



F E R A L



L E G E N D S

# TOMB RAIDER™

U N D E R W O R L D

CRYSTAL  
DYNAMICS

eidos 

## EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

## PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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## INTRODUCTION

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, 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 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 both as an archaeological wunderkind and a glorified treasure hunter, and there are countless rumors surrounding her exploits, invariably involving the unexplained or outright unbelievable. Lady Croft herself is rarely available for comment, which further adds to the fog of mystery that surrounds her life and work. Consequently, Lara Croft continues to be the focus of wild speculation and intense debate. Idealized and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our time.

## INSTALLATION & ACTIVATION

It is important to install the game correctly before playing; installation is a one-time process that only takes a few minutes. Please follow the instructions below:

1. Double-click on the **Tomb Raider Underworld.dmg** file and wait for the **Tomb Raider Underworld disc image** to appear on your desktop.
2. If it doesn't open automatically, double-click on the **Tomb Raider Underworld disc image** to open it.
3. Drag the **Tomb Raider Underworld application icon** onto the **Applications folder** that appears next to it. It will start to copy across.
4. Once the copy has finished, drag the **Tomb Raider Underworld disc image** on your Desktop to the **Trash**. You may now delete the **Tomb Raider Underworld.dmg** file.
5. Once installation is complete, double-click on the **Tomb Raider Underworld application icon**, which is found in the **Applications folder** on your hard drive. The *Tomb Raider Underworld* pre-game **Options window** will appear showing the **Activation tab**.

6. Enter your **Product Key** into the six empty boxes in the **Activation tab**. Once the **Product Key** has been entered, the **Save button** in the right-hand corner of the tab will activate. If you cannot find your **Product Key** after downloading the game please contact the vendor for assistance.
7. Click the **Save button** to save your **Product Key**.
8. Click the **Activate Online...** button in the **Activation tab**. A dialog box will appear confirming that your **Product Key** will be sent to Feral.
9. Click the **Activate Online button** in the new dialog box that appears. The **Activation tab** will update to show the number of machines the game is currently activated on and how many more you are allowed to activate. In future, you can play the game without an internet connection.

## GETTING STARTED

1. If the *Tomb Raider Underworld* application is not already running, double-click on the **Tomb Raider Underworld application icon**. By default, this is to be found in the **Applications folder** on your computer's hard drive.
2. The *Tomb Raider Underworld* pre-game **Options window** will appear. Click on the **Play button**. The game will launch.
3. You will be asked if you want to create an autosave file. Select **Yes** to continue.
4. The **Main Menu** will now appear. Select **Start New Game**.
5. You will now be asked to select a difficulty. If this is your first time playing, we suggest you choose **Casual Explorer** or **Tomb Raider** depending on your skill in action games.
6. After the opening video, you will find yourself in Croft Manor, where things are just starting to warm up...



# GENERAL CONTROLS

You can play *Tomb Raider: Underworld* using either a keyboard and mouse or a gamepad.

## GAMEPAD

*Tomb Raider: Underworld* works fine with your Mac's keyboard, however we recommend using a dual analog stick gamepad with at least 8 buttons. The diagram below is based on a standard controller layout; all gamepads have similar button positions but some may differ slightly from those shown. You may customize your gamepad controls in-game. This can be done in **Gamepad Configuration** via **Game Options** from the **Main Menu**.



# MOUSE AND KEYBOARD

**Note:** The instructions in this manual assume that you are using a two-button mouse with a scroll wheel to control the game. If you are using a Magic Trackpad or a Magic Mouse instead, you will need to enable the secondary click function before playing. To do this, follow the instructions below:

1. Open **System Preferences** (Apple Menu ⇨ **System Preferences**)
2. Click on **Mouse or Trackpad** (depending on whether you are using a Magic Mouse or a Magic Trackpad)
3. Select the **Point & Click** tab.
4. Check the **Secondary click** checkbox.

The secondary click function will now be enabled on your device.

If you prefer a different keyboard layout you can customize the keys by accessing **Button Configuration** via **Control Configuration** in **Game Options**.

CONTROL	ACTION
W, A, S, D or Arrow Keys	Walk/Jog/Run Climb Up/Down/Left/Right Shimmy left/right
Left Ctrl	Walk
Left Shift	Sprint (while running)
Move mouse	Rotate Camera
N	Recenter Camera
Space bar	Jump
C	Crouch (walking)/Roll (running) Drop (when climbing)
E	Interact - Pick up object - Pull switch/lever - Grab onto moveable block Safety Grab/Balance (prevent Lara from falling from ledges or losing her balance) Fast Traverse (speed up Lara's movement on ledges, ladders, etc.)
G	Throw held object (where possible)/throw grenade

## Other Basic Controls

CONTROL	ACTION
Q	Fire Grapple
E	Pull on Grapple Line (when attached)
C	Detach Grapple
F	Utility Light (on/off)
T	Field Camera (on/off) (Zoom in/out with H/G)
V	Use health pick-up
Escape	Pause Menu
TAB (→ )	PDA Menu

## Swimming Controls

CONTROL	ACTION
W, A, S, D or Arrow Keys	Swim
Left Shift	Fast Swim
Move mouse	Rotate Camera
Space bar	Swim Upwards
C	Swim Downwards
C (during combat)	Causes Lara to perform quick movements to evade enemies

**Note:** When Lara swims underwater without Diving Gear, she will use up air and her Breath Meter will decrease. If the meter empties completely, this will directly affect her health level; she must surface for air or risk drowning.

## COMBAT

CONTROL	ACTION
H or Left Mouse Button	Fire Weapon(s)
G	Throw Grenade
R	Switch Weapon
Hold X or Right Mouse Button	Lock onto target
Move Mouse Left/Right	Switch target when locked on
Z	Manual aim on/off
E	Melee Attack/Use Melee weapon/ Dislodge small enemies
Hold X or Right Mouse Button then Z (while Adrenaline is available)	Concentrated Fire

## Combat Movement Controls

CONTROL	ACTION
W, A, S, D or Arrow Keys + C	Multi-directional roll
Hold W, A, S, D or Arrow Keys + press C repeatedly	Somersault Forward, Back, Left, Right
Move towards enemy + Space bar	Enemy Vault
Q when locked on and close to target (while full adrenaline is available)	Trigger Adrenaline Headshot event (see page 9 for further information)

## Dual Targeting



Lara is capable of targeting two enemies at the same time using certain weapons.

- When faced with two or more enemies, simply press **H** and Lara will automatically fire upon two enemies when it is possible for her to do so.

## Melee

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

- Press **E** to perform a melee attack.

## Enemy Vault

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

- Move towards enemy and press **Space bar** to perform an enemy vault.

## Knockdown Recovery

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

- To quickly get Lara back on her feet, press the **Space bar** or **C**.

## 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 will be able to perform an Adrenaline Headshot.

- While targeting an enemy press **Q** when in close proximity to vault off the enemy and enter adrenaline.
- Position the targeting reticle over the enemy's head using the mouse, and then press **H** or **Left Mouse Button** to perform an Adrenaline Headshot.

**Note:** Lara's adrenaline gauge will gradually empty unless completely full.

## CONCENTRATED FIRE

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

- Hold **X** or **Right Mouse Button** to lock onto an enemy.
- Press **Z** to enter Concentrated Fire.
- Move the reticle over an enemy using the **Mouse**.
- Press **H** or **Left Mouse Button** to fire equipped weapon(s) at the chosen target.

## SITUATIONAL ADRENALINE

Sudden, dangerous situations will automatically trigger Lara's Situational Adrenaline. While 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.



## ADVANCED CONTROLS

### 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 different ways.

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

- Press **C** to place the object on the floor.
- Press **G** to throw the object.
- Press **E** to melee attack using the object.

To place a portable pole in a hollow, move Lara nearby and press **E**.

### 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 towards a wall by pressing the **Space bar**.
- When Lara connects with the wall, quickly press the **Space bar** and Lara will jump back off the wall.
- Press the **Space bar** repeatedly to bounce upwards 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 can be used in a number of different ways: to attach to moveable objects and drag them towards her, or to allow her to swing across gaps and climb up/down.

Lara can also move objects using the Grapple, either by attaching it to moveable objects and pulling, or by attaching it to a fixed point, bending the Grapple Line around moveable objects and pulling it taut.

### Basic Grapple

- Stand facing a ring and press **Q** to connect the Grapple.
- To pull the Grapple Line, press **E** after connecting.
- To detach the Grapple and retract the Grapple Line, press **Left Ctrl**.

### Grapple Rappel

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

- To rappel down, move Lara off the platform she is on by walking or jumping over the edge.
- To climb up, position Lara under the Grapple point and press the **Space bar** to hang from the Grapple Line.
- Hold **E** and move down/up as desired.

### Grapple Wall Run

Lara can use the Grapple on a wall-mounted ring to 'Wall Run' and run along the wall itself.

- Attach the Grapple as normal, then, when Lara is suspended below the grapple point, swing her **left/right**.
- To jump away from the wall, press **Space bar**.

## HEALING LARA

### Regeneration

If Lara is badly injured, her health will regenerate to a certain extent.

### Fully Replenishing Health

Press **V** to use First Aid Kits or Natural Remedies that Lara has picked up.

## ALL-TERRAIN MOTORBIKE



Lara will be able to make use of a powerful high-performance motorcycle that can be adapted for use across different terrain.

- Press **E** to mount the vehicle.
- Use **A**, **D** or **Arrow Keys** to steer.
- Press **W** or **Left Mouse Button** to accelerate.
- Press **S** or **Right Mouse Button** to brake/reverse.
- Press the **Space bar** while moving to perform an emergency brake.
- Press **H** or **Left Mouse Button** to fire weapon.
- Press **E** to dismount.

To perform a fast start:

- Hold the skid brake (**Space bar**).
- Rev the engine (**W** or **Left Mouse Button**).
- Release the brake.

## 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 **TAB** (→) to activate Lara's PDA.
- Select Field Assistance.
- Press **Space bar** to hear what to focus on (hint).
- Press **E** to hear what to do (task).

## FIELD CAMERA

Lara carries a Field Camera to help archive her experiences and examine her environment in closer detail.

- Press **T** to activate the Field Camera.
- Zoom in by pressing **H** or **Left Mouse Button**.
- Zoom out by pressing **X** or **Right Mouse Button**.
- Press **T** again to deactivate.

## PDA

Activate Lara's PDA by pressing **TAB** (→).

### Area Info

There are Treasures scattered throughout the world, and even more rare and hard 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.

### 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 the screen.



## Weapon Selection

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

## Inventory

View information on the items in Lara's inventory, be they her essential equipment, weapons, or key objects she currently has 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.

## Journal

Read additional information here 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 will unlock bonus content, so make sure Lara searches the game world thoroughly. You may revisit a location you have previously visited to search it for Treasures or Relics.

# SAVING AND LOADING

To save the game:

- Press **Escape** to activate the in-game menu.
- Select the option **Save Game**.
- Choose a save game slot.

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

- Select the option **Load Game**.
- Select the save file that you wish to load.

**Note:** The game automatically saves your progress at the beginning of each new chapter. These saves will appear in the Load Menu alongside any saves you have made manually.

# TECHNICAL SUPPORT

Every effort has been made to make *Tomb Raider Underworld* as compatible with current hardware as possible. However, if you are experiencing problems when running *Tomb Raider Underworld*, please read on.

The latest version of the FAQs can be found by selecting the **View FAQs button** in the **Support tab** of the *Tomb Raider Underworld* pre-game **Options window** (this is the window that opens when you start the game), or by going straight to the Feral website: <http://support.feralinteractive.com>

## Contacting Feral

If the FAQs and/or updates do not solve your problem, then please feel free to contact us. The following information must be obtained before contacting Feral Technical Support:

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

All the information required can be obtained by opening *Tomb Raider Underworld* and clicking on the **Support tab** in the *Tomb Raider Underworld* pre-game **Options window**. In the **Support tab**, click on the **Generate Report button**. Once the report is generated it will appear as a file in your **Downloads folder**. Now click on the **Create e-mail button**. Remember to attach the **Tomb Raider Underworld Report.txt** file to your e-mail.

In your e-mail, please include a brief description of the problem you have experienced with *Tomb Raider Underworld*. We will do our best to help you.

E-Mail: [underworldsupport@feralinteractive.com](mailto:underworldsupport@feralinteractive.com)

## CONTACT US

### Online support

Visit our website at [www.feralinteractive.com](http://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, email to the following address: [underworldsupport@feralinteractive.com](mailto:underworldsupport@feralinteractive.com)

The subject line of your e-mail must include the words “Tomb Raider Underworld”. Remember to attach the report file to your e-mail.

### Phone support

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

#### North America Callers

Tel: 1-888-592-9925 (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

#### United Kingdom Callers

Tel: 020 8875 9787

Fax: 020 8875 1846

Available between 9.00am and 6.00pm GMT, Monday to Friday.

#### International Callers

Tel: +44 20 8875 9787

Fax: +44 20 8875 1846

Available between 9.00am and 6.00pm GMT, Monday to Friday.

Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.

## CREDITS

Originally developed by: **Crystal Dynamics Inc.**

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Macintosh development by: **Feral Interactive Ltd.**

Macintosh publishing by: **Feral Interactive Ltd.**

## WARRANTY

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**Feral Returns**  
**64 Kimber Road**  
**London SW18 4PP**  
**United Kingdom**

Please state your full name and address (including postcode), as well as the date and location of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

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