Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don’t think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

**WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don’t think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

**WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:
  - Convulsions
  - Eye or muscle twitching
  - Altered vision
  - Loss of awareness
  - Involuntary movements
  - Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**WARNING - Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**IMPORTANT LEGAL INFORMATION**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. “Back-up” or “archival” copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.
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.

STARTING UP
1. Insert the TOMBA RAIDER: UNDERWORLD Game Disc correctly into the Disc Slot on the Wii Console.
2. The Wii Console will power on automatically, and a message will appear on screen. Read the message and press the A Button.
3. Point to DISC DRIVE CHANNEL on the Wii Menu, and press the A Button. The Channel Screen will appear.
5. Tighten the strap around your wrist, then press the A Button. The Title Screen will appear.
6. When ready to begin, press the A Button.

SYSTEM MENU UPDATE
Please note that when you first load the Game Disc into the Wii Console, the Wii will check if you have the latest system menu, and if necessary, a Wii system update screen will appear. Press OK to proceed.
**SWIM CONTROLS**

- Swim / Alter swim direction
- + * Swim upward
- * + Swim downward

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.

---

**OTHER BASIC CONTROLS**

- Fire grapple
- Pull grapple line (when attached)
- Detach and retract grapple (if connected)
- Open PDA
- Pause Menu

---

**GAME CONTROLS**

**CONTROLLING LARA**

- Walk / Jog / Run
- Climb up / down
- Shimmy left / right
- Rotate camera
- Jump
- Crouch (walking) / Roll (running) / Pick up or release object / Drop from ledge (climbing)
- Safety Grab / Balance (prevent Lara from falling from ledges or losing her balance) / Fast Traverse (speed up Lara's movement on ledges, ladders, etc.)

**CAUTION: WRIST STRAP USE**

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during gameplay.

Also remember the following:
- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during gameplay.
- Dry your hands if they become moist.
- Allow adequate room around you during gameplay and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.
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 to objects, she can pick them up by pressing B:
• Press A to place the object on the floor.
• Press B to throw the object.
• To place a portable pole in a hollow to create a new way to climb upward, move Lara nearby and press C.

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 A
• When Lara connects with the wall, quickly press A. Lara will jump back off the wall.
• Press A 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.

BASIC GRAPPLING
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.

When Lara is close enough to rings, she can connect the grapple line:
• Face a suitable ring and press to connect the grapple line.
• Hold Z and push or down to climb the line.
• To swing, hold A in the direction you want to swing.
• To jump from the line, press A.
• Press B to release the grapple.

GRAPPLING RAPPELLING
Lara can attach the grapple to a ring on the side of a cliff face and rappel down:
• Attach the grapple as usual, then maneuver Lara so her feet are braced against a wall.
• To rappel, hold Z and push up or down.

GRAPPLING WALL RUN
Lara can use the grapple on a wall-mounted ring to run along the wall itself:
• Attach the grapple as usual, and move left / right with B.
• To jump away from the wall, move in the direction you want to jump and press A.
**COMBAT**

**COMBAT CONTROLS**

- **Z + B**  Fire weapon(s)
- **A**  Switch weapon
- **Z + Y**  Throw grenade
- **Hold Z**  Lock onto target
- **Place reticle over new target / B**  Switch target when locked on

**COMBAT MOVEMENT CONTROLS**

- **X + B**  Multi-directional roll (with weapon drawn)
- **Y + A**  Somersault forward / back / left / right (with weapon drawn)

**HEALING LARA**

Lara’s health will automatically regenerate after she has taken damage either from falling from a great height or while in combat.

**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 controls to avoid danger.

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**ALL-TERRAIN MOTORBIKE**

Lara can use this powerful high-performance motorcycle across different terrains.

- **Press ** to mount the vehicle.
- **Use ** to steer.
- **Press ** to accelerate.
- **Press ** to brake / reverse.
- **Press ** for emergency brake (while moving).
- **Press ** to dismount.

**FAST START**

To perform a fast start:

- **Hold ** to emergency brake.
- **Press ** to rev the engine.
- **Release **.
- To perform a doughnut, repeat the steps and steer hard left or right.

---

**MULTI-TOOL**

Lara uses a multi-tool—a sleek, high-tech utility device with a range of archaeological instruments—for unearthing clues and gaining access to areas that have remained hidden for hundreds of years.

Not only does the this aid include standard multi-tool features, such as a set of pliers, it also includes previously unseen technical advancements, such as a micro-acetylene torch. Compact and versatile, Lara’s multi-tool can meet the demands of an archaeologist and an adventurer.

Approach the part of the environment that requires use of one of the multi-tool functions and press **to activate the multi-tool (you will be prompted by an on-screen graphic icon). The correct tool for the job will automatically be selected from the multi-tool range of functions.**
FIELD ASSISTANCE

If you get stuck in any section of the game and cannot progress in the adventure, you will always have access to Field Assistance.

• Press 1 to activate Lara's PDA.
• Select FIELD ASSISTANCE.
• Press 2 to hear what to focus on (hint).
• Press 3 to hear what to do (task).

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 A to open the Pause Menu.
• Select Save Game.
Your profile has four save slots.
• Highlight a slot to save into (or overwrite), and press A.

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, load other saved games or replay completed levels.

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).

PDA

Activate Lara’s PDA by pressing 1.

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.

SITCAM
As any explorer can tell you, entering an unfamiliar area can be disorienting. Lara alleviates this through the use of the Sitemap, a special imaging method accessed through her PDA.

Selecting this option brings up an array of different views of the immediate area. These special views highlight areas of importance, such as doors, secrets, and special interactive devices. Rather than show Lara how to get to these places, they simply provide the information. Lara still needs to determine the best course of action based on this knowledge.

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 above).

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.
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