WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

• dizziness  
• altered vision  
• eye or muscle twitches  
• loss of awareness  
• disorientation  
• seizures  
• any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

• Use in a well-lit area and keep as far away as possible from the television screen.  
• Avoid large screen televisions. Use the smallest television screen available.  
• Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.  
• Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

• This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.  
• Do not bend it, crush it or submerge it in liquids.  
• Do not leave it in direct sunlight or near a radiator or other source of heat.  
• Be sure to take an occasional rest break during extended play.  
• Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the TOMB RAIDER: UNDERWORLD disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or from any memory card containing previously saved games.

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. You can turn the controller’s vibration function on/off from the Options Menu. When vibration is on, the controller vibrates in response to game events.

NOTES

• This title autoloads saved data on boot up.
• This title does not support the digital controller.
LARA CROFT

At the age of nine, Lara survived a plane crash in the Himalayan Mountains that led to her mother's mysterious disappearance.

After miraculously surviving a ten-day solo trek to Kathmandu, Lara spent the rest of her childhood under the close tutelage of her archaeologist father, the late Earl of Abbingdon, Richard Croft.

At 18, following the death of her father, Lara inherited the Croft estates and became Countess of Abbingdon. Since then she has been credited with the discovery of numerous archaeological sites of international significance in her efforts to uncover the secrets of the ancient civilization that underlies all officially recorded history.

Lara Croft has been hailed as both an archaeological wunderkind and a glorified treasure hunter. Countless rumors surround her exploits, invariably involving the unexplained or outright unbelievable.

Lady Croft herself is rarely available for comment, further adding to the fog of mystery that surrounds her life and work. Consequently, Lara 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 time.

GAME CONTROLS

CONTROLLING LARA

<table>
<thead>
<tr>
<th>Controller</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>left analog stick</td>
<td>Walk / jog / Run&lt;br&gt;Climb up / down / left / right&lt;br&gt;Shimmy left / right</td>
</tr>
<tr>
<td>right analog stick</td>
<td>Rotate Camera</td>
</tr>
<tr>
<td>R3 button</td>
<td>Reset camera behind Lara</td>
</tr>
<tr>
<td>button</td>
<td>Jump</td>
</tr>
<tr>
<td>button</td>
<td>Crouch (walking) / Roll (running) / Drop from ledges (climbing) / Release held object</td>
</tr>
<tr>
<td>button</td>
<td>Interact: Pick up object / Safety grab (prevent Lara from falling of ledges or losing her balance) / Fast traverse (speed up Lara's movement on ledges, ladders, etc.)</td>
</tr>
</tbody>
</table>

OTHER BASIC CONTROLS

| button | Fire grapple |
| button | Pull grapple line (when connected) |
| button | Retract grapple (if connected) |
| START button | Pause Menu |
| SELECT button | PDA Menu |

- Lara's utility light will turn on/off automatically when necessary.

FLAIR MOVES

- Pressing the button and then quickly pressing the button causes Lara to perform a swan-dive.
- Pressing the button while Lara is rolling (non-combat) causes her to perform a somersault.
SWIM CONTROLS

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left analog stick</td>
<td>Swim in direction when camera is pointing</td>
</tr>
<tr>
<td>Right analog stick</td>
<td>Rotate camera</td>
</tr>
<tr>
<td>A button</td>
<td>Swim upward</td>
</tr>
<tr>
<td>B button</td>
<td>Dive</td>
</tr>
</tbody>
</table>

- When Lara swims underwater without Diving Gear, she uses up air and her Breath Meter decreases. If the meter empties completely, this directly affects her Health level; she must surface for air or risk drowning.

PORTABLE OBJECTS

Lara will find objects that she can pick up and carry in her hand or arms throughout her adventures. These can be used in a variety of ways.

When Lara is close enough, she can pick up objects by pressing the A button.
- Press the C button to place the object on the floor.
- Press the R2 button to throw the object.

CHIMNEY JUMP

Lara can perform an athletic chimney jump when two suitable opposing walls are close enough for her to jump from one to the other.
- Jump toward a wall by pressing the X button.
- When Lara connects with the wall, quickly press the A button. Lara will jump back off the wall.
- Press the X button repeatedly to have Lara bounce upward between the walls.

NOTE: A single jump off a nearby wall can allow Lara to grab onto ledges or poles she wouldn’t be able to reach directly.

THE GRAPPLE

Lara can use her grapple in a number of different ways: to attach to moveable objects and drag them toward her, to swing across gaps, and to climb up and down.

Once attached to a grapple point, Lara can either pull on the point that the grapple is attached to, or bend the grapple line around objects and then pull on the object around which the grapple line is bent.

BASIC GRAPPLE

- Stand facing a suitable ring and press the C button to connect the grapple line.
- Press the A button after connecting to pull the grapple line.
- Press the B button to detach and retract the grapple line.

GRAPPLE RAPPEL

The grapple can also be used to allow Lara to climb up or down walls and cliffs. Attach the grapple as usual, and then:
- To rappel down, move Lara off the platform she’s on by walking or jumping her over the edge.
- To climb up, position Lara under the grapple point and press the X button to hang from the grapple line.
- Hold the A button and move the left analog stick [←/→] to move Lara up / down.

GRAPPLE WALL RUN

Lara can use the grapple on a wall-mounted ring to run along the wall itself.
- Attach the grapple as usual, and then swing her left/right with the left analog stick.
- To jump away from the wall, move the left analog stick in the direction you want to jump, and press the X button.

COMBAT

COMBAT CONTROLS

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>L1</td>
<td>Draw weapon(s)/Lock camera onto target (enemies and shootable objects)</td>
</tr>
<tr>
<td>R1</td>
<td>Fire weapon(s)</td>
</tr>
<tr>
<td>R2</td>
<td>Throw grenade</td>
</tr>
</tbody>
</table>

DUAL TARGETING

When Lara is faced with two or more enemies, press the R1 button and move the left analog stick to have her fire upon two enemies (when it is possible for Lara to do so).
ALL-TERRAIN MOTORBIKE

Lara can use a powerful high-performance motorcycle that can be adapted for use across different terrains:

- Press the **A** button to mount or dismount the vehicle.
- Use the left analog stick to steer.
- Press the **LT** button to accelerate.
- Press the **R2** or **L2** button to brake.
- Press the **L2** button to reverse.
- Press the **R2** button and use the left analog stick to perform a Quick Turn.
- Press the **R1** button to fire the weapon mounted on the motorbike.

FAST START

To perform a fast start:

- Hold the **R** button to brake.
- Press the **L1** button to rev the engine.
- Release the **R2** button.
- To perform a stationary quick-turn, repeat the steps and steer hard left or right.

PDA

Activate Lara’s PDA by pressing the SELECT button.

AREA INFO

Area Info reports the number of Treasures you have found in the area you are currently exploring.

INVENTORY

View information on the items in Lara’s inventory, including essential equipment, weapons, and key objects currently in her backpack.

FIELD ASSISTANCE

If you need help, access FIELD ASSISTANCE, where you can get a hint or a more explicit task that will help you progress.

REVISIT LOCATION

Complete the adventure to unlock this option and allow Lara to collect any important items she might have missed on her first visit.
TREASURES

There are various Treasures in Tomb Raider: Underworld to be discovered and collected.

- You can revisit a location you have previously visited to search it for any uncollected Treasures. To do this, use the REVISIT LOCATION option in Lara’s PDA.

SAVING & LOADING

SAVING THE GAME

Every level in the game has a number of checkpoints to pass. When Lara passes a checkpoint, the word CHECKPOINT appears on-screen.

To save your progress:

- Press the START button to open the Pause Menu.
- Select SAVE GAME.
- Highlight a slot to save into (or overwrite), and press the S button.

IMPORTANT: There is no automatic save when you leave the game. However, if Lara loses all health and dies, she will automatically restart at the last checkpoint passed, regardless of whether you have saved the game at that point. If you quit a game without saving, you will lose all progress made since the last saved checkpoint.

LOADING THE GAME

If you have a game in progress and data saved, the START GAME option in the Main Menu will be replaced by RESUME GAME.

- Select RESUME GAME to resume your latest save or LOAD GAME to choose a separate save.

Note that the save file most recently made becomes your current save and will be selected when you choose to RESUME GAME, even if this does not represent the furthest progress you’ve made in the game.

You can also load any game from within the Pause Menu by choosing a save slot (save details appear on-screen for each save slot).
The TOMB RAIDER: UNDERWORLD development team would like to thank our families, husbands, wives, children, significant others and everyone else who helped us during the making of TOMB RAIDER: UNDERWORLD. We could not have made it without you!
MOTION CAPTURE STUDIO
GIANT STUDIOS
Crispin Freeman
Stacey Carino
Doppelganger
Greg Philyaw
Tate Hanyok
Jai Cortland
Adam Clark
Dana Reed
Winston Alister
Natla Zip
For Kyle
STUDIOS
STUNT COORDINATORS
Neon Disatt
Dan Lemieux
HEAD STUNT RIGGER
Dan Flannigan
STUNT RIGGER
Jon Arthur
SET AND PROP DESIGNER
Ryan Adams
VOICE OVER STUDIOS
SALAMI STUDIOS
SIDE UK
VOICE OVER DIRECTOR
Kris Zimmerman
STORY
Eric Lindstrom
Toby Gard
SCREENPLAY
Eric Lindstrom
ADDITIONAL STORY
The Freeman Group
... For Kyle
VOICE TALENT
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Alex Desert
Alister & Mercenary
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Winston
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