AVOID Prolonged use of the PLAYSTATION®3 system. IMMEDIATELY DISCONTINUE use if you experience any of the following symptoms: lightheadedness, dizziness, eye or muscle twitches, disorientation, or any involuntary movement following health problems or symptoms:

- Altered vision
- Nausea, or a sensation similar to motion sickness
- Discomfort or pain in the eyes, ears, hands, arms, or other part of the body
- If the condition persists, consult a doctor.

STOP using the system immediately if you experience any of the following symptoms:
- Lightheadedness, dizziness, eye or muscle twitches, disorientation, any involuntary movement following health problems or symptoms.

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual. Take a 15-minute break during each hour of play.

Avoid playing when you are tired or need sleep.

Resume gameplay only on approval of your physician.

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to the light pattern emitted from a television screen or when playing video games. 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 playing if any of the following symptoms occur:

- Altered vision
- Loss of awareness
- Seizures or convulsion.

CONTENTS
Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system’s hard disk. The data is displayed under “Saved Game Utility” in the Game menu.

To remove a disc, touch the eject button after quitting the game.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 system. The documentation contains information on setting up and configuring your wireless controller, as well as important safety information.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select “Quit Game” from the screen that is displayed.

Note: To use the controller, you must first register or “pair” the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Note: A memory card and an SD card are required. Before starting a game, insert the card into the slot.

Insert the disc with the label side facing up.
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.
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.

- Press the * button to place the object on the floor.
- Press the $ button to throw the object.
- Press the & button to melee attack using the object.
- To place a portable pole in a hollow, move Lara nearby and press the * button.

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 $ button.
- When Lara connects with the wall, quickly press the $ button. Lara will jump back off the wall.
- Press the $ 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 has a grapple that she can use 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 the line toward herself.

BASIC GRAPPLE

- Stand facing a ring and press the F button to fire the grapple line.
- Press the D button after connecting to pull the grapple line.
- Press the A 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 $ button to hang from the grapple line.
  - Hold the D button and move the left 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, when Lara is suspended below the grapple point, swing her left / right with the left stick.
- To jump away from the wall, release the left stick and quickly press the $ button.

SWIM CONTROLS

To swim, use the left stick to control Lara's direction. To perform quick moves, press the S button to swim upward and the A button to swim downward.

- Press the Q button for fast swim.
- Swim down:
- Swim up:
- Swim left:
- Swim right:
COMBAT CONTROLS

COMBAT MOVEMENT CONTROLS

DUAL TARGETING

ONE SHOT KILL

ADRENALINE HEADSHOT

ENEMY VAULT

MELEE FIGHTING
CONCENTRATED FIRE

When Lara has any amount of adrenaline stored, she can concentrate her fire on an enemy for greater damage and impact.

• Hold the W button to lock on to an enemy.
• Click the N button to activate.

SITUATIONAL ADRENALINE

Sudden, dangerous situations automatically trigger Lara’s Situational Adrenaline. In this mode, time slows down and Lara’s responses are heightened.

• When Situational Adrenaline is activated, use the standard control scheme to avoid danger.

HEALING LARA

• REGENERATION — If Lara is badly injured, her health will regenerate to a certain extent.
• FULLY REPLENISHING HEALTH — Press directional button * to use First Aid Kits or Natural Remedies that Lara has picked up.

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

• Press the D button to mount the vehicle.
• Use the left stick to steer.
• Press the R button to accelerate.
• Press the W button to brake/reverse.
• Press the S button for emergency brake (while moving).
• Press the Q button to fire Lara’s weapon.
• Press the D button to dismount.

SPEED BURST

If either brake is held at the same time as the R button, the bike revs up. When the brake is released, Lara gains a burst of speed. The higher the revs, the stronger the speed burst.

• This can be performed while either moving or at a standstill.

HEALING LIGHT

When Situational Adrenaline is activated, use the standard control scheme to avoid danger. Adrenaline lights up the screen, and Lara’s responses are accelerated. Different environments and conditions can slow Lara’s responses.

SITUATIONAL ADRENALINE

• Click the B button to activate
• Hold the S button to lock on to an enemy
• Click the T button to focus on the weapon
• Press directional button * to use ammunition

ALL-TERRAIN MOTORBIKE

FIELD ASSISTANCE

This can be performed while either moving or at a standstill.

• Press the B button to active
• Press the W button to brake/reverse
• Press the Q button to fire
• Press the D button to dismount
Activate Lara's PDA by pressing the SELECT button.

SONAR MAP
Lara's PDA can be used to emit a pulse that creates a 3D image of her immediate surroundings. These images can jigsaw together to build up a more complete map of the area. The controls for navigating through the Sonar Map are displayed on-screen.

AREA INFO
Treasures are scattered throughout the world, and even rarer and harder to find are Relics—one per area. Area Info reports the number of Treasures and Relics you have found in the area you are currently exploring.

WEAPON SELECTION
Equip a secondary weapon from Lara's arsenal to provide an appropriate alternative to her trusty dual pistols.

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 (see page 11).

JOURNAL
Read information about everything from local history to ancient mythology to the characters and challenges you face along the way.

REVISIT LOCATION
Complete the adventure to unlock this option and allow Lara to collect any items she may have missed on her first visit.

SAVING & LOADING
To save the game:
• Press the START button to activate the in-game menu.
• Select Save Game.
• Select NEW SAVED DATA to use an empty slot, or overwrite an existing saved file.
To load a saved game from the menu:
• Press the START button to activate the in-game menu.
• Select Load Game.
• Select the save file you want to load.

TREASURES
There are various Treasures and Relics in TOMB RAIDER: UNDERWORLD to be discovered and collected throughout the world. Make sure to search all for Treasures and Relics.

You can return to a location you have previously visited and collect the Treasures and Relics there. The locations are marked on the map and can be revisited if needed.

SONAR MAP
Navigate Lara's PDA by pressing the SELECT button.
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