle)
  - DELETE key: PLS (on/off)
  - PAGE DOWN key: Binoculars (on/off)
EQUIPMENT

HEALTH PACK

A staple of the rough-and-tough adventurer, health packs allow Lara to treat her injuries in the field.

NOTE: Lara can carry a maximum of three health packs.

PERSONAL LIGHT SOURCE (PLS)

Ultra-bright LED portable light source. Kinetically charged, the PLS shines for a limited time before shutting off to recharge.

MAGNETIC GRAPPLE

Using her grapple, Lara can manipulate objects from a distance, climb or drop to different heights, and swing across large gaps. The grapple consists of a magnetic grapple head that can latch onto discrete, visually distinct surfaces, plus a lengthy wire and an automatic recoiler.

NOTE: The grapple can only be used on specific shiny metallic surfaces.

PDA

The PDA is Lara’s automatic data capture and wireless communication device. It holds all of her mission data and real-time objective and equipment information. Press the TAB key to access Lara’s PDA, which displays the following data:

- **OBJECTIVES** Provides Lara with information on her current objectives and overall mission objectives.
- **DATA** Provides information for completed missions, and allows you to keep a tally of rewards collected while playing the missions.
  - **COMPLETION TIME** Records your fastest time for the Mission.
  - **COMPLETED TIME TRIAL** Yes/No.
  - **GOLD REWARDS** Shows number collected and total rewards available (of each type) in the Mission.
  - **SILVER REWARDS** Shows number collected and total rewards available (of each type) in the Mission.
  - **BRONZE REWARDS** Shows number collected and total rewards available (of each type) in the Mission.
- **GEAR** Provides Lara with information on all her inventory. Here you can view stats and descriptions of each weapon and item Lara has.

GOLD REWARDS

- Shows number collected and total rewards available (of each type) in the Mission.

SILVER REWARDS

- Shows number collected and total rewards available (of each type) in the Mission.

BRONZE REWARDS

- Shows number collected and total rewards available (of each type) in the Mission.
REWARDS

Throughout Lara’s archeological adventure, various artifacts and relics become available for discovery and collection. Collecting rewards opens up bonus content and extra features such as outfits (which you can view in Croft Manor), pistol upgrades, concept art and much more. Make sure Lara scours the environment thoroughly.

Each mission has a number of different types of collectables:

- **BRONZE REWARDS** --- Informational content.
- **SILVER REWARDS** --- Game content.
- **GOLD REWARDS** --- Special game rewards.

**NOTE:** The most valuable unlockables are only obtained by collecting a combination of all three reward types. When each level is complete, you will be notified about which type of reward(s) you have managed to unlock.

Select EXTRAS from the Main Menu to view and select your rewards.

**TIP:** Select REPLAY LEVEL from the Main Menu to replay completed missions and pick up missed rewards.

**BINOCULARS/REMOTE ANALYSIS DEVICE (RAD)**

The RAD, a pair of high-tech lenses in Lara’s inventory, perform the following functions:

- **BINOCULARS** --- Magnify the image in the field of view.
- **RAD MODE** --- Analyze and provide a readout for objects in view that have significant archeological or technological interest. Data collected include:
  - **CHEMICALLY UNSTABLE** --- Object explodes given the right impulse.
  - **TECHNICAL** --- Object is part of machinery large or small, ancient or modern, electronic or physical.
  - **MOVABLE** --- Object can be moved, either with direct Lara interaction or by other means.
  - **PHYSICALLY UNSTABLE** --- Object can be made to topple or break.

**USING THE BINOCULARS/RAD**

- Press the PAGE DOWN key to activate the binoculars. (Press again to deactivate.) Press and hold the H key/G key to zoom in/out.
- Press the E key to activate RAD mode. (Press again to deactivate.)
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Project Team

The Tomb Raider Development team would like to thank our families, husbands, wives, children, significant others, pets and everyone else who helped us during the making of Tomb Raider Legend. We could not have made it without you!

 спеціальні дякування

Joe Allen, Marianne Arotzarena, Eric Beenhakum, Kim Chew, Rolfe Conlan, Patrick Conner, Rusty Drake, Mike Ellis, Jennifer Fernández, Rutherford Gong, Austin Grossman, Jon Guilford, Jim Hedges, David Hong, Noon Kwaja, Sam Kells, Richard Leminchand, Art Matsushira, Martin McDonald, Billy Mitchell, Robert Quattronbath, Calvin Rein, Cory Ringhalsi, Andy Rodriguez, Sally Short, Ian Stutz, John Spinala, Alex Vaughan, Brian Venturi, Mark Wilhelm, Sardiani Studios (US), Side DFX, Everyone at Crystal Dynamics for their support!

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Six months in the making, and designed with exclusive insight and assistance from the Crystal Dynamics development team, Tomb Raider Legend - The Complete Guide is an essential companion for those who would like to enjoy Lara's latest adventure to its fullest.

Key Features:
- Unique two-speed walkthrough enables players to either find hints as required, or follow step-by-step guidance
- Comprehensive “Secrets” chapter: discover the location of every single Gold, Silver and Bronze Reward, and learn about the bonus features they unlock
- How to master control of Lara: with every move explained and explored
- Dozens of detailed annotated maps provide an at-a-glance guide to every locale Lara visits
- Includes tried-and-tested combat strategies and techniques
- Features an exclusive behind-the-scenes interview with the Tomb Raider Legend development team, plus background information on the Tomb Raider story to date
- Tomb Raider Legend - The Complete Guide is on sale now. Visit www.piggybackinteractive.com for free sample pages and further details.

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If you need to send your game disc back, we recommend you use return authorization (RMA) number. All materials not containing this authorization number will be returned to you unprocessed and unopened.

Send your postage-paid package to the following address:

Eidos, Inc. Customer Services
RMA# (state your authorization number here)
651 Brannan Street, Suite 400
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