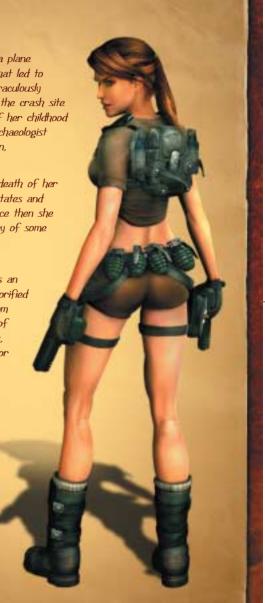# CONTENTS

3

INTRODUCTION

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 Katmandu, 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 some sixteen archaeological sites of international significance.

Lara Croft has been hailed both as an archaeological Wunderkind and a glorified Treasure Hunter, depending on whom you listen to. There are thousands of rumours surrounding Lara's 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. Idealised and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our times.

GETTING STARTED

INSTALLATION

To install Tomb Raider: Legend, insert the game disc into your drive.

After a few seconds, the Launch Panel will appear. If the Launch Panel does not appear when you insert the disc, double-click the My Computer icon, then double-click the DVD-ROM icon to display the Launch Panel.

This program will guide you through the installation process via onscreen prompts.

- or -

• Click the Start button.
• Choose Run from the pop-up menu.
• Type d:\setup in the box provided (d: designates your DVD-ROM drive letter).
• Click the OK button to begin the install program.
• When prompted, select the path and directory on your hard drive where you want to install the game.

The default is C:\Program files\Tomb Raider: Legend. If you wish, you may change this to your preferred location. Click the Readme button to view important information about Tomb Raider: Legend.

Note: To run Tomb Raider: legend on your PC you will need to have DirectX 9 installed.

To install DirectX 9 on your PC:

Select 'Install DirectX 9 from the Tomb Raider: Legend Autorun program.

- or -

Right-click on your PC's DVD Drive icon and choose the EXPLORE option.

Open the 'directx9' folder and double-click on 'dxsetup.exe'.

UNINSTALLING

To uninstall Tomb Raider: Legend, from your desktop select.

Start ->Programs ->Eidos -> Tomb Raider: Legend ->Uninstall Tomb Raider: Legend.

When prompted, click "Yes" to remove Tomb Raider: Legend from your computer.

5

TO RUN TOMB RAIDER: LEGEND

Once the game is installed and you are ready to play, click the "Play Tomb Raider: Legend" button on the Launch Panel to start the game.

To begin playing the game at a later date, insert the disc into the DVD-ROM drive. After a few seconds, the Tomb Raider: Legend Autorun program will appear via the AutoPlay feature.

• Click the Play button to start the game.

- or -

• Select Start ->Programs ->Eidos-> Tomb Raider: Legend ->Play Tomb Raider: Legend. To leave the game, click the Exit button.

BASIC MENU CONTROLS

Use the directional buttons to view and cycle through the different game options

Use the Return button to select something, accept changes to an option setting or progress to the next screen.

Use the Escape button within a sub menu to return to the previous screen.

6

MAIN MENU

Start Game

Choose this option to start a new game. NOTE: This will change to 'Resume Game' if you already have saved data present and will Resume from the last checkpoint that was reached".

Load/Save

Start New game	Select this option to start a new game.
Load Game	When selected the load game menu offers you a choice of previously saved games, select the save you would like to play and press the Return button to load.
Replay Level	Select this to display a list of previously completed levels. You can choose to replay these levels to - collect rewards, play on different difficulties, or play in Time Trial.
Save Current Game	Select this to save your progress.

Croft Manor

Lara's expansive Manor can be visited from the Main Menu throughout the game. However, to gain full access you will have to possess a saved game containing at least one completed mission. Only then will all the Mansion's secrets become available for you to discover...

Options

You can make the following option adjustments using the menus provided:

Language   English/francais/Deutsch/Italiano/Espanol

Subtitles   Off/English/french/German/Italian/Spanish

Sound

In this menu you can adjust sound settings using the following options: Music, SFX & Voice Volume.

To make your selection use Movement Keys UP or Down to choose then Movement Keys Left or Right to change.

Display

You can adjust the following display options:

Widescreen	(On/Off)
Next generation content	(On/Off)
Fullscreen Effects	(On/Off)
Depth of field	(On/Off)
Fullscreen Anti-Aliasing	(On/Off)
Shadows	(On/Off)

To make your selection use Movement Keys UP or Down to choose then Movement Keys Left or Right to change.

Display Mode

You can adjust Display Mode settings using the following options:

Width	(640/720/800/848/1024/1152/1280)
Height	(Dependent on Width selected)
Refresh Rate	(60Hz/72Hz/75Hz/85Hz)

To make your selection use Movement Keys UP or Down to choose then Movement Keys Left or Right to change.

Camera

You can adjust camera settings using the following options:

Invert X-Axis –	(Yes/No)
Invert Y-Axis –	(Yes/No)
Aim & Binocs Invert X-Axis	(Yes/No)
Aim & Binocs Invert Y-Axis	(Yes/No)

To make your selection use Movement Keys UP or Down to choose then Movement Keys Left or Right to change.

Control

You can adjust the following control options:

Controller Configuration	Select to change controls
Restore Defaults	Return to the original settings
Combat Mode	(Standard Mouse/Standard Gamepad/Advanced Hold/Advanced Toggle)
Vibration	(On/Off)
Mouse Sensitivity	(0-30) slide bar

To make your selection use Movement Keys UP or Down to choose then Movement Keys Left or Right to change.

Calibration

You can adjust the following control options:

Brightness	*(0-100) slide bar*
Contrast	*(0-100) slide bar*

To make your selection use Movement Keys UP or Down to choose then Movement Keys Left or Right to change.

When you have made your adjustments Press Return to confirm your changes.

Pressing Esc will cancel your selection and take you back to the Main Menu.

Extras

This section contains information and bonus content within Tomb Raider: Legend. By completing levels and collecting rewards along the way, you will unlock items which can then be viewed and selected here.

Exit Game

Select this to leave Tomb Raider: Legend and return to your operating system.

Difficulty setting

Once you have chosen to start a New Game, an option screen will appear asking you which difficulty level you wish to play.

Difficulty:	*Explorer*	*(Easy)*
	Adventurer	*(Medium – Default)*
	Tomb Raider	*(Hard)*

SAVING AND LOADING WITHIN THE GAME

Pause

Pressing the Escape button during gameplay will display the Pause menu, from here you can select from various options.

Saving your progress

Every level in the game has a number of checkpoints to pass. A lozenge containing the text "CHECKPOINT" will appear in the bottom right of the screen informing you when Lara has passed a checkpoint.

To manually save your progress, first press Escape to access the Pause menu and select Save. You can save anywhere between checkpoints but Lara will always appear at the most recently passed checkpoint when a save is loaded again.

The games autosave feature will automatically save Lara's progress to the last checkpoint.

Note:

Starting a new game or Loading a previously saved game will automatically overwrite the autosave.

Save Rewards

If you choose to replay a previously completed level you have the option to save rewards. Selecting this will save any collected rewards to your current game.

Loading a saved game.

You may load any saved games from within the in-game PAUSE Menu. If data is present, details of each save game will be shown to the right of the screen. Simply use the Movement Up and Down keys to choose one of the Save Games and press Enter to load and resume that game.

10

CONTROLLING LARA

The following controls are default, it is possible to redefine the default controls.
This can be done via the options menu.   See page 7 for details.

Movement controls

Control	Action
W,A,S,D	Movement - Sneak, Walk, & Run
Mouse Movement	Rotate camera
f	Crouch/roll
E	Interact/action - (while standing next to object) Pick up new weapon (While standing over weapon) Safety Grab - prevent Lara falling from ledges.
Space or RMB	Jump (Hold to Jump further)
J	Reset Camera Angle

Swimming controls

Control	Action
W,A,S,D	Swim left, right, forwards
Mouse Movement	Rotate camera
f	Dive, hold to dive deeper
E	Interact/action / Pick up rewards
Space	Surface, press to swim towards the surface.
E	fast stroke

Note:

When swimming underwater Lara's air meter will slowly decrease. If it runs out
then Lara will start to take damage to her standard health bar. If Lara does not
reach the surface for air in time, she will drown!

11

Lara combat and item controls

Control	Action
LMB	fire
K	Throw grenade/flare
Z	Accurate Aim Mode (Toggle)
G	Toggle Combat Mode Lock On/Off
Q	Throw Grapple
E	Pull grapple/Interact with environmental targets (explosive barrels etc.).
Home	Use Health pack
End	Switch Weapons
Delete	Personal Light Source (PLS) On / Off
Page Down	Binoculars The R.A.D. function is activated by pressing E when in Binocular view.

Driving controls

Control	Action
A,D	Steering
W	Accelerate
S	Brake/reverse
LMB	fire weapon
Home	Use Health Pack
E	Shoot Hazard Target
G	Cycle target

COMBAT STRATEGIES

There are two key elements to remember with combat:

Movement

Keeping Lara moving is the most important factor in combat; this will slow the enemy's advancement by virtue of Lara continually changing position. A moving target is much harder to hit than a static one.

Manipulation of the environment

Look out for objects in the environment that Lara can manipulate to her advantage, she can thwart her enemies by:

Collapsing structures.
Detonating nearby explosives.
Releasing obstacles.

COMBAT CONTROLS

Default Aiming and firing controls:

Control	Action
G	Lock onto Target
LMB	Fire Weapon
G and mouse movement	Change Target
X button (hold) for distance	Grenade free throw
X button + G	Throw Grenade at target

Melée Attacks:

Control	Action
Target enemy while running towards them, press f to begin slide.	Slide Attack Lara slides into her enemies knocking them off balance and setting them up for her guns.
Jumping at an enemy using the Space button and then as Lara lands on him press Space again.	Aerial Attack Jump into the targeted enemy to activate slow time while shooting the target.

13

Melée Attacks: (Cont...)

Control	Action
G button + £	Power Kick Power kick the target away with her boot.
G + Q	Grapple attack Lara will use her grappling hook to pull enemies towards her and inflict some damage too.
G	Jumping kick attack Whilst jumping towards a target press £.

Note: Melée attacks are not effective against animal assailants.

Defensive Combat controls:

While Lara is locked on to a target, she is able to perform various manoeuvres to avoid enemy attacks.

Control	Action
G button then press any direction and f	Multidirectional roll.
G button then any direction and SPACE	forward, back, left or right somersaults.

Targeting

The targeting reticule will be displayed when a target is within sight. The colour of the reticule changes depending on the status of that target as follows:

> Grey Reticule: Target is out of range.
> Red Reticule: Target is within range at the current distance.

Tip: If the target is within distance but out of the field of view, an arrow to the side of the screen will be displayed showing you which direction the target is located.

HUD (Heads up Display)

Weapons, items and health

Health Bar

The health bar gauge displays Lara's current health level. When Lara's health gets dangerously low, you will need to replenish it using a Health Pack (if available), see page 15 for details.

Use Item (PLS, Health Pack, Binoculars)

To use an item or gadget from Lara's inventory you will need to press the corresponding Keys as follows:

Home	(Use) Health pack
End	Switch Weapons
Delete	Personal Light Source (PLS) On / Off
Page Down	Binoculars (ON/Off)

15

PDA

The PDA is Lara's automatic data capture and wireless communication device that holds all of her mission data and real time objective and equipment information. The PDA is accessed by pressing the TAB button and displays the following data:

Objectives

Provides Lara with information on her current objectives and overall mission objectives.

Data

The data area provides Level specific information for completed levels:

Completion time	Records your fastest time for the Mission
Completed Time Trial	Yes/No
Gold rewards	Shows the number collected and total rewards available (of each type) in the Mission
Silver rewards	Shows the number collected and total rewards available (of each type) in the Mission
Bronze rewards	Shows the number collected and total rewards available (of each type) in the Mission

Gear

Provides Lara with information on all of her inventory; Stats and descriptions of each weapon/item can be viewed in this area of the PDA.

Lara's equipment

Health packs

A staple of the rough-and-rugged adventurer, Health Packs allows Lara to treat her injuries in the field.

Note: Lara can carry a maximum of three health packs, at any time.

Personal Light Source (PLS)

Ultra-bright LED portable light source. Kinetically charged, the PLS will shine for a limited time before shutting off to recharge.

Metallic Grappling Device

Using the grappler, Lara is able to manipulate objects from a distance, climb or drop to different heights, and swing across large gaps. The grapple device consists of a magnetic grapple head that can latch onto discrete, visually distinct surfaces, plus a lengthy rope and an automatic recoiler.

Note: The Grappling Device can only be used on specific shiny surfaces.

Binoculars / Remote Analysis Device (RAD)

Binoculars – Magnify the image in the field of view.

RAD Mode – Analyse and provide a readout of significant archaeological or mechanical items in view.

Movable
Indicates that an object can be moved, either with direct Lara interaction or through other means.

Technical
Indicates that the object is part of machinery large or small, ancient or modern, electronic or physical.

Physically unstable
Indicates that the object can be made to topple or break.

Chemically Unstable
Indicates that the object will explode given the right impulse.

How to use this device:
Press Page Down to activate the device, pressing again will de-activate the device.
Press and hold H to zoom in.
Press and hold G to zoom out.
Press E to activate RAD mode. Pressing E again will deactivate RAD Mode.

REWARDS

Throughout Lara's archaeological adventure, there are various artefacts and relics to be discovered and collected. Collecting rewards open up bonus content and extra features such as outfits, pistol upgrades, concept art and much more. So make sure Lara scours the environment thoroughly!

There are a number of different types of collectables per mission:

Bronze Rewards	informational content.
Silver Rewards	game content.
Gold Rewards	special game rewards.

Note:

the most valuable unlockables are only obtained by collecting a combination of all three reward types.

After each level is complete, you will be notified as to which reward(s) you have managed to unlock. Selecting 'Extras' from the Main Menu will allow you to view and select the rewards you have achieved.

Tip: Selecting the "Replay Level" option from the Main Menu will allow you to replay completed missions and pick up missed rewards.

18

CREDITS

TOMB RAIDER: LEGEND DEVELOPMENT TEAM

Senior Producer	Matthew Guzenda
Producer	Morgan Gray

Production Staff
Alex Jones, Lulu LaMer, Elio Rutigliano, Rosaura Sandoval, Nate Schaumberg

Additional Production	David Baker, Juli Logemann
Technical Director	Jason Bell
Lead Programmer	Rob Pavey
Player Character Lead Programmer	Gary Snethen

PROGRAMMING STAFF

Senior Programmers	Scott Krotz, Erin Catto

Programmers
Joshua Criz, Darrell Dennies, Matthew Gaston, Sean Gugler, Komei Harada, Anne-Lise Hassenklover, Andrew Hynek, David Modiano, Hong Park, Stephen Perez, Sean Skelton, Anthony Thibault

Additional Programming
Dan Archard, Stanislav Baranov, Michael Davies, Nathan Frost, Mike Gonzales, Joel Hunter, Ted Johnson, Thomas Mayer, Matthew McKinnon, Paul Taylor, Meilin Wong

Scripting
Tom Long, Brad Johnson, Josie Nutter, Matt Roberts

Art Director-	Jacob Wendler

ART STAFF

Lead Artists	Jason Botta, Drew Medina

Artists
Matthew Abbott, Lucas Aceituno, Scott Anderson, Matt Bein, Jim Conrad, Chris Gregory, Yaroslav Grabovskyy, Yu Gu, Jeff Johnsrude, Justin Lamperski, Freddie Lee, Shao Wei Liu, Dan Neuberger, Ross Patel, Kristen Russell, Patrick Sirk, Caleb Strauss, Chris Strugill, Andrew Wood

Visual Effects Lead	Gavin Wood
Environment Concept Art	Joel Boucquemont, Bill Stoneham
Lara Design & Creative Consultant	Toby Gard
Lead Character Designer	Kam Yu

Lead Character Artist	Daniel Cabuco
Character Artists	Chris Anderson, David Gustlin
Lead Animators	Brandon Fernández, Jeff Wilcox

Animators
Ryan Goldsberry, Ben Harrison, Barry Nardone, Michael Smith, Jake Spence

Animation Intern	Shaun Budhram
Lead Designer	Riley Cooper

DESIGN STAFF

Assistant Lead Designer	Harley Baldwin
Lead Level Designer	Martin Dufour

Designers
Jeremy Bredow, John Dumala, Steve Goodale, Jesse Johansen, Kyle Mannerberg, Darren Mckinsey, Matt McManus, Stephen McManus, Jon Vosovic, Jason Weesner, Steve Yoshimura

Story Designer	Eric Lindstrom
Dialogue Writer	Aaron Vanian

AUDIO STAFF

Music Composed By	Troels B. Folmann
Audio Engineer	Karl Gallagher
Sound Designer	Mike Peaslee
Junior Sound Engineer	Gregg Stephens
Creative Services Director	David Goodwine
Title Sequence Created By	Jake Hughes
AV Support	Estuardo Sandoval
AV Interns	Rick Gilliland, Jae Shin
Playtest Coordinator	Daniel Atkins
Original Design	Doug Church

VOICE ACTING

Lara Croft	Keeley Hawes
Zip	Alex Desert
Alistair	Greg Ellis
Winston	Alan Shearman
Amanda	Kath Soucie

19

Anaya	Melissa Lloyd
Rutland	Rino Romano
Nishimura	Paul Nakauchi
Takamoto	Michael Hagiwara
Narrator	Alister Duncan
Archaeologist (Kent)	Alister Duncan
Lady Croft	Eve Karpff
Child Lara	Charlotte Sparey
Voice Director (UK)	Jonathan Ashley
Voice Director (US)	Kris Zimmerman
Voice Consultant (UK)	Andy Emery
Voice Consultant	Gordon Hunt

Special Thanks

Joe Allen, Marianne Arotzarena, Eric Beerbaum, Kim Chew, Rolef Conlan, Patrick Connor, Rusty Drake, Mike Ellis, Jennifer Fernández, Rutherford Gong, Austin Grossman, Jon Guilford, Jim Hedges, David Hong, Noor Khawaja, Sam Kolb, Richard Lemarchand, Art Matsuura, Martin McDonald, Billy Mitchell, Robert Quattlebaum, Calvin Rein, Cory Ringdahl, Andre Rodriguez, Sally Short, Ian Slutz, John Spinale, Alex Vaughan, Brian Venturi, Mark Wilhelm, Salami Studios (US), Side (UK), Everyone at Crystal Dynamics for their support!

Jeep® and the Jeep® grille design are registered trademarks of DaimlerChrysler Corporation. Jeep® Wrangler® Rubicon®, Commander and their trade dress are used under license by DaimlerChrysler. ©DaimlerChrysler Corporation 2006.

The Tomb Raider Development team would like to thank our families, husbands, wives, children, significant others, pets and everyone else who helped us during the making of Tomb Raider: Legend. We could not have made it without you!

CRYSTAL DYNAMICS

General Manager	Sean Vesce
Director of Production	Graeme Bayless
Director of Design	Noah Hughes
Director of Technology	John Pursey
Director of Art	Darrell Gallagher
Quality Assurance Manager	Chris Bruno
Lead Tester	Benny Ventura

Platform Leads
Bill Gahr, John Hsia, Daniel Kim, Oliver Villa Piega

Testers
David Pogan, John Allen, Flynn O'Hare, Bryan Enriquez

EIDOS

CEO	Jane Cavanagh
Commercial Director	Bill Ennis
Financial Director	Rob Murphy
Company Secretary	Anthony Price
Head of European Publishing	Scott Dodkins
Product Acquisition Director	Ian Livingstone
Worldwide CTO	Julien Merceron
Development Director	Darren Barnett
Senior Producer	Greg Hounsom
Assistant Producer	Joe Best
Creative Development Director	Patrick O'Luanaigh
Executive Designer	Dax Ginn
Head of Global Brand	Larry Sparks
Senior Brand Manager	Matt Gorman
Brand Manager	Alex Price
Head of Support Services	Flavia Timiani
Senior Localisation Manager	Monica Dalla Valle
Localisation Manager	Guillaume Mahouin
QA Supervisor (Localisation)	Arnaud Messager
QA Lead Technician (Localisation)	Laure Diet

QA Technicians (Localisation)
Laëtitia Wajnapel, Edwige Béchet, Augusto D'Apuzzo, Alessandro Marchesini, Tobias Horch, Pedro Geppert, Francisca Barceló Ávila, Pablo Trenado

20

Creative Manager   Quinton Luck

Senior Designer   Jodie Brock

Designer   Philippa Pratley

Q4 Manager   Marc Titheridge

Q4 Supervisor   Dave Pettit

Q4 Lead Technicians
Richard Abbott, Tyrone O'Neill, Andrew Standen,
Anthony Wicker, George Wright

Q4 Technicians
Dominic Andoh, Sam Beard, Warren Beckett,
Neil Delderfield, Jonathan Fuguet, James Hinchliffe, Hugo
Hirsh, Alistair Hutchison, David Klein, Daniel Mills, Mark
Parker, Garth Philip, Matthew Poon,
Jonathon Redington, David Sangan, Daniel Webster.

Q4 Supervisor (Mastering)   Jason Walker

Q4 Technicians (Mastering)   Ray Mullen, Marc Webb

Special Thanks

A big thanks to all our European Marketing, Sales and
Web teams as well as our finance department who have
done a wonderful job to make this game happen. Your
tremendous work is much appreciated. A big thanks also
to Tom Waine for writing this manual.

NOTES

NOTES

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 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.

CUSTOMER SERVICE HELPLINE: 0870 9000 222

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:

Eidos Interactive Limited
Wimbledon Bridge House
1 Hartfield Road
Wimbledon
SW19 3RU

GAMEPLAY HINTLINE:

UK 0905 506 0053   75p per minute

ROI 156 099 9269   €1.25 per minute

Calls cost 75p/€1.25 per minute at all times - over 16's only
Calls from mobiles and some networks may cost more.
Please ask bill payers permission before calling; this service is subject to availability.

The PEGI age rating system:
El sistema de clasificación por edad PEGI:
Il sistema di classificazione Pegi
Das PEGI Alterseinstufungssystem

Age Rating categories:
Les catégories de tranche
d'âge:
Categorias de edad:
Categorie relative all'età:
Altersklassen:

3+ **7+** **12+** **16+** **18+**
www.pegi.info www.pegi.info www.pegi.info www.pegi.info www.pegi.info

Note: There are some local variations!
Note: Il peut y avoir quelques variations en fonction du pays!
Nota: ¡Variará en función del país!
Nota: Può variare a secondo del paese!
Achtung: Länderspezifische Unterschiede können vorkommen!

Content Descriptors:
Description du contenu:
Descripciones del contenido:
Descrizioni del contenuto:
Inhaltsbeschreibung:

BAD LANGUAGE
LA FAMILIARITÉ DE LANGAGE
LENGUAJE INAPROPIADO
CATTIVO LINGUAGGIO
VULGÄRE SPRACHE

DISCRIMINATION
LA DISCRIMINATION
DISCRIMINACIÓN
DISCRIMINAZIONE
DISKRIMINIERUNG

DRUGS
LES DROGUES
DROGAS
DROGHE
DROGEN

FEAR
LA PEUR
TERROR
PAURA
ANGST UND
SCHRECKEN

SEXUAL CONTENT
LE CONTENU SEXUEL
CONTENIDO SEXUAL
SESSO
SEXUELLER INHALT

VIOLENCE
LA VIOLENCE
VIOLENCIA
VIOLENZA
GEWALT

For further information about the Pan European Game Information (PEGI)
rating system please visit:

Pour de plus amples informations concernant l'évaluation du système
d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de
juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle
informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen
Bewertungs-System (PEGI) besuchen Sie bitte:

http://www.pegi.info