

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- 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.

HANDLING YOUR GAME DISC

- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated *T* for *Teen* by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

CONTENTS

LARA	2
GETTING STARTED: WINDOWS® XP	3
GETTING STARTED: WINDOWS VISTA™ ...	5
GETTING INTO THE GAME	7
BASIC MOVEMENT CONTROLS	8
ADVANCED MOVEMENT CONTROLS	9
BASIC COMBAT CONTROLS	13
ADVANCED COMBAT CONTROLS ..	13
COMBAT STRATEGIES	14
HEADS-UP DISPLAY (HUD) ..	15
LARA'S INVENTORY ..	16
REWARDS	18
MENUS	18
CREDITS	22
TECH SUPPORT	24



IMPORTANT NOTE REGARDING GRAPHICS AND HAVING THE BEST POSSIBLE EXPERIENCE

Tomb Raider: Anniversary uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA GeForce 7 Series graphics cards. On a GeForce 7600 or better you will be able to turn on all of the special effect features at higher resolutions in the game. The intended experience can be more fully realized on NVIDIA GeForce 8 Series graphics hardware.



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 STARTED: WINDOWS® XP

INSTALLING THE GAME ON WINDOWS® XP

To install *Tomb Raider: Anniversary* on a Windows® XP system, insert the game disc into your DVD-ROM 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 –

1. Click *Start*.
2. Choose *Run* from the pop-up menu.
3. Type *d:\autorun* in the box provided (use your DVD-ROM drive letter if different from *d:*).
4. Click *OK* to begin the install program.
5. 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 – Anniversary*. You can change this to another location if you prefer.
6. Click the *Readme* file to view important information about *Tomb Raider: Anniversary*.

INSTALLING DIRECTX 9 ON WINDOWS® XP

To run *Tomb Raider: Anniversary* 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: Anniversary* Autorun program.

– OR –

1. Right-click on your PC's *DVD Drive* icon and choose the *Explore* option.
2. Open the *dx9.0c* folder and double-click *dxsetup.exe*.

UNINSTALLING THE GAME ON WINDOWS® XP

1. From your desktop, select *Start* ⇒ *Settings* ⇒ *Control Panel* ⇒ *Add or Remove Programs* ⇒ *Tomb Raider – Anniversary* ⇒ *Change/Remove*.
2. When prompted, click *Yes* to remove *Tomb Raider: Anniversary* from your computer.

RUNNING THE GAME ON WINDOWS® XP

- ▼ When game installation is complete, make sure the *Start Tomb Raider: Anniversary* option is checked, then click *Finish*.
- ▼ To begin playing the game at a later date, insert the disc into the DVD-ROM drive. After a few seconds, the *Tomb Raider: Anniversary* Autorun program will appear via the AutoPlay feature.
Click *Play* to start the game.
– OR –
Select *Start* ⇒ *Programs* ⇒ *Eidos* ⇒ *Tomb Raider – Anniversary* ⇒ *Tomb Raider – Anniversary*.
- ▼ To leave the game, click *Exit*.

GETTING STARTED: WINDOWS VISTA™

INSTALLING THE GAME ON WINDOWS VISTA™

1. To install *Tomb Raider: Anniversary* on a Windows Vista™ system, insert the game disc into your DVD-ROM drive.
2. Choose *Install* when the Launch Panel is displayed.
 - ▼ If the Launch Panel does not appear, double-click the *Computer* icon on your desktop, then double-click the *DVD-ROM* icon to display the Launch Panel.
3. When the *User Access Control* option appears, choose *Continue*. (If you are not currently logged-in to a Windows Vista™ user account with administrator rights, you will be asked to provide a username and password for the account.)
4. Agree to the End User License Agreement by selecting the relevant option.
5. Choose either *Default Installation* (standard installation) or *Custom Installation* (select your installation settings).
6. Follow the on-screen prompts to complete the installation.

UNINSTALLING THE GAME ON WINDOWS VISTA™

1. Select *Windows* ⇒ *Control Panel* ⇒ *Programs* ⇒ *Uninstall Program*.
2. When prompted, click *Yes* to remove *Tomb Raider – Anniversary* from your computer.

RUNNING THE GAME ON WINDOWS® VISTA

- ▼ When game installation is complete, make sure the *Start Tomb Raider: Anniversary* option is checked, then click *Finish*.
- ▼ To begin playing the game at a later date, insert the disc into the DVD-ROM drive. After a few seconds, the *Tomb Raider: Anniversary* Autorun program will appear via the AutoPlay feature.

Click *Play* to start the game.

– OR –

Select *Windows*. Open the Games Explorer by clicking *Games*, and then click the *Tomb Raider: Anniversary* icon to start the game.

- ▼ View the readme file and view related websites from within the Games Explorer menu.

WINDOWS VISTA - PARENTAL CONTROLS

If you set up Windows® Vista Parental Controls, you'll only be able to play *Tomb Raider: Anniversary* when logged-in to a user account that meets the age restrictions that appear on the game packaging.

GETTING INTO THE GAME

STARTING A NEW GAME

Once you create a profile, 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

When you start a new game, an Options screen appears, allowing you to set a game difficulty level: *Easy*, *Medium* (default) or *Hard*.

- ▼ Difficulty is set at the beginning of the game, and cannot be changed during your adventure. Once you beat a level, you can replay it at any difficulty level.

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.

- ▼ The game uses an Autosave feature that saves your progress every time Lara passes a checkpoint. (Starting a new game automatically overwrites the autosave.)
- ▼ To save manually at any time, press *Esc* to access the Pause Menu, and select *Save*. You can save between checkpoints, but Lara will always appear at the most recently passed checkpoint when a save is loaded.

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 completed levels.

BASIC MOVEMENT CONTROLS

The controls in this section are default. You can choose from four control setups in the Options Menu. (See page 19.)

MOVEMENT

W/A/S/D keys or cursor keys	Movement: Run
mouse	Rotate camera
left shift key	Crouch/Roll
E key	Interact/Action (while standing next to objects or vehicles) Pick up item/weapon (when standing over item/weapon) Safety Grab/Balance — Prevent Lara from falling off ledges or toppling off objects Fast Traverse — Speed up Lara's movement on ledges
spacebar	Jump; Hold to jump farther
J key	Reset camera angle and view HUD
ctrl key (hold)	Walk — Lara moves more carefully Grab (with <i>Manual Grab</i> enabled) — Lara grabs and holds onto objects



SWIMMING CONTROLS

W/A/D keys	Swim forward/left/right
mouse	Rotate camera
left shift key	Dive; Hold to dive deeper
E key	Interact/Action — Pick up rewards
E key (repeatedly)	Swim quickly
spacebar	Surface; Hold to swim toward the surface



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

OTHER CONTROLS

tab key	View Inventory
Z key (toggle)	Manual Aim mode on/off
Q key	Throw/Retract grapple
E key	Pull grapple
B key	Use large medipack
V key	Use small medipack
mouse wheel or +/- keys	Cycle through weapons



ADVANCED MOVEMENT CONTROLS

The controls in this section are default, and are fully configurable from the Options Menu. (See page 19.)

- ▼ Lara can only perform advanced movement techniques when her weapons are put away.

CLIMBING, JUMPING, GRABBING & SHIMMYING

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

- ▼ To jump onto ledges, poles, or ropes, press the **spacebar** (and then press the E key to grab if *Manual Grab* is enabled). If Lara grabs with only one hand, press the E key to grab on with both hands and avoid dropping off.
- ▼ To shimmy along a ledge or object, press the **cursor keys** in the direction you want to go. Tap the E key repeatedly to speed up the shimmy. To pull up, press the **spacebar**.
- ▼ Press the **left shift key** to release from the grab and drop down.
- ▼ To perform a jump (side/back/up) on ledges, press a **cursor key** in the direction you want to go, then press the **spacebar** to jump.



GRAPPLING & WALL RUNNING

Lara can also use her grapple device to span gaps 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 **spacebar** to jump, then immediately press the **Q** key to throw the grappling hook.
- ▼ To climb or descend the grapple line, hold the **E** key and press the **cursor keys** **↑/↓**.
- ▼ Lara can only climb up and down on her grapple line when she is not swinging. To swing or wall-run, press a **cursor key** in the direction of your destination, then press the **spacebar** to jump and release the grapple device.



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 **cursor keys** to move Lara into position under the pole, or take a run up using the **cursor keys** and press the **spacebar** to jump onto the pole.
- ▼ Press **↑** and hold to begin swinging, then press the **spacebar** to leap off.
- ▼ When Lara is hanging stationary from a pole, use the **cursor keys** to adjust her position on the pole.
- ▼ Press the **spacebar** to release from a pole.



COLUMN TRAVERSAL

Lara can climb slender vertical columns to reach areas above and below her.

- ▼ Use the **cursor keys** to move Lara onto the base of a column, or take a run up using the **cursor keys**, then press the **spacebar** to jump onto the column.
- ▼ Press the **cursor keys** **←/→** to rotate Lara around the column. Press **↑/↓** to make Lara climb up or slide down the column.
- ▼ To jump off a column, press a **cursor key** in the direction you want to jump, then press the **spacebar** to leap off.
- ▼ Press the **left shift key** to release from a column.



ROPE WORK

Lara uses ropes to span gaps too large to jump across.

- ▼ Use the **cursor keys** to move Lara into position under the rope, or take a run up using the **cursor keys** and press the **spacebar** to jump onto the rope.
- ▼ Climb and descend the rope by holding the **E** key and pressing the **cursor keys** **↑/↓**.
- ▼ Press **←/→** to rotate Lara around the rope, changing her swing direction.
- ▼ Press **↑/↓** to build momentum and swing Lara higher, then press the **spacebar** to jump to the next rope or platform.
- ▼ Press the **left shift key** to release from a rope.



LADDERS

Lara can climb up and down ladders to traverse large vertical spaces.

- ▼ Use the **cursor keys** to move Lara into position under the ladder, or take a run up using the **cursor keys** and press the **spacebar** to jump onto the ladder.
- ▼ Press **↑/↓** to climb or descend the ladder. Tap the **E** key repeatedly to speed up Lara's movement.
- ▼ Press the **spacebar** to jump backward off a ladder. To perform a lateral jump off a ladder, press a **cursor key** in the direction you want to jump, and then press the **spacebar**.
- ▼ Press the **left shift key** 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 **spacebar** to jump to a perchable object. Once connected and steady, press the **cursor keys** **←/→** to rotate.
- ▼ To jump off, press a **cursor key** in the direction you want to jump, then press the **spacebar**.
- ▼ If Lara lands incorrectly on a perchable object, she will lose her balance and begin to fall off. Quickly press the **E** key to regain balance and steady Lara.



▼ You can make Lara hop rapidly across the tops of perchable objects by pressing the **spacebar**, then, as soon as she lands, pressing a **cursor key** 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 **E** key to regain balance.



SWAN DIVE

Lara can swan dive off rock faces into water.

▼ Use the **cursor keys** to control Lara's direction, then tap the **spacebar** and **left shift key** 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 **E** key.



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 **spacebar** to stop her from falling and flip back up.

TUMBLING

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

▼ To tumble, press the **left shift key** repeatedly.
▼ To flip, press the **spacebar** repeatedly.



BASIC COMBAT CONTROLS

COMBAT FIGHTING

right mouse button	Lock onto target (enemies and shootable objects)
left mouse button	Fire weapon – Results in headshot if timed correctly during Adrenaline Dodge
mouse	Change target (flick ←/→ while locked-on)
mouse wheel or -/+ keys	Cycle through weapons



COMBAT MOVEMENT

(while locked-on) cursor keys + left shift key	Multidirectional roll
(while locked-on) cursor keys + spacebar	Somersault in direction of cursor key
(during enemy's Rage Attack) cursor keys + left shift key/spacebar	Adrenaline Dodge



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.

▼ Press the **left shift key** or **spacebar** while using the **cursor keys** to perform a dodge and evade the attack. If done correctly, Lara will go into slow motion and have the opportunity to return fire and deliver a headshot to the enemy.



▼ To successfully execute a headshot, wait until the two targeting reticles superimpose over the enemy's head, then press the **left mouse button** to shoot. (If Lara shoots before the two reticles overlap, she will not perform a headshot.)

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.

BREAKING FREE FROM ENEMY GRABS

Some enemies can grab Lara's limbs and shake her around. If an enemy latches onto Lara in this way, quickly press the **cursor keys** **←/→** to break free from the animal's grasp. The faster the keys are pressed, the faster Lara will break free.

▼ Press both **cursor keys** simultaneously to break free more quickly.



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 when a target is within Lara's sight. The color of the reticle changes depending on the target's status:

- ▼ **Red** — Target is within range at its current distance.
- ▼ **Gray** — Target is out of range.

When locked-on to an enemy, the targeting reticle displays four arrows in addition to the normal targeting ring.

- ▼ If the target is within distance but out of the field of view, an arrow at the side of the screen will appear, showing you the direction in which the target is located.

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. E key to interact with a switch).

7 Timer

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

8 Enemy Health Meter

Remaining health of select enemies.

9 Enemy Rage Meter

Rage level of select enemies.

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 **tab** key during the game. Lara's Inventory consists of two rotating rings of objects: *Gear* and *Items*.

To use or equip an item from Lara's Inventory, press the **cursor** keys **←/→** to cycle the ring to an object, then press the **enter** key.

ITEMS

The Items Ring includes Lara's journal and any collectible objects Lara discovers during her adventures. Select the Items Ring by pressing the **tab** key, then pressing the **cursor** key **↓**.



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.

GEAR

The Gear Ring includes weapons, health, and other useful equipment. Press the **tab** key to display the Gear Ring by default: to view it if it is not displayed, press the **cursor** key **↑**.



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.

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 of picking up missed items.

MENUS

BASIC MENU CONTROLS

←/→	Select option; Increase/Decrease setting slider
↑/↓	Change selected option setting
enter key	Confirm/Next menu
esc key	Cancel/Previous menu

- ▼ Some menus have option-specific controls. Controls and actions for any menu item are displayed on-screen 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 the current profile.
- ▼ *Exit Game* End the game and return to the desktop.

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 **enter** key 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

- ▼ *Sound*
 - Music Volume* Adjust music volume.
 - SFX Volume* Adjust sound effects volume.
 - Voice Volume* Adjust Lara's volume (in-game).
- ▼ *Display*
 - Hint Icons* Turn *On/Off*. Hint icons show control inputs for given situations.
 - Commentary Markers* Turn *On/Off*. If *On*, Lara can interact with the markers to hear Director's Commentary about her current location.
 - Fullscreen Effects* Turn *On/Off*.
 - Depth of Field* Turn *On/Off*.
 - Fullscreen Anti-Aliasing* System dependent.
 - Shadows* Turn *On/Off*.
 - Reflections* Turn *On/Off*.
 - Water Effects* Turn *On/Off*.
- ▼ *Camera*
 - Invert X-Axis* Invert camera left/right movement.
 - Invert Y-Axis* Invert camera up/down movement.
 - Manual Aim* *Invert X-Axis* — Invert camera left/right movement in Manual Aim.
Invert Y-Axis — Invert camera up/down movement in Manual Aim.

▼ Controls

Restore Defaults
Combat Mode

Restore all options to their original settings.

Set target-lock method:

Advanced Hold – Press the target-lock control to pull out/put away Lara's guns; firing locks-on to enemy automatically.

Advanced Toggle — Hold/Release the target-lock control to pull out/put away Lara's guns; firing locks-on to enemy automatically.

Manual — Hold the target-lock control to lock-on to enemy. Move the camera to another target to lock-on to a different enemy.

Manual — Use this option with your gamepad.

Manual Grab

Turn *On/Off*. When *On*, Lara will only hold onto objects in her environment when the *ctrl* key is held down.

Mouse Sensitivity

Set mouse sensitivity using the slide bar.

▼ Gamepad

Gamepad

Enable/disable; select any connected gamepad.

Vibration

Set *On/Off*. When *On*, the controller vibrates in response to game events.

Gamepad Axes

Set *right stick X & right stick Y/right stick Y & right stick X/Disabled*.

Invert Gamepad X-Axis

Set to *Yes/No*.

Invert Gamepad Y-Axis

Set to *Yes/No*.

▼ Calibration

Brightness

Adjust screen brightness (0-100).

Contrast

Adjust screen contrast (0-100).

▼ Language

Choose your own language.

▼ Display Mode

Width

System dependent.

Height

Dependent on width selected.

Refresh Rate

Set to 60Hz/70Hz.

Aspect Ratio

Set to *Auto/4:3/16.9/16.10*.

▼ Cheats

Turn various cheats (once unlocked) *On/Off*.

REWARDS MENU

▼ Cinematics

Replay any cinematics already viewed in the game (for selected profile).

▼ Character Bios

Read informational biographies about characters from the game.

▼ Art Galleries

View various image galleries showcasing different aspects of the development and history of Tomb Raider: Anniversary.

▼ Outfits

View and select unlockable outfits for Lara to wear in-game.

▼ Relics

View Relics Lara has collected.

▼ Cheats

View list of cheats that have been unlocked.

▼ Commentaries

View list of levels that have commentaries unlocked.

▼ Music

Listen to various musical tracks from the game.

▼ Credits

Check the development credits.

▼ Special

Bonus content available only to the most dedicated explorers.

IN-GAME PAUSE MENU

Press the *esc* key during gameplay to display the in-game Pause Menu.

▼ 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 to the Main Menu.

CREDITS

GAME DEVELOPMENT TEAM

General Manager
Sean Vesce

Director of Design
Noah Hughes

Director of Technology
John Pursey

Director of Art
Darrell Gallagher

IT Manager
Brian Venturi

IT Staff
David Hong
Andre Rodriguez
Wilson Wong

Producer
Lulu LaMer

**Creative Director/
Lead Designer**
Jason Botta

Art Director
Andrew Wood

Executive Producer
Matthew Guzena

Artists
Matthew Abbott
Matt Bein
Rick Grossenbacher
Yu Gu
Jeff "Duk" Johnsrude
Daniel "Master of Throwing"
Neuburger
Chris Sturgill

Lead Character Artist
Chris Anderson

Character Artist
Daniel Cabuco

Object Artists
Garin "Non-Manifold" Mazaika
Shao Wei Lui

Lead Animator
Brandon Fernandez

Animators
Shaun Budhram
Ryan Goldsberry
Phil Kauffold
Barry Nardone
Jake Spence

Lead Visual Effects Artist
Gavin Wood

Visual Effects Artists
Joe Allen
Mike Oliver

Concept Artists
Joel Bouquemont
Ben Shafer
Paul Sullivan

Additional Concept Art
Shane Nakamura
Christian Piccolo
Francis Tsai

Art Intern
Rick "Degenerate Face"
Gilliland

Additional Art Support
Jennifer Fernandez

Additional Object Support
Darrell Gallagher
John Hsia

Designers
Jim E. Conrad
Kyle Mannerberg
Alex "wytebred" Vaughan

Combat Designer
Riley Cooper

Story Designer
Toby Gard

Additional Design Support
Patrick Connor
Joe Quadara

Script/Dialogue Writer
Matt Ragghianti

Playtest Coordinator
Arnab Basu

Programmers
Ergin Dervisoglu
Tom "Script Error" Fong
Matt "Missing String" Roberts

Music Composer
Troels B. Folmann

Sound Designer
Mike Peaslee

Audio Engineer
Karl Gallagher

Junior Sound Engineer
Gregg Stephens

Creative Services Manager
Morgan W. Gray

Creative Services Producers
Troels B. Folmann
Rosaura Sandoval

Localization
Misty Chun
Ted Johnson
Av Support
Estuardo Sandoval
Jae Shin

Production Assistant
Chris Chambers

QA Manager
Christopher Bruno

QA Lead
Daniel Kim

QA Assistant Lead
David Pogan

QA Technicians
Kip Ernst
Bryan Enriquez
Joe Greer

Richard "Care Bare" Hartzell
Ian "Bedlam" Johnson
Christopher Morgan
Jason Johnson
David Yoon

Voice Director
Kris Zimmerman

Voice Actors
Lara Croft Keeley Hawes
Natla Grey DeLisle
Larson Dave Wittenberg
Pierre Jim Ward
Kid Phil Tanzini
Kold Dave Fennoy
Qalopec Alastair Duncan
Tihocan Steve Blum
Winston Alan Shearman
Guide Dave Beron

Voice Consultant
Gordon Hunt

Special Thanks
Myroslav Baranenko
Olga Baranenko
Graeme Bayless
Eric Beerbaum
John Chowanec
Anatoliy Gryzin
Alex Jones
Dmytro Lemeshko
Eric Lindstrom
Tim Longo
Olga Petrus
Nate Schaumburg
Sally Short
Salam Studios
Denys Torgovenko
Vance Wallace
Denys Zorya

Everyone at Crystal Dynamics!
Our children, husbands, wives,
families, significant others,
pets and everyone
else who helped us during
the making of *Tomb Raider*:
Anniversary. We could not
have made it without you!

BUZZ MONKEY SOFTWARE

Executive Producer
Randy Thompson

Producers
Nels Bruckner
RD Wegener

Lead Programmers
Brian Apgar
Mike Krazanowski
Derick Wiant

Programmers
Patrick Brott
Joseph Cannon
Steve Cordon
Lucas Crispin
Alex Harper
Daniel Koozer
Benjamin Lemer
Michael Mack
Stan Patton
Miranda Steed
Jacob Voll
Don Wells

Artists
Ishmael Bacley
Chris Birke
Eric Blondin
Doug Brashear
Anna Brunoe
Anthony Brunoe
Howard Day
Chad Doriguzzi
Jason Ford
Aaron Gaines
Derek Jensen
John King
Derrick McGinnis
Michael McKinley
Matthew Morgaine
Jon Rush
Cassie Sandine
Brian Schmitt
Jody Sol
Josh Sturgis
Marek Vymazal
Design Director
Marshall Gause

Senior Designers
Vince Castillo
Troy Jacobson

Designers
Greg Reimuth
Kevin Wienecke

Additional Design Support
Jake Martin

QA Lead
Garrett Turner

QA
Derek Manning
Scott Woolley

Special Thanks
Barry Drew

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

EIDOS INC.

CEO & President,
Eidos North America
Bill Gardner

Executive Vice President
of Sales & Marketing
Robert Lindsey

Vice President, Legal
& Business Affairs
James O'Riordan

Vice President of Finance
Malcolm Dunne

Vice President
of Human Resources
Edie Dykstra

Director of Marketing
Matt Gorman

Senior Marketing Manager
Kevin Gill

Associate Product Manager
Matt Dahlgren

Director of Public Relations
Michelle Seebach Curran

Public Relations Manager
Oonagh Morgan

Media Manager
Micheal Tran

Creative Director
Karl Stewart

Creative Services
Project Administrator
Julie Moretti

Junior Graphic Designer
Connie Cheung

Web Producer
Roderick van Gelder

Web Designer
John Lerma

Web Developer
Danny Jiang

National Sales Manager
Joe Morici

Sales & Marketing Analyst
Ilana Budanitsky

Sales Representative
Paul Katich

Channel Marketing
Coordinators
Rafal Dudziec
David Bushee

Legal & Business Affairs
Clint Waasted

Operations Manager
Gregory Wu

Director of North American
Developer Relations
Nick Goldsworthy

Assistant Producer
Karl Hattner

Product Specialist Supervisor
Jeff Lowe

Product Specialists
Katie Bieringer
Stephen Cavoretto

U.S. Mastering
& Submissions Supervisor
Jordan Romaidis

Mastering & Submissions
Assistant
Patrick Goodspeed

Events Manager
Annie Meltzer

Senior Business
Development Manager
Tom Marx

Customer Service Supervisor
Sean McCloskey

Customer Service Representative
Richard Campbell

Special Thanks
Justin J. Farr -

Tomb Raider Chronicles
Chris Ridgeon -

Planet Lara

Stellalune and Katie Fleming -

TombRaiders.net
Thomas J. Waskuc -

Lara Croft Online
Daniel Bevers -

Tomb News
Shahriyar Imanov -

Tomb Raider Community
Kurt Stams -

Tomb Raider Inc.
With thanks also going to:

Ben Riches -

Tomb Raider Central
Mark Garcia Lluich & Craig

James Brass -

Tomb Raider Fans
Sermongar -

Croft Generation
Congratulations to the following

Tomb Raider fans...
André Bernardo Baptista

Melita Mateus
Ashley Meglino

Carlos Antonio
Vega Rojas
Jessica Littler

Lucas Metz "Treeble"
Regina Rassmann
Rodrigo Martin Santos

Extra Special Thanks
Christie Kim
Mike Schmitt
Hanshaw Ink & Image
Diane Eng

TECH SUPPORT

NOTE: OUR SUPPORT AGENTS DO NOT HAVE AND WILL NOT GIVE GAME HINTS STRATEGIES OR CODES

CONTACTING TECH SUPPORT

If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via email, fax, telephone or letter. (When contacting us via email or fax, please be sure to put the game title in the subject of your message.)

ASSISTANCE VIA THE WORLD WIDE WEB

The fastest way to answer most questions is by visiting our online support. You can find the latest support information at <http://support.eidosinteractive.com/>. Our support FAQ's are available 24/7 for your convenience. These pages are updated frequently and have the same information that our support techs will use to answer your question if you call or email us. The answers to about 90% of the questions we are asked can be found there, so it really is worth the time to take a look!

The second fastest way to get an answer to your question is to email us. (You will find our email submission forms at our web site.) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much email is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours

when the phones are open, we still give email questions our highest priority. Through this site you will also have access to our FTP area where you can download patches and new enhancements as soon as they become available.

ASSISTANCE VIA TELEPHONE OR FAX

We are available to take your calls Monday through Friday, 9:00 a.m. – 12 noon and 1 p.m. – 5:00 p.m., Pacific Time at (650) 421-7670. Our tech support department is closed on all major holidays.

Note: You are responsible for all toll charges when calling.

To ensure the quickest service you will need to be at your computer and have the following information at hand:

- A complete listing of your computer's hardware. (Contact your computer manufacturer if you are unsure.)
- What version of Windows® you are using.
- A copy of your DirectX Diagnostics report.
 1. Click *Start*.
 2. Click *Run*.
 3. Type *dxdiag*.
 4. Click *OK*.
 5. Click the *Save Information* button and save the file to your computer.
 6. When you call our Technical Support line, either have this file open or have a printed copy. If you send an email query you may attach the file to the email.
- What error message(s), if any, you have had.
- How the game is currently configured.

Register online at
www.eidosregistration.com

EIDOS, INC., LICENSE & LIMITED WARRANTY

Eidos, Inc., warrants to you, the original purchaser of this disc, that for a period of ninety (90) days from the date of your purchase, this disc shall be free from defects in materials and workmanship. If, at any time during the applicable ninety (90) day warranty period you determine that this limited warranty has been breached, Eidos, Inc., agrees, in its sole option, to repair or replace, free of charge, any such disc, provided the disc is returned postage-paid to the Eidos, Inc., Factory Service Center and a proof of date of purchase is included. This limited warranty is not applicable to normal wear and tear and shall be void with respect to any defects that arise from disc abuse, unreasonable use, mistreatment or neglect. This disc is sold "as is" without any warranties of any kind, express or implied, including implied warranties of merchantability or fitness for a particular purpose, other than the limited warranty expressly stated above.

No other claims arising out of your purchase and use of this disc shall be binding on or obligate Eidos, Inc., in any manner. Eidos, Inc., will not be liable to you for any losses or damages incurred for any reason as a result of your use of this disc, including, but not limited to, any special, incidental, or consequential damages resulting from your possession, use or malfunction of this disc.

This limited warranty states the entire obligation of Eidos, Inc., with respect to the purchase of your disc. If any part of this limited warranty is determined to be void or illegal, the remainder shall remain in full force and effect.

For warranty support please contact our Customer Support department at (650) 421-7670 or email us at support@support.eidosinteractive.com or visit our website at: support.eidosinteractive.com. Our staff are available Monday through Friday, 9:00 a.m. to 12:00 noon and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened.

Send your postage-paid package to the following address:

Eidos, Inc.
RMA# (state your authorization number here)
1300 Seaport Boulevard
Redwood City, CA 94063

You are responsible for postage of your game to our service center.

Lara Croft Tomb Raider: Anniversary Edition © 2007 Eidos Interactive Ltd. Developed by Crystal Dynamics, Inc. Published by Eidos, Inc. 2007. Lara Croft Tomb Raider: Anniversary Edition, Lara Croft, Tomb Raider, the Tomb Raider logo, Eidos and the Eidos logo, Crystal Dynamics and the Crystal Dynamics logo are all trademarks of Eidos Interactive Ltd. Uses Bink Video. Copyright © 1997-2006 by RAD Game Tools, Inc. The rating icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners.