Important Health Warning About Playing Video Games

Before playing or allowing others to play this game, it is your responsibility to verify compatibility with the hardware and systems listed in this manual. These systems are designed to control features of this game and are not intended as a substitute for other forms of entertainment. If you are under the age of 18, please have your parent or guardian accompany you and ensure that you are at least 18 years old before playing this game.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing. If you experience any of the following symptoms, stop playing immediately and consult a doctor:

- Vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of consciousness.
- These seizures may have a variety of symptoms, including lightheadedness, altered awareness, headache, and blurred vision.

Important Facts About Playing Video Games

According to the American Academy of Neurology, a very small percentage of people may experience a seizure when exposed to certain visual images, including flashing or flashing images. These seizures may have a variety of symptoms, including lightheadedness, altered awareness, headache, and blurred vision. These seizures may be a sign of an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

Important Health Warning About Playing Video Games

Before playing this game, read this instruction manual and any other manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support and any peripheral manuals for important safety and health information.

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Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young gamers can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls... With QUICK XBOX LIVE, you can connect your Xbox Live account with another Xbox Live account. This allows you to share profiles, play multiplayer games, and manage Family Settings.

SAVING & LOADING

To save the game:

• Press > to activate the in-game menu.
• Select Save Game.
• Choose a save game slot.

To load a saved game from the Main Menu or in-game menu:

• Select Load Game.
• Select the save file you want to load.

LARA CROFT

At the age of nine, Lara Croft survived a plane crash in the Himalayan Mountains. Following this disaster, her mother mysteriously disappeared when Lara's curiosity resulted in the activation of an ancient device in an abandoned Tibetan monastery. 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, Richard Croft, the late Earl of Abbingdon. At 18, Lara inherited the Croft estates and became Countess of Abbingdon, her father having died years before.

The earl had spent his last years searching for the mythical land of Avalon, believing that his wife Amelia had been transported there from the Himalayas. Lara did not share his belief—until an old friend, Amanda Evert, previously thought killed on a dig in Peru, reappeared many years later with evidence that changed Lara's mind.

Among her adventures, Lara has faced many dangerous adversaries—but none were as implacable or ruthless as Jacqueline Natla. After betraying and being imprisoned by her peaceful and just co-rulers, this immortal Queen of Atlantis was released by chance in a nuclear test. She immediately resumed her diabolical quest to usher in the apocalyptic Seventh Age—and would have succeeded had she not been entombed beneath an Atlantean pyramid after it exploded at the climax of her encounter with Lara.

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 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 time.
Controller Layout

Xbox 360 Controller

OTHER BASIC CONTROLS

- Left Bumper (left bumper)
- Field Cam (on / off)
- Field Cam zoom (in / out)
- Right trigger (right trigger)
- Right D-pad (right D-pad)
- Right stick (right stick)
- Selectweapon (right trigger)
- Camera (X button)
- Sync (left bumper)
- Pause Menu (start button)
- PDA on/off (back button)

CONTROLLING LARA

- Fire grapple (A button)
- Detach grapple (B button)
- Use health pack (@)
- Field Cam (Y button)
- Interact (Y button)
- Interact: Pick up object / Pull switch or lever / Grab ontomoveable blocks and crates / Utility Light (on / off)
- Select weapon (right trigger)
- Lock on target (right trigger)
- Spin (left bumper)
- Flip on ledge (left bumper)
- Utility Light (on / off)
- Jump (Y button)
- Health pack (L button)
- Fire weapon (X button)
- Move (L stick)

CONTROLLING LARA

- Fire grapple (A button)
- Detach grapple (B button)
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- Spin (left bumper)
- Flip on ledge (left bumper)
- Utility Light (on / off)
- Jump (Y button)
- Health pack (L button)
- Fire weapon (X button)
- Move (L stick)
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 X to fire the grapple line.
- Press Y after connecting to pull the grapple line.
- Press B 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 A to hang from the grapple line.
- Hold Y and move M/Q 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 S/O.
- To jump away from the wall, release L and quickly press A.

**PORTABLE OBJECTS**

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

- Press B to place the object on the floor.
- Press Z to throw the object.
- Press Y to melee attack using the object.
- To place a portable pole in a hollow, move Lara nearby and press Y.

**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 to 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.

**SWIM CONTROLS**

- Swim
- Swim upward
- Swim downward
- Swim (during combat)
- Perform quick moves to evade enemies
- Fast swim
- 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.
**MELEE FIGHTING**

Lara can take on enemies in close quarters (melee) fighting. If holding an object, she will use it to attack:

- Press **Y** to perform a melee attack.

**ENEMY VAULT**

Lara can dodge or confuse enemies by jumping over or off of those that are very close:

- Press **L** toward an enemy and press **A** to perform an enemy vault.

**KNOCKDOWN RECOVERY**

If Lara suffers a blow from a powerful enemy attack, she will be knocked to the ground:

- Press **A** or **B** to quickly get Lara back on her feet.

**ADRENALINE HEADSHOT** (ONE SHOT KILL)

General combat will gradually increase Lara's adrenaline level. When her Adrenaline gauge in the top left of the screen is completely full, she is able to perform an Adrenaline Headshot:

- Press **X** when the enemy draws close to vault off the enemy and enter Adrenaline mode.
- Use **C** to position the targeting reticle over the enemy's head, and pull **X** to perform an Adrenaline Headshot.

**CONCENTRATED FIRE**

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

- Hold **W** to lock on to an enemy.
- Use **H** 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 **M** to use First Aid Kits or Natural Remedies that Lara has picked up.

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**COMBAT CONTROLS**

**COMBAT MOVEMENT CONTROLS**

**DUAL TARGETING**

**COMBAT CONTROLS**

- **ADRENALINE HEADSHOT**
  - Press **X** when the enemy draws close to vault off the enemy and enter Adrenaline mode.
- **CONCENTRATED FIRE**
  - Hold **W** to lock on to an enemy.
  - Use **H** to activate.
- **SITUATIONAL ADRENALINE**
  - When faced with two or more enemies, pull **X**. Lara will automatically fire upon two enemies when it is possible.
  - When faced with too many enemies, Lara may use Situational Adrenaline.
  - Use **M** to use First Aid Kits or Natural Remedies that Lara has picked up.
- **HEALING LARA**
  - **REGENERATION** — If Lara is badly injured, her health will regenerate to a certain extent.
  - **FULLY REPLENISHING HEALTH** — Press **M** 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 Y to mount the vehicle.
- Use L to steer.
- Pull x to accelerate.
- Pull w to brake/reverse.
- Press A or B for emergency brake (while moving).
- Press y or z to fire Lara's weapon.
- Press Y to dismount.

**SPEED BURST**

If either brake is held at the same time as x, 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.

**ALL-TERRAIN MOTORBIKE**

**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 < to activate Lara's PDA.
- Select FIELD ASSISTANCE.
- Press A to hear what to focus on (hint).
- Press Y to hear what to do (task).

**TREASURES**

There are various Treasures and Relics in TOMB RAIDER: UNDERWORLD to be discovered and collected. By picking up these items, you unlock bonus content, so make sure Lara searches the game world thoroughly.

- You can revisit a location you have previously visited to search for Treasures.

**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 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.

**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 important items she might have missed on her first visit.
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Unlock every secret! The gorgeous full-color Tomb Raider: Underworld: complete official guide is the perfect travel companion for every last step of Lara's latest adventure. Created with exclusive contributions from the Crystal Dynamics development team and packed with stunning artwork, this guide will lead you through the underworld safely and with style.

Explore Everything. Stop at Nothing.

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