

THE OFFICIAL BIONICLE® VIDEO GAME

# BIONICLE

## HEROES

**AVAILABLE  
NOVEMBER 2006**

[WWW.BIONICLEHEROES.COM](http://WWW.BIONICLEHEROES.COM)



Visit [www.esrb.org](http://www.esrb.org)  
for updated rating  
information.



Eidos Inc. 651 Brannan St. San Francisco, CA 94107. BIONICLE® game software © TT Games Publishing Ltd 2006. Developed by Traveller's Tales Ltd. Certain technology developed by Amaze Entertainment, Inc. Certain technology © 2006 Amaze Entertainment Studio Inc. Amaze Entertainment and the Amaze Entertainment logos are trademarks of Amaze Entertainment, Inc. in the United States and/or other countries. Published by Eidos Inc. and TT Games under license from the LEGO Group. LEGO, the LEGO logo and BIONICLE® are trademarks of the LEGO Group. ©2006 The LEGO Group. Eidos and the Eidos logo are trademarks of Eidos Interactive Ltd. All rights reserved. The rating icon is a registered trademark of the Entertainment Software Association. PTOM7AUS03 Printed in the USA.

GAME BOY ADVANCE

AGB-BL8E-USA

# LARA CROFT TOMB RAIDER LEGEND

INSTRUCTION BOOKLET



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.**

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department. The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

## CONTENTS

LARA	2
MENU CONTROLS	4
GETTING STARTED	4
Launching a Game	4
Selecting a Language	4
Creating a Game	5
Continuing / Erasing a Saved Game	5
MAIN MENU	6
Start Game	6
Extras	7
Options	7
PAUSE MENU	8
CONTROLLING LARA	9
Movement Controls	9
Swimming Controls	10
Combat and Item Controls	11
Vehicle Controls	12
HUD (Head's-Up Display)	13
PDA	14
EXTRAS (Bazaar)	15
Buying from the Bazaar	16
CREDITS	17



## 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 talking.*



*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, enigmatic figures of our time.*



## MENU CONTROLS

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

START	Pause / Pause Menu
+Control Pad	Cycle through options
A Button	Confirm / Next menu
B Button	Cancel / Previous menu

## GETTING STARTED

### LAUNCHING A GAME

Press START and you'll proceed to the Language Select screen.

### SELECTING A LANGUAGE

Select a language and press the A Button to proceed to the Title screen.



## CREATING A GAME

Press START to proceed to the Slot Select screen. Here you can create a new game or select a previously saved game.

To start a new game, use the +Control Pad to select an empty slot and press the A Button. Then select a difficulty level: EASY, NORMAL or HARD.



## CONTINUING / ERASING A SAVED GAME

To continue a game, select the slot with your game save and press the A Button. TOMB RAIDER: LEGEND™ saves automatically so you can continue a game later.

To erase a saved game, select ERASE and press the A Button. Once you erase a game, it cannot be recovered.





## MAIN MENU

### START GAME

Start a new game. You'll proceed to the Level Select screen where you can choose a level to play. You can only select levels that have been unlocked. Every time you complete a level, the next one automatically unlocks for you.

Note: The game keeps track of your best score and time for each completed level.

Before you start a level, you will see an Introduction screen that displays the name and primary objectives of the level. Press the A Button to begin a level. To return to the Level Select screen, press the B Button.

Enjoy your game



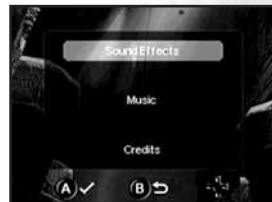
## EXTRAS

Select this to go to a screen where you can purchase unlockable bonuses (page 15).

### OPTIONS

Change game settings. Press the +Control Pad / to choose an option. Press the A Button to toggle the option ON or OFF.

- SOUND EFFECTS – Turn sound effects ON or OFF.
- MUSIC – Turn background music ON or OFF.
- CREDITS – View a list of people who contributed to creating the game.



## PAUSE MENU

Press START during the game to access the Pause Menu. Highlight your selection and press the A Button to confirm.

- CONTINUE – Continue playing your game.

Note: The game's automatic save function remembers your progress up to the last checkpoint Lara has passed. If you exit to the Main Menu or turn off the console, you can resume the level from the last checkpoint reached in the last level played.

- RESTART – Restart the current level from the beginning.
- QUIT – Quit the level and return to the Main Menu.



## CONTROLLING LARA

### MOVEMENT CONTROLS



+Control Pad	<i>Movement / Run / Climb</i>
+Control Pad ↓ + B Button	<i>Crouch / Roll</i>
B Button	<i>Standing Jump</i>
B Button plus +Control Pad	<i>Directional Jump</i>

## SWIMMING CONTROLS



+Control Pad ◀ / ▶

*Swim left / right*

+Control Pad ↘ / ↗ / ↙ + B Button

*Climb out*

*Note: When Lara is swimming underwater, her air meter (page 13) slowly drains. If it runs out, Lara will start to take damage to her health bar. If Lara does not surface for air in time, she will drown.*

## COMBAT AND ITEM CONTROLS

R Button (*hold*)*Access inventory*

+Control Pad ◀ / ▶

*Select weapon*

A Button

*fire*

+Control Pad + A Button

*Running Shoot*

+Control Pad + A + B Buttons

*Run & Jump Shoot*

L Button

*Grapple*

Y Button

*Action*

R Button

*Holster weapon*



## VEHICLE CONTROLS

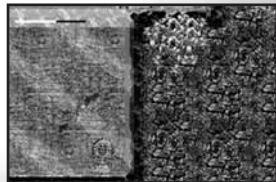


R Button	<i>Accelerate</i>
B Button	<i>Brake / Back up</i>
+Control Pad ◀ / ▶	<i>Steer</i>
A Button	<i>Shoot</i>



## HUD (Head's-Up Display)

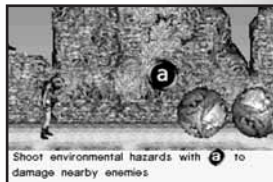
- HEALTH BAR *Displays Lara's current health level. When the bar gets dangerously low, you need to replenish it using a Health Pack.*
- WEAPON *The current / active weapon is shown on the HUD, as well as the amount of ammo available.*
- AIR METER *When Lara is in the water, the air meter displays how long she can hold her breath under water.*



## PDA

Press SELECT to access your PDA. This is Lara's automatic data capture and wireless communication device. It holds all her mission data and real time objective and equipment information, including:

- OBJECTIVES Provides info on Lara's current and overall mission objectives.
- DATA Provides level-specific information for completed levels.
- GEAR Provides info on Lara's inventory. View stats and weapon / item descriptions here.



## EXTRAS (Bazaar)

Here you can buy and sell bonuses you've unlocked during the game:

- MINI-GAMES Classic full-screen puzzles.
- CINEMATICS Slideshows.
- CHARACTERS
  - Lara's Bio
  - Tech Team's Bios
  - Villain Bios
  - Organization Bios
- CHEAT CODES fun and cheap ways to modify the entire game.
- TIME TRIAL Best times for each level are displayed here.



## BUYING FROM THE BAZAAR

*When you select the item you want to buy, you will see its description and price at the bottom of the screen. You can purchase this item by pressing the A Button, provided you have enough rewards for this trade.*



## CREDITS

### DEVELOPMENT TEAM

*Senior Producer*

Matthew Guzena

*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 Snethen

*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 Budhram

## 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 Composer*

Troels B. Folmann

*Audio Engineer*

Karl Gallagher

*Sound Designer*

Mike Peaslee

*Junior Sound Engineer*

Gregg Stephens

*Creative Services Director*

David Goodwine

*Title Sequence Creator*

Jake Hughes

*AV Support*

Estuardo Sandoval

*AV Interns*

Rick Gilliland, Jae Shin

*Playtest Coordinator*

Daniel Atkins

*Original Design*

Doug Church

## SPECIAL THANKS

Joe Allen, Marianne Arotzarena, Eric Beerbaum, Kim Chew,  
Rolf 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!

## 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 U.K.

*Producer*

Luke Valentine

*Executive Designer*

Dax Ginn

*Designer*

Toby Gard

*Senior Brand Manager*

Kathryn Clements

*QA Supervisor*

Dave Pettit

*QA Lead Technician*

Mark Parker

*QA Technicians*Zamir Bandali, Warren Beckett, Jonathan Fuguet, Kevin Haddon,  
Damien Peter, Garth Philip, Harvey Setterfield, Naomi Westlake,  
Jame Wicker, Jason Ried*QA Supervisor (Mastering)*

Jason Walker

*Mastering Engineer*

Ray Mullen

*QA Localisation Supervisor*

Arnaud Messager

*QA Localisation Lead Technician*

Laure Diet

*QA Localisation Technicians*

Edwige Béchet, Curri Barceló, Arianna Pizzi, Tobias Horch

*Senior Localisation Manager*

Monica Dalla Valle

*Localisation Manager*

Guillaume Mahouin

*Head of Support Services*  
Flavia Timiani

*Senior Localisation Manager*  
Monica Dalla Valle

*Localisation Manager*  
Guillaume Mahouin

*Special Thanks*

Darren Barnett, Lee Singleton, Greg Hounsom, Patrick O'Lunaigh, Larry Sparks, Sarah Hoeksma, Flavia Timiani, Marc Titheridge, Alistair Hutchison, Noah Hughes, Daniel Atkins, David Goodwine, Sean Vesce, Graeme Bayless, Matthew Guzenda, Morgan Gray, Rob Murphy, Bill Ennis, Jane Cavanagh, Scott Dodkins, everyone at Eidos and especially everyone at Crystal Dynamics

## HUMAN SOFT

*President & CEO*  
Gabor K. Kadas

*Project Manager*  
Ignác Balogh

*Designer*  
Róbert Tóth

*Lead Programmer*  
Géza Balázs

*Programmers*  
Zoltán "Darki" Bányácskai, László "Melkor" Juhos,  
Tamás "Tcc" Konkoly, Márk Vadasi

*Lead Graphic Artist*  
Róbert Tóth

*Graphic Artists*  
Csaba "Chabull" Felvégi, Mihály "Musaic" Sáránszki,  
Attila "ATA" Szabó, Buda "Bughunter" Vihar, Staudt Ágnes,  
Csaba "Ravasz" Bánffy

*Music Composer/Sound Effects*  
András Kövér

*Localization Manager*  
Csaba "Ravasz" Bánffy

*Lead QA*  
Buda "Bughunter" Vihar

*Special Thanks*  
Nyuszkó, Graeme Bayless, Enik Tóth, Júlia Sorbán, Péter, Viktor, Deni, Éva Tibor, Timea Helt, Réka "Csibészke" Várnai, Jakab Gabriella, Samurai Jack, our pizza delivery drivers! We would like to thank our families for their support and patience. Without them this game couldn't have been completed.

## EIDOS U.S. PUBLISHING

*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

*Director of Marketing*  
Matt Gorman

*Marketing Manager*  
Mike Schmitt

*Director of Public Relations*  
Michelle Seebach Curran

*Senior Public Relations Manager*  
Oonagh Morgan

*Public Relations Manager*  
Tali Fischer

*Senior Public Relations Specialist*  
Matt Dahlgren

*Community Specialist*  
Tony Perata

*Events Specialist*  
Annie Meltzer

*National Sales Manager*  
Joe Morici

*Channel Marketing Manager*  
Janty Sumimoto

*Channel Marketing Project Manager*  
Diane Eng

*Channel Marketing Coordinator*  
Rafal Dudziec

*Sales & Marketing Analyst*  
Ilana Budanitsky

*Web Producer*  
Roderick van Gelder

*Web Designer*  
John Lerma

*Media Manager*  
Micheal Tran

*Creative Director*  
Karl Stewart

*Creative Services Project Manager*  
Eileen Buenviaje

*Graphic Designer*  
James Song

*Operations Manager*  
Gregory Wu

*Senior External Producer*  
Nick Goldsworthy

*Associate Manager of Product Operations*  
Colby McCracken

*Product Specialists*  
Jeff Lowe, Stephen Cavoretto, Aaron Safronoff

*Publishing Support Coordinator*  
Clint Waasted

*Senior Business Development Manager*  
Tom Marx

*QA Mastering/Hardware*  
Jordan Romaidis, Patrick Goodspeed

*Special Thanks*  
Danny Jiang, Kevin Gill, Hanshaw Ink & Image

## EIDOS, INC., LICENSE & LIMITED WARRANTY

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

Eidos, Inc., warrants to you, the original purchaser of this Game Pak, that for a period of ninety (90) days from the date of your purchase, this Game Pak 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 Game Pak, provided the Game Pak 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 Game Pak abuse, unreasonable use, mistreatment or neglect. This Game Pak 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 Game Pak 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 Game Pak, including, but not limited to, any special, incidental, or consequential damages resulting from your possession, use or malfunction of this Game Pak.

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

No other claims arising out of your For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is 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 Pak 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. Customer Services  
RMA# (your authorization number)  
651 Brannan Street, Suite 400  
San Francisco, CA 94107

Register online at  
[www.eidosregistration.com](http://www.eidosregistration.com)

Lara Croft Tomb Raider: Legend © 2006 Core Design Ltd. Developed by Humansoft Inc., 2006. All rights reserved. Published by Eidos, Inc. Lara Croft Tomb Raider: Legend, 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. 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. The rating icon is a registered trademark of the Entertainment Software Association.