



XBOX 360



eidos

WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

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 television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- 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.

CONTENTS

LARA	2
MENU CONTROLS	3
MAIN MENU	3
DIFFICULTY LEVELS/SCREEN MODES	5
SAVING AND LOADING THE GAME	5
CONTROLLING LARA	6
Movement Controls	6
Swimming Controls	7
Combat and Item Controls	8
Driving Controls	8
COMBAT	9
Combat Strategies	9
Aiming and Firing Controls	9
Melee Attacks	9
Defensive Combat Controls	10
Targeting	10
HUD (Head's-Up Display)	11
PDA	12
EQUIPMENT	13
REWARDS	15
CREDITS	16

LANGUAGE SELECTION

Choose the language you want by setting the option in the Xbox 360™ Dashboard. You can change the in-game subtitle language any time during gameplay from the Options screen/Display Menu (page 4).

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 archeologist father – the late Earl of Abbingdon, Richard Croft.


At the age of 18, 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 16 archeological sites of international significance.





Lara Croft has been hailed both as an Archeological Wunderkind and a glorified Treasure Hunter, depending on who's speaking. There are thousands of rumors 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. Idealized and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our times.



MENU CONTROLS

Use the following controls to select and adjust options from the Main Menu and from the in-game Pause menu (press  during play to pause).

- Use  or  to view and cycle through the game options.
- Press  to select an option, change a current option, confirm any changes made or progress to the next screen.
- Press  in a submenu to return to the previous screen.


NOTE: See pages 6-10 for a diagram of the Xbox 360 controller and full lists of game controls.

MAIN MENU

START GAME

Start a new game. If saved data is present on your Xbox 360, this option changes to RESUME GAME and resumes play from the last save.

LOAD

- NEW GAME Start a new game.
- LOAD GAME Displays a list of saved games. Select a save and press  to load it.
- REPLAY LEVEL Displays a list of completed levels (present in the loaded save). Replay these levels to collect rewards, play in different difficulty modes, or attempt a Time Trial.

CROFT MANOR

You can visit Lara's expansive manor via the Main Menu throughout the game. However, to gain full access you must have a saved game containing at least one completed mission. Only then will all the Mansion's secrets become available for you to discover.

MAIN MENU continued

OPTIONS

Press or to select an option, and or to change the setting. Press to confirm your Options changes, or to return to the Main Menu without changes.

- SOUND *Adjust the volume of MUSIC, SFX and VOICE VOLUME.*
- DISPLAY *Set SUBTITLES OFF or to your preferred language.*
- CAMERA *Adjust the following settings:*
 - INVERT X-AXIS *Select YES or NO.*
 - INVERT Y-AXIS *Select YES or NO.*
 - AIM & BINOCs INVERT X-AXIS *Select YES or NO.*
 - AIM & BINOCs INVERT Y-AXIS *Select YES or NO.*
- CONTROL *Set the following control option:*
 - CONTROLLER CONFIGURATION *Select DEFAULT, ALT1, ALT2 or ALT3.*
 - COMBAT MODE *Select STANDARD, ADVANCED HOLD or ADVANCED TOGGLE.*
 - VIBRATION *Toggle ON/OFF.*
- CALIBRATION *Press or to adjust the screen BRIGHTNESS and CONTRAST.*

EXTRAS

Access information and bonus content within TOMB RAIDER: LEGEND™. By completing levels and collecting rewards along the way, you will unlock items that you can then select and view here.

DIFFICULTY LEVELS/SCREEN MODES

When you start a new game, you'll be prompted to select a difficulty level:

- DIFFICULTY *Choose EXPLORER (easy), ADVENTURER (medium) or TOMB RAIDER (hard).*

SAVING AND LOADING THE GAME

Press during play to display the Pause Menu; from here you can save your progress and rewards and load a saved game.

SAVING YOUR PROGRESS

Every game level has several checkpoints to pass. The word CHECKPOINT will appear in the bottom right of the screen to inform you when Lara has passed a checkpoint. This is a good place to save your progress. Press to access the Pause Menu and select SAVE; from here you can choose to create a new save or overwrite an existing save.

You can also save between checkpoints, but Lara will always appear at the most recently saved checkpoint when a save is loaded again.

NOTE: The game's Autosave feature always saves the last checkpoint of your current game, even if you power down. Starting a new game or loading a previously saved game automatically overwrites your Autosave.

SAVING REWARDS

When you replay a previously completed level, you will have the option to select SAVE REWARDS to save any collected rewards to your current game.

LOADING A SAVED GAME

You can load any saved game on the Xbox 360 from the Main Menu or from the in-game Pause Menu. Select LOAD, then choose a save. If data is present, details of the save will be shown. Press to load and resume that game.

CONTROLLING LARA

The controls shown in this section are default. You can view all the CONTROLLER CONFIGURATION settings (page 4) in the Options Menu.



Xbox Guide Button

MOVEMENT CONTROLS

- L** Movement: Sneak, Walk and Run.

- B** Crouch/Roll.

- Y** Interact/Action: while standing next to objects or vehicles.
Pick up new weapon: when standing over weapon.
Safety Grab: prevent Lara from falling from ledges.

- A** Jump. Hold button to jump farther.

- R** Rotate camera.

- LB** Reset camera angle and view HUD (page 11).



SWIMMING CONTROLS



- L** Swim left, right, forward.

- B** Dive. Hold button to dive deeper.

- Y** Interact/Action/Pick up rewards.
fast stroke.

- A** Swim toward the surface/Surface.

- R** Rotate camera.

NOTE: When Lara is swimming underwater, her air meter slowly drains. If it runs out, Lara will start to take damage to her standard health bar (page 11). If Lara does not surface for air in time, she will drown.



COMBAT AND ITEM CONTROLS



LT	Combat Mode lock-on.
RT	Fire.
RB	Throw grenade/flare.
Click R	Accurate Aim Mode toggle.
X	Throw grapple.
Y	Pull grapple/Interact with environmental targets (explosive barrels, etc.).
	Use health pack.
	Switch weapons.
	Personal Light Source (PLS) on/off.
	Remote Analysis Device (RAD)/Binoculars (page 14).

DRIVING CONTROLS



L	Steer.
A	Accelerate.
X	Brake/Reverse.
RT	Fire weapon.
LT	Select target.
Y	Shoot hazard target.
	Use health pack.
R	Rotate camera.

COMBAT

COMBAT STRATEGIES

In combat, always remember these two key elements:

- KEEP MOVING

Keeping Lara moving is the most important factor in combat; her continually changing position slows the enemy's advance. A moving target is much harder to hit than a static one.

- MANIPULATE THE ENVIRONMENT

Constantly check for objects in the environment that Lara can manipulate to her advantage. For example, she can thwart enemies by blocking paths, collapsing structures, detonating nearby explosives and releasing obstacles.

AIMING AND FIRING CONTROLS

LT	Lock-on target. Hold to remain locked-on.
RT	Fire weapon.
R	Change target: flick /// during lock-on.
Pull and hold LT then press RB	Throw grenade at target.
RB	Grenade free throw: hold button for distance.

MELEE ATTACKS

- SLIDE ATTACK Target enemies while running toward them, then press **B** to slide. Lara slides into enemies, knocking them off balance and setting them up for her guns.
- AERIAL ATTACK Press **A** twice when close to the enemy. With the first press, Lara jumps at an enemy. As she lands on the enemy, press **A** again to activate slow time, then immediately pull **RT** to fire, shooting the target.
- POWER KICK Pull and hold **LT** and press **Y** to kick the target enemy away with Lara's boot.
- GRAPPLE Pull and hold **LT** and press **X** to use Lara's grapple to pull enemies toward her and inflict some damage.

NOTE: Melee attacks are ineffective against animal enemies.

DEFENSIVE COMBAT CONTROLS

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

- ROLL Pull and hold **LT**, press **B** and then press **L** in any direction.
- FLIP Pull and hold **LT**, press **A** and then press **L** in any direction.

TARGETING

The targeting reticle will appear when a target is within sight. The color of the reticle changes to indicate the target status:

- GRAY RETICLE Target is out of range.
- RED RETICLE Target is within range at the current distance.
- BLUE RETICLE Target can be grappled.

TIP: If the target is within distance but off-screen, an arrow appears showing the direction of the target's location.




HUD (Head's-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 need to replenish it using a health pack (page 13) if available.
- USE ITEMS (PLS, Health Pack, Binoculars) To use an item or gadget from Lara's inventory, press **O** in the corresponding direction:
 - ↶** Health pack (use)
 - ↷** Switch weapons (toggle)
 - ⊗** PLS (on/off)
 - ⊙** Binoculars (on/off)

PDA

The PDA is Lara's automatic data capture and wireless communication device. It holds all of her mission data and real time objective and equipment information. Press  to access Lara's PDA, which displays the following data:

- OBJECTIVES Provides Lara with information on her current objectives and overall mission objectives.
- DATA Provides information for completed missions, and allows you to keep a tally of rewards collected while playing the missions.
 - COMPLETION TIME Records your fastest time for the Mission.
 - COMPLETED TIME TRIAL Yes/No.
 - GOLD REWARDS Shows number collected and total rewards available (of each type) in the Mission.
 - SILVER REWARDS Shows number collected and total rewards available (of each type) in the Mission.
 - BRONZE REWARDS Shows number collected and total rewards available (of each type) in the Mission.
- GEAR Provides Lara with information on all her inventory. Here you can view stats and descriptions of each weapon and item Lara has.

EQUIPMENT

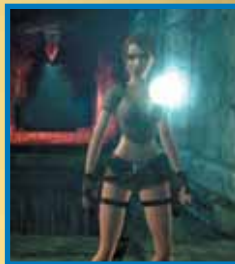
HEALTH PACK

A staple of the rough-and-rugged adventurer, health packs allow Lara to treat her injuries in the field.

NOTE: Lara can carry a maximum of three health packs.

PERSONAL LIGHT SOURCE (PLS)

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



MAGNETIC GRAPPLE

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



NOTE: The grapple can only be used on specific shiny metallic surfaces.

BINOCULARS/REMOTE ANALYSIS DEVICE (RAD)

The RAD, a pair of high-tech lenses in Lara's inventory, perform the following functions:

- **BINOCULARS** Magnify the image in the field of view.
- **RAD MODE** Analyze and provide a readout for objects in view that have significant archeological or technological interest. Data collected include:



CHEMICALLY UNSTABLE

Object explodes given the right impulse.



TECHNICAL

Object is part of machinery large or small, ancient or modern, electronic or physical.



MOVABLE

Object can be moved, either with direct Lara interaction or by other means.



PHYSICALLY UNSTABLE

Object can be made to topple or break.

USING THE BINOCULARS/RAD

- Press to activate the binoculars. (Press again to deactivate.) Pull and hold or to zoom in or out.
- Press to activate RAD mode. (Press again to deactivate.)



REWARDS

Throughout Lara's archeological adventure, various new artifacts and relics become available. Collecting rewards opens up bonus content and extra features such as outfits (viewable in Croft Manor), pistol upgrades, concept art and much more. Make sure Lara scours the environment thoroughly.

Each mission has a number of different types of collectables:

- **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. When each level is complete, you will be notified about which type of reward(s) you have managed to unlock. Select EXTRAS from the Main Menu to view and select your rewards.

TIP: Select REPLAY LEVEL from the Main Menu to replay completed missions and pick up missed rewards.



CREDITS

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

PROGRAMMING STAFF

Technical Director
Jason Bell

Lead Programmer
Rob Pavey

Player Character Lead Programmer
Gary Sneathen

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 Fong, Brad Johnson, Josie Nutter,
Matt Roberts

ART STAFF

Art Director
Jacob Wendler

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 Budhrum

DESIGN STAFF

Lead Designer
Riley Cooper

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

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

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
Anaya.	Melissa Lloyd
Rutland	Rino Romano
Nishimura	Paul Nakauchi
Takamoto	Michael Hagiwara
Narrator	Alister Duncan
Archeologist (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!
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!

CREDITS continued

EIDOS UK

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 Hounson

Creative Development Director
Patrick O'Luanagh

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

Creative Manager
Quinton Luck

Senior Designer
Jodie Brock

Designer
Philippa Pratley

QA Manager
Marc Titheridge

QA Supervisor
Dave Pettit

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

QA 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

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

EIDOS US

CEO & President, Eidos North America
Bill Gardner

Executive Vice President of Sales & Marketing
Robert Lindsey

Vice President of Legal & Business Affairs
James O'Riordan

Vice President of Finance
Malcolm Dunne

Vice President of Human Resources
Edie Dykstra

National Sales Manager
Joe Morici

Global Brand Manager
Matt Gorman

Associate Marketing Manager
Mike Schmitt

Director of Public Relations
Michelle Seebach Curran

Public Relations Manager
Tali Fischer

Senior Public Relations Manager
Loretta Stevens

Online Community Specialist
Matt Dalghren

Channel Marketing Manager
Janty Sumimoto

Senior Channel Marketing Specialist
Ilana Budanitsky

Channel Marketing Coordinator
Rafal Dudziec

Director of Marketing Communications
Stephanie Lipetzky

Web Producer
Roderiek van Gelder

Web Designer
Boon Khoo

Creative Services Project Manager
Eileen Buenviaje

Media Specialist
Micheal Tran

Graphic Designer
James Song

Events Specialist
Annie Meltzer

Music Licensing
Kevin Gill

Publishing Support Coordinator
Clint Waasted

Operations Manager
Gregory Wu

Senior External Producer
Nick Goldsworthy

Associate Manager of Product Operations
Colby McCracken

*Quality Assurance/
Customer Service Manager*
Mark Cartwright

QA Supervisors
Dan Franklin, Aaron Safronoff

Lead QA Technician
Elizabeth Rutlin

Assistant Lead QA Technicians
David Bushee, John Hayes

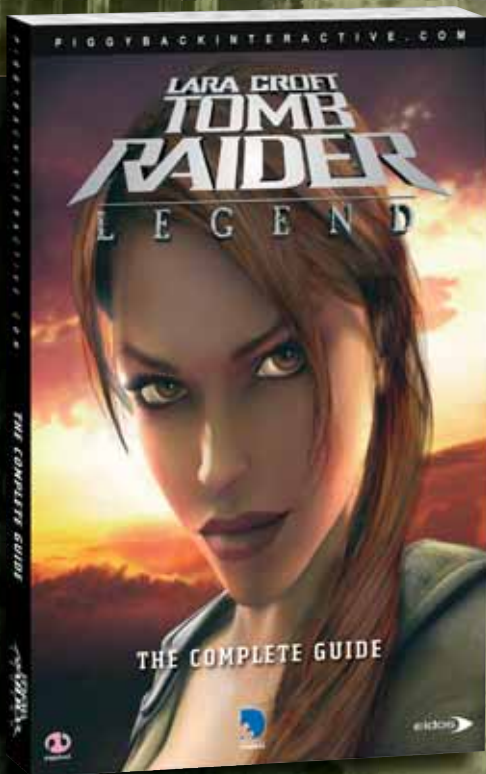
Quality Assurance Technicians
Katie Bieringer, Jonathan Brown,
Richard Campbell, Nicholas Coopriker,
Ergin Dervisoglu, Wili Dimas, Kip Ernst,
Joe Greer, Stephanie Greer, Richard Hartzell,
Mackenzie Hume, Nick Jacobson, Jason Johnson,
Aaron Keillor, Erik Kennedy, Chester Lee,
Jeff Lowe, Nicholas Lutz, Peter Panagiotis,
Tony Perata, Joshua Pfeiffer, Brandon Reed,
Matthew Trudell, Clint Waasted

Special Thanks

Kjell Vistad, Ashley Schwartz, Stefania Clappi,
Hanshaw Ink & Image

Jeep® is a registered trademark of
DaimlerChrysler Corporation. Jeep® Wrangler®
Rubicon®, Commander and their trade dress
are used under license by DaimlerChrysler.
©DaimlerChrysler Corporation 2006. DUCATI
LOGOS are all trademarks of Ducati Motor
Holding S.p.A.

BECAUSE X NEVER MARKS THE SPOT



Six months in the making, and designed with exclusive insight and assistance from the Crystal Dynamics development team, *Tomb Raider Legend - The Complete Guide* is an essential companion for those who would like to enjoy Lara's latest adventure to its fullest.

Key Features:

- { **Unique two-speed walkthrough** enables players to either find hints as required, or follow step-by-step guidance
- { **Comprehensive "Secrets" chapter:** discover the location of every single Gold, Silver and Bronze Reward, and learn about the bonus features they unlock
- { **How to master control of Lara**, with every move explained and explored
- { **Dozens of detailed annotated maps** provide an at-a-glance guide to every locale Lara visits
- { Includes tried-and-tested **combat strategies** and techniques
- { Features an **exclusive behind-the-scenes interview** with the *Tomb Raider Legend* development team, plus background information on the *Tomb Raider* story to date

Tomb Raider Legend - The Complete Guide is on sale **now**. Visit www.piggybackinteractive.com for free sample pages and further details.

Unearth every last secret, sight and solution with *Tomb Raider Legend - The Complete Guide*

S.R.P. USA: \$ 16.99
S.R.P. Canada: \$ 23.95

PTOM7TUS03