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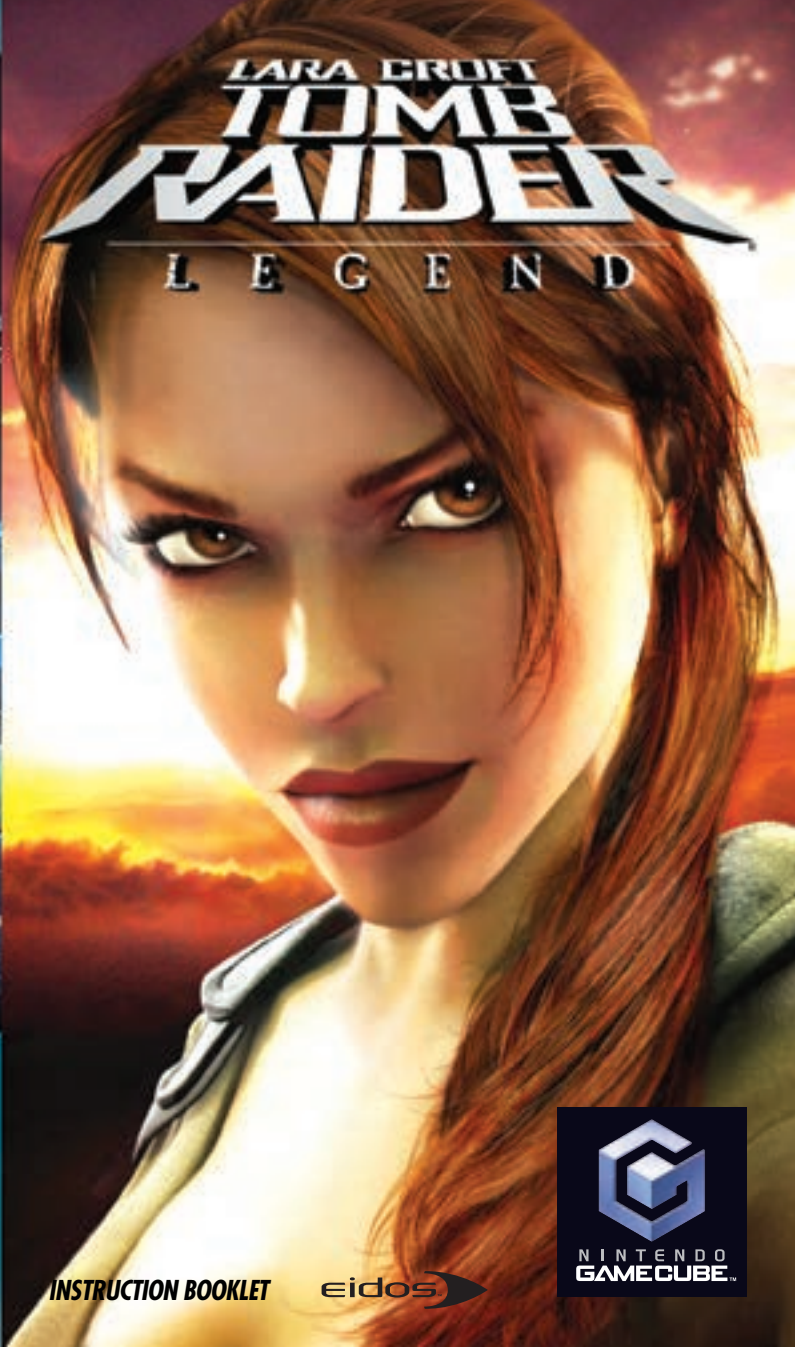
NINTENDO DS



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LARA CROFT TOMB RAIDER LEGEND



INSTRUCTION BOOKLET

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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LARA

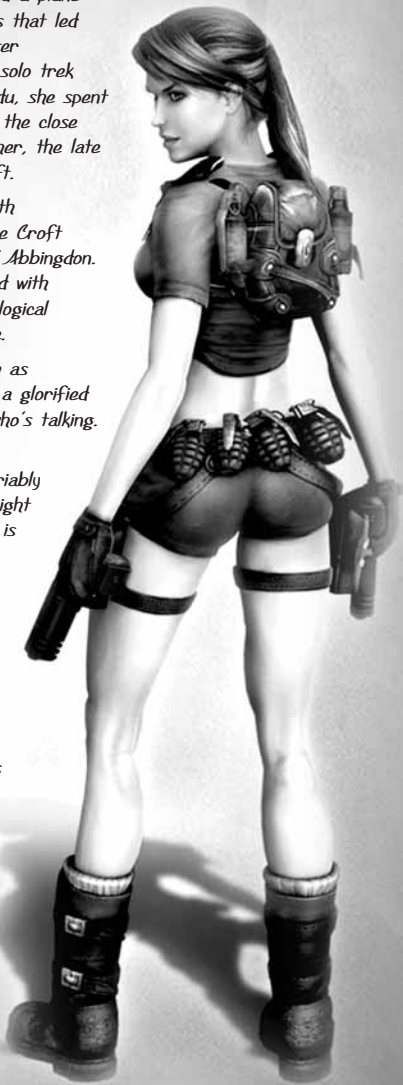
At the age of nine, Lara survived a plane crash in the Himalayan mountains that led to the death of her mother. After miraculously surviving a ten-day solo trek from the crash site to Kathmandu, she spent the rest of her childhood under the close tutelage of her archeologist father, the late Earl of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

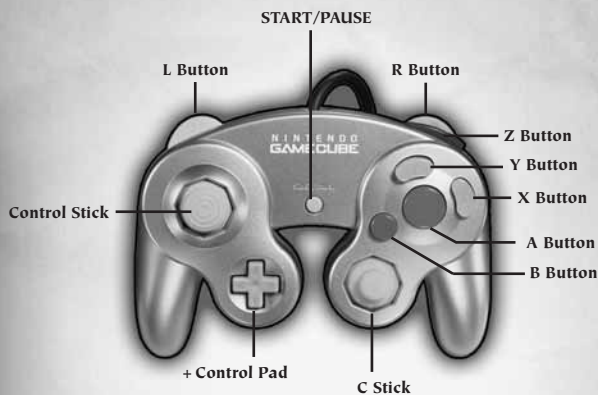
Lara Croft has been hailed both as an archeological wunderkind and a glorified treasure hunter, depending on who's talking.

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, enigmatic figures of our time.



NINTENDO GAMECUBE CONTROLLER



MENU CONTROLS

START/PAUSE	Pause/Open Pause Menu
+Control Pad	Cycle through options
A Button	Confirm/Next menu
B Button	Cancel/Previous menu

Note: See pages 7-10 for in-game controls.

MAIN MENU

START GAME

Start a new game. If saved data is present on your Nintendo GameCube Memory Card, this option changes to RESUME GAME and resumes play from the last save.

LOAD

- NEW GAME Start a new game.
- LOAD GAME Display a list of saved games. Select a save and press the A Button to load it.
- LOAD LEVEL Display 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. But to gain full access you must have a saved game containing at least one completed mission. Only then will all the Manor's secrets become approachable for you to discover.



OPTIONS

Use the Menu Controls (page 3) to select game options and change settings.

- SOUND Adjust the volume of the game's MUSIC, SFX and VOICE.
- DISPLAY Set SUBTITLES OFF or to your preferred language.
- CAMERA Set the following options to YES or NO:
 - INVERT X-AXIS
 - INVERT Y-AXIS
 - AIM & BINOCES INVERT X-AXIS
 - AIM & BINOCES INVERT Y-AXIS
- CONTROL Set the following options:
 - COMBAT MODE Select STANDARD or ADVANCED HOLD.
 - RUMBLE Turn the Controller's rumble feature ON/OFF.

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 and set two screen options:

- DIFFICULTY Choose EXPLORER (easy), ADVENTURER (medium) or TOMB RAIDER (hard).

SAVING AND LOADING THE GAME

Press START/PAUSE 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/PAUSE to access the Pause Menu and select SAVE. From here you can choose to create a new save game 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: There is no automatic save when you leave the game. However, if Lara dies during a game, she automatically restarts at the last checkpoint passed, regardless of whether or not you saved there. If you quit the game without saving, you lose all progress since the last saved checkpoint.

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 your Memory Card from the Main Menu or from the in-game Pause Menu. Select LOAD, then choose a save from one of the four save slots. If data is present, details of the save will be shown at screen right. Press the A Button to load and resume that game.

If you have a save that was created at the end of the game, you cannot load it during gameplay. Instead, you can revisit any part of the game via the LOAD LEVEL option (page 4) in the Main Menu.



Note: If you're using save files that were copied from one Memory Card to another, the save file MOST RECENTLY copied becomes your "current" save, and will be selected when you choose RESUME GAME, even if this save data does not represent the most up-to-date game progress.

CONTROLLING LARA

The controls shown in this section are default. You can view all Controller settings in the Options Menu (page 5).

MOVEMENT CONTROLS



Control Stick	Movement: Sneak, Walk and Run.
B Button	Crouch/Roll.
Y Button	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.
Y Button (hold) + Control Stick  / 	Climb up/down ropes.
A Button	Jump. Hold button to jump farther.
C Stick	Rotate camera.

SWIMMING CONTROLS



Control Stick	Swim left, right, forward.
B Button	Dive. Hold to dive deeper.
Y Button	Interact/Fast Stroke.
A Button	Swim toward the surface/Surface.
C Stick	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



R Button	<i>fire.</i>
L Button	<i>Combat Mode lock-on.</i>
Z Button	<i>Accurate Aim Mode (toggle).</i>
L (hold) + Z Buttons	<i>Throw grenade.</i>
X Button	<i>Throw/Release grapple.</i>
Y Button	<i>Pull grapple/Interact with environmental targets (explosive barrels, etc.).</i>
+Control Pad	<ul style="list-style-type: none"> ▲ <i>Use health pack.</i> ▼ <i>Switch weapons.</i> ◀ <i>(action depends on level) Throw flare/ Personal Light Source (PLS) ON/OFF</i> ▶ <i>Binoculars. Activate the RAD (page 13) by pressing the Y Button in Binocular view.</i>

DRIVING CONTROLS



Control Stick	<i>Steer.</i>
A Button	<i>Accelerate.</i>
B Button	<i>Brake/Reverse.</i>
R Button	<i>fire weapon.</i>
L Button	<i>Select target.</i>
Y Button	<i>Shoot Hazard target.</i>
+Control Pad	▲ <i>Use health pack.</i>
C Stick	<i>Rotate camera.</i>

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

L Button	<i>Lock-on target.</i>
R Button	<i>fire weapon.</i>
C Stick	<i>Change target: flick ◀/▶ during lock-on.</i>
L (hold) + Z Buttons	<i>Throw grenade at target.</i>

MELEE ATTACKS

■ **SLIDE ATTACK**

Target enemies while running toward them, then press the B Button to slide. Lara slides into enemies, knocking them off balance and setting them up for her guns.

■ **AERIAL ATTACK**

Press the A Button twice when close to the enemy. With the first press, Lara jumps at an enemy. As she lands on the enemy, press the A Button again to activate slow time, then immediately press the R Button to fire, shooting the target.

■ **POWER KICK**

Hold the L Button and press the Y Button to kick the target enemy away with Lara's boot.

■ **JUMP KICK**

When Lara is locked-onto an enemy, press the A Button to jump, and then press the Y Button in midair to kick out at the enemy.

■ **GRAPPLE**

Hold the L Button and press the X Button 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 Hold the L Button, press the Control Stick in any direction, then press the B Button.
- FLIP Hold the L Button, press the Control Stick in any direction, then press the A Button.

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 range 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 12) if available.
- USE ITEMS (PLS, Health Pack, Binoculars) To use an item or gadget from Lara's inventory, press the +Control Pad 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 her mission data and real time objective and equipment information. Press START/PAUSE to pause the action in order 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 information on Lara's inventory. Here you can view stats and descriptions of each weapon and item in inventory.

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 the +Control Pad  to activate the binoculars. (Press again to deactivate.) Press and hold the L/R Buttons to zoom in/out.
- Press the Y Button to activate RAD mode. (Press again to deactivate.)

REWARDS

Throughout Lara's archeological adventure, various artifacts and relics become available for discovery and collection. Collecting rewards opens up bonus content and extra features such as outfits (which you can view 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 LEVEL LOAD from the Main Menu to replay completed missions and pick up missed rewards.

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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.