

## 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

- This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- 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.

## HANDLING YOUR GAME DISC

- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

## ESRB RATING

This product has been rated *T for Teen* by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at [www.esrb.org](http://www.esrb.org).

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## IMPORTANT NOTE REGARDING GRAPHICS AND HAVING THE BEST POSSIBLE EXPERIENCE

*Tomb Raider: Anniversary* uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA GeForce 7 Series graphics cards. On a GeForce 7600 or better you will be able to turn on all of the special effect features at higher resolutions in the game. The intended experience can be more fully realized on NVIDIA GeForce 8 Series graphics hardware.



## 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: WINDOWS® XP

### INSTALLING THE GAME ON WINDOWS® XP

To install *Tomb Raider: Anniversary* on a Windows® XP system, insert the game disc into your DVD-ROM drive. After a few seconds, the Launch Panel will appear.

- ▼ If the Launch Panel does not appear when you insert the disc, double-click the *My Computer* icon, then double-click the *DVD-ROM* icon to display the Launch Panel.

This program will guide you through the installation process via onscreen prompts.

- OR -

1. Click *Start*.
2. Choose *Run* from the pop-up menu.
3. Type *d:\autorun* in the box provided (use your DVD-ROM drive letter if different from *d:*).
4. Click *OK* to begin the install program.
5. When prompted, select the path and directory on your hard drive where you want to install the game. The default is *C:\Program Files\Tomb Raider – Anniversary*. You can change this to another location if you prefer.
6. Click the *Readme* file to view important information about *Tomb Raider: Anniversary*.

### INSTALLING DIRECTX 9 ON WINDOWS® XP

To run *Tomb Raider: Anniversary* on your PC, you will need to have DirectX 9 installed. To install DirectX 9 on your PC, Select *Install DirectX 9* from the *Tomb Raider: Anniversary Autorun* program.

- OR -

1. Right-click on your PC's *DVD Drive* icon and choose the *Explore* option.
2. Open the *dx9.0c* folder and double-click *dxsetup.exe*.

## UNINSTALLING THE GAME ON WINDOWS® XP

1. From your desktop, select *Start* ⇒ *Settings* ⇒ *Control Panel* ⇒ *Add or Remove Programs* ⇒ *Tomb Raider – Anniversary* ⇒ *Change/Remove*.
2. When prompted, click *Yes* to remove *Tomb Raider: Anniversary* from your computer.

## RUNNING THE GAME ON WINDOWS® XP

- ▼ When game installation is complete, make sure the *Start Tomb Raider: Anniversary* option is checked, then click *Finish*.
- ▼ To begin playing the game at a later date, insert the disc into the DVD-ROM drive. After a few seconds, the *Tomb Raider: Anniversary* Autorun program will appear via the AutoPlay feature.

Click *Play* to start the game.

– OR –

Select *Start* ⇒ *Programs* ⇒ *Eidos* ⇒ *Tomb Raider – Anniversary* ⇒ *Tomb Raider – Anniversary*.

- ▼ To leave the game, click *Exit*.

## GETTING STARTED: WINDOWS VISTA™

### INSTALLING THE GAME ON WINDOWS VISTA™

1. To install *Tomb Raider: Anniversary* on a Windows Vista™ system, insert the game disc into your DVD-ROM drive.
2. Choose *Install* when the Launch Panel is displayed.
- ▼ If the Launch Panel does not appear, double-click the *Computer* icon on your desktop, then double-click the *DVD-ROM* icon to display the Launch Panel.
3. When the *User Access Control* option appears, choose *Continue*. (If you are not currently logged-in to a Windows Vista™ user account with administrator rights, you will be asked to provide a username and password for the account.)
4. Agree to the End User License Agreement by selecting the relevant option.
5. Choose either *Default Installation* (standard installation) or *Custom Installation* (select your installation settings).
6. Follow the on-screen prompts to complete the installation.

### UNINSTALLING THE GAME ON WINDOWS VISTA™

1. Select *Windows* ⇒ *Control Panel* ⇒ *Programs* ⇒ *Uninstall Program*.
2. When prompted, click *Yes* to remove *Tomb Raider – Anniversary* from your computer.

## RUNNING THE GAME ON WINDOWS® VISTA

- ▼ When game installation is complete, make sure the *Start Tomb Raider: Anniversary* option is checked, then click *Finish*.
- ▼ To begin playing the game at a later date, insert the disc into the DVD-ROM drive. After a few seconds, the *Tomb Raider: Anniversary* Autorun program will appear via the AutoPlay feature.

Click *Play* to start the game.

- OR -

Select *Windows*. Open the Games Explorer by clicking *Games*, and then click the *Tomb Raider: Anniversary* icon to start the game.

- ▼ View the readme file and view related websites from within the Games Explorer menu.

## WINDOWS VISTA - PARENTAL CONTROLS

If you set up Windows® Vista Parental Controls, you'll only be able to play *Tomb Raider: Anniversary* when logged-in to a user account that meets the age restrictions that appear on the game packaging.

## GETTING INTO THE GAME

### STARTING A NEW GAME

Once you create a 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

When you start a new game, an Options screen appears, allowing you to set a game difficulty level: *Easy*, *Medium* (default) or *Hard*.

- ▼ 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.

### 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.

- ▼ The game uses an Autosave feature that saves your progress every time Lara passes a checkpoint. (Starting a new game automatically overwrites the autosave.)
- ▼ To save manually at any time, press **Esc** to access the Pause Menu, and select *Save*. You can save between checkpoints, but Lara will always appear at the most recently passed checkpoint when a save is loaded.

#### 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.

## BASIC MOVEMENT CONTROLS

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

### MOVEMENT

W/A/S/D keys or cursor keys	Movement: Run
mouse	Rotate camera
left shift key	Crouch/Roll
E key	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 Fast Traverse — Speed up Lara's movement on ledges
spacebar	Jump; Hold to jump farther
J key	Reset camera angle and view HUD
ctrl key (hold)	Walk — Lara moves more carefully Grab (with <i>Manual Grab</i> enabled) — Lara grabs and holds onto objects



### SWIMMING CONTROLS

W/A/D keys	Swim forward/left/right
mouse	Rotate camera
left shift key	Dive; Hold to dive deeper
E key	Interact/Action — Pick up rewards
E key (repeatedly)	Swim quickly
spacebar	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

tab key	View Inventory
Z key (toggle)	Manual Aim mode on/off
Q key	Throw/Retract grapple
E key	Pull grapple
B key	Use large medipack
V key	Use small medipack
mouse wheel or +/- keys	Cycle through weapons



## ADVANCED MOVEMENT CONTROLS

The controls in this section are default, and are fully configurable from the Options Menu. (See page 19.)

- ▼ Lara can only perform advanced movement techniques when her weapons are put away.

### CLIMBING, JUMPING, GRABBING & SHIMMYSING

Lara is a superb climber and can overcome most obstacles using jumps, grabs and shimmies.

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



## GRAPPLING & WALL RUNNING

Lara can also use her grapple device to span gaps 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 the **spacebar** to jump, then immediately press the **Q** key to throw the grappling hook.
- ▼ To climb or descend the grapple line, hold the **E** key and press the **cursor keys** **↑/↓**.
- ▼ Lara can only climb up and down on her grapple line when she is not swinging. To swing or wall-run, press a **cursor key** in the direction of your destination, then press the **spacebar** 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 the **cursor keys** to move Lara into position under the pole, or take a run up using the **cursor keys** and press the **spacebar** to jump onto the pole.
- ▼ Press **↑** and hold to begin swinging, then press the **spacebar** to leap off.
- ▼ When Lara is hanging stationary from a pole, use the **cursor keys** to adjust her position on the pole.
- ▼ Press the **spacebar** to release from a pole.



## COLUMN TRAVERSAL

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

- ▼ Use the **cursor keys** to move Lara onto the base of a column, or take a run up using the **cursor keys**, then press the **spacebar** to jump onto the column.
- ▼ Press the **cursor keys** **↔** to rotate Lara around the column. Press **↑/↓** to make Lara climb up or slide down the column.
- ▼ To jump off a column, press a **cursor key** in the direction you want to jump, then press the **spacebar** to leap off.
- ▼ Press the **left shift key** to release from a column.



## ROPE WORK

Lara uses ropes to span gaps too large to jump across.

- ▼ Use the **cursor keys** to move Lara into position under the rope, or take a run up using the **cursor keys** and press the **spacebar** to jump onto the rope.
- ▼ Climb and descend the rope by holding the **E** key and pressing the **cursor keys** **↑/↓**.
- ▼ Press **↔** to rotate Lara around the rope, changing her swing direction.
- ▼ Press **↑/↓** to build momentum and swing Lara higher, then press the **spacebar** to jump to the next rope or platform.
- ▼ Press the **left shift key** to release from a rope.



## LADDERS

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

- ▼ Use the **cursor keys** to move Lara into position under the ladder, or take a run up using the **cursor keys** and press the **spacebar** to jump onto the ladder.
- ▼ Press **↑/↓** to climb or descend the ladder. Tap the **E** key repeatedly to speed up Lara's movement.
- ▼ Press the **spacebar** to jump backward off a ladder. To perform a lateral jump off a ladder, press a **cursor key** in the direction you want to jump, then press the **spacebar**.
- ▼ Press the **left shift key** 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 the **spacebar** to jump to a perchable object. Once connected and steady, press the **cursor keys** **↔** to rotate.
- ▼ To jump off, press a **cursor key** in the direction you want to jump, then press the **spacebar**.
- ▼ If Lara lands incorrectly on a perchable object, she will lose her balance and begin to fall off. Quickly press the **E** key to regain balance and steady Lara.



▼ You can make Lara hop rapidly across the tops of perchable objects by pressing the spacebar, then, as soon as she lands, pressing a cursor key 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 the E key to regain balance.



### SWAN DIVE

Lara can swan dive off rock faces into water.

- ▼ Use the cursor keys to control Lara's direction, then tap the spacebar and left shift key in quick succession.

### INTERACTING WITH THE ENVIRONMENT

Lara interacts with the environment in many different ways: opening doors, moving obstacles, and activating levers.

- ▼ To interact with an object, stand next to it and 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 spacebar 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 the left shift key repeatedly.  
▼ To flip, press the spacebar repeatedly.



## BASIC COMBAT CONTROLS

### COMBAT FIGHTING

right mouse button	Lock onto target (enemies and shootable objects)
left mouse button	Fire weapon – Results in headshot if timed correctly during Adrenaline Dodge
mouse	Change target (flick ←/→ while locked-on)
mouse wheel or -/+ keys	Cycle through weapons



### COMBAT MOVEMENT

(while locked-on) cursor keys + left shift key	Multidirectional roll
(while locked-on) cursor keys + spacebar	Somersault in direction of cursor key
(during enemy's Rage Attack) cursor keys + left shift key/spacebar	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.

- ▼ Press the left shift key or spacebar while using the cursor keys to perform a dodge and evade the attack. If done correctly, Lara will go into slow motion and have the opportunity to return fire and deliver a headshot to the enemy.



- To successfully execute a headshot, wait until the two targeting reticles superimpose over the enemy's head, then press the left mouse button 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 press the cursor keys  $\leftarrow/\rightarrow$  to break free from the animal's grasp. The faster the keys are pressed, the faster Lara will break free.

- Press both cursor keys simultaneously to break free more quickly.



## 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.

## 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. E key to interact with 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 the **tab** key 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 the **cursor keys** to cycle the ring to an object, then press the **enter** key.

### ITEMS

The Items Ring includes Lara's journal and any collectible objects Lara discovers during her adventures. Select the Items Ring by pressing the **tab** key, then pressing the **cursor key** .



#### 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 the **tab** key to display the Gear Ring by default; to view it if it is not displayed, press the **cursor key** .

#### 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.

## 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

↔	Select option; Increase/Decrease setting slider
↑ / ↓	Change selected option setting
enter key	Confirm/Next menu
esc key	Cancel/Previous menu

▼ Some menus have option-specific controls. Controls and actions for any menu item are displayed on-screen 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.
- ▼ 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.
- ▼ Change Profile      Change the current profile.
- ▼ Exit Game      End the game and return to the desktop.

### 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 the *enter* key 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

- ▼ Sound
  - Music Volume
  - SFX Volume
  - Voice Volume
- ▼ Display
  - Hint Icons
  - Commentary Markers
  - Fullscreen Effects
  - Depth of Field
  - Fullscreen Anti-Aliasing
  - Shadows
  - Reflections
  - Water Effects
- ▼ Camera
  - Invert X-Axis
  - Invert Y-Axis
  - Manual Aim

Adjust music volume.  
Adjust sound effects volume.  
Adjust Lara's volume (in-game).

Turn On/Off. Hint icons show control inputs for given situations.

Turn On/Off. If *On*, Lara can interact with the markers to hear Director's Commentary about her current location.

Turn On/Off.

Turn On/Off.

System dependent.

Turn On/Off.

Turn On/Off.

Turn On/Off.

Invert camera left/right movement.

Invert camera up/down movement.

*Invert X-Axis* — Invert camera left/right movement in Manual Aim.

*Invert Y-Axis* — Invert camera up/down movement in Manual Aim.

## ▼ Controls

*Restore Defaults*

*Combat Mode*

Restore all options to their original settings.

Set target-lock method:

*Advanced Hold* — Press the target-lock control to pull out/put away Lara's guns; firing locks-on to enemy automatically.

*Advanced Toggle* — Hold/Release the target-lock control to pull out/put away Lara's guns; firing locks-on to enemy automatically.

*Manual* — Hold the target-lock control to lock-on to enemy. Move the camera to another target to lock-on to a different enemy.

*Manual* — Use this option with your gamepad.

Turn *On/Off*. When *On*, Lara will only hold onto objects in her environment when the *ctrl* key is held down.

Set mouse sensitivity using the slide bar.

## *Manual Grab*

## Mouse Sensitivity

## ▼ Gamepad

*Gamepad*

*Vibration*

Enable/disable; select any connected gamepad.

Set *On/Off*. When *On*, the controller vibrates in response to game events.

Set *right stick X & right stick Y/right stick Y & right stick X/Disabled*.

*Invert Gamepad X-Axis*

Set to *Yes/No*.

*Invert Gamepad Y-Axis*

Set to *Yes/No*.

## ▼ Calibration

*Brightness*

Adjust screen brightness (0-100).

*Contrast*

Adjust screen contrast (0-100).

## ▼ Language

## ▼ Display Mode

*Width*

System dependent.

*Height*

Dependent on width selected.

*Refresh Rate*

Set to *60Hz/70Hz*.

*Aspect Ratio*

Set to *Auto/4:3/16.9/16.10*.

## ▼ Cheats

Turn various cheats (once unlocked) *On/Off*.

## REWARDS MENU

### ▼ Cinematics

### ▼ Character Bios

### ▼ Art Galleries

### ▼ Outfits

### ▼ Relics

### ▼ Cheats

### ▼ Commentaries

### ▼ Music

### ▼ Credits

### ▼ Special

Replay any cinematics already viewed in the game (for selected profile).

Read informational biographies about characters from the game.

View various image galleries showcasing different aspects of the development and history of Tomb Raider: Anniversary.

View and select unlockable outfits for Lara to wear in-game.

View Relics Lara has collected.

View list of cheats that have been unlocked.

View list of levels that have commentaries unlocked.

Listen to various musical tracks from the game.

Check the development credits.

Bonus content available only to the most dedicated explorers.

## IN-GAME PAUSE MENU

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

### ▼ 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.

### ▼ Load

Load a saved game.

### ▼ Save

Save a game manually.

### ▼ Quit

Quit to the Main Menu.

# CREDITS

## GAME DEVELOPMENT TEAM

<b>General Manager</b>	Sean Vesce
<b>Director of Design</b>	Noah Hughes
<b>Director of Technology</b>	John Pursey
<b>Director of Art</b>	Darrell Gallagher
<b>IT Manager</b>	Brian Venturi
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Andre Rodriguez	
Wilson Wong	
<b>Producer</b>	Lulu LaMer
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<b>Art Director</b>	Andrew Wood
<b>Executive Producer</b>	Matthew Guzenda
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<b>Character Artist</b>	
<b>Object Artists</b>	
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<b>Lead Animator</b>	Brandon Fernández
<b>Animators</b>	Shaun Budhram Ryan Goldsberry Phil Kauffeld Barry Nardone Jake Spence
<b>Lead Visual Effects Artist</b>	Gavin Wood
<b>Visual Effects Artists</b>	Joe Allen Mike Oliver
<b>Concept Artists</b>	Joel Bouquemont Ben Shafer Paul Sullivan
<b>Additional Concept Art</b>	Shane Nakamura Christian Picколо Francis Tsai
<b>Art Intern</b>	Rick "Degenerate Face" Gilliland
<b>Additional Art Support</b>	Jennifer Fernandez
<b>Additional Object Support</b>	Darrell Gallagher John Hsia
<b>Designers</b>	Jim E. Conrad Kyle Mannerberg
Alex "wytebred" Vaughan	
<b>Combat Designer</b>	Riley Cooper
<b>Story Designer</b>	Toby Gard
<b>Additional Design Support</b>	Patrick Connor Joe Quadrara
<b>Script/Dialogue Writer</b>	Matt Ragghianti
<b>Playtest Coordinator</b>	Arnab Basu
<b>Programmers</b>	Ergin Dervisoglu Tom "Script Error" Fong
Matt "Missing String" Roberts	
<b>Music Composer</b>	Troels B. Folmann
<b>Sound Designer</b>	Mike Peaslee
<b>Audio Engineer</b>	Karl Gallagher
<b>Junior Sound Engineer</b>	Gregg Stephens
<b>Creative Services Manager</b>	Morgan W. Gray
<b>Creative Services Producers</b>	Troels B. Folmann Rosaura Sandoval
<b>Localization</b>	Misty Chun
<b>Av Support</b>	Ted Johnson
Estuardo Sandoval	
<b>Production Assistant</b>	Jae Shin
<b>QA Manager</b>	Chris Chambers
<b>Christopher Bruno</b>	
<b>Everyone at Crystal Dynamics!</b> 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!	

## BUZZ MONKEY SOFTWARE

<b>Executive Producer</b>	Randy Thompson
<b>Producers</b>	Nels Bruckner RD Wegener
<b>Lead Programmers</b>	Brian Argar Mike Krazanowski Derick Wiant
<b>Programmers</b>	Patrick Brott Joseph Cannon Steve Cordon Lucas Crispin Alex Harper Daniel Kooser Benjamin Lemer Michael Mack Stan Patton Miranda Steed Jacob Voll Don Wells
<b>Artists</b>	Ishmael Bacay Chris Birke Eric Blondin Doug Brashears Anna Brunoe Anthony Brunoe Howard Day Chad Doriguzzi Jason Ford Aaron Gaines Derek Jenson John King Derrick McGinnis Michael McKinley Matthew Morgaine Jon Rush Cassie Sandine Brian Schmitt Jody Sol Josh Sturgis Marek Vymazal
<b>Designers</b>	Derek Manning Scott Woolley
<b>Additional Design Support</b>	JQA Lead Garrett Turner QA Derek Manning The Buzz Monkey
<b>Special Thanks</b>	Barry Drew Tomb Raider: Anniversary
<b>Design Director</b>	Development team would like to thank all our families and friends for their support during the making of <i>Tomb Raider: Anniversary</i>

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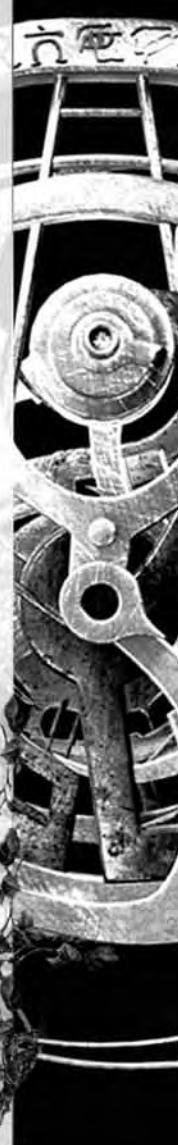
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- 2. Click Run.
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