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OUTSIDE FRONT COVER
PLACEHOLDER

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⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

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

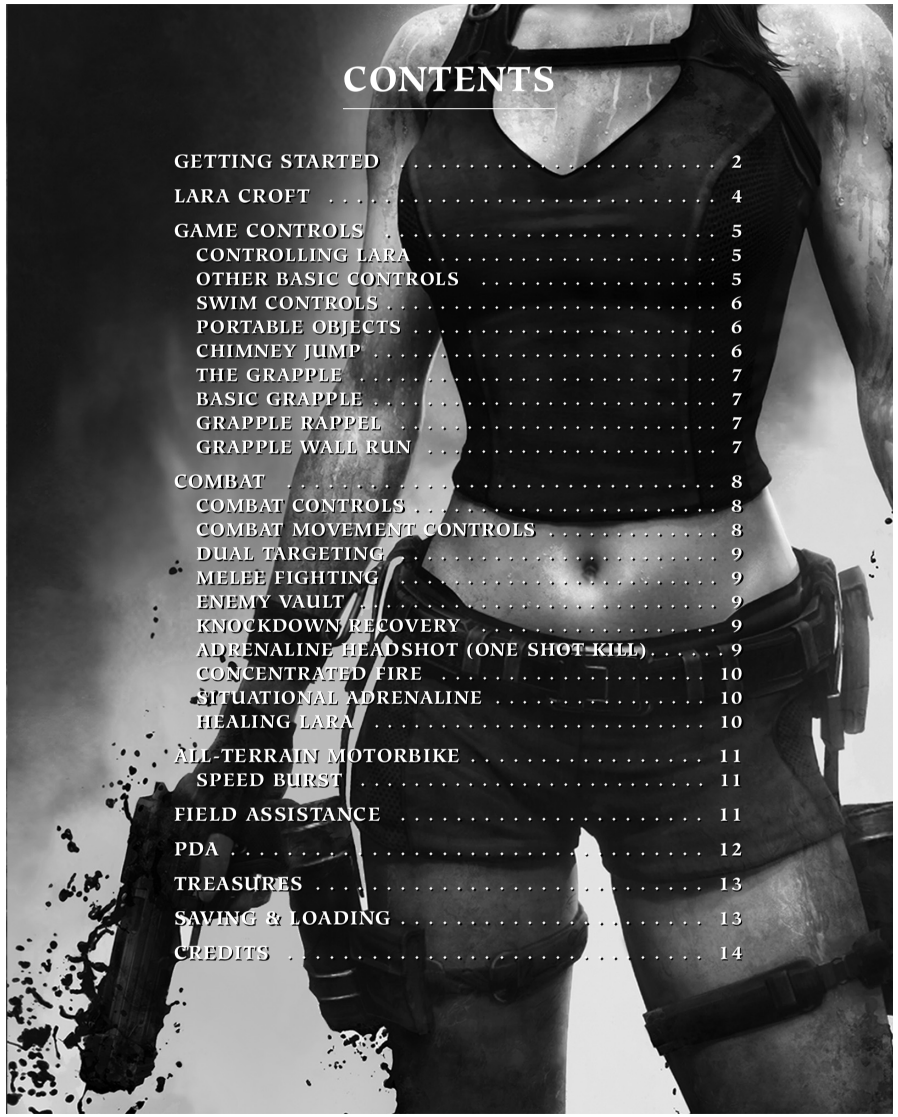
- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired 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.

NOTICE:
Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PLAYSTATION®3 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®3 FORMAT DISC:
• 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 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.



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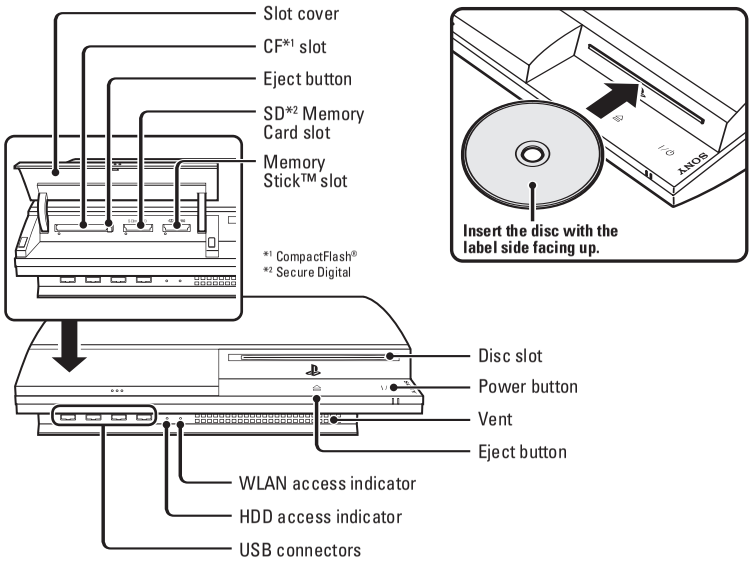
PLAYSTATION®3 system front



Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

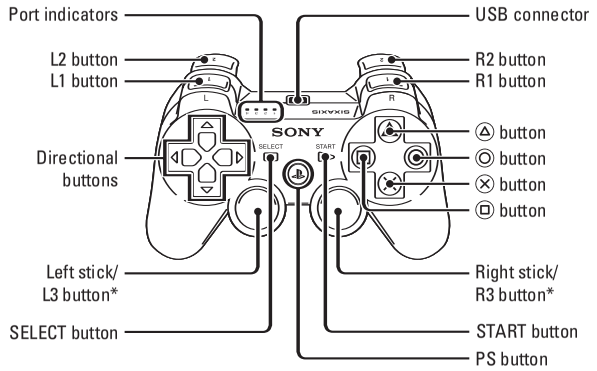
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the TOMB RAIDER: UNDERWORLD disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

GETTING STARTED

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)



* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

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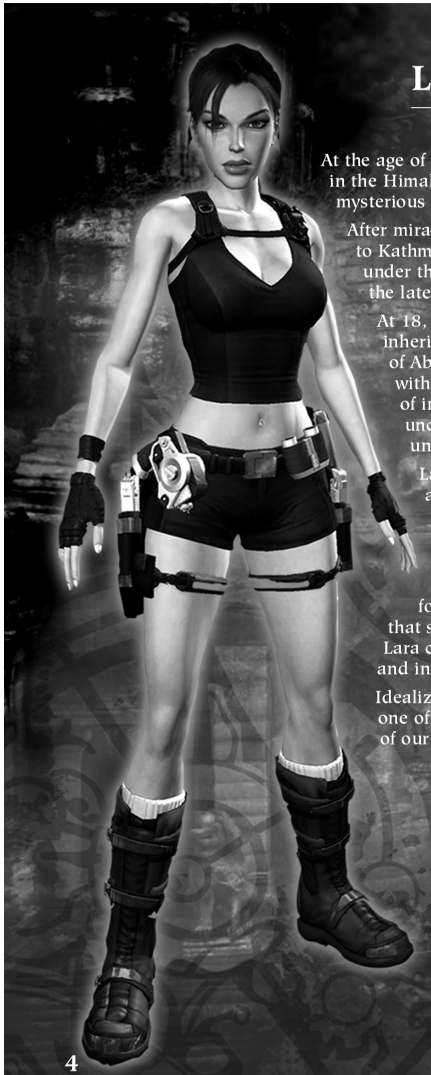

LARA CROFT

At the age of nine, Lara survived a plane crash in the Himalayan Mountains that led to her mother's mysterious disappearance.

After miraculously surviving a ten-day solo trek to Kathmandu, Lara spent the rest of her childhood under the close tutelage of her archaeologist father, the late Earl of Abbingdon, Richard Croft.

At 18, following 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 numerous archaeological sites of international significance in her efforts to uncover the secrets of the ancient civilization that underlies all officially recorded history.

Lara Croft has been hailed as both an archaeological wunderkind and a glorified treasure hunter. Countless rumors surround her exploits, invariably involving the unexplained or outright unbelievable.

Lady Croft herself is rarely available for comment, further adding to the fog of mystery that surrounds her life and work. Consequently, Lara 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 time.

GAME CONTROLS

CONTROLLING LARA

left stick	Walk / Jog / Run Climb up / down / left / right Shimmy left / right
L1 button	Sprint (while running)
right stick	Rotate camera
⊗ button	Jump
○ button	Crouch (walking) / Roll (running) / Drop from ledges (climbing)
△ button	Interact: Pick up object / Pull switch or lever / Grab onto moveable blocks and crates / Safety grab (prevent Lara from falling off ledges) / Fast traverse (speed up Lara's movement on ledges, ladders, etc.)
R1 button	Throw held object (where possible)

OTHER BASIC CONTROLS

□ button	Fire grapple
△ button	Pull grapple line (when attached)
○ button	Detach grapple
directional buttons ↑	Use health pack
directional buttons →	Select weapon
directional buttons ←	Utility light (on / off)
START button	Pause Menu
SELECT button	PDA Menu

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SWIM CONTROLS

left stick	Swim
right stick	Rotate camera
⊗ button	Swim upward
○ button	Swim downward
○ button (during combat)	Perform quick moves to evade enemies
left stick + L1 button	Fast swim

- When Lara swims underwater without Diving Gear, she uses up air and her Breath Meter decreases. If the meter empties completely, this directly affects her Health level; she must surface for air or risk drowning.

PORTABLE OBJECTS

Lara will find objects that she can pick up and carry in her hand or arms throughout her adventures. These can be used in a variety of ways.

When Lara is close enough, she can pick up objects or remove portable poles (while hanging from them) by pressing the △ button.

- Press the ○ button to place the object on the floor.
- Press the R1 button to throw the object.
- Press the △ button to melee attack using the object.
- To place a portable pole in a hollow, move Lara nearby and press the △ button.

CHIMNEY JUMP

Lara can perform an athletic chimney jump when two suitable opposing walls are close enough for her to jump from one to the other.

- Jump toward a wall by pressing the ⊗ button.
- When Lara connects with the wall, quickly press the ⊗ button. Lara will jump back off the wall.
- Press the ⊗ button repeatedly to have Lara bounce upward between the walls.

NOTE: A single jump off a nearby wall can allow Lara to grab onto ledges or poles she wouldn't be able to reach directly.

THE GRAPPLE

Lara has a grapple that she can use in a number of different ways: to attach to moveable objects and drag them toward her, to swing across gaps, and to climb up and down.

Once attached to a grapple point, Lara can either pull on the point that the grapple is attached to, or bend the grapple line around objects and then pull the line toward herself.

BASIC GRAPPLE

- Stand facing a ring and press the □ button to fire the grapple line.
- Press the △ button after connecting to pull the grapple line.
- Press the ○ button to detach and retract the grapple line.

GRAPPLE RAPPEL

The grapple can also be used to allow Lara to climb up or down walls and cliffs. Attach the grapple as usual, and then:

- To rappel down, move Lara off the platform she's on by walking or jumping her over the edge.
- To climb up, position Lara under the grapple point and press the ⊗ button to hang from the grapple line.
- Hold the △ button and move the left stick ↑ / ↓ to move Lara up / down.

GRAPPLE WALL RUN

Lara can use the grapple on a wall-mounted ring to run along the wall itself.

- Attach the grapple as usual, and then, when Lara is suspended below the grapple point, swing her left/right with the left stick.
- To jump away from the wall, release the left stick and quickly press the ⊗ button.

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COMBAT

COMBAT CONTROLS

R2 button	Fire weapon(s)
R1 button	Throw grenade
directional buttons ➡	Switch weapon
Hold L2 button	Lock onto target
right stick / left stick	Switch target when locked on
Click R3 button	Precision aim reticle on/off
△ button	Melee attack / Use melee weapon / Dislodge small enemies
L2 button + click R3 button (while adrenaline is available)	Concentrated fire

COMBAT MOVEMENT CONTROLS

left stick + ✕ button	Somersault forward / back / left / right
left stick + ○ button	Multi-directional roll
left stick toward enemy + ✕ button	Enemy vault
□ button when locked on and close to target (when full adrenaline is available)	Trigger Adrenaline Headshot event *(see page 9)*

DUAL TARGETING

Using certain weapons, Lara can target two enemies at the same time.

- When faced with two or more enemies, press the R2 button. Lara will automatically fire upon two enemies when it is possible to do so.

MELEE FIGHTING

Lara can take on enemies in close quarters (melee) fighting. If holding an object, she will use it to attack:

- Press the △ button to perform a melee attack.

ENEMY VAULT

Lara can dodge or confuse enemies by jumping over or off of those that are very close:

- Press the left stick toward an enemy and press the ✕ button to perform an enemy vault.

KNOCKDOWN RECOVERY

If Lara suffers a blow from a powerful enemy attack, she will be knocked to the ground.

- Press the ✕ or ○ button to quickly get Lara back on her feet.

ADRENALINE HEADSHOT (ONE SHOT KILL)

General combat will gradually increase Lara's adrenaline level. When her Adrenaline gauge in the top left of the screen is completely full, she is able to perform an Adrenaline Headshot.

- Press the □ button when the enemy draws close to vault off the enemy and enter Adrenaline mode.
- Use the right stick to position the targeting reticle over the enemy's head, and press the R2 button to perform an Adrenaline Headshot.

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CONCENTRATED FIRE

When Lara has any amount of adrenaline stored, she can concentrate her fire on an enemy for greater damage and impact.

- Hold the L2 button to lock on to an enemy.
- Click the R3 button to activate.

SITUATIONAL ADRENALINE

Sudden, dangerous situations automatically trigger Lara's Situational Adrenaline. In this mode, time slows down and Lara's responses are heightened.

- When Situational Adrenaline is activated, use the standard control scheme to avoid danger.

HEALING LARA

- *REGENERATION*—If Lara is badly injured, her health will regenerate to a certain extent.
- *FULLY REPLENISHING HEALTH*—Press directional button ↑ to use First Aid Kits or Natural Remedies that Lara has picked up.

ALL-TERRAIN MOTORBIKE

Lara can use a powerful high-performance motorcycle that can be adapted for use across different terrains.

- Press the △ button to mount the vehicle.
- Use the left stick to steer.
- Press the R2 button to accelerate.
- Press the L2 button to brake/reverse.
- Press the ✕ button for emergency brake (while moving).
- Press the L1 button to fire Lara's weapon.
- Press the △ button to dismount.

SPEED BURST

If either brake is held at the same time as the R2 button, the bike revs up. When the brake is released, Lara gains a burst of speed. The higher the revs, the stronger the speed burst.

- This can be performed while either moving or at a standstill.

FIELD ASSISTANCE

If you get stuck in any section of the game and cannot progress in the adventure, you will always have access to Field Assistance:

- Press the SELECT button to activate Lara's PDA.
- Select *FIELD ASSISTANCE*.
- Press the ✕ button to hear what to focus on (hint).
- Press the △ button to hear what to do (task).

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PDA

Activate Lara's PDA by pressing the SELECT button.

SONAR MAP

Lara's PDA can be used to emit a pulse that creates a 3D image of her immediate surroundings. These images can jigsaw together to build up a more complete map of the area. The controls for navigating through the Sonar Map are displayed on-screen.

AREA INFO

Treasures are scattered throughout the world, and even rarer and harder to find are Relics—one per area. Area Info reports the number of Treasures and Relics you have found in the area you are currently exploring.

WEAPON SELECTION

Equip a secondary weapon from Lara's arsenal to provide an appropriate alternative to her trusty dual pistols.

INVENTORY

View information on the items in Lara's inventory, including essential equipment, weapons, and key objects currently in her backpack.

FIELD ASSISTANCE

If you need help, access *FIELD ASSISTANCE*, where you can get a hint or a more explicit task that will help you progress *(see page 11)*.

JOURNAL

Read information about everything from local history to ancient mythology to the characters and challenges you face along the way.

REVISIT LOCATION

Complete the adventure to unlock this option and allow Lara to collect any important items she might have missed on her first visit.

TREASURES

There are various Treasures and Relics in *TOMB RAIDER: UNDERWORLD* to be discovered and collected. By picking up these items, you unlock bonus content, so make sure Lara searches the game world thoroughly.

- You can revisit a location you have previously visited to search it for Treasures and Relics.

SAVING & LOADING

To save the game:

- Press the START button to activate the in-game menu.
- Select *Save Game*.
- Select *NEW SAVED DATA* to use an empty slot, or overwrite an existing saved game.

To load a saved game from the Main Menu or in-game menu:

- Select *Load Game*.
- Select the save file you want to load.

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Winston
Alan Sherman

STORY

Eric Lindstrom
Toby Gard

SCREENPLAY

Eric Lindstrom

ADDITIONAL STORY

The Freeman Group

. . .

For Kyle

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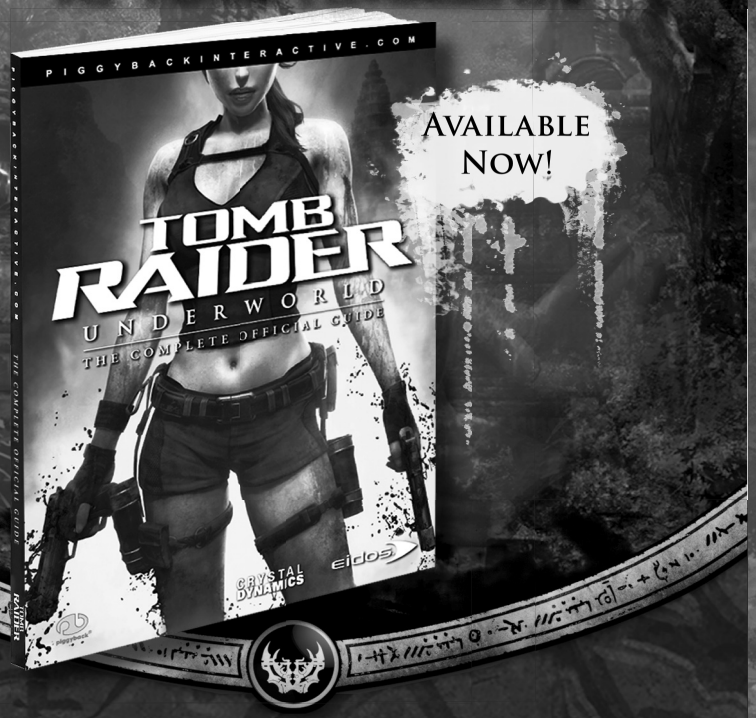

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