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Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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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.

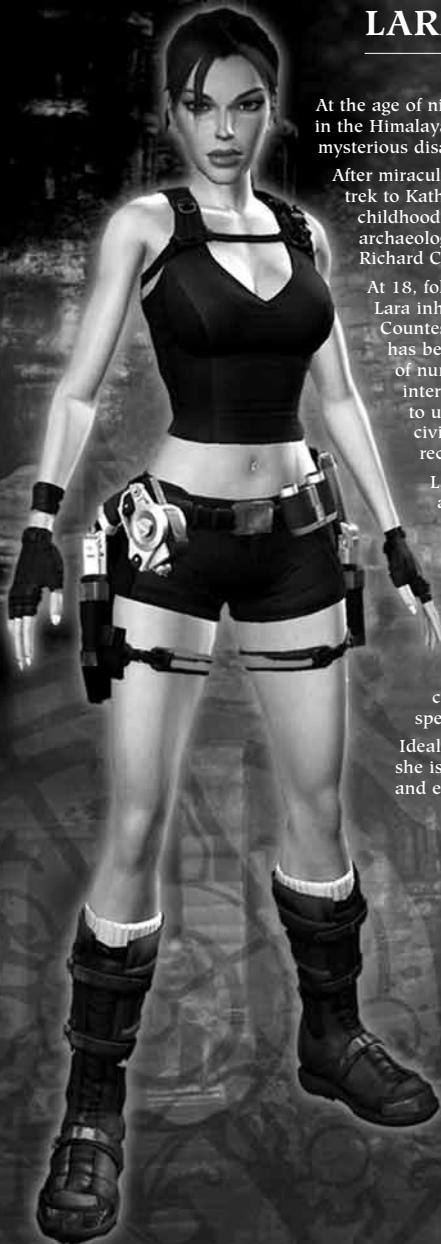
After miraculously surviving a ten-day solo trek to Kathmandu, Lara spent the rest of her childhood under the close tutelage of her archaeologist father, the late Earl of Abbingdon, Richard Croft.

At 18, following 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 as both an archaeological wunderkind and a glorified treasure hunter. Countless rumors surround her exploits, invariably involving the unexplained or outright unbelievable.

Lady Croft herself is rarely available for comment, further adding to the fog of mystery that surrounds her life and work. Consequently, Lara 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.



INSTALLATION & START-UP

- ▼ To install *TOMB RAIDER: UNDERWORLD* on WINDOWS® XP, please see below.
- ▼ To install *TOMB RAIDER: UNDERWORLD* on WINDOWS VISTA®, please see page 4.

INSTALLING THE GAME ON WINDOWS® XP

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 drive icon to display the Launch Panel. This program will guide you through the installation process via onscreen prompts.

—OR—

1. Click the Start button.
2. Choose *RUN*.
3. Type *d:\autorun* in the box provided (replace *d:* with your DVD drive letter, if different).
4. Click the Install button to begin the install program.
5. Select the relevant option to agree to the End User License Agreement.
6. Choose either *DEFAULT INSTALLATION* (for most users) or *CUSTOM INSTALLATION* (for advanced users).
7. If prompted, select the path and directory on your hard drive where you want to install the game. The default is *C:\Program Files\Eidos\Tomb Raider-Underworld*. You can change this to a preferred location.
8. Follow the on-screen prompts to complete the installation.
9. Click the Readme button to view important information about *TOMB RAIDER: UNDERWORLD*.

NOTE: To run *TOMB RAIDER: UNDERWORLD* on your PC, you must have DirectX 9 installed. To install DirectX 9, select *Install DirectX 9* from the *TOMB RAIDER: UNDERWORLD* Autorun program —OR— right-click your PC's DVD drive icon and choose the *EXPLORE* option. Open the *dx* folder and double-click *dxsetup.exe*.

RUNNING THE GAME ON WINDOWS® XP

- ▼ When installation is complete, select *OK* from the Setup screen.
- ▼ To begin playing the game at a later date, insert the disc into the DVD drive. After a few seconds, the Launch Panel will appear via the AutoPlay feature. Click the Play button to start the game —OR— Select Start->Pro.

UNINSTALLING THE GAME ON WINDOWS® XP

1. From your desktop select: Start->Settings->Control Panel->Add or Remove Program->TombRaider: Underworld->Change/Remove.
2. When prompted, click *YES* to remove *TOMB RAIDER: UNDERWORLD* from your computer.

INSTALLING THE GAME ON WINDOWS VISTA®

1. Insert the game disc into your DVD drive.
2. When the Launch Panel is displayed, choose *INSTALL*.
3. When the User Access Control option appears, choose the option that reads *CONTINUE*. (If you are not currently logged into a Windows Vista® user account with administrator rights, you will be asked to provide the username and password of such an account).
4. Select the relevant option to agree to the End User License Agreement.
5. Choose either *DEFAULT INSTALLATION* (for most users) or *CUSTOM INSTALLATION* (for advanced users).
6. Follow the on-screen prompts to complete the installation.

RUNNING THE GAME ON WINDOWS VISTA®

- ▼ When installation is complete, select *OK* from the Setup screen.
- ▼ To begin playing the game at a later date, insert the disc into the DVD-ROM drive. After a few seconds, the Launch Panel will appear via the AutoPlay feature. Click the Play button to start the game.

—OR—

Click the Windows button. Open the Games Explorer by clicking the option that reads *GAMES*, and then click on the *TOMB RAIDER: UNDERWORLD* icon to start the game. View the Readme file and related websites from within the Games Explorer menu.

UNINSTALLING THE GAME ON WINDOWS VISTA®

1. From your desktop select: Windows Button->Control Panel ->Uninstall Program (from the Programs section).
2. When prompted, click *YES* to remove *TOMB RAIDER: UNDERWORLD* from your computer.

WINDOWS VISTA® PARENTAL CONTROLS

Please note that if Windows Vista® Parental Controls have been set up, *TOMB RAIDER: UNDERWORLD* can only be played when the computer is logged into a user account that meets the age restrictions that appear on the game packaging.

SOUND BLASTER® X-Fi™

Sound Blaster® X-Fi™ sound cards blur the line between gaming and reality. It delivers a no-compromise promise of both lightning fast gaming and immerse audio environment—all at the same time. Play *TOMB RAIDER: UNDERWORLD* with Sound Blaster® X-Fi™ to experience gaming audio that sounds more dynamic and realistic than you could ever imagine. To learn more about Sound Blaster® X-Fi™ sound cards, please visit <http://www.soundblaster.com>.

FAMILY SETTINGS

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to www.gamesforwindows.com/live/familysettings.

KEYBOARD CONTROLS

CONTROLLING LARA

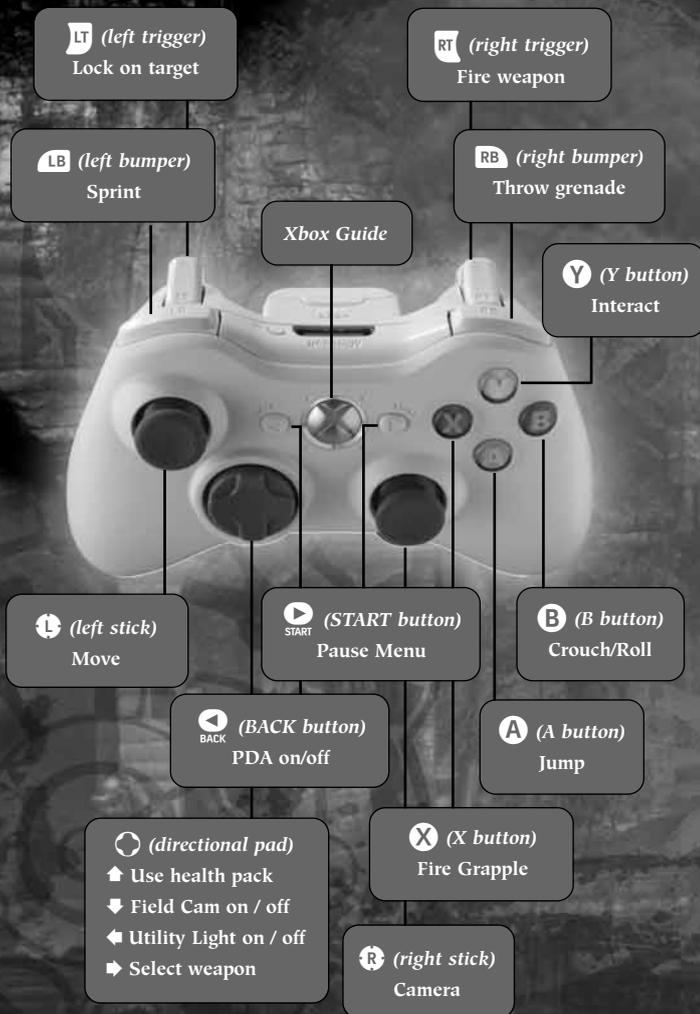
WASD or arrow keys	Walk / Jog / Run Climb up / down Shimmy left / right
J	Sprint (while running)
Move mouse	Rotate camera
spacebar	Jump
F	Crouch (walking) / Roll (running) / Drop from ledges (climbing)
E	Interact: Pick up object / Pull switch or lever / Grab onto moveable blocks and crates / Safety grab (prevent Lara from falling off ledges or losing her balance) / Fast traverse (speed up Lara's movement on ledges, ladders, etc.)
K	Throw held object (when possible)

OTHER BASIC CONTROLS

Q	Fire grapple
E	Pull grapple line (when attached)
F	Detach grapple
home	Use health pickup
end	Field Cam (on / off)
H / G	Field Cam zoom (in / out)
delete	Utility light (on / off)
escape	Pause Menu
tab	PDA Menu

XBOX 360[®] CONTROLLER FOR WINDOWS

CONTROLLING LARA



	Walk / Jog / Run Climb up / down Shimmy left / right
	Sprint (while running)
	Rotate camera
	Jump
	Crouch (walking) / Roll (running) / Drop from ledges (climbing)
	Interact: Pick up object / Pull switch or lever / Grab onto moveable blocks and crates / Safety grab (prevent Lara from falling off ledges or losing her balance) / Fast traverse (speed up Lara's movement on ledges, ladders, etc.)
	Throw held object (when possible)

OTHER BASIC CONTROLS

	Fire grapple
	Pull grapple line (when attached)
	Detach grapple
	Use health pickup
	Field Cam (on / off)
	Field Cam zoom (in / out)
	Utility light (on / off)
	Pause Menu
	PDA Menu

ADVANCED CONTROLS

SWIM CONTROLS

WASD or arrow keys (↑)	Swim
Move mouse (↔)	Rotate camera
spacebar (A)	Swim upward
F (B)	Swim downward
F (B) (during combat)	Perform quick moves to evade enemies
J (LB)	Fast swim

- ▼ When Lara swims underwater without Diving Gear, she uses up air and her Breath Meter decreases. If the meter empties completely, this directly affects her Health level; she must surface for air or risk drowning.

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 ways.

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

- ▼ Press **F** (**B**) to place the object on the floor.
- ▼ Press **K** (**RB**) to throw the object.
- ▼ Press **E** (**Y**) to melee attack using the object.
- ▼ To place a portable pole in a hollow, move Lara nearby and press **E** (**Y**).

CHIMNEY JUMP

Lara can perform an athletic chimney jump when two suitable opposing walls are close enough for her to jump from one to the other.

- ▼ Jump toward a wall by pressing **spacebar** (**A**).
- ▼ When Lara connects with the wall, quickly press **spacebar** (**A**). Lara will jump back off the wall.
- ▼ Press **spacebar** (**A**) repeatedly to have Lara bounce upward between the walls.

NOTE: A single jump off a nearby wall can allow Lara to grab onto ledges or poles she wouldn't be able to reach directly.

THE GRAPPLE

Lara has a grapple that she can use in a number of different ways: to attach to moveable objects and drag them toward her, to swing across gaps, and to climb up and down.

Once attached to a grapple point, Lara can either pull on the point that the grapple is attached to, or bend the grapple line around objects and then pull the line toward herself.



BASIC GRAPPLE

- ▼ Stand facing a ring and press **Q** (**X**) to fire the grapple line.
- ▼ Press **E** (**Y**) after connecting to pull the grapple line.
- ▼ Press **F** (**B**) to detach and retract the grapple line.

GRAPPLE RAPPEL

The grapple can also be used to allow Lara to climb up or down walls and cliffs. Attach the grapple as usual, and then:

- ▼ To rappel down, move Lara off the platform she's on by walking or jumping her over the edge.
- ▼ To climb up, position Lara under the grapple point and press **spacebar** (**A**) to hang from the grapple line.
- ▼ Hold **E** (**Y**) and use the arrow keys (**↑** / **↓**) to move Lara up / down.

GRAPPLE WALL RUN

Lara can use the grapple on a wall-mounted ring to run along the wall itself.

- ▼ Attach the grapple as usual, and then, when Lara is suspended below the grapple point, swing her left/right with the arrow keys (**←** / **→**).
- ▼ To jump away from the wall, stop swinging and quickly press **spacebar** (**A**).

COMBAT

COMBAT CONTROLS

H (RT)	Fire weapon(s)
K (RB)	Throw grenade
page down (C))	Switch weapon
Hold G (LT)	Lock onto target
Move mouse ← / → ((R) / (B))	Switch target when locked on
Z ((R))	Precision aim reticle on/off
E (Y)	Melee attack / Use melee weapon / Dislodge small enemies
G + Z (LT) + ((R)) (while adrenaline is available)	Concentrated fire

COMBAT MOVEMENT CONTROLS

WASD or arrow keys + spacebar (L) + (A)	Somersault forward / back / left / right
WASD or arrow keys + F (L) + (B)	Multi-directional roll
Move toward enemy + spacebar (A)	Enemy vault
Q (X) when locked on and close to target (when full adrenaline is available)	Trigger Adrenaline Headshot event (see page 11)

DUAL TARGETING

Using certain weapons, Lara can target two enemies at the same time.

- ▼ When faced with two or more enemies, press H (pull RT). Lara will automatically fire upon two enemies when it is possible to do so.



MELEE FIGHTING

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

- ▼ Press E (Y) to perform a melee attack.

ENEMY VAULT

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

- ▼ Move toward an enemy and press spacebar (A) to perform an enemy vault.

KNOCKDOWN RECOVERY

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

- ▼ Press spacebar (A) or F (B) to quickly get Lara back on her feet.

ADRENALINE HEADSHOT (ONE SHOT KILL)

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

- ▼ Press Q (X) when the enemy draws close to vault off the enemy and enter Adrenaline mode.
- ▼ Move the mouse ((B)) to position the targeting reticle over the enemy's head, and press H (pull RT) to perform an Adrenaline Headshot.



CONCENTRATED FIRE

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

- ▼ Hold G (LT) to lock on to an enemy.
- ▼ Press Z ((R)) to activate.

SITUATIONAL ADRENALINE

Sudden, dangerous situations automatically trigger Lara's Situational Adrenaline. In this mode, time slows down and Lara's responses are heightened.

- ▼ When Situational Adrenaline is activated, use the standard control scheme to avoid danger.

HEALING LARA

- ▼ **REGENERATION**—If Lara is badly injured, her health will regenerate to a certain extent.
- ▼ **FULLY REPLENISHING HEALTH**—Press **home** () to use First Aid Kits or Natural Remedies that Lara has picked up.

ALL-TERRAIN MOTORBIKE

Lara can use a powerful high-performance motorcycle that can be adapted for use across different terrains.

- ▼ Press **E** () to mount the vehicle.
- ▼ Use **AD** or the arrow keys () to steer.
- ▼ Press **H** (pull ) to accelerate.
- ▼ Press **G** (pull ) to brake/reverse.
- ▼ Press **spacebar** or **F** (**A** or **B**) for emergency brake (while moving).
- ▼ Press **J** or **K** (**LB** or **RB**) to fire Lara's weapon.
- ▼ Press **E** () to dismount.



SPEED BURST

If either brake is held at the same time as **H** (), the bike revs up. When the brake is released, Lara gains a burst of speed. The higher the revs, the stronger the speed burst.

- ▼ This can be performed while either moving or at a standstill.

PDA

Activate Lara's PDA by pressing tab ( **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-screen.

AREA INFO

Treasures are scattered throughout the world, and even rarer and harder to find are Relics—one per area. Area Info reports the number of Treasures and Relics you have found in the area you are currently exploring.

WEAPON SELECTION

Equip a secondary weapon from Lara's arsenal, to provide an appropriate alternative to her trusty dual pistols.

INVENTORY

View information on the items in Lara's inventory, including essential equipment, weapons, and key objects currently in her backpack.

FIELD ASSISTANCE

If you need help, access **FIELD ASSISTANCE**, where you can get a hint or a more explicit task that will help you progress (see page 14).

JOURNAL

Read information about everything from local history to ancient mythology to the characters and challenges you face along the way.

REVISIT LOCATION

Complete the adventure to unlock this option and allow Lara to collect any important items she might have missed on her first visit.

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 **tab** (**T**) to activate Lara's PDA.
- ▼ Select **FIELD ASSISTANCE**.
- ▼ Press **spacebar** (**A**) to hear what to focus on (hint).
- ▼ Press **E** (**Y**) to hear what to do (task).

TREASURES

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

- ▼ You can revisit a location you have previously visited to search it for Treasures and Relics.

SAVING & LOADING

To save the game:

- ▼ Press **esc** (**START**) to activate the in-game menu.
- ▼ Select **Save Game**.
- ▼ Choose a save game slot.

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

- ▼ Select **Load Game**.
- ▼ Select the save file you want to load.

NOTE: The game automatically saves your progress at every checkpoint and new chapter. Every chapter has game save checkpoints. A chime will alert you when you have reached a checkpoint.

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The **TOMB RAIDER: UNDERWORLD** development team would like to thank our families, husbands, wives, children, significant others and everyone else who helped us during the making of **TOMB RAIDER: UNDERWORLD**. We could not have made it without you!

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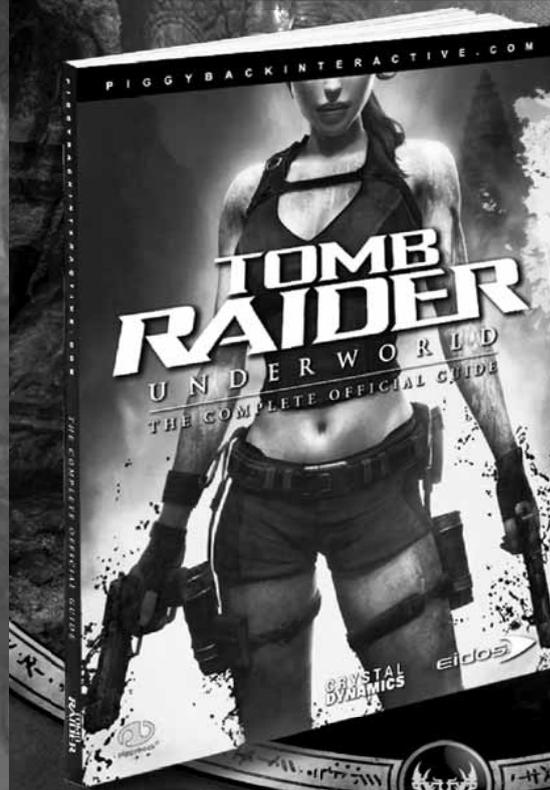
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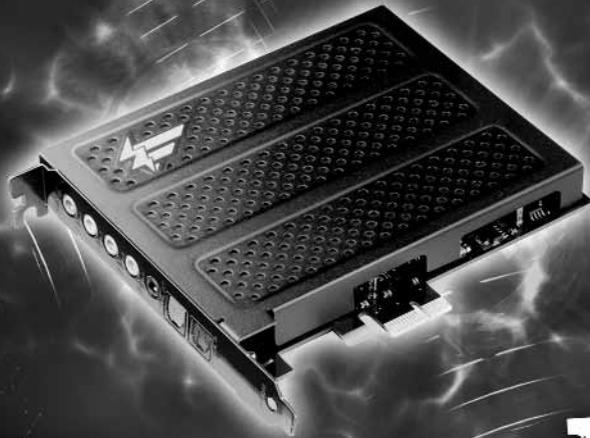
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