

**OUTSIDE FRONT COVER
PLACEHOLDER**



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.

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 screen; use a smaller screen; play in a well-lit room; and 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.

CONTENTS

LARA	2
GETTING INTO THE GAME	3
XBOX 360® CONTROLLER	5
BASIC MOVEMENT CONTROLS	6
ADVANCED MOVEMENT CONTROLS.....	8
BASIC COMBAT CONTROLS	12
ADVANCED COMBAT CONTROLS ..	13
HEADS-UP DISPLAY (HUD) ..	14
LARA'S INVENTORY	15
COMBAT STRATEGIES ...	17
REWARDS	17
MENUS	18
CREDITS	21



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

STARTING A NEW GAME

Once you have signed into your gamer 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 **A** 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 19 for details.)

Once you've configured 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 **START** to access the Pause Menu, and select *Save*. The option to create a new save file will be displayed. Highlight this option and press **A** to save your game.

You can also save between checkpoints, but Lara will always reappear 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 MAIN MENU

Once you have a game in progress and data saved, *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.

- ▼ The save file most recently made is 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.

LOADING A SAVED GAME FROM THE PAUSE MENU

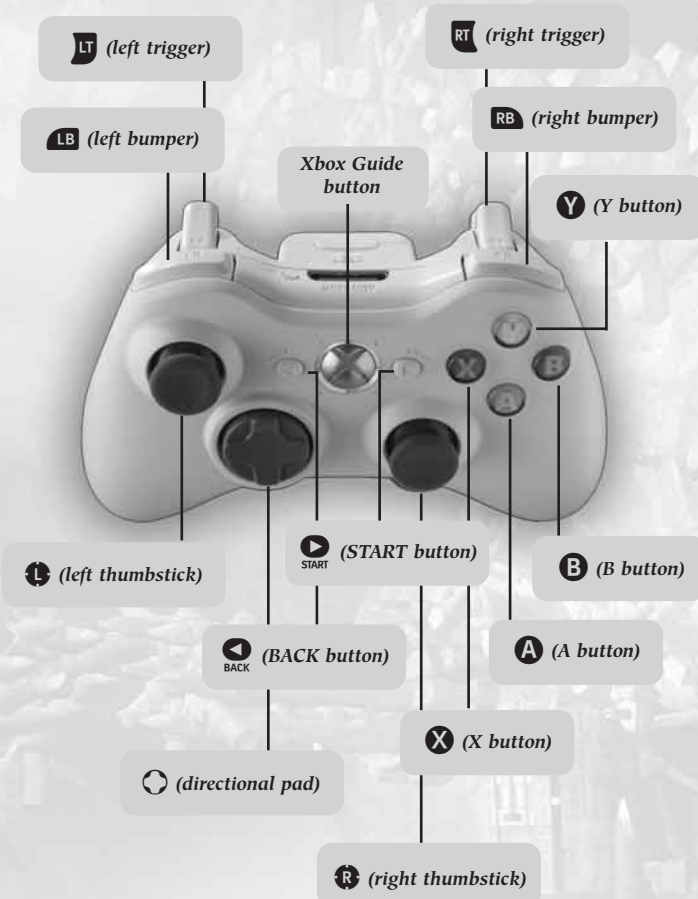
You can load saved games located on your Xbox 360 console from the in-game Pause Menu. When loading a game, you can choose a save from any of the 13 save slots. Saved game details appear on the right of the screen if data is present. Use  to choose a saved game, and press **A** to load and resume that 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.

FAMILY SETTINGS

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

XBOX 360® CONTROLLER



BASIC MOVEMENT CONTROLS

The controls in this section are default. You can choose from four control setups in the Options Menu. (See page 19.)

BASIC MOVEMENT

L	Movement: Sneak, Walk and Run
R	Rotate camera
B	Crouch/Roll
Y	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
A	Jump; Hold to jump farther
LB	Reset camera angle and view HUD
RB	Walk — Lara moves more carefully Grab (with <i>Manual Grab</i> enabled) — Lara grabs and holds onto objects



SWIMMING

L	Swim left/right/forward
R	Rotate camera
B	Dive; Hold to dive deeper
Y	Interact/Action — Pick up rewards
Y (repeatedly)	Swim quickly
A	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

R	Manual Aim mode on/off
X	Throw/Retract grapple
B	Pull grapple
	Use large medipack
	Use small medipack
	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 19.)

- ▼ 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 shimmies.

- ▼ To jump onto ledges, poles, or ropes, press **A** (and then hold **RB** to grab if *Manual Grab* is enabled). If Lara grabs with only one hand, press **Y** to grab on with both hands and avoid dropping off.
- ▼ To shimmy along a ledge or object, move **L** in the direction you want to go. Tap **Y** repeatedly to speed up the shimmy. To pull up, press **A**.
- ▼ Press **B** to release from the grab and drop down. (If *Manual Grab* is enabled, release **RB** to let go.)
- ▼ To perform a jump (side/back/up) on ledges, move **L** in the direction you want to go, then press **A** to jump.



GRAPPLING & 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 toward the ring, press **A** to jump, and then immediately press **X** to throw the grappling hook.
- ▼ To climb or descend the grapple line, hold **Y** and move **L/R**.
- ▼ Lara can only climb up and down on her grapple line when she is not swinging. To swing or wall-run, move **L** in the direction of your destination, and then press **A** 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 **L** to move Lara into position under the pole, or take a run up using **L** and press **A** to jump onto the pole.
- ▼ Press and hold **L** to begin swinging, then press **A** to leap off.
- ▼ When Lara is hanging stationary from a pole, use **L** to adjust her position on the pole.
- ▼ Press **B** to release from a pole.



COLUMN TRAVERSAL

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

- ▼ Use **L** to move Lara onto the base of a column, or take a run up using **L** and press **A** to jump onto the column.
- ▼ Press **L/R** to rotate Lara around the column. Press **L/R** to make Lara climb up or slide down the column.
- ▼ To jump off a column, move **L** in the direction you want to jump and press **A** to leap off.
- ▼ Press **B** to release from a column.



ROPE WORK

Lara uses ropes to span gaps too wide for her to jump across.

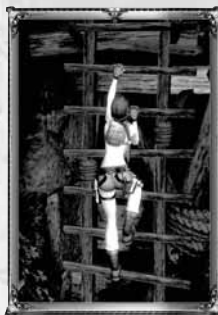
- ▼ Use **L** to move Lara into position under the rope, or take a run up using **L** and press **A** to jump onto the rope.
- ▼ Climb and descend the rope by holding **Y** and pressing **L/R**.
- ▼ Press **L/R** to rotate Lara around the rope, changing her swing direction.
- ▼ Press **L/R** to build momentum and swing Lara higher, then press **A** to jump to the next rope or platform.
- ▼ Press **B** to release from a rope.



LADDERS

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

- ▼ Use **L** to move Lara into position under the ladder, or take a run up using **L** and press **A** to jump onto the ladder.
- ▼ Press **L** to climb or descend the ladder. Tap **Y** repeatedly to speed up Lara's movement.
- ▼ Press **A** to jump backward off a ladder. To perform a lateral jump off a ladder, press **L** in the direction you want to jump, and then press **A**.
- ▼ Press **B** 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 **A** to jump to a perchable object. Once connected and steady, press **L** to rotate.
- ▼ To jump off, press **L** in the direction you want to jump, then press **A**.
- ▼ If Lara lands incorrectly on a perchable object, she will lose her balance and begin to fall off. Quickly press **Y** to regain balance and steady Lara.
- ▼ You can make Lara hop rapidly across the tops of perchable objects by pressing **A**, then, as soon as she lands, pressing **L** 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 **Y** to regain balance.



SWAN DIVE

Lara can swan dive off rock faces into water.

- ▼ Use **L** to control Lara's direction and then tap **A** and **B** in quick succession.



INTERACTING WITH THE ENVIRONMENT

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

- ▼ To interact with an object, stand next to it and press **Y**.

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 **A** to stop her from falling and flip back up.



TUMBLING

Lara is an accomplished acrobat who can perform lithe tumbles and flips as she moves about.

- ▼ To tumble, press **B** repeatedly.
- ▼ To flip, press **B** twice and then press **A** repeatedly.

BASIC COMBAT CONTROLS

COMBAT FIGHTING

	Lock onto target (enemies and shootable objects)
	Fire weapon – Results in headshot if timed correctly during Adrenaline Dodge
	Change target (flick  /  when locked-on)
 / 	Cycle through weapons



COMBAT MOVEMENT

When Lara is locked-on to a target, she can perform various maneuvers to avoid enemy attacks.

 +  (while locked-on)	Multidirectional roll
 +  (while locked-on)	Somersault in direction  is pressed
 +  (during enemy's Rage Attack)	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  while using  to perform a dodge and evade the attack. If done correctly, Lara will go into slow motion and have the opportunity to deliver a headshot to the enemy.
- ▼ To successfully execute a headshot, wait until the two targeting reticles superimpose over the enemy's head, then pull  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 move  back and forth to break free from the animal's grasp. The faster this is done, the faster Lara will break free.



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. press **Y** to pull 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 **BACK** 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 **(L/R)** or **(O/X)** to cycle the ring to an object, then press **A**.

ITEMS

The Items Ring includes Lara's journal and any collectible objects Lara discovers during her adventures. Select the Items Ring by pressing **BACK**, and then pressing **L** or **O**.



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  to display the Gear Ring by default; to view it if it is not displayed, press  or .



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.

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.

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

 or 	Select option; Increase/Decrease setting slider
 or 	Change selected option setting
A	Confirm/Next menu
B	Cancel/Previous menu

▼ Some menus have option-specific controls. Controls and actions for any menu item are displayed on-screen in a panel 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.
- ▼ *Achievements* Display a list of all possible achievements.
- ▼ *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.

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 **A** 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 display *On/Off*.
- ▼ *Calibration*
 - Brightness* Adjust screen brightness (0-100).
 - Contrast* Adjust screen contrast (0-100).
- ▼ *Controls*
 - Control Configuration* Select one of four controller configurations.
 - 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 **RB** is held.
- ▼ *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*.
- ▼ *Storage* Select a storage device: *Xbox 360 Hard Drive* or *Xbox 360 Memory Unit*.

REWARDS MENU

- ▼ *Special* Bonus content available only to the most dedicated explorers.
- ▼ *Cinematics* Replay any cinematics already viewed in the game (for current profile).
- ▼ *Art Galleries* View various image galleries showcasing different aspects of the development and history of Tomb Raider: Anniversary.
- ▼ *Character Bios* Read informational biographies about characters from the game.
- ▼ *Outfits* View and select unlockable outfits for Lara to wear when replaying a level.
- ▼ *Relics* View Relics Lara has collected.
- ▼ *Music* Listen to various musical tracks from the game.
- ▼ *Credits* Check the development credits.
- ▼ *Commentaries* View list of levels that have commentaries unlocked.
- ▼ *Cheats* View list of cheats that have been unlocked.

IN-GAME PAUSE MENU

Press  during gameplay to display the in-game Pause Menu.

- ▼ *Resume Game* Close the Pause Menu and return to gameplay.
- ▼ *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.
- ▼ *Achievements* View the Achievements you've earned.
- ▼ *Save* Save a game manually.
- ▼ *Load* Load a saved game.
- ▼ *Main Menu* Quit to the Main Menu.
- ▼ *Skip Cinematic* Skip the currently playing cinematic. (Not all in-game cinematics can be skipped.)

CREDITS

CRYSTAL DYNAMICS

<i>General Manager</i> Sean Vesce	Ben Shafer Paul Sullivan	<i>QA Manager</i> Christopher Bruno
<i>Director of Design</i> Noah Hughes	<i>Additional Concept Art</i> Shane Nakamura Christian Piccolo Francis Tsai	<i>XBOX 360 CONSOLE LEAD</i> Bryan Enriquez
<i>Director of Technology</i> John Pursey	<i>Art Intern</i> Rick "Degenerate Face" Gilliland	<i>Platform Leads</i> Benny Ventura Daniel Kim Oliver Piega David Pogan
<i>Director of Art</i> Darrell Gallagher	<i>Additional Art Support</i> Jennifer Fernandez	<i>QA Technicians</i> Kip Ernst Joe Greer Ian "Bedlam" Johnson Christopher Morgan
<i>IT Manager</i> Brian Venturi	<i>Additional Object Support</i> Darrell Gallagher John Hsia	<i>Voice Director</i> Jonathan Ashley (UK) Kris Zimmerman (US)
<i>IT Staff</i> David Hong Andre Rodriguez Wilson Wong	<i>Designers</i> Jim E. Conrad Kyle Mannerberg Alex "wytebred" Vaughan	<i>Voice Actors</i> Lara Croft Keeley Hawes Natalia 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
<i>Producer</i> Lulu LaMer	<i>Combat Designer</i> Riley Cooper	<i>Voice Consultant</i> Andy Emery (UK) Gordon Hunt (US)
<i>Creative Director/</i> <i>Lead Designer</i> Jason Botta	<i>Story Designer</i> Toby Gard	<i>Special Thanks</i> Myroslav Baranenko Olga Baranenko Graeme Bayless Eric Beerbaum John Chowanec Anatoliy Gryzin Alex Jones Dmytro Lemesenko Eric Lindstrom Tim Longo Olga Petrus Nate Schaumberg Sally Short Salami Studios (US) Side (UK) Denys Torgovenko Vance Wallace Denys Zorya
<i>Art Director</i> Andrew Wood	<i>Additional Design Support</i> Patrick Connor Joe Quadara	Everyone at Crystal Dynamics for their support! Our families, husbands, wives, children, significant others, pets and everyone else who helped us during the making of <i>Tomb Raider: Anniversary</i> . We could not have made it without you!
<i>Executive Producer</i> Matthew Guzenda	<i>Script/Dialogue Writer</i> Matt Ragghianti	
<i>Artists</i> Matthew Abbott Matt Bein Rick Grossenbacher Yu Gu Jeff "Duk" Johnsrude Daniel "Master of Throwing" Neuburger Chris Sturgill	<i>Playtest Coordinator</i> Arnab Basu	
<i>Lead Character Artist</i> Chris Anderson	<i>Programmers</i> Ergin Dervisoglu Tom "Script Error" Fong Matt "Missing String" Roberts	
<i>Character Artist</i> Daniel Cabuco	<i>Music Composer</i> Troels B. Folmann	
<i>Object Artists</i> Garin "Non-Manifold" Mazaika Shao Wei Lui	<i>Sound Designer</i> Mike Peaslee	
<i>Lead Animator</i> Brandon Fernandéz	<i>Audio Engineer</i> Karl Gallagher	
<i>Animators</i> Shaun Budhrum Ryan Goldsberry Phil Kauffold Barry Nardone Jake Spence	<i>Junior Audio Engineer</i> Gregg Stephens	
<i>Lead Visual Effects Artist</i> Gavin Wood	<i>Creative Services Manager</i> Morgan W. Gray	
<i>Visual Effects Artists</i> Joe Allen Mike Oliver	<i>Creative Services Producers</i> Troels B. Folmann Rosaura Sandoval	
<i>Concept Artists</i> Joel Bouquemon	<i>Localization</i> Misty Chun Ted Johnson	
	<i>Av Support</i> Estuardo Sandoval Jae Shin	
	<i>Production Assistant</i> Chris Chambers	

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 Crispin
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 Jensen
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
Barry Drew
Special Thanks
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
Vice President
of New Business Development
Dave Clark
Director of Marketing
Matt Gorman
Senior Marketing Manager
Matt Knoles
Director of Public Relations
Michelle Seebach Curran
Public Relations Manager
Oonagh Morgan
Senior Media, Promotion
& Partnerships Manager
Micheal Tran
Creative Director
Karl Stewart
Creative Services
Project Administrator
Julie Moretti
Junior Graphic Designers
Connie Cheung
Chris Cheng
Web Producer
Roderick van Gelder

Web Designer
John Lerma
Web Developer
Danny Jiang
National Sales Director
Joe Morici
Regional Sales Manager
Holly Robinson
Senior Sales
& Marketing Analyst
Ilana Budanitsky
Legal & Business Affairs
Manager
Clint Waasted
Channel Marketing
Manager
Leon Harmon Jr.
Channel Marketing
Specialist
Rafal Dudzic
Channel Marketing
Representative
David Bushee
Operations Manager
Gregory Wu
Director of North American
Developer Relations
Nick Goldsworthy
Assistant Producer
Kari Hattner
Product Specialist Supervisor
Jeff Lowe
Product Specialists
Tom Bengford
Stephen Cavoretto
U.S. Mastering
& Submissions Supervisor
Jordan Romaldis

Event Specialist
Rudy Geronimo
Senior Business
Development Manager
Tom Marx
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 Martin Santos
Manual by
Hanshaw Ink & Image



Eidos MOBILE

LARA CROFT TOMB RAIDER

LEGEND

Download Now
www.eidosmobile.com



FATHAMMER **SIXELA PRODUCTIONS** **eidos**

© 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

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 or visit our website at: 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 © 2007 Eidos Interactive Ltd. Developed by Crystal Dynamics, Inc. Published by Eidos, Inc. Lara Croft Tomb Raider: Anniversary, 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. Buzz Monkey ® is a registered trademark of Buzz Monkey Software, LLC. Microsoft, Xbox, Xbox 360, and the Xbox logos are trademarks of the Microsoft group of companies. The rating icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners.

**OUTSIDE BACK COVER
PLACEHOLDER**