CONTENTS

INTRODUCTION

Lara

At the age of nine, Lara survived a plane crash in the Himalayan mountains that led to the death of her mother. After miraculously surviving a ten-day solo trek from the crash site to Kathmandu, she spent the rest of her childhood under the close tutelage of her archaeologist father - the late Earl of Abbingdon, Richard Croft.

At the age of eighteen, after the death of her father, Lara inherited the Croft estates and became Countess of Abbingdon. Since then she has been pursuing her own personal mission to uncover the secrets of the world's distant past and in doing so, hopes to understand how her parents died.

GETTING STARTED

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

STARTING A NEW GAME

After you have signed into your gamer profile, you will be brought to the Main Menu *(see page 21 for detailed information about all of the Main Menu options)*. If you're ready to start your adventure with Lara, select **Start Game**. If you'd like to learn how to control Lara in a less dangerous environment, select **Play Croft Manor** to explore Lara's home.

Difficulty Setting and Manual Grab

If you chose to start a new game, a screen will appear allowing you to set some game options before you begin. Set the options to your preference and then press Ⓐ to continue. See Menu Options on page 23 for a description of all pre-game options.

Note: Difficulty is set only once per game and cannot be changed midway through your adventure. Once a level has been beaten, it can be replayed at any difficulty level.

Screen Calibration

After setting your New Game options, a Calibration screen will appear. This allows you to adjust some display options for an optimal gameplay experience. Follow the on screen prompts to set the Brightness and Contrast. (See Calibration Options on page 23 for further information). Once all pre-game settings have been set, you're ready to begin!

SAVING AND LOADING THE GAME

Saving your Progress

Every level in the game has a number of checkpoints to pass. Text reading CHECKPOINT will appear at the bottom of the screen informing you when Lara has passed a checkpoint. To save your progress, first press ● to access the Pause Menu and select **Save**. The option to create a new save file will then be displayed. Highlight this option and press Ⓐ to save your game. You may save anywhere between checkpoints, but Lara will appear at the most recently passed checkpoint when a save is loaded again.

Note: There is no automatic save when you leave the game. However, if Lara dies, she will automatically restart at the last checkpoint passed, regardless of whether you have made a save there or not. If you quit the game without saving, you will lose all progress made since the last saved checkpoint.

Loading a Saved Game from the Main Menu

Once you have a Tomb Raider: Anniversary game in progress and data saved, the Start Game option in the Main Menu will be replaced by a Play Game option: selecting this will allow you to Resume your game (from your most recent save), Load saved games, Replay completed levels.

Note: The save file most recently made becomes your 'current' save, and will be selected if you choose to Resume Game, even if this save data does not represent the furthest game progress.

Loading a Saved Game from the Pause Menu

You may load any saved games located on your Xbox 360 console from within the in-game Pause menu. When loading a game you can choose a save from any of the thirteen available save slots. Details of each save game will be shown to the right of the screen. Simply use the directional pad to choose one of the Save Games and press Ⓐ to load and resume that game.

Saving Rewards

If you are replaying a level, the Save Rewards option becomes available. This will not save your location within a level but it will store any rewards you've picked up.

HUD (HEADS UP DISPLAY)

1	**Breath Meter**	The amount of air Lara has left when swimming underwater.
2	**Health Meter**	Lara's current health level. Replenish with a Medipack when necessary.
3	**Medipacks**	The number of large and small Medipacks Lara has in her inventory.
4	**Selected Weapon**	The weapon that Lara currently has selected.
5	**Ammo Count**	The ammunition Lara has available for the selected weapon: the figure on the left is the number of rounds in the clip, and the one on the right is the total remaining for the weapon.
6	**Hint Icon**	Icons that show relevant inputs for given situations (e.g. press **Y** to pull a switch).
7	**Timer**	The time remaining to complete a Time Trial (unlock by completing Game chapters).
8	**Enemy Health Meter**	Remaining health of selected enemies.
9	**Enemy Rage Meter**	Rage level of selected enemies.

CONTROLLING LARA

All controls referred to in this manual are default; there are three other control set-ups that you can choose from, these can be viewed from the Options Menu. See page 23 for details.

MOVEMENT CONTROLS

CONTROL	ACTION
L	**Movement** - Run
R	**Rotate camera**
B	**Crouch/roll**
Y	**Interact/action** (while standing next to object) **Pick up item/weapon** (while standing over item/weapon) **Safety Grab/Balance** (prevent Lara falling from ledges or toppling off objects.) **Fast Traverse** (speed up Lara's movement on ledges.)
A	**Jump,** (hold to jump further)
LB	**Reset camera angle + view HUD**

SWIMMING CONTROLS

CONTROL	ACTION
🕹️L	**Swim** forwards, left, right
🕹️R	**Rotate camera**
Ⓑ	**Dive** (hold to dive deeper)
Ⓨ	**Interact/action; pick up rewards**
Ⓐ	**Surface** (hold to swim towards the surface)
Ⓨ (repeatedly)	**Swim quickly**

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

OTHER CONTROLS

CONTROL	ACTION
◀ BACK	**View Inventory**
R	**Manual Aim mode (toggle)**
Ⓧ	**Throw/Retract grapple**
◉ up	**Use large medipack**
◉ down	**Use small medipack**
◉ left	**Cycle through weapons anticlockwise**
◉ right	**Cycle through weapons clockwise**

ADVANCED MOVEMENT CONTROLS

The following advanced Lara controls are default; there are three alternative control set-ups that can be selected from the Options Menu. See page 23 for details on changing controls.

Note: Lara cannot perform any of her advanced movement techniques when her weapons are drawn.

Climbing, Jumping, Grabbing, and Shimmying

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

To jump onto ledges, poles, or ropes press Ⓐ (and then hold RB to grab if Manual Grab is enabled). If Lara grabs with only one hand press Ⓨ to grab on with both hands and avoid dropping off.

To shimmy along a ledge or an object move Ⓛ in the required direction. To pull up press Ⓐ.

Press Ⓑ to release from the grab and drop down (if Manual Grab is enabled simply release RB to let go).

To perform a Lateral Jump/Jump up/Jump Back on ledges, move Ⓛ in the required direction and then press Ⓐ to perform the jump.

Grappling and Wall Running

Lara can also use her grapple device to span gaps that are 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 towards the ring, press Ⓐ to jump and then press Ⓧ quickly after to throw the grappling hook. To climb or descend the grapple line, hold Ⓨ and move up/down on Ⓛ.

Pole Techniques

Lara is able to use poles to swing from point to point across gaps or to overcome obstacles and gain access to areas she is unable to climb to.

Use Ⓛ to move Lara into position underneath the pole or take a run up using Ⓛ and press Ⓐ to jump onto the pole.

Move and hold forward on Ⓛ to begin swinging and then press Ⓐ to leap off. When hanging stationary from a pole, use Ⓛ to adjust Lara's position on the pole. To release from a pole press Ⓑ.

Column Traversal

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

Use 🕹 to move Lara onto the base of a column or take a run up using 🕹 and press 🅐 to jump onto the column.

Use 🕹 to rotate around the column or to climb up or slide down the column.

To jump off a column, move 🕹 in the direction you want to jump and press 🅐 to leap off.

To release from a column, press 🅑.

Rope Work

Lara uses ropes to span large gaps that are too big for her to jump.

Use 🕹 to move Lara into position underneath the rope or take a run up using 🕹 and press 🅐 to jump onto the rope.

You can climb up and down the rope by holding 🅨 and moving 🕹 up/down.

Moving 🕹 left/right will rotate Lara around the rope and towards the direction you would like her to swing.

Move 🕹 forward to build momentum and swing Lara higher, then press 🅐 to jump off. To release from a rope press 🅑.

Ladders

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

Use 🕹 to move Lara into position underneath the ladder or take a run up using 🕹 and press Ⓐ to jump onto it.

Moving up/down on 🕹 will make Lara climb or descend the ladder. Press Ⓨ repeatedly to speed up Lara's movement when climbing a ladder.

To jump backwards off a ladder press Ⓐ. To perform a lateral jump sideways off a ladder, move 🕹 in the desired direction and then press Ⓐ to perform the jump.

To release from a ladder press Ⓑ.

Perching

Lara can jump onto and perch on the tops of very small platforms—usually the tops of slender columns.

Press Ⓐ to jump to a perchable object like you would any other platform. Once connected and steady, use 🕹 to rotate Lara left/right. Move 🕹 in a direction and press Ⓐ to jump off of the perchable object.

If Lara lands incorrectly on a perchable object she will lose her balance and begin to fall off. Quickly press Ⓨ to regain her balance.

To quickly hop across the top of perchable objects move 🕹 in the required direction and press Ⓐ as soon as Lara lands on top of the object.

Swan Diving

Lara can swan dive off of rock faces
into water. Control Lara's direction
using 🕹 and then press Ⓐ and then Ⓑ
in quick succession.

Interacting with the Environment

Lara interacts with the environment in
lots of different ways, opening doors,
moving and shooting objects that stand in
her way.

To interact with an object press Ⓨ.

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 **Ⓐ** to stop Lara from falling and flip back up quickly.

Tumbling

Lara is an accomplished acrobat who can perform multiple tumbles and flips as she moves around her environment.

To tumble, repeatedly press **Ⓑ**; to flip press **Ⓑ** twice and then repeatedly press **Ⓐ**.

COMBAT

COMBAT CONTROLS

CONTROL	ACTION
LT	**Lock onto target** (enemies and shootable objects)
RT	**Fire weapon** (performs Headshot if timed correctly during an Adrenaline Dodge)
R (move left or right when locked onto a target)	**Switch target**
〈O or **O〉**	**Cycle through weapons**

COMBAT MOVEMENT CONTROLS

While Lara is locked on to a target, she is able to perform various manoeuvres to avoid enemy attacks.

CONTROL	ACTION
(While Locked) **L** any direction + **B**	**Multidirectional roll.**
(While Locked) **L** any direction + **A**	**Forward, back, left or right somersaults.**
(If an enemy is performing a Rage Attack) **L** (any direction) + **B**	**Adrenaline Dodge** (see next page)

ADVANCED COMBAT CONTROLS

PERFORMING ADRENALINE DODGES

During combat some enemies will become enraged. When this happens, they will perform a Rage Attack and charge at Lara. If an enemy performs a Rage Attack, Lara's Adrenaline will kick in to respond to the impending threat. When this happens, the screen will blur to indicate Lara can now perform an Adrenaline Dodge. Move 🕹 in any direction and press 🅱 to perform a dodge and evade the attack.

If done correctly, Lara will go into slow motion and she will have the opportunity to deliver a headshot to the enemy. To successfully execute a headshot, wait until the two targeting reticules come together over the enraged enemy's head. Once the reticules are combined, pull 🎮 to shoot. If Lara shoots before the two reticules combine into one, 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, 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 about, causing damage in the process. If an enemy latches on to Lara in this way, quickly move 🕹 back and forth to break free from their grasp. The faster this is done, the faster Lara will break free.

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 reticule will be displayed when a target is within Lara's sight. The colour of the reticule changes depending on the status of that target as follows:

Red Reticule: Target is within range at the current distance

**Grey Reticule:**   Target is out of range

When locked on to an enemy, the targeting reticule will display four arrows in addition to the normal targeting ring.

Tip: If the target is within distance but out of the field of view, an arrow to the side of the screen will be displayed showing you the direction in which the target is located.

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 ⬅ at any time during the regular game. Lara's inventory consists of two rotating rings of objects - Gear and Items.

To use or equip an item from Lara's inventory, cycle the ring to the desired object by moving left/right on 🕹 or pressing ⟨⟩ **or** ⟨⟩ and then press Ⓐ.

GEAR

The Gear Ring includes weapons, health, and other useful equipment. Pressing ⬅ displays the Gear ring by default: to view it if it is not displayed, move up on 🕹 or press ⇧.

Small Medipack

Small health pack. A staple of the rough and rugged adventurer, Medipacks allow Lara to treat her injuries in the field. When used, this will replenish a quarter of Lara's health.

Large Medipack

Large health pack. When used, this will replenish all of Lara's health.

Dual Pistols

Lara's trademark weapons. Dual pistols with unlimited ammo.

Shotgun

A heavy damage pump action shotgun. This weapon is 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 Sub Machine Guns. Incredibly fast rate of fire inflicts a lot of 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.

SMG Ammunition

Clips of Mini SMG ammunition. Before Lara collects the Dual Mini SMG's she can collect ammunition for them.

Grappling Hook

A metallic grappling hook that can latch onto ringshaped objects, plus a lengthy wire line and automatic recoiler. Using her grappling hook, Lara is able to pull on objects from a distance, climb or drop to different heights, swing across large gaps, and run along walls.

ITEMS

The Items ring includes Lara's journal and any collectable objects that Lara discovers during her adventures. Select the Item Ring by pressing ◄ BACK and then move down on 🕹 or press ◯.

Journal

Lara can provide clues about how to progress from her current situation. Using the Journal will let you hear what Lara is thinking and can provide assistance in tricky areas.

Collectables

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 their true power be understood.

REWARDS

Throughout Lara's archaeological adventure there are various Artefacts and Relics to be discovered and collected. 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 be notified as to which reward(s) you have managed to unlock. Selecting Rewards from the Main Menu will allow you to view and select the rewards you have achieved.

Tip: Selecting the option **Replay Level** from the **Game Menu** will allow you to replay completed missions and pick up missed items.

MENUS

BASIC MENU CONTROLS

Move 🕹 or press ✪ to view and cycle through the different game options. Press 🅐 to either select something, accept changes to a setting or progress to the next screen.

Press 🅑 within a sub menu to return to the previous screen.

Some menus have option specific actions. For information on how to perform them, refer to the panel at the bottom of the screen.

MAIN MENU

MENU OPTION	DESCRIPTION
Start Game/Play Game	Start or continue a game. See Game Menu on page 22 for more information.
Play Croft Manor	Lara's expansive Manor can be visited and explored throughout the game.
Options	Change various game settings. See Options Menu on page 22 for more information.
Achievements	Select to display a list of all possible achievements.
Rewards	This section contains information and bonus content within Tomb Raider: Anniversary. By completing levels and collecting rewards along the way, you will unlock items which can then be viewed and selected here.

GAME MENU

This menu appears when the Play Game option is selected from the Main Menu.

MENU OPTION	DESCRIPTION
Resume Game	Choose this option to continue your game from the most recently saved checkpoint.
Load Game	When selected, the Load Game screen offers you a choice of saved games; select the save you would like to play and press Ⓐ to load.
Replay Level	Select this to display a list of previously completed levels (based on the currently loaded profile). You can choose to replay these levels to collect missing rewards, play on different difficulties, or attempt a Time Trial.

OPTIONS MENU

MENU OPTION	SUB MENU OPTIONS	DESCRIPTION
Display	Hint Icons	(**On/Off**) Displays icons that show relevant control inputs for a given situation.
	Commentary Markers	(**On/Off**) Displays commentary markers in the game world when replaying a level. If set to On, Lara can interact with the markers to hear a Director's Commentary about her current location.
	Subtitles	(**On/Off**) Display of subtitles.

MENU OPTION	SUB MENU OPTIONS	DESCRIPTION
Calibration	Brightness	(**0-100**) Adjust the screen brightness.
	Contrast	(**0-100**) Adjust the screen contrast.
Controls	Control Configuration	Select one of four controller configurations
	Vibration	(**On/Off**) Set Vibration
	Manual Grab	(**On/Off**) If set to On, Lara will only hold on to objects in her environment if **RB** 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 when in Manual Aim.
	Manual Aim Invert Y-Axis	Invert camera up/down movement when in Manual Aim.

MENU OPTION	SUB MENU OPTIONS	DESCRIPTION
Sound	Music Volume	Adjust music volume.
	SFX Volume	Adjust sound effects volume.
	Voice Volume	Adjust volume of Lara (outside of cinematics).
Cheats	??? (remain secret until unlocked)	(On/Off) Activate/deactivate various cheats (once unlocked).
Storage	Xbox 360 Hard Drive/Xbox 360 Memory Unit	Display a list of storage devices.

REWARDS MENU

MENU OPTION	DESCRIPTION
Special	Bonus content available only to the most dedicated explorers.
Cinematics	Replay any cinematic already viewed in the game (for the currently loaded profile).
Art Galleries	View various image galleries showcasing different aspects of the development and history of Tomb Raider: Anniversary.
Character Bios	View informational biographies about characters from the game.
Outfits	View and select unlockable outfits for Lara to wear when replaying a level.
Relics	View the Relics Lara has collected.
Music	Listen to various music tracks from the game.
Credits	View the Development and Publishing teams' credits.
Commentaries	List of levels that have commentaries unlocked.
Cheats	List of cheats that have been unlocked.

IN-GAME PAUSE MENU

Pressing ▶ during game play will display the Pause Menu; from
here you can select from various options.

MENU OPTION	DESCRIPTION
Resume Game	Close the Pause Menu and resume the game
Level Statistics	View details about the current level including time taken, kills, supplies collected, as well as the number of Artefacts and Relics found.
Options	Access the Options screen to change game settings.
Achievements	View the Achievements that have been obtained.
Save	Manually save a game. See Saving and Loading the Game on page 4 for more information.
Load	Load a saved game. See Saving and Loading the Game on page 4 for more information.
Main Menu	Quit current game and go back to the Main Menu.
Skip cinematic	Skip the currently playing cinematic (not all in-game cinematics can be skipped)

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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
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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.

PRECAUTIONS TO TAKE DURING USE

• Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.

• Preferably play the video game on a small screen.

• Avoid playing if you are tired or have not had much sleep.

• Make sure that the room in which you playing is well lit.

• Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

WORLDWIDE CUSTOMER SERVICE CONTACTS

www.eidosinteractive.co.uk/support/worldmap.html

CUSTOMER SERVICE HELPLINE: 0870 9000 222
(4.98p per minute) (NATIONAL RATE) (UK CUSTOMERS ONLY)

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

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1 Hartfield Road

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