



LARA CROFT  
**TOMB  
RAIDER**  
ANNIVERSARY



**⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

**READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

---

**Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.  
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

---

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

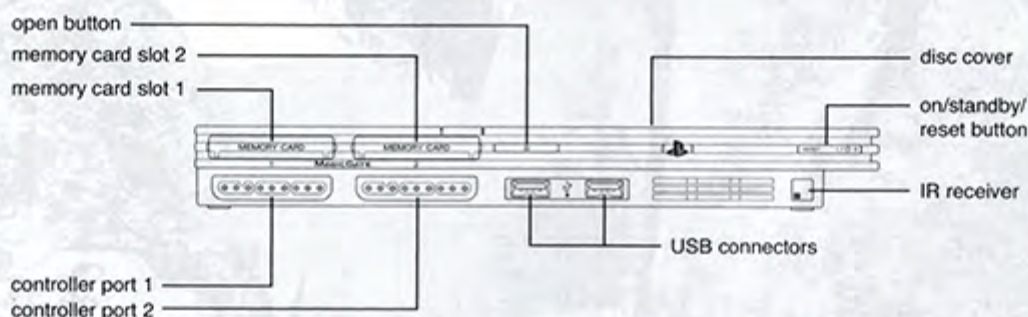
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# CONTENTS

GETTING STARTED .....	2
STARTING UP .....	3
LARA .....	4
GETTING INTO THE GAME .....	5
BASIC MOVEMENT CONTROLS .....	7
ADVANCED MOVEMENT CONTROLS.....	8
BASIC COMBAT CONTROLS .....	12
ADVANCED COMBAT CONTROLS ..	12
COMBAT STRATEGIES .....	13
HEADS-UP DISPLAY (HUD) ..	14
LARA'S INVENTORY ..	15
REWARDS .....	17
MENUS .....	17
CREDITS .....	21



# GETTING STARTED



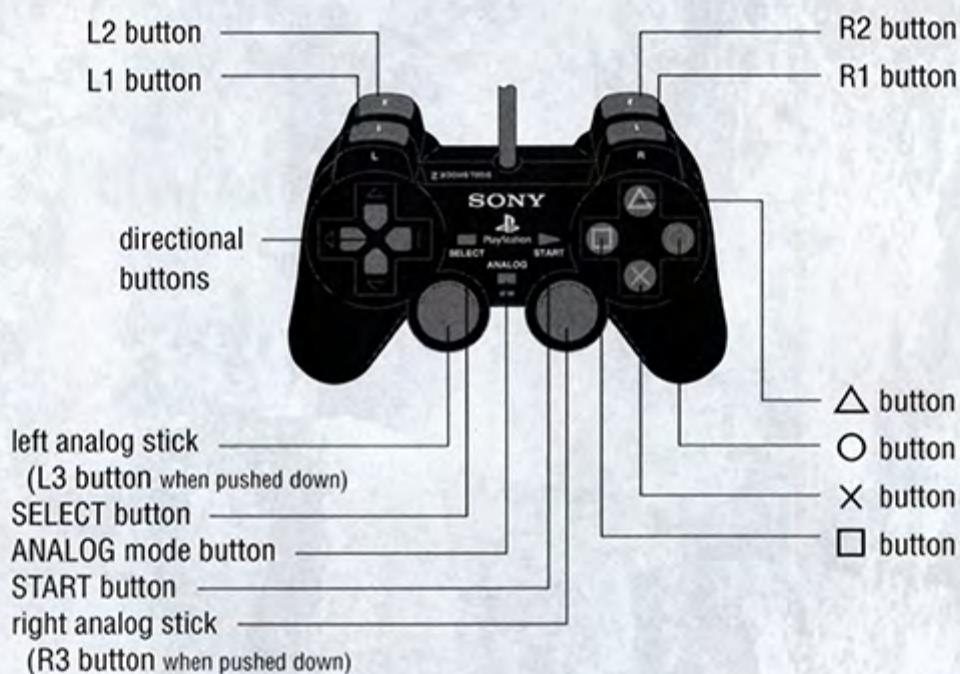
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Tomb Raider: Anniversary* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. You can turn the controller's vibration function on/off from the Options Menu. When vibration is on, the controller vibrates in response to game events.

## 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 INTO THE GAME

## CREATING A PROFILE

When you insert your *Tomb Raider: Anniversary* disc into your PlayStation®2 system for the first time, the game offers you the chance to set up a profile, provided you have a memory card inserted into MEMORY CARD slot 1. You can save up to three profiles on a single memory card; each profile contains four save files. If you don't have a memory card inserted when you start the game, the profile will be set up during your first save (assuming a memory card has been inserted into MEMORY CARD slot 1 before the save).

## 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 & SCREEN MODES

When you start a new game, an Options screen appears, allowing you to set some game options before you begin play. After setting the options, press the **X** button to continue.

- ▼ 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.

## SCREEN CALIBRATION



After you set New Game options, a Calibration screen appears. This allows you to adjust your display options to create an optimal gameplay experience. Follow the on-screen prompts to set *Brightness* and *Contrast*. (See page 18 for details.)

Once you've set all pre-game settings, you're ready to begin Lara's adventure!

## 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.


To save your progress, press the  button to access the Pause Menu, and select *Save*. The four save files in your profile will be displayed. Highlight one and press the  button to save your game. You can also save between checkpoints, but Lara will always appear at the most recently passed checkpoint when a save is loaded.

- ▼ If Lara dies during a game, she will automatically restart at the last checkpoint passed, whether you saved there or not.
- ▼ There is no automatic save when you quit the game. If you quit without saving, you lose all progress since your last save.

### 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 PAUSE MENU

You can load saved games from the in-game Pause Menu. When loading, you can choose a save from any of the four save files on your memory card. Saved game details appear on the right of the screen if data is present. Use the directional buttons to choose a saved game, and press the  button to load and resume that game.

- ▼ If you saved at the end of the game, you won't be able to load that save during play. Instead, you can revisit it and any other part of the game via the *Load Level* option in the Main Menu.

### LOADING A SAVED GAME FROM THE MAIN MENU

Once you have a game in progress and data saved to the memory card, *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.

- ▼ If you're using save files copied from another memory card, the save file most recently copied becomes your current save, and will be selected when you *Resume* a game, even if this save data does not represent the most up-to-date game progress.



## BASIC MOVEMENT CONTROLS

The controls in this section are default. You can choose from four control setups in the Options Menu. (See page 18.)

### MOVEMENT

left analog stick	Movement: Sneak, Walk and Run
right analog stick	Rotate camera
⊙ button	Crouch/Roll
△ button	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
⊗ button	Jump; Hold to jump farther
L2 button	Reset camera angle and view HUD
R2 button	Walk — Lara moves more carefully Grab (with <i>Manual Grab</i> enabled) — Lara grabs and holds onto objects



### SWIMMING CONTROLS

left analog stick	Swim left/right/forward
right analog stick	Rotate camera
⊙ button	Dive; Hold to dive deeper
△ button	Interact/Action — Pick up rewards
△ button (repeatedly)	Swim quickly
⊗ button	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

<b>R3</b> button (toggle)	Manual Aim mode on/off
<b>□</b> button	Throw/Retract grapple
<b>△</b> button	Pull grapple
<b>↑</b>	Use large medipack
<b>↓</b>	Use small medipack
<b>←/→</b>	Cycle through weapons left/right



## ADVANCED MOVEMENT CONTROLS

The controls in this section are default. You can choose from four advanced movement control setups in the Options Menu. (See page 18.)

- ▼ 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 shimmys.

- ▼ To jump onto ledges, poles, or ropes, press the **X** button (and then hold the **R2** button to grab if *Manual Grab* is enabled). If Lara grabs with only one hand, press the **△** button to grab on with both hands and avoid dropping off.
- ▼ To shimmy along a ledge or object, move the left analog stick in the direction you want to go. Tap the **△** button repeatedly to speed up the shimmy. To pull up, press the **X** button.
- ▼ Press the **○** button to release from the grab and drop down.
- ▼ To perform a jump (side/back/up) on ledges, move the left analog stick in the direction you want to go, then press the **X** button 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 **X** button to jump, and then immediately press the **□** button to throw the grappling hook.
- ▼ To climb or descend the grapple line, hold the **△** button and move the left analog stick **↑/↓**.
- ▼ Lara can only climb up and down on her grapple line when she is not swinging. To swing or wall-run, move the left analog stick in the direction of your destination, and then press the **X** button 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 left analog stick to move Lara into position under the pole, or take a run up using the left analog stick and press the **X** button to jump onto the pole.
- ▼ Press **↑** and hold the left analog stick to begin swinging, then press the **X** button to leap off.
- ▼ When Lara is hanging stationary from a pole, use the left analog stick to adjust her position on the pole.
- ▼ Press the **○** button to release from a pole.



## COLUMN TRAVERSAL

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

- ▼ Use the left analog stick to move Lara onto the base of a column, or take a run up using the left analog stick and press the **X** button to jump onto the column.
- ▼ Press the left analog stick **←/→** to rotate Lara around the column. Press **↑/↓** to make Lara climb up or slide down the column.
- ▼ To jump off a column, move the left analog stick in the direction you want to jump and press the **X** button to leap off.
- ▼ Press the **○** button to release from a column.



## ROPE WORK

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

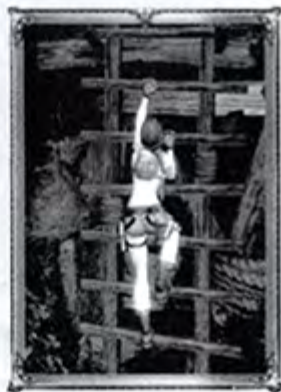
- ▼ Use the left analog stick to move Lara into position under the rope, or take a run up using the left analog stick and press the **X** button to jump onto the rope.
- ▼ Climb and descend the rope by holding the **△** button and pressing the left analog stick **↑/↓**.
- ▼ Press **←/→** to rotate Lara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



## LADDERS

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

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



- ▼ You can make Lara hop rapidly across the tops of perchable objects by pressing the **X** button, then, as soon as she lands, pressing the left analog stick 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 **A** button to regain balance.



### SWAN DIVE

Lara can swan dive off rock faces into water.

- ▼ Use the left analog stick to control Lara's direction and then tap the **X** and **C** buttons 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 **A** button.



### 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 **X** button 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 **C** button repeatedly.
- ▼ To flip, press the **X** button repeatedly.



## BASIC COMBAT CONTROLS

### COMBAT FIGHTING

<b>L1</b> button	Lock onto target (enemies and shootable objects)
<b>R1</b> button	Fire weapon – Results in headshot if timed correctly during Adrenaline Dodge
right analog stick	Change target (flick ←/→ while locked-on)



### COMBAT MOVEMENT

(while locked-on) left analog stick + <b>○</b> button	Multidirectional roll
(while locked-on) left analog stick + <b>⊗</b> button	Somersault in direction of left analog stick
(during enemy's Rage Attack) left analog stick + <b>○</b> button	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.

- ▼ Tap the **○** button while using the left analog stick 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 **R1** 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 shake the left or right analog stick back and forth to break free from the animal's grasp. The faster you shake, the faster Lara will break free.

- ▼ Shake both analog sticks 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. 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  button 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 left analog stick or directional buttons / to cycle the ring to an object, then press the .

## ITEMS

The Items Ring includes Lara's journal and any collectible objects Lara discovers during her adventures. Select the Items Ring by pressing the  button, and then pressing the left analog stick or directional buttons .



### 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  button to display the Gear Ring by default: to view it if it is not displayed, press the left analog stick or directional buttons .



### **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
⊗ button	Confirm/Next menu
⊕ button	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. The game supports three different profiles on a memory card.

## 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 **X** button 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

- ▼ *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.
  - Subtitles* Turn *On/Off*.
  - Widescreen* Set display to standard or widescreen mode. Turning *On* enables a 16:9 aspect ratio image.
  - Progressive Scan* Set display to Progressive Scan mode. Progressive Scan offers higher quality pictures than does interlaced scan, and requires a screen that supports this feature.
  - Screen Position U/D* Adjust vertical screen position.
  - Screen Position L/R* Adjust horizontal screen position.
- ▼ *Calibration*
  - Brightness* Adjust screen brightness (0-100).
  - Contrast* Adjust screen contrast (0-100).

▼ **Controls**

*Control Configuration*

Select one of four controller configurations.

*Target Lock*

Set target-lock method:

*Manual* — Hold Target Lock button to lock-on to enemy.

*Advanced Lock* — Press Target Lock to pull out/put away Lara's guns; firing locks-on to enemy automatically.

*Advanced Toggle* — Hold/Release Target Lock to pull out/put away Lara's guns; firing locks-on to enemy automatically.

*Vibration*

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

*Manual Grab*

Turn *On/Off*. When *On*, Lara will only hold onto objects in her environment when the **R1** button is held down.

▼ **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.

▼ **Sound**

*Music Volume*

Adjust music volume.

*SFX Volume*

Adjust sound effects volume.

*Voice Volume*

Adjust Lara's volume (in-game).

▼ **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  button 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 Guzenda

*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

*Sound 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*  
Benny Ventura

*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  
Qualopec 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 Lemeszko  
Eric Lindstrom  
Tim Longo  
Olga Petrus  
Nate Schaumberg  
Sally Short  
Salami Studios  
Denys Torgovenko  
Vance Wallace  
Denys Zorya  
Everyone at Crystal  
Dynamics!

Our families, husbands,  
wives, children, 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 Crispen  
Alex Harper  
Daniel Koozer  
Benjamin Lemer  
Michael Mack  
Stan Patton  
Miranda Steed  
Jacob Voll  
Don Wells

*Artists*  
Ishmael Baclay  
Chris Birke  
Eric Blondin  
Doug Brashear  
Anna Brunoe  
Anthony Brunoe  
Howard Day  
Chad Doriguzzi  
Jason Ford  
Aaron Gaines  
Derek Jenson  
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 Reinmuth  
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 Dudzic  
David Bushee

*Legal & Business Affairs*  
Clint Waasted

*Operations Manager*  
Gregory Wu

*Director of North American  
Developer Relations*  
Nick Goldsworthy

*Assistant Producer*  
Kari 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 Lluch & 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 Martín Santos

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

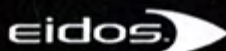


# LARA CROFT TOMB RAIDER LEGEND

Download Now  
[www.eidosmobile.com](http://www.eidosmobile.com)



Fathammer



© 2006 Eidos Interactive Ltd. Lara Croft and Tomb Raider are trademarks of Core Design Limited. Eidos and the Eidos Mobile logo are trademarks of the Eidos Interactive Ltd. All rights reserved.

Game Copyright © 2006 Fathammer Ltd. All rights reserved.

Register online at  
[www.eidosregistration.com](http://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](mailto:support@support.eidosinteractive.com) or visit our website at: [support.eidosinteractive.com](http://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. The rating icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners.

