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## 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, 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 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 both as an archaeological wunderkind and a glorified treasure hunter, and there are countless rumours surrounding her exploits, invariably involving the unexplained or outright unbelievable. Lady Croft herself is rarely available for comment, which further adds 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.



## GENERAL CONTROLS



## 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](http://www.xbox.com/live/countries).

### FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## Controlling Lara

CONTROL	ACTION
	Walk/Jog/Run Climb Up/Down/Left/Right Shimmy left/right
	Sprint (while running)
	Rotate Camera
	Jump
	Crouch (walking)/Roll (running) Drop (when climbing)
	Interact <ul style="list-style-type: none"> <li>- Pick up object</li> <li>- Pull switch/lever</li> <li>- Grab onto moveable blocks/crates</li> </ul> Safety Grab (prevent Lara from falling from ledges) Fast Traverse (speed up Lara's movement on ledges/ladders, etc.)
	Throw held object (where possible)/throw grenade.

## Other Basic Controls

CONTROL	ACTION
	Fire Grapple
	Pull Grapple Line (when attached)
	Detach grapple
	Utility Light (on/off)
	Field Camera (on/off) (Zoom in/out with /)
	Use health pick-up
	Pause Menu
	PDA Menu

## Swimming Controls

CONTROL	ACTION
	Swim
	Rotate Camera
	Swim Upwards
	Swim Downwards
(during combat)	Causes Lara to perform quick movements to evade enemies
+	Fast Swim

**Note:** When Lara swims underwater without Diving Gear, she will use up air and her Breath Meter will decrease. If the meter empties completely this will directly affect 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 different ways.

When Lara is close enough she can pick up objects or remove portable poles (while hanging from them) by pressing **Y**.

- Press **B** to place the object on the floor.
- Press **RB** 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 towards a wall by pressing **A**.
- When Lara connects with the wall, quickly press **A** and Lara will jump back off the wall.
- Press **A** repeatedly to bounce upwards 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 can be used in a number of different ways: to attach to moveable objects and drag them towards her, or allow her to swing across gaps and climb up/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 pull on the object around which the Grapple Line is bent.

## Basic Grapple

- Stand facing a ring and press **X** to fire the Grapple Line.
- To pull the Grapple Line, press **Y** after connecting.
- To detach and retract the Grapple Line, press **B**.

## Grapple Rappel

The Grapple can also be used to allow Lara to climb up or down walls and cliffs. Attach the Grapple as normal, 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 **L** down/up as desired.

## Grapple Wall Run

Lara can use the Grapple on a wall-mounted ring to 'Wall Run' and run along the wall itself.

- Attach the Grapple as normal, then, when Lara is suspended below the grapple point, swing her left/right with **L**.
- To jump away from the wall, release **L** and quickly press **A**.

## COMBAT

CONTROL	ACTION
<b>RT</b>	Fire Weapon(s)
<b>RB</b>	Throw Grenade
<b>→</b>	Switch Weapon
<b>LT</b>	Lock onto target
<b>(R R)</b>	Switch target when locked on
Click <b>R</b>	Precision aim reticle on/off
<b>Y</b>	Melee Attack/Use Melee weapon/Dislodge small enemies
<b>LT</b> + Click <b>R</b> (while adrenaline is available)	Concentrated Fire

### Combat Movement Controls

CONTROL	ACTION
<b>L + B</b>	Multi-directional roll
<b>L + A</b>	Somersault Forward, Back, Left, Right
<b>L</b> towards enemy + <b>A</b>	Enemy Vault
<b>X</b> when locked on and close to target (while full adrenaline is available)	Trigger Adrenaline Headshot event (see page 10 for further information)

### Dual Targeting



Lara is capable of targeting two enemies at the same time using certain weapons.

- When faced with two or more enemies, simply pull **RT** and Lara will automatically fire upon two enemies when it is possible for her to do so.

### Melee

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

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

### Enemy Vault

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

- Press **L** towards 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.

- To quickly get Lara back on her feet, press **A** or **B**.

## 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 will be able to perform an Adrenaline Headshot.

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

**Note:** Lara's adrenaline gauge will gradually empty unless completely full.

## CONCENTRATED FIRE

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

- Hold **LT** to lock on to an enemy.
- Click **R** to activate.

## SITUATIONAL ADRENALINE

Sudden, dangerous situations will automatically trigger Lara's Situational Adrenaline. While 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 **↑** to use First Aid Kits or Natural Remedies that Lara has picked up.

## ALL-TERRAIN MOTORBIKE



Lara will be able to make use of a powerful high-performance motorcycle that can be adapted for use across different terrain.

- Press **Y** to mount the vehicle.
- Use **L** to steer.
- Pull **RT** to accelerate.
- Pull **LT** to brake/reverse.
- Press **A** or **B** to emergency brake (while moving).
- Press **LB** or **RB** to fire weapon.
- Press **Y** to dismount.

To perform a fast start:

- Hold the skid brake (**A** or **B**).
- Rev the engine (**RT**).
- Release the brake.

## 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 **BACK** 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).

## FIELD CAMERA

Lara carries a Field Camera to help archive her experiences and give a close up view of objects of particular interest.

- Press **↓** to activate .
- Zoom in by pulling **RT**.
- Zoom out by pulling **LT**.
- Press **↓** again to deactivate.

## PDA

Activate Lara's PDA by pressing **BACK**.

### 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 the screen.

### Area Info

There are Treasures scattered throughout the world, and even more rare and hard 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 her essential equipment, weapons, or key objects she currently has 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 additional information here about everything from local history and 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.

## TREASURES

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

## SAVING AND LOADING

To save the game:

- Press **START** to activate the in-game menu.
- Select the option Save Game.
- Choose a save game slot.

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

- Select the option Load Game.
- Select the save file that you wish to load.

**Note:** The game automatically saves your progress at the beginning of each new chapter. These saves will appear in the Load Menu alongside any saves you have made manually.

## **EPILEPSY WARNING**

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

### **PRECAUTIONS TO TAKE DURING USE**

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
  - Preferably play the video game on a small screen.
  - Avoid playing if you are tired or have not had much sleep.
  - Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

### **WARNING: AVOID DAMAGE TO YOUR TELEVISION**

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

### **WORLDWIDE CUSTOMER SERVICE CONTACTS**

[www.eidosinteractive.co.uk/support/worldmap.html](http://www.eidosinteractive.co.uk/support/worldmap.html)

### **CUSTOMER SUPPORT TECHNICAL HELPLINE:**

**0870 9000 222**

(NATIONAL RATE, UK CUSTOMERS ONLY)

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

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