PLEASE CAREFULLY READ THE WII™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠️ 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 – 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 tendonitis, 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.

⚠️ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels 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.
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**USING THE Wii™ CONSOLE**

**NUNCHUK™ NEUTRAL POSITION RESET**

If you move the **Control Stick** out of neutral position when the power is turned on, or when connecting to the Wii Remote, the new position will be set as neutral position, causing incorrect game control during gameplay. To reset the **Control Stick**, allow it to return to the normal neutral position, then simultaneously hold down the **A, B, +**, and **−** Buttons on the Wii Remote for three seconds.

---

**USING THE Wii REMOTE™**

1. Feed the wrist strap cord through the Connector Hook.
2. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Wii Remote.
3. Place your hand through the Wii Remote wrist strap and hold the Wii Remote firmly in your hand.
4. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock — make sure it’s comfortable. It should just be tight enough to hold the Wii Remote wrist strap in place.

---

**GETTING STARTED**

1. Insert the **Tomb Raider: Anniversary** Game Disc correctly into the Disc Slot on the Wii Console.
2. The Wii Console will then power on automatically, and a message will display on screen. After reading the message, press the **A Button**.

   ▶ The message on screen will display even if the Wii Console is switched on before the Game Disc is inserted.
3. Point to **Disc Drive Channel** on the Wii Menu, and press the **A Button**. The Channel Screen will be displayed.
4. Point to **Start** and press the **A Button**. The Wii Remote Strap Screen will be displayed.
5. When you are ready to begin play, press the **A Button**.

**PROGRESSIVE SCAN**

Progressive Scan (EDTV/HDTV) mode displays your game at the highest quality, with an intensely sharp picture and gameplay running at optimal speed with minimal flicker. Your ability to display the game in this mode depends on your TV and cable configuration.

To activate Progressive Scan mode, select **EDTV/HDTV** in the Wii System Settings/TV Type menu. Be sure to use the Wii Component AV cable (sold separately) and enable Progressive Scan on your TV when selecting this mode.

▶ Consult your TV manual or contact the manufacturer for information on whether or not your TV supports Progressive Scan mode, and how to enable this mode on your TV.
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 Archaeologist father — the late Earl of Abbingdon, Richard Croft.

At the age of eighteen, after the death of her father, Lara inherited the Croft estates and became Countess of Abbingdon. Since then she has been pursuing her own personal mission to uncover the secrets of the world’s distant past and in doing so, hopes to understand how her parents died.

GETTING INTO THE GAME

CREATING A PROFILE
When you insert your Tomb Raider: Anniversary disc into your Wii Console for the first time, the game offers you the chance to set up a profile. You can save up to three profiles in your Wii system memory; each profile contains five save files (four save files for the main game, and an additional save file to record your progress in Croft Manor).

STARTING A NEW GAME
After leaving the Profile screen, you proceed to the Main Menu. If you’re ready to start your adventure with Lara, select Start Game. If you’d prefer to learn how to control Lara in a less dangerous environment, select Play Croft Manor to explore Lara’s home.

DIFFICULTY SETTING & SCREEN MODES
When you start a new game, an Options screen appears, allowing you to set some game options before you begin play. After setting the options, press the A Button to continue.

• Difficulty is set at the beginning of the game, and cannot be changed during your adventure. Once you complete a Chapter, you can replay all levels within it at any difficulty level.

SCREEN CALIBRATION
After you set New Game options, a Calibration screen appears. This allows you to adjust Brightness and Contrast for optimal gameplay experience. (See page 24 for details.)

Once you’ve configured all pre-game settings, you’re ready to begin Lara’s adventure!
SAVING & LOADING THE GAME

SAVING YOUR PROGRESS

Every game level has game-save checkpoints. The word Checkpoint appears at the bottom of the screen when Lara passes a checkpoint.

To save your progress, press the 2 Button to access the Pause Menu, and select Save. If you already have a profile, the four save files in it will be displayed; if not, you an create a profile here, and then the four save files will appear. Highlight a save file and press the A Button to save your game.

You can also save between checkpoints, but Lara will always reappear at the most recently passed checkpoint when a save is loaded.
• If Lara dies during a game, she will automatically restart at the last checkpoint passed, whether you saved there or not.
• There is no automatic save when you quit the game. If you quit without saving, you lose all progress since your last save.

SAVING REWARDS

When you replay a level, the Save Rewards option becomes available. This stores any rewards you’ve picked up, though it does not save your location within a level.

LOADING A SAVED GAME FROM THE MAIN MENU

Once you have a game in progress and data saved, Start Game in the Main Menu will be replaced by Play Game. Select this to resume your most recent save, load saved games, or replay levels in completed Chapters.
• The save file most recently made is your current save, and will be selected when you Resume a game, even if this save data does not represent the most up-to-date game progress.

LOADING A SAVED GAME FROM THE PAUSE MENU

You can load saved games located in your current profile (unless you’re in Croft Manor) from the in-game Pause Menu. When loading a game, you can choose a save from any of the four save files. Saved game details appear on the right of the screen if data is present. Use the Control Stick or +Control Pad to choose a saved game, and press the A Button to load and resume that game.
• If you saved at the end of the game, you won’t be able to load that save during play. Instead, you can revisit it and any other part of the game via the Load Level option in the Main Menu.

HEADS-UP DISPLAY (HUD)

1 Health Meter
Lara’s current health level. Replenish with a medipack when necessary.

2 Breath Meter
Amount of air Lara has left when swimming underwater. If it depletes before Lara surfaces, she will take damage.

3 Medipacks
Number of large and small medipacks Lara is carrying.

4 Selected Weapon
Weapon Lara has currently selected.

5 Ammo Count
Amount of ammunition Lara has available for the selected weapon. The number on the left is the amount in the clip, the number on the right is the total rounds remaining for that weapon.

6 Hint Icons
These icons show your control inputs for different interactions (i.e. press + to pick up an item).

7 Timer
Amount of time remaining to complete a Time Trial (unlock by completing game chapters).

8 Enemy Health Meter
Remaining health of selected enemies.

9 Enemy Rage Meter
Rage level of selected enemies.
### NUNCHUK & Wii REMOTE

- **Control Stick**
- **Control Pad**
- **A Button**
- **C Button**
- **Z Button**
- **B Button** (on back of Wii Remote)
- **1 Button**
- **2 Button**

### BASIC MOVEMENT CONTROLS

The controls in this section are default. You can choose from four control setups in the Options Menu. *(See page 24.)*

<table>
<thead>
<tr>
<th>Button</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>0</strong></td>
<td>Sneak, Walk and Run</td>
</tr>
<tr>
<td>+Control Pad</td>
<td>Rotate camera</td>
</tr>
<tr>
<td>- Button</td>
<td>Reset camera angle</td>
</tr>
<tr>
<td>+Button</td>
<td>Crouch/Roll</td>
</tr>
<tr>
<td><strong>1</strong></td>
<td>Interact/Action (while standing next to objects or vehicles)</td>
</tr>
<tr>
<td><strong>2</strong></td>
<td>Pick up item/weapon (when standing over item/weapon)</td>
</tr>
<tr>
<td><strong>Z</strong></td>
<td>Safety Grab/Balance — Prevent Lara from falling off ledges or toppling off objects</td>
</tr>
<tr>
<td><strong>B</strong></td>
<td>Fast Traverse — Speed up Lara’s movement on ledges</td>
</tr>
<tr>
<td><strong>A</strong></td>
<td>Jump; Hold to jump farther</td>
</tr>
<tr>
<td><strong>B</strong> or <strong>C</strong></td>
<td>Drop (from ledge, ladder, column, rope, pole or perch)</td>
</tr>
</tbody>
</table>

BASIC MOVEMENT
Lara can only perform advanced movement techniques when her flashlight and weapons are put away.

**ADVANCED MOVEMENT CONTROLS**

Lara is a superb climber and can overcome most obstacles using jumps, grabs and shimmying.

- To jump onto ledges, poles, or ropes, press the A Button. If Lara grabs with only one hand, press the +Control Pad to grab on with both hands and avoid dropping off.
- To shimmy along a ledge or object, move the Control Stick in the direction you want to go. Shake the Nunchuk to speed up the shimmy. To pull up, press the A Button.
- Press the B Button or +Control Pad to release from the grab and drop down.
- To perform a jump (side/back/up) on ledges, move the Control Stick in the direction you want to go, then press the A Button to jump.

**CLIMBING, JUMPING, GRABBING & SHIMMYING**

Lara can use her grapple device to span gaps that are too wide for her to jump across. Where you see a hanging or wall-mounted ring, you can use the grapple device to swing across or wall-run to safety.

- To activate the grapple device, run toward the ring, press the A Button to jump, and then quickly flick the Nunchuk downward to throw the grappling hook.
- To climb or descend the grapple line, hold the +Control Pad and move the Control Stick. (Lara cannot climb or descend the grapple line while swinging.)
- To swing or wall-run, move the Control Stick in the direction of your destination, and then press the A Button to jump and release the grapple device.
- Press the B Button or +Control Pad to release the grapple device and drop down.

**OTHER CONTROLS**

Nunchuk (flick downward)  | Throw grapple
--- | ---
Nunchuk (hold upright)  | Pull grapple (when attached to moveable object)
Activate flashlight  | Use large medipack
Use small medipack  | View Inventory

**SUPER-ACTION CINEMATICS**

Over the course of Lara’s adventure, a number of cinematic sequences occur that require quick thinking and even quicker reactions. Follow the on-screen prompts to ensure that Lara avoids an untimely demise!
POLE TECHNIQUES
Using poles, Lara can jump from point to point across gaps, or overcome obstacles and gain access to areas she is unable to climb to.
• Use the Control Stick to move Lara into position under the pole (or take a run up using the Control Stick) and press the A Button to jump onto the pole.
• Move the Control Stick and hold to begin swinging, then press the A Button to leap off at the right moment.
• When Lara is hanging stationary from a pole, use the Control Stick to adjust her position.
• Press the B Button to release from a pole.

COLUMN TRAVERSAL
Lara can climb slender vertical columns to reach areas above and below her.
• Use the Control Stick to move Lara onto the base of a column (or take a run up using the Control Stick) and press the A Button to jump onto the column.
• Move the Control Stick to rotate Lara around the column.
• Move the Control Stick to make Lara climb up or slide down the column. Shake the Nunchuk to climb a column more rapidly.
• To jump off a column, move the Control Stick in the direction you want to jump and press the A Button to leap off.
• Press the B Button to release from a column.

ROPE WORK
Lara uses ropes to span gaps too wide for her to jump across.
• Use the Control Stick to move Lara into position under the rope (or take a run up using the Control Stick) and press the A Button to jump onto the rope.
• Hold the Control Pad and move the Control Stick to climb and descend the rope.
• Move the Control Stick to rotate Lara around the rope, changing her swing direction.
• Move the Control Stick to build momentum and swing Lara higher, then press the A Button to jump to the next rope or platform.
• Press the B Button to release from a rope.

LADDERS
Lara can climb up and down ladders to traverse large vertical spaces.
• Use the Control Stick to move Lara into position under the ladder (or take a run up using the Control Stick) and press the A Button to jump onto the ladder.
• Move the Control Stick to climb or descend the ladder. Shake the Nunchuk to climb or descend more rapidly.
• Press the A Button to jump backward off a ladder. To perform a lateral jump off a ladder, move the Control Stick in the direction you want to jump, and then press the A Button.
• Press the B Button to release from a ladder.
PERCHING
Lara can jump onto and perch on the tops of very small platforms — usually the tops of slender columns.

- Press the A Button to jump to a perchable object. Once connected and steady, move the Control Stick to rotate.
- To jump off, move the Control Stick in the direction you want to jump, then press the A Button.
- If Lara lands incorrectly on a perchable object, she will lose her balance and begin to fall off. Quickly press the Control Pad, or, to regain balance and steady Lara on the object.
- You can make Lara hop rapidly across the tops of perchable objects by pressing the A Button, then, as soon as she lands, moving the Control Stick in the direction of the next jump.
- You have a limited amount of balance time; so get Lara onto a stable perch as quickly as possible. If Lara begins to waver while on a perchable object, press the Control Pad, or, to regain balance.

SWAN DIVE
Lara can swan dive off rock faces into water.

- Use the Control Stick to control Lara's direction, and then tap the A Button and press the Control Pad in quick succession.

INTERACTING WITH THE ENVIRONMENT
Lara interacts with the environment in many different ways: opening doors, moving obstacles, and activating levers.

- To interact with an object, stand next to it and press the Control Pad.
- Depending on the object, additional actions may be required to make it work fully.

KNOCKDOWN RECOVERY
When Lara is hit by a strong enemy attack, she will stumble, then fall to the ground.

- When Lara is stumbling, quickly press the A Button to stop her from falling and flip back up.

TUMBLING
Lara is an accomplished acrobat who can perform lithe tumbles and flips as she moves about.

- To tumble while running, press the Control Pad repeatedly.
- To flip, press Control Pad twice, and then press the A Button repeatedly.
Some enemies can grab Lara’s limbs and shake her around. If an enemy latches onto Lara, quickly shake the Nunchuk to break free from the animal’s grasp. The more rapidly you shake, the faster Lara will break free.

**BREAKING FREE FROM ENEMY GRABS**

Some enemies can grab Lara’s limbs and shake her around. If an enemy latches onto Lara, quickly shake the Nunchuk to break free from the animal’s grasp. The more rapidly you shake, the faster Lara will break free.

**ADVANCED COMBAT CONTROLS**

**ADRENALINE DODGE**

During combat, some enemies will become enraged, charge at Lara and perform a Rage Attack. When this happens, Lara’s Adrenaline kicks in to respond to the threat, and the screen blurs to indicate Lara can now perform an Adrenaline Dodge.

* Hold the Control Stick in any direction, and either quickly shake the Nunchuk or tap the +Control Pad to perform a dodge and evade the attack. If done correctly, Lara will go into slow motion and have the opportunity to deliver a headshot to the enemy.

* To successfully execute a headshot, aim and shoot when the targeting reticle appears on the enemy’s head. You can fire as many shots as necessary to make the headshot while Lara is in slow motion.

Adrenaline Dodges are special evasive moves only available in response to Rage Attacks. Timing is critical! If Lara dodges too late, an enemy can still hit her. With practice though, using Adrenaline Dodges can significantly increase Lara’s chances in combat.

**COMBAT MOVEMENT**

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

- While locked-on, Multidirectional roll (any direction)
- * quickly shake Nunchuk, OR
-  +  
- While locked-on, Somersault (any direction)
- * A  
- (any direction) Adrenaline Dodge
- * shake Nunchuk or press  

**COMBAT FIGHTING**

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hold Z</td>
<td>Lock onto target (enemies and shootable objects)</td>
</tr>
<tr>
<td>Point Wii Remote and press B</td>
<td>Aim and fire weapon</td>
</tr>
<tr>
<td>Flick Wii Remote (with weapon drawn)</td>
<td>Reload weapon</td>
</tr>
<tr>
<td>+</td>
<td>Cycle through weapons</td>
</tr>
</tbody>
</table>
COMBAT STRATEGIES

MOVEMENT
Keeping Lara moving is the most important factor in combat; a moving target is much harder to hit than a static one.

TARGETING
The targeting reticle appears over a target when it comes within Lara's sight. When the camera is locked-on to an enemy, the targeting reticle displays four arrows in addition to the normal targeting ring. The standard Wii Remote reticle changes color depending on the target's status:
- Blue — Normal manual aiming with Wii Remote.
- Red — Lara is fully locked-on and likely to hit the target.

TOUCH PUZZLES
Lara will encounter many puzzles, all differing in size and complexity. Some puzzles require her to interact closely with objects. To interact with a Touch Puzzle, approach it and press the +Control Pad.

CRYPTEX PUZZLES
Move Lara's hand over the tumblers and hold the A Button to grip one. Spin the tumbler by moving Lara's hand.

GEAR PUZZLES
Move Lara's hand over a cog and hold the A Button to pick it up. Use the Wii Remote to move the cog to an empty spindle, and release the A Button to place it. Once you choose a configuration, Lara can pull the handle on the right to see if it is correct.

DRAWING/TRACING
If Lara is required to draw/trace shapes or patterns, hold the A Button and move the Wii Remote in the required motion.
LARA’S INVENTORY

Lara is a consummate explorer and adventurer who is always equipped to handle whatever obstacles get in her way. Access Lara’s Inventory by pressing the 1 Button at any time during gameplay.

- Lara’s Inventory consists of two rotating rings of objects: Gear and Items. Move the Control Stick (or press the +Control Pad) ☞/☞ to switch between rings.
- To use or equip an object from the selected ring, move the Control Stick (or press the +Control Pad) ☞/☞ to cycle to the object, then press the A Button.

GEAR

The Gear Ring includes weapons, health, and other useful equipment.

FLASHLIGHT
Use the flashlight can to explore darkened areas of the environment. Press the +Control Pad to turn the flashlight on/off. Use the Wii Remote to point the flashlight at different areas of the screen. Twist the Wii Remote to focus its beam.

SMALL MEDIPACK
Small health packet. A staple of the rough-and-rugged adventurer, medipacks allow Lara to treat her injuries in the field. Replenishes a quarter of Lara’s health.

LARGE MEDIPACK
Large health packet. Replenishes all of Lara’s health.

DUAL PISTOLS
Lara’s trademark weapon, with unlimited ammo. A good all-around weapon.

SHOTGUN
A heavy damage pump-action shotgun. More effective at close range.

DUAL .50 CALIBER PISTOLS
A pair of high-caliber pistols. A slightly slower rate of fire than normal pistols is offset by increased damage.

DUAL MINI SMGS
A pair of mini submachine guns. Incredibly fast rate of fire inflicts extensive damage at the expense of some accuracy.

SHOTGUN AMMUNITION
Box of shotgun shells. Before Lara collects the shotgun itself, she can collect ammunition for it.

.50 CALIBER AMMUNITION
Clips of heavy-damage pistol ammunition. Before Lara collects the .50 caliber pistols, she can collect ammunition for them.

MINI SMG AMMUNITION
Clips of Mini SMG ammunition. Before Lara collects the Dual Mini SMGs, she can collect ammunition for them.

GRAPPLING HOOK
A metallic grappling hook that can latch onto ring-shaped objects, plus a lengthy wire line and automatic recoiler. Using her grappling hook, Lara can pull on objects from a distance, climb or drop to different heights, swing across large gaps, and run on walls.

ITEMS

The Items Ring includes Lara’s journal and any collectible objects Lara discovers during her adventures.

JOURNAL
Lara can provide clues about how to progress from her current situation. Use the Journal to hear what Lara is thinking and gain assistance in tricky areas.

COLLECTIBLES
Collectibles include various objects Lara has collected throughout her adventure including keys, machinery parts and tools.

SCION FRAGMENTS
Pieces of the fabled Scion of Atlantis. Only when all three pieces are combined will its true power be understood.
ARCHAEOLOGICAL DIG TOOLS

Lara has a range of tools she can use to unearth clues or gain access to areas hidden for hundreds of years.

- Approach an area of the environment that requires a Dig Tool and press the + Control Pad # to activate it.
- The correct tool will automatically be activated. Read on for information on using each tool.

ARCHAEOLOGIST’S BRUSH

Use the brush to carefully remove dust and debris that have built up on various objects and artifacts. Hold the A Button and gently move the brush over the hidden image.

CHARCOAL RUBBINGS

Lara can take rubbings of wall markings to refer to later on in her adventure. To create a rubbing, hold the A Button and gently move the charcoal over the paper. (Rubbings may hold hidden secrets.)

PICK AXE

Lara can use the pick axe to knock down weak or damaged walls to gain access to hidden rooms and passages. Position the pick axe over the spot that Lara needs to destroy and press the A Button to stabilize it. Swing the Wii Remote back and forth to swing the pick axe toward Lara’s target.

ARCHAEOLOGIST’S TROWEL

Use the trowel to uncover encrusted wall markings while ensuring they remain undamaged. Use the Wii Remote to find a weak spot (watch the magnifying glass for a visual clue to when you’re in the right area; the Rumble Feature will also activate if turned on). Hold the A Button to stabilize the trowel, and then use the Wii Remote to gently pry away the unwanted material covering the marking.

REWARDS

Throughout Lara’s archaeological adventure, you can discover and collect various Artifacts and Relics. Picking up these items opens up bonus content and extra features, such as outfits, concept art and much more. So make sure Lara scours the environment thoroughly!

After each level is complete, you will see the reward(s) you have managed to unlock. Select Rewards from the Main Menu to view and select the rewards you have achieved.

- Select Replay Level from the Game Menu to replay completed missions with the opportunity for picking up missed items.

MENUS

BASIC MENU CONTROLS

- 🍎 or 🍎 🍎 🍎 Select option; Increase/Decrease setting slider
- 🍎 or 🍎 🍎 🍎 Change selected option setting
- A Confirm/Next menu
- B Cancel/Previous menu

- Some menus have option-specific controls. Controls and actions for any menu item are displayed on-screen in a panel below the menu.

MAIN MENU

- Start Game/Play Game Start or continue a game.
- Play Croft Manor Visit and explore Lara’s expansive Manor throughout the game.
- Options Change various game settings.
- Rewards View information and bonus content in the game. Complete levels and collect rewards during the game to unlock items, which can then be viewed and selected here.
- Change Profile Change your current profile
GAME MENU
This menu appears when you select Play Game on the Main Menu.
• Resume Game
  Continue your game from the most recently saved checkpoint.
• Load Game
  Select a game save from the displayed list and press the A Button to load.
• Replay Level
  Display a list of previously completed levels (based on a loaded profile). Replay these levels to collect missing rewards, play on different difficulties, or attempt a Time Trial.

OPTIONS MENU
• Display
  Commentary Markers
  Turn On/Off. Turn On to display commentary markers in the game world when replaying a level. Lara can interact with the markers to hear Director's Commentary about her current location.
• Subtitles
• Calibration
  Brightness
  Adjust screen brightness (0-100).
  Contrast
  Adjust screen contrast (0-100).
• Controls
  Rumble
  Set On/Off. When On, the Wii Remote vibrates in response to game events.
• Camera
  Invert X-Axis
  Invert camera left/right movement.
  Invert Y-Axis
  Invert camera up/down movement.
• Sound
  Music Volume
  Adjust music volume.
  SFX Volume
  Adjust sound effects volume.
  Voice Volume
  Adjust Lara's volume (in-game).
• Cheats
  ??? until unlocked. Turn various cheats (once unlocked) On/Off.

REWARDS MENU
• Special
  Bonus content available only to the most dedicated explorers.
• Cinematics
  Replay any cinematics already viewed in the game (for current profile).
• Art Galleries
  View various image galleries showcasing different aspects of the development and history of Tomb Raider: Anniversary.
• Character Bios
  Read informational biographies about characters from the game.
• Outfits
  View and select unlockable outfits for Lara to wear when replaying a level.
• Relics
  View Relics Lara has collected.
• Music
  Listen to various musical tracks from the game.
• Credits
  Check the development credits.
• Commentaries
  View list of levels that have commentaries unlocked.
• Cheats
  View list of cheats that have been unlocked.

IN-GAME PAUSE MENU
Press the 2 Button during gameplay to display the in-game Pause Menu.
Press the B Button to close the Pause Menu and resume the game.
• Level Statistics
  View details about the current level including time taken, kills, supplies collected, as well as the number of Artifacts and Relics found.
• Options
  Access the Options Menu to change game settings.
• Load
  Load a saved game.
• Save
  Save a game manually.
• Quit
  Quit current game back to the Main Menu.
CREDITS

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Joel Bouquetement
Ben Shuler
Paul Sullivan
Additional Concept Art
Shane Nokamura
Christian Piccolo
Francis Tsui
Art Intern
Rick “Degenerate Face” Gilliland
Additional Art Support
Jennifer Fernández
Additional Objec Support
Darrell Gallagher
John Hsia

PROGRAMMING STAFF

Producers
Randy Thompson
BR Wegenner
Technical Director
Brian Apger
Studio Art Director
Barry Drew
Lead Programmer
Mike Kranzowski
Programmers
Joseph Cannon
Steve Corden
Alex Harper
Michael Mack
Miranda Smith
Tim Stain
Don Wells
Deb Wiest

Executive Producer
Randy Thompson
Producer
BR Wegenner
Technical Director
Brian Apger
Studio Art Director
Barry Drew
Lead Programmer
Mike Kranzowski
Producers
Joseph Cannon
Steve Corden
Alex Harper
Michael Mack
Miranda Smith
Tim Stain
Don Wells
Deb Wiest

BUZZ MONKEY SOFTWARE

Lead Artist
Brian Schmidt
Artists
Ishmael Bicalay
Doug Brosnan
Howard Day
Mike Jakubs
Debbie McGinnis
Michael McKinley
Matthew Mangaine
Cassie Sandine
Josh Sturgis
Marek Vymazal
Technical Artist
Chris Birke
Design Director
Marshall Gause
Lead Designer
Tracy Jacobson

Designers
Kevin Wieenecke
Vincent Castilla
Stan Patton
Derek Manning
Special Thanks
The Buzz Monkey
Tomb Raider: Anniversary
development team would
like to thank all our
families and friends
for their support
during the making of
Tomb Raider: Anniversary.
We could not have made it
without you!

CRISTAL DYNAMICS (continued)

Voice Acting

Voice Directors
Jonathan Ashley (UK)
Kris Zimmerman (US)
Lara Croft
Kezley Homes
Natalia
Grey De浍le
Larson
Dave Wittenberg
Pierce
Jim Ward
Kid
Phil Taniemi
Kold
Dave Fenney
Quafpec
Alastair Duncan

Production Staff

Audio Staff
Audio Composer
Trevor B. Folman
Sound Designer
Mike Peaslee
Audio Engineer
Karl Gallagher
Junior Sound Engineer
Gregg Stephen

Creative Services

Creative Services Manager
Trevor B. Folman
Creative Services Producer
Rosauro Sandoval
Localization
Misty Chun
Ted Johnson
AV Support
Estuardo Sandoval
Jay Shin

Production Staff

Associate Producer
Amab Basa
Production Assistant
Chris Chambers

Quality Assurance

QA Manager
Christopher Bruno

QA Lead
David Pagan
QA Assistant Lead
Ian Johnson
QA Technicians
Beny Ventura
Bryan Enriquez
Cameron Taylor
Christopher Morgan
Johnny Allen
Joe Creer
Josh Hicks
Kevin Strickland
Kip Ernst
Matthew Black

STUDIO MANAGEMENT

General Manager
Scott Vincent
Director of Technology
John Pursey
IT Manager
Brian Venturi
IT Staff
David Hong
Andre Rodriguez
Wilson Wong

Human Resources

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Tipu Purkayastha
Representative
Joveth Gonzalez

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Develop Lead
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Lulu Labler
Creative Director
Lead Designer
Jason Botta
Art Director
Matthew Wood
Executive Producer
Matthew Guzenda

Development Lead
Producer
Morgan W. Gray
Creative Director
Tim Lonto
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Artists
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Matt Bein
Rick Grossenbacher
Yu Gao
Jeff “Duk” Johnson
Daniel “Master of Thowing” Neuburger
Chris Sturgill

Artists

Tobias
Steve Blum
Winston
Alan Shearman
Gaid
Dave Bour
Voice Consultants
Andy Emery (UK)
Gordon Hunt (US)
Special Thanks
Myoslov Baranenko
Olga Baranenko
Geanne Rayies
Eric Pierpoint
John Chovance
Anatoliy Gryzlin
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Team

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Director of Technology
John Pursey
Director of Art
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Executive Vice President
of Sales & Marketing
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Eidos and Crystal Dynamics would like to send their sincere thanks to some of the most influential members of the Tomb Raider community.
We thank them for their support and dedication to Lara Croft and Tomb Raider over the years…

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Chris Rides – Planet Lara
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Thomas J. Winkas – Lara Croft Online
Daniel Revers – Tomb News
Shahriyar Imansor – Tomb Raider Community
Kurt Stams – Tomb Raider Inc.
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Mark Garcia Lluch & Craig James Brass – Tomb Raider Fans
Sermon – Croft Generation
Congratulations to the following Tomb Raider fans…

Congrats also going to:

Andrei Bernardia Baptista
Melissa Matson
Ashley Meglino
Carlos Antonio Vega Rojas
Jessica Littler
Lucas Mota “Treible”
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Rodrigo Martin Santos

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