LARA CROFT
TOMB RAIDER®
ANNIVERSARY

eidos

CRYSTALDYNAMICS

FERAL
MAKE·YOUR·PLAY·

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

INSTALLATION

1. Insert the Tomb Raider Anniversary DVD into the DVD drive and wait for the "Tomb Raider Anniversary" DVD icon to appear on your desktop.

2. Double click on the "Tomb Raider Anniversary" DVD icon to open it.

3. Before doing anything else read the file called "ReadMe" found in the "EN" folder.

4. Drag the "Tomb Raider Anniversary" application to the "Applications" folder alias that appears next to it. It will start to copy across.

5. Once the copy has finished, the "Tomb Raider Anniversary" installation is complete.

6. Once installation is complete, double click on the "Tomb Raider Anniversary" application icon, which is found in the "Applications" folder on your hard drive. The game will launch.

Installation is a one-time process that will only take a few minutes.

STARTING A NEW GAME

When 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 SETTINGS

Once you have chosen to start a new game, an option screen will appear asking you which difficulty level you wish to play.

Difficulty: Easy
               Medium
               Hard

SAVING AND LOADING THE GAME

Pause Menu

Pressing the [Esc] key during gameplay will display the Pause Menu; from here you can select from the various options detailed below.

MENU OPTION	DESCRIPTION
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.
Load	Load a saved game. See below for more information.
Save	Manually save a game. For more details on **saving and loading a game** see the information below.
Quit	Quit current game.

Saving your progress

Every level in the game has a number of checkpoints to pass. The text "CHECKPOINT" will appear in the bottom centre of the screen informing you when Lara has passed a checkpoint.

To manually save your progress, first press the [Esc] key to access the Pause menu and select Save. You can save anywhere between checkpoints but Lara will always appear at the most recently passed checkpoint when a save is loaded again. The game uses an autosave feature that will save your game every time a checkpoint is passed.

Note- Starting a new game will automatically overwrite the autosave.

Loading a saved game.

Selecting Resume Game on the Main Menu will load the most recent autosave.

CONTROLLING LARA

The following controls are default but are fully configurable from the Controls option in the Main Menu. See page 23 for details.

MOVEMENT CONTROLS

CONTROL	ACTION
W,A,S,D	Movement - Run
Mouse	Movement Rotate camera
Left Shift	Crouch/roll
E	**Interact/action** (while standing next to object) **Pick up items/weapon** (while standing over item/weapon) **Safety Grab/Balance** - prevent Lara falling from edges or toppling off objects. **Fast Traverse** – speed up Lara's movement on ledges.
Space	**Jump**, hold to jump further
J	**Reset camera angle**
Ctrl (hold)	**Grab** (if Manual Grab is enabled) – Lara grabs and holds onto ledges and objects in her environment

SWIMMING CONTROLS

CONTROL	ACTION
W,A,D	Swim forwards, left, right
Mouse	Movement Rotate camera
Left Shift	Dive, hold to dive deeper
E	Interact/action; pick up rewards
Space	Surface (hold to swim towards the surface)
E (Press 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
Tab	View Inventory
Z	Manual Aim mode (toggle)
Q	Throw/Retract grapple
B	Use large medipack
V	Use small medipack
Numpad +/- OR Mouse Wheel	Cycle through weapons

ADVANCED
MOVEMENT CONTROLS

The following Advanced Movement Controls are default but are fully configurable from the Controls option in the Main Menu. See page 23 for details.

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, rails or ropes press the [**Space**] key and the [**E**] key to grab, if she doesn't have a secure grip.

To shimmy along a ledge or an object use the [**Left/Right Direction**] keys in the desired direction. To pull up press the [**Space**] key.

Press the [**Left Shift**] key to release from the grab and drop down.

To perform a Lateral Jump Up/Jump Back on ledges, use the [**Left/Right/Back Direction**] keys in the desired direction and then the [**Space**] key to perform the jump.

Grappling and Wall Running

Lara can also use her grapple device to span gaps too wide for her to jump across. Where you see a shiny ring or a wall mounted ring you can use the grapple device to swing across or wall walk to safety.

To activate the grapple device run towards the ring, jump using the [**Space**] key and then quickly press the [**Q**] key. To climb or descend the rope use [**Up/ Down Direction**] keys and the [**E**] key.

To swing or wall walk use the [**Direction**] keys in the direction of your destination and then jump using the [**Space**] key to release the grapple device.

Pole Techniques

Using poles, Lara is able to swing from point to point or across gaps to gain access to areas she is unable to climb to.

Use the [**Direction**] keys to move Lara into position underneath the pole or take a run up using the [**Direction**] keys and press the [**Space**] key to jump onto the pole.

Use the [**Direction**] keys to traverse and manoeuvre Lara to face the direction you want her to swing. Push forward with [**Up Direction**] key to begin swinging and then the [**Space**] key to flip to the next pole or onto a platform.

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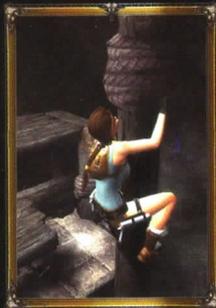
Lara can climb slender vertical columns to reach areas above and below her.

Use the [Direction] keys to move Lara onto the base of a column or take a run up using the [Direction] keys and press the [Space] key to jump onto the column.

The [Direction] keys will rotate Lara around the column and will also make Lara climb up or slide down the column.

To jump off a column, press a [Direction] key in the direction you want to jump and press the [Space] key to leap off.

To release from a column, press the [Left Shift] key.

Rope Work

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

Use the [Direction] keys to move Lara into position underneath the rope and run up using the [Direction] keys and press the [Space] key to jump onto the rope.

You can climb up and down the rope using the [E] key and up/down using the [Direction] keys.

The Left/Right [Direction] keys will rotate Lara on the rope, changing her swing direction.

Push the [Forward/Backwards Direction] keys to build momentum and swing Lara higher then use the [Space] key to jump to the next rope or platform.

To release from a rope use the [Left Shift] key.

Ladders

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

Use the [Direction] keys to move Lara into position underneath the ladder or take a run up using the [Direction] keys and press the [Space] key to jump onto the ladder.

The [Up/Down Direction] keys will make Lara climb or descend the ladder. Tap the [E] key repeatedly to speed up Lara's movement when climbing a ladder.

To jump backwards off a ladder press the [Space] key to perform a lateral jump sideways off a ladder, use the [Direction] keys in the desired direction and then the [Space] key to perform the jump.

To release from a ladder use the [Left Shift] key.

Perching

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

Use the [Space] key to jump to a perchable object as with any other platform. Once connected and steady, use the [Left/Right Direction] keys to rotate around. Jump using the [Space] key plus the desired direction using the [Direction] keys to jump off.

If Lara lands incorrectly on a perchable object she will lose her balance and begin to fall off. Quickly push the [E] key to regain balance and steady Lara on the object.

Lara can quickly hop across the tops of perchable objects by pressing the [Space] key plus the direction she wants to jump using the [Direction] keys as soon as she lands.

Note: You only have a limited amount of balance time; so get Lara to something more stable as quickly as possible. If Lara begins to lose her balance while standing on a perchable object, push the [E] key to regain balance.

Swan Diving

Lara can swan dive off of rock faces into water. Control Lara's direction using the [**Direction**] keys and then tap the [**Space**] key and then the [**Left Shift**] key 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.

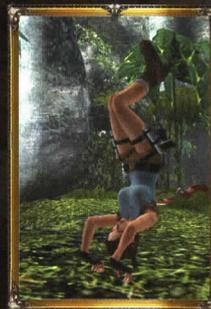To interact with an object press the [**E**] key.

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 the [**Space**] key to stop Lara 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 the [**Left Shift**] key repeatedly.

To flip press the [**Space**] key repeatedly.

COMBAT

COMBAT CONTROLS

The following Combat Controls are default but are fully configurable from the Controls option in the main menu. See page 23 for details.

CONTROL	ACTION
Right Mouse button	Lock onto targets (enemies and shootable objects)
Left Mouse button	Fire weapon (performs Headshot if timed correctly during an Adrenaline Dodge)
Mouse	Flick Left or Right –Change target
Numpad +/- OR Mouse wheel	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) Directional keys any direction + Left Shift	Multidirectional roll.
(While Locked) Directional keys any direction + Space	Forward, back, left or right somersaults.
(While Locked) Directional keys any direction + Left Shift or Space	Adrenaline Dodge

ADVANCED COMBAT CONTROLS

The following Advanced Combat Controls are default but are fully configurable from the Controls option in the main menu. See page 23 for details.

PERFORMING ADRENALINE DODGES

During combat some enemies will become enraged. When this happens, they will charge at Lara and perform a Rage Attack. 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. Press the [Left Shift] key or the [Space] key plus a direction using the [Direction] keys to perform a dodge and evade the attack.

If done correctly, Lara will go into slow motion and she will have the opportunity to return fire and deliver a headshot to the enemy. To successfully execute a headshot, wait until the two targeting reticules come together over the head of the enemy and then press the [Left Mouse Button] to shoot. If Lara shoots before the two reticules 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 can significantly increase Lara's chances in combat.

BREAKING FREE FROM ENEMY GRABS

Some enemies can grab Lara's limbs and shake her about. If an enemy latches on to Lara in this way, quickly press the [Left/Right Direction] keys back and forth to break free from their grasp. The faster the keys are pressed, 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 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 the [Tab] key 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 using the [Left/Right Direction] keys then press the [Enter] key.

GEAR

The Gear Ring includes weapons, health, and other useful equipment. Switch between the Items Ring and Gear Ring using the [Up/Down Direction] keys.

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. 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 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, 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 is able to pull on objects from a distance, climb or drop to different heights, swing across large gaps and run on walls.

ITEMS

The Items ring includes Lara's journal and any collectable objects that Lara discovers during her adventures. Switch between the Items Ring and Gear Ring using the [Up/Down Directional] keys.

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 its true power be understood.

HUD (HEADS UP DISPLAY)

1	**Health Meter**	Lara's current health level. Replenish with a Medipack when necessary.
2	**Breath Meter**	The amount of air Lara has left when swimming underwater.
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**	Icon which indicates that Lara can interact with nearby objects.
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.

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

MENUS

BASIC MENU CONTROLS

Some menus have option specific actions: for information as to how to perform them, note the panel at the bottom of the screen.

CONTROL	ACTION
Direction Keys	Toggle menu option; increase/decrease menu slider
Direction Keys	Change selected menu option
Enter	Select; accept changes; progress to next screen
Esc	Cancel; return to previous 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 the Options Menu starting on page 22 for more information.
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.
Change Profile	Select this option to change the current profile.
Exit Game	Select this to exit the game and return to your operating system.

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 previously saved games.
Replay Level	Select this to display a list of previously completed levels (based on a 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
Sound	Music Volume	Adjust music volume.
	SFX Volume	Adjust sound effects volume.
	Voice Volume	Adjust volume of Lara (outside of cinematics).
Display	Hint Icons	Turn On/Off display of icons that show relevant control inputs for a given situation.
	Commentary Markers	Turn On/Off display of commentary markers in the game world. If On, Lara can interact with them to hear Director's Commentary about her current location.
	Fullscreen Effects	(On/Off)

MENU OPTION	SUB-MENU OPTIONS	DESCRIPTION
Display (cont.)	Depth Of Field	(On/Off)
	Fullscreen Anti-Aliasing	(System Dependent)
	Shadows	(On/Off)
	Reflections	(On/Off)
	Water Effects	(On/Off)
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.
Controls	Restore Defaults	Choose this option to change all controls back to their default setting.
	Combat Mode	Adjust method by which targets are locked: **Advanced Hold –** Hold/Release Target Lock to pull out/put away Lara's guns; firing locks onto enemy automatically **Advanced Toggle –** Press Target Lock to pull/out put away Lara's guns; firing locks onto enemy automatically

MENU OPTION	SUB-MENU OPTIONS	DESCRIPTION
Controls (cont.)	Combat Mode (cont.)	**Standard Gamepad –** This option has been fine-tuned for use with a gamepad.
	Manual Grab	(On/Off) If Manual Grab is turned on, Lara will only hold on to objects in her environment if [**Ctrl**] is held
	Mouse Sensitivity	Set the mouse sensitivity via the slide bar.
Gamepad	Gamepad	(Enable/Disable) This option also allows the user to chose between any connected gamepad.
	Vibration	(On/Off)
	Gamepad Axes	Right Stick X & Right Stick Y/ Right Stick Y & Right Stick X/ Disabled
	Invert Gamepad X-Axis	(Yes/No)
	Invert Gamepad Y-Axis	(Yes/No)
Calibration	Brightness	Adjust the screen brightness (0-100).
	Contrast	Adjust the screen contrast (0-100).
Language	Language	(English/Francais/ Deutsch/ Italiano/Espanol)
	Subtitles	(Off/English/Francais/Deutsch/ Italiano/Espanol)

MENU OPTION	SUB-MENU OPTIONS	DESCRIPTION
Display Mode	Width	(System dependent)
	Height	(Dependent on width selected)
	Refresh Rate	60Hz/70Hz
	Aspect Ratio	Auto/4:3/16.9/16.10
Cheats	??? (until unlocked)	Turn On/Off various cheats (once unlocked).

REWARDS MENU

MENU OPTION	DESCRIPTION
Cinematics	Replay any cinematic already viewed in the game (for selected profile).
Character Bios	Informational biographies about characters from the game.
Art Galleries	Various image galleries showcasing different aspect of the development and history of Tomb Raider: Anniversary.
Outfits	View and select unlockable outfits for Lara to wear in-game.
Relics	View Relics Lara has collected
Cheats	View list of cheats that have been unlocked.
Commentaries	View list of levels that have commentaries unlocked.
Music	Listen to various musical tracks from the game.
Credits	Development credits.
Special	Bonus content available only to the most dedicated explorers.

CREDITS

ORIGINAL DEVELOPMENT BY
Crystal Dynamics

ADDITIONAL DEVELOPMENT BY
Nixxes Software

ORIGINALLY PUBLISHED BY
Eidos Interactive

MACINTOSH DEVELOPMENT BY
Robosoft Technologies

MACINTOSH PUBLISHING BY
Feral Interactive

OWNERSHIP

CUSTOMER SUPPORT

Every effort has been made to make Tomb Raider Anniversary as compatible with current hardware as possible. However, if you are experiencing problems with running the game, please read on. The following information MUST be obtained BEFORE contacting our Customer Support:

1. The error message displayed when the problem occurred (if any).
2. A TombRaiderAnniversary.txt file, this contains:
   - An Apple System Profiler Report of your Mac
   - Any Crash logs that exist for Tomb Raider Anniversary
   - List of all the files in the relevant game folder

All the information required can be obtained by loading Tomb Raider Anniversary and clicking on the Support tab in the pre-game Options window. In the Support tab click on the "Generate Report" button; this will grey out and a progress wheel and status message will appear below it. Once the report is generated it will appear as a file on your desktop. Now click on the send e-mail button. Remember to attach the report called "TombRaiderAnniversary.txt" to your e-mail.

In your email please include a brief description of the problem you have experienced with Tomb Raider Anniversary.

CUSTOMER SUPPORT CONTACT DETAILS

ONLINE SUPPORT:

Visit our website at: www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

E-MAIL SUPPORT:

If you cannot find an answer to your question on the website, please email to the following address: traesupport@feralinteractive.com. The subject line of your e-mail must include the words "Tomb Raider".

Remember to include a report from the profiler (as detailed above) with your e-mail.

PHONE SUPPORT:

If you prefer to speak with a member of the support team, call on the following numbers:

If you are in the UK - Tel: 0208-875-9787 Fax: 0208-875-1846

If you are outside the UK -Tel: +44 208-875-9787 Fax: +44 208-875-1846

Telephone support is available between 9.00 a.m and 6.00 pm GMT. Outside of these hours, please leave a message with your name, number and the game for which you are seeking support.

PLEASE DO NOT CONTACT FERAL'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS.

They are neither permitted nor qualified to supply such information.

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