XBOX 360

field notes

TEEN

T

CONTENT RATED BY

ESRB

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

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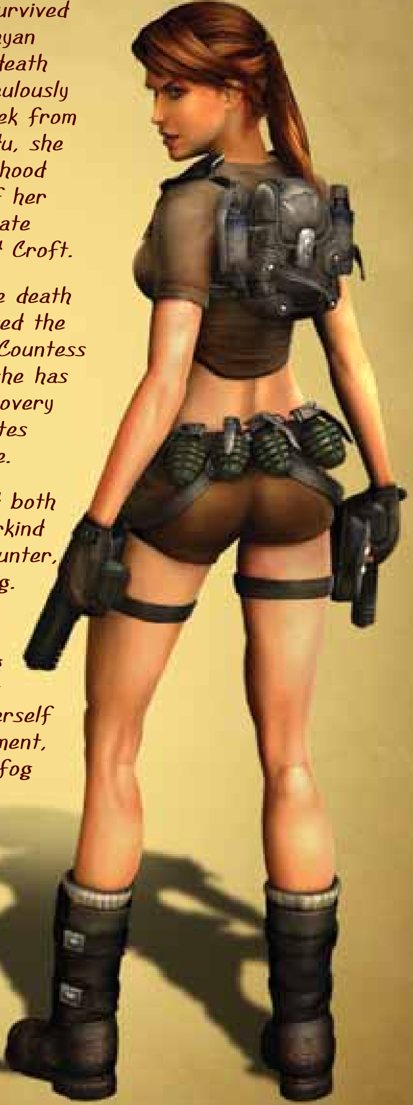
LANGUAGE SELECTION

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 START *during play to pause).*

- *Use* L *or* ✛ *to view and cycle through the game options.*
- *Press* A *to select an option, change a current option, confirm any changes made or progress to the next screen.*
- *Press* B *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* A *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 ▶ START 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 ▶ START 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

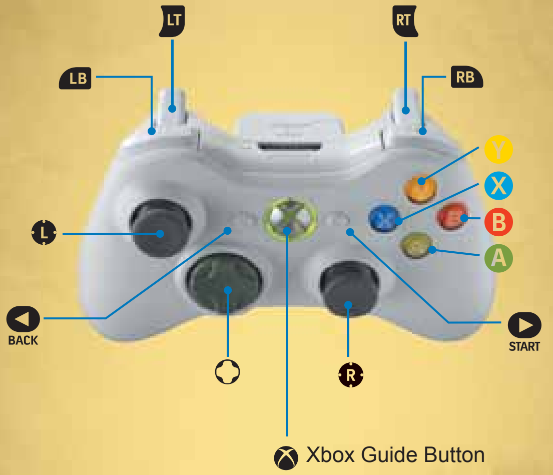
When you replay a previously completed level, you will have the option to select SAVE REWARDS to save any collected rewards to your current game.

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.

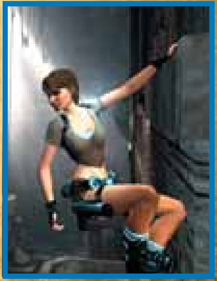
CONTROLLING LARA

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



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).*

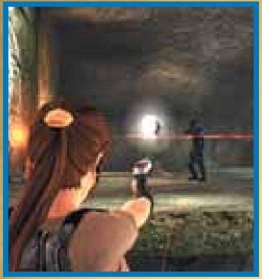


SWIMMING CONTROLS

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.*

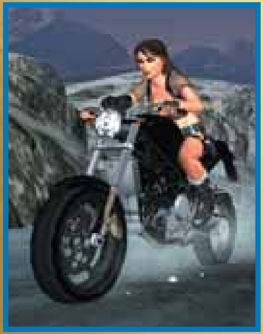
NOTE: When Lara is swimming underwater, her air meter slowly drains. If it runs out, Lara will start to take damage to her standard health bar (page 11). If Lara does not surface for air in time, she will drown.

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.*

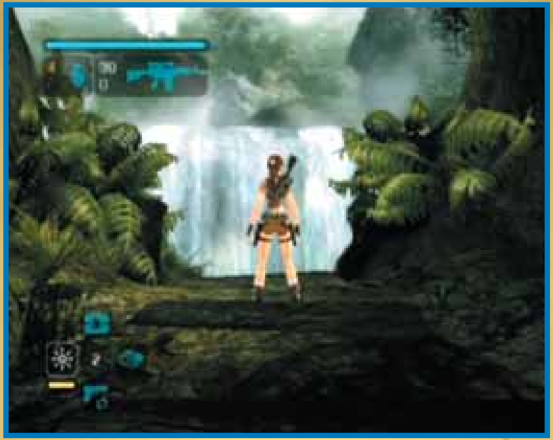
TARGETING

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 rage 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* ✛ *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 ◀ BACK 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.*

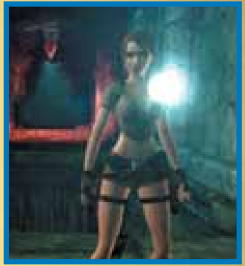
EQUIPMENT

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* LT *or* RT *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.*

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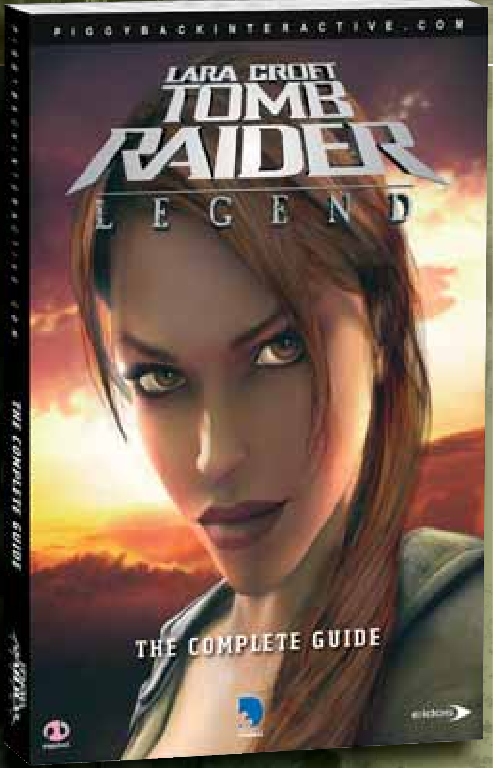

Six months in the making, and designed with exclusive insight and assistance from the Crystal Dynamics development team, Tomb Raider Legend - The Complete Guide is an essential companion for those who would like to enjoy Lara's latest adventure to its fullest.

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
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- Includes tried-and-tested **combat strategies** and techniques
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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. Customer Services
RMA# (state your authorization number here)
651 Brannan Street, Suite 400
San Francisco, CA 94107

You are responsible for postage of your game to our service center.

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Register online at www.eidosregistration.com