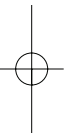
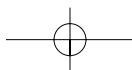
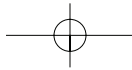


**OUTSIDE FRONT COVER
PLACEHOLDER**



WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

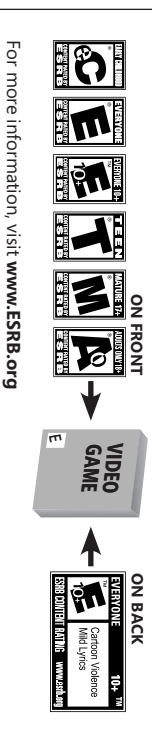
Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

- ESRB ratings have two equal parts:
- Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

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LARA CROFT

At the age of nine, Lara Croft survived a plane crash in the Himalayan Mountains. Following this disaster, her mother mysteriously disappeared when Lara's curiosity resulted in the activation of an ancient device in an abandoned Tibetan monastery.

After miraculously surviving a ten-day solo trek to Kathmandu, Lara spent the rest of her childhood under the close tutelage of her archaeologist father, Richard Croft, the late Earl of Abbingdon. At 18, Lara inherited the Croft estates and became Countess of Abbingdon, her father having died years before.

The earl had spent his last years searching for the mythical land of Avalon, believing that his wife Amelia had been transported there from the Himalayas. Lara did not share his belief—until an old friend, Amanda Evert, previously thought killed on a dig in Peru, reappeared many years later with evidence that changed Lara's mind.

Among her adventures, Lara has faced many dangerous adversaries—but none were as implacable or ruthless as Jacqueline Natla. After betraying and being imprisoned by her peaceful and just co-rulers, this immortal Queen of Atlantis was released by chance in a nuclear test.

She immediately resumed her diabolical quest to usher in the apocalyptic Seventh Age—and would have succeeded had she not been entombed beneath an Atlantean pyramid after it exploded at the climax of her encounter with Lara.

Lara Croft has been hailed as both an archaeological wunderkind and a glorified treasure hunter. Countless rumors surround her exploits, invariably involving the unexplained or outright unbelievable.

Lady Croft herself is rarely available for comment, further adding 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.

Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

SAVING & LOADING

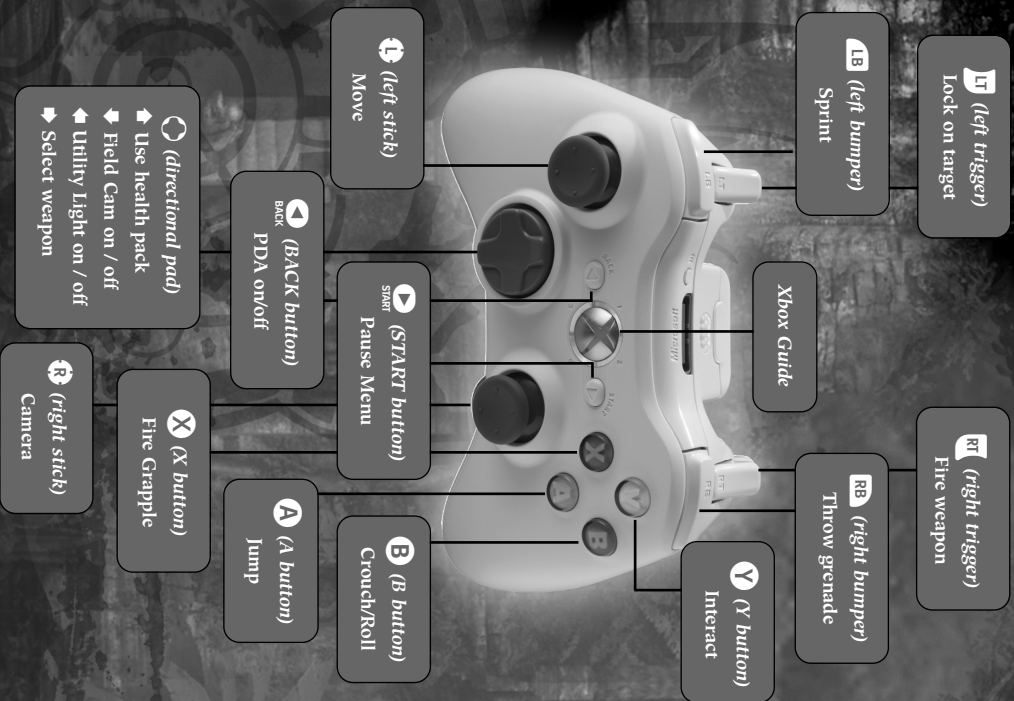
To save the game:

- ▶ Press **START** to activate the In-game menu.
- ▶ Select **Save Game**.
- ▶ Choose a save game slot.

To load a saved game from the Main Menu or In-game menu:

- ▶ Select **Load Game**.
- ▶ Select the save file you want to load.

Xbox 360 CONTROLLER



CONTROLLING LARA

- L** Walk / Jog / Run
Climb up / down
Shimmy Left / right
- LB** Sprint (while running)
- R** Rotate camera
- A** Jump
- B** Crouch (walking) / Roll (running) / Drop from ledges (climbing)
- Y** Interact: Pick up object / Pull switch or lever / Grab onto moveable blocks and crates / Safety grab (prevent Lara from falling off ledges) / Fast traverse (speed up Lara's movement on ledges, ladders, etc.)
- RB** Throw held object

OTHER BASIC CONTROLS

- X** Fire grapple
- Y** Pull grapple line (when attached)
- B** Detach grapple
- DPAD** Use health pickup
- DPAD** Field Cam (on / off)
- RT / LT** Field Cam zoom (in / out)
- DPAD** Utility light (on / off)
- START** Pause Menu
- BACK** PDA Menu

SWIM CONTROLS

1	Swim
4	Rotate camera
A	Swim upward
B	Swim downward
B (during combat)	Perform quick moves to evade enemies
LB	Fast swim

- ▶ When Lara swims underwater without Diving Gear, she uses up air and her Breath Meter decreases. If the meter empties completely, this directly affects her Health level; she must surface for air or risk drowning.

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 ways:

- ▶ When Lara is close enough, she can pick up objects or remove portable poles (while hanging from them) by pressing **V**
- ▶ Press **B** to place the object on the floor.
- ▶ Press **RB** to throw the object.
- ▶ Press **V** to melee attack using the object.
- ▶ To place a portable pole in a hollow, move Lara nearby and press **V**.

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 toward a wall by pressing **A**.
- ▶ When Lara connects with the wall, quickly press **A**. Lara will jump back off the wall.
- ▶ Press **A** repeatedly to have Lara bounce upward 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 she can use in a number of different ways: to attach to movable objects and drag them toward her, to swing across gaps, and to climb up and down.

Once attached to a grapple point, Lara can either pull on the point that the grapple is attached to, or bend the grapple line around objects and then pull the line toward herself.



BASIC GRAPPLE

- ▶ Stand facing a ring and press **X** to fire the grapple line.
- ▶ Press **V** after connecting to pull the grapple line.
- ▶ Press **B** to detach and retract the grapple line.

GRAPPLE RAPPEL

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

- ▶ To rappel down, move Lara off the platform she's on by walking or jumping her over the edge.
- ▶ To climb up, position Lara under the grapple point and press **A** to hang from the grapple line.
- ▶ Hold **V** and move **1** / **2** to move Lara up / down.

GRAPPLE WALL RUN

Lara can use the grapple on a wall-mounted ring to run along the wall itself.

- ▶ Attach the grapple as usual, and then, when Lara is suspended below the grapple point, swing her left/right with **1** / **2**.
- ▶ To jump away from the wall, release **1** and quickly press **A**.

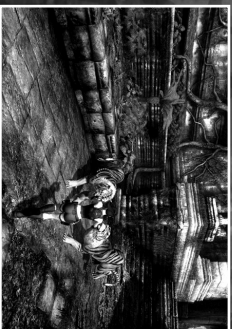
COMBAT

COMBAT CONTROLS

RT	Fire weapon(s)
RB	Throw grenade
C	Switch weapon
Hold LT	Lock onto target
(R / B)	Switch target when locked on
R	Precision aim vehicle on/off
V	Melee attack / Use melee weapon / Dislodge small enemies
LT + R (while adrenaline is available)	Concentrated fire

COMBAT MOVEMENT CONTROLS

LT + A	Somersault forward / back / left / right
LT + B	Multi-directional roll
LT toward enemy + A	Enemy vault
X when locked on and close to target (when full adrenaline is available)	Trigger Adrenaline Headshot event (see page 9)



DUAL TARGETING

Using certain weapons, Lara can target two enemies at the same time.

- ▶ When faced with two or more enemies, pull **RT**. Lara will automatically fire upon two enemies when it is possible for her to do so.

MELEE FIGHTING

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

- ▶ Press **V** to perform a melee attack.

ENEMY VAULT

Lara can dodge or confuse enemies by jumping over or off of those that are very close.

- ▶ Press **LT** toward an enemy and press **A** to perform an enemy vault.

KNOCKDOWN RECOVERY

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

- ▶ Press **A** or **B** to quickly get Lara back on her feet.

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 is able to perform an Adrenaline Headshot.

- ▶ Press **X** when the enemy draws close to vault off the enemy and enter Adrenaline mode.
- ▶ Use **RT** to position the targeting reticle over the enemy's head, and pull **RT** to perform an Adrenaline Headshot.



CONCENTRATED FIRE

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

- ▶ Hold **LT** to lock on to an enemy.
- ▶ Use **LT** to activate.

SITUATIONAL ADRENALINE

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

HEALING LARA

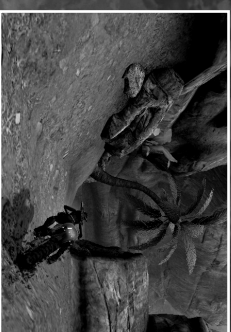
- ▶ **REGENERATION**—If Lara is badly injured, her health will regenerate to a certain extent.

- ▶ **FULLY REPLENISHING HEALTH**—Press **C** to use First Aid Kits or Natural Remedies that Lara has picked up.

ALL-TERRAIN MOTORBIKE

Lara can use a powerful high-performance motorcycle that can be adapted for use across different terrains.

- ▶ Press **V** to mount the vehicle.
- ▶ Use **I** to steer.
- ▶ Pull **M** to accelerate.
- ▶ Pull **J** to brake/reverse.
- ▶ Press **A** or **B** for emergency brake (while moving).
- ▶ Press **LB** or **RB** to fire Lara's weapon.
- ▶ Press **V** to dismount.



SPEED BURST

If either brake is held at the same time as **M**, the bike revs up. When the brake is released, Lara gains a burst of speed. The higher the revs, the stronger the speed burst.

- ▶ This can be performed while either moving or at a standstill.

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 **Q** to activate Lara's PDA.
- ▶ Select **FIELD ASSISTANCE**.
- ▶ Press **A** to hear what to focus on (hint).
- ▶ Press **V** to hear what to do (task).

TREASURES

There are various Treasures and Relics in *TOMB RAIDER: UNDERWORLD* to be discovered and collected. By picking up these Items, you unlock bonus content, so make sure Lara searches the game world thoroughly.

- ▶ You can revisit a location you have previously visited to search it for Treasures and Relics.

PDA

Activate Lara's PDA by pressing **Q**.

SONAR MAP

Lara's PDA can be used to emit a pulse that creates a 3D image of her immediate surroundings. These images can be saw together to build up a more complete map of the area. The controls for navigating through the Sonar Map are displayed on-screen.

AREA INFO

Treasures are scattered throughout the world, and even rarer and harder 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.

WEAPON SELECTION

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

INVENTORY

View information on the Items in Lara's inventory, including essential equipment, weapons, and key objects currently 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 (see page 10).

JOURNAL

Read information 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.

CREDITS

CRYSTAL DYNAMICS

ADDITIONAL ANIMATION

SENIOR PRODUCER
Alex Jones

CREATIVE DIRECTOR
Eric Lindstrom

LEAD PROGRAMMER
Rob Pavey

ENVIRONMENT ART DIRECTOR
Patrick Sirk

LEAD ENVIRONMENT ARTIST
Daniel Neuburger

LEAD DESIGNER
Harley White-Wiedow

LEAD ANIMATOR
Primo Navidad

LEAD CHARACTER ARTIST
Kam Yu

EXECUTIVE PRODUCER
Matthew Guzendla

ART TEAM

ENVIRONMENT ARTISTS
Matthew Abbott
Scott Anderson
Matthew Behn
Inna Chernoykhina
Simon Craighead
Jeremy French
Yu Gu

CHARACTER ARTISTS
Brian Keller
Steve Kody
Justin Lamperski
Edward J. Lee
Roberto Moreno
El Robles
Cassie Sandline
Caleb Strauss
Chris Struggill
Jacob Tai
Chris Webb

TECHNICAL ART
Robert Cheng
Rick Gilliland
David Surovics
David Lewis

ANIMATORS
Suna Kang
Ben Harrison
Jae Spence
Nelson Tam

PRODUCTION TEAM

PRODUCERS
Dan Atkins
Amrah Basu
Kari Harther
Randy Hauser
Jill Loveman
Adam Phillips
Elio Kung'jiamo
Benmy Ventura
San Vaong

LEAD PROGRAMMERS
Dan Atkins
Amrah Basu
Kari Harther
Randy Hauser
Jill Loveman
Adam Phillips
Elio Kung'jiamo
Benmy Ventura
San Vaong

PROGRAMMING TEAM

LEAD COMBAT PROGRAMMER
Mark Botta

LEAD PLAYER PROGRAMMER
Matthew Gasion

LEAD RENDER PROGRAMMER
Sean Skelton

PROGRAMMERS
Steve Austin
Ke-Tien Chang
Bradley "Be-Rad" Johnson
Tom Fong
Nathan Frost
Andrew Hynek
Jay McKee
Dave Modiano
Adam Rogers

TECH ART LEAD
Joe Shindcomb

PROGRAMMING
Ian Clarke
Darrell Dennies
Milce Gonzales
Thomas Hagen
Komei Harada
Sylvester Hesp
David Hof
Stor Johnson
Ted Johnson
Parashar Krishnamachari
David Lewis
Andy Lorrino
Jim Offerman
Tim Pease
Brian Pickrel
Carsten Sorensen
Larry Reed
Anthony Thibault

SUPPORT
Norman Morse
Phillip Bloom
James Hui
Katie Bieinger
Neal Kaplan

BRAND TEAM
Kathryn Clements

SENIOR BRAND MANAGER

CREATIVE SERVICES TEAM

MANAGER
Trevils Folmanun

PRODUCERS
Forest Swartout Lorge
Rosaura Sandoval

CINEMATICS DIRECTOR
Toby Gard

CINEMATIC ANIMATORS
Shawn Bidtram
Catherine Feraday Miller
Ryan Goldsberry
Phil Kaufhold

TECHNICAL ANIMATOR
Kevin Chu

VISUAL EFFECTS

EFFECTS LEAD
Gavin Wood

EFFECTS ARTISTS
Joe Allen
Brandon Bickford
Milce Oliver

AUDIO

AUDIO LEAD
Karl Gallagher

SOUND DESIGNER
Mike Peaslee

AUDIO ENGINEERS
Brian Sharp
Gregg Stephens

ADDITIONAL SOUND DESIGN
Burke Treschmann
Colin O'Nialley
Trevils Folmanun

ART

CONCEPT ARTISTS
Joel Bouquembourg
Seamus Gallagher
Jens Holdener
Angie Lai
Christian Piccolo

ADDITIONAL CONCEPT ART
Brenoch Adams
UI DESIGNED BY
Pat Guarino

AV SUPPORTED BY
Estuardo Sandoval
Jae Shin

DIGITAL ASSETS LIBRARIAN
Heather Polubinski

SHARED DESIGN TEAM

PRODUCER
Daniel Kim

LEAD EXTERNAL DESIGNER
Vance Wallace

DESIGNER
Bryan Enriquez

QUALITY ASSURANCE TEAM

QA MANAGER
Christopher Bruno

QA LEADS
David Pogan
Ian Johnson
Joseph Greer
Josh Hicks
Ken China

QA ASSISTANT LEADS
Andrew Spoor
Eliqr Landeros
Christopher "C-Bug" Morgan
Mandy Dreger
Mitch Doran

QA TECHNICIANS
Johnny "Crash" Allen
Michael R. Murray
Phaedren Lee
Joseph Nofon
Oh! III
David Gordinio
Andrew West
Horton
Brian Randall
Jon Brown
Ben Stoddard
Alice Gunstra
John-Paul Langano
Jason Randall

CRYSTAL DYNAMICS STUDIO

GENERAL MANAGER
Sean Vesce

DIRECTOR OF ART
Darrell Gallagher

DIRECTOR OF DESIGN
Noah Hughes

DIRECTOR OF TECHNOLOGY
John Pursey

SENIOR HR MANAGER
Michael Wharton

HR REPRESENTATIVE
Joveth Gonzalez

EXECUTIVE ASSISTANT
Victoria Vitale

FINANCE
Luis Banson
William Qin

LEGAL & BUSINESS AFFAIRS MANAGER
Clint Weasted

IT DIRECTOR
Brian Venturi

IT DEPARTMENT

Richard Campbell
Robert Fitzpatrick
Barndaly Go
Robert Hernandez
Patrick Jarcler
Andre Rodriguez
Travis Rogers

**PAVROLI & BENEFITS
ADMINISTRATOR**

Dee Edwards
FACILITIES
Claire Latke
Tilo Ortega
RECEPTIONIST
Liz Adelmann

PRODUCTION BABIES

Chloe Jane Austin
Dylan Cole Austin
Eliza Irene Bell
Jonas William Bell
Amelia Rose Fernandez
Miriam Cecilia Folmann
Olson Gallagher
Jim Apollo Gard
Kean William Goldsberry
Mihlle Belle Goldsberry
Martha Guzena
Dylan David Kefler
Gemma Maria Kozz
Troy Isaac Metce
Maxton Aaron Newman
Gabriella Perez
Dashiell Keith Pickrell
Alexia Anne Smetten
Gary Elliot Smetten
Jack Duggan Spence
Graysen Benicio Ventura
Lila Mae Vesce
Breimten Vuong
Lucy Ben White-Wielow
Jessica Hui Chen Yu

SINCREREST THANKS

William Beasman
John Giovanni
Nick Ferguson
Morgan Gray
Lulu Lamer
Tim Longo
Lucas Machado
Anna Marsh
Sarah Van Rompaey
Andrew Wood
SPECIAL THANKS
John Baustista
Gabriel Beauncourt
Javier Burgos
Nick Cooper
Phil Defelias
Leif Estes
Mille Fudge
Omar Jamal
Ben Jarner
Logan Starkeburg
William Stoneham
Paul Sullivan
Jace Wehdler
David Witters
David Yoon

The **TOMB RAIDER: UNDERWORLD** development team would like to thank our families, husbands, wives, children, significant others and everyone else who helped us during the making of **TOMB RAIDER: UNDERWORLD**. We could not have made it without you!

BABELFLUX LLC

PROGRAMMING
David Miles
Frank Hickman

EIDOS MONTREAL

QA TESTERS
Alexandre Ganneau
Alexandre Leblanc
Alexandre Zenga
Basil M. Pesin
Blaise Bouteau-Fourmier
Blake Marsh
Brent Nghe
Fabien Morisson
Frédéric Cormois
Guillaume Fortin-Debigère
Jacob Young
James O'Neill
Jean-François Gauthier

EIDOS U.S.

**EXECUTIVE VICE PRESIDENT
OF SALES & MARKETING**
Robert Lindsey
CHIEF FINANCIAL OFFICER
Malcolm Dunne
**SENIOR DIRECTOR
HUMAN RESOURCES**
Lisa Dennis
MARKETING DIRECTOR
Karl Stewart
**SENIOR MARKETING
MANAGER**
Matt Knoles
SENIOR PR MANAGER
Oonagh Morgan
PR SPECIALIST
Stanley Pham
**CREATIVE SERVICES
PROJECT ADMINISTRATOR**
Julie Moretti

SENIOR GRAPHIC DESIGNER

Mike Cala
GRAPHIC DESIGNER
Connie Cheung
ASSOCIATE WEB PRODUCER
John Lemna
WEB DESIGNER
Kelly Xu
REGIONAL SALES MANAGER
Holy Robinson
**SALES & MARKETING
SERVICES MANAGER**
Ilana Budanitsky
**CHANNEL MARKETING
SPECIALIST**
Rafael D'Andrade
OPERATIONS MANAGER
Gregory Wu
OPERATIONS ANALYST
Lisa Sakurai

**US MASTERING &
SUBMISSIONS SUPERVISOR**

Jordan Romatis
EVENT SPECIALIST
Rudy Germino
U.S. MANUAI
Hanshaw Ink & Image
SPECIAL THANKS
David Bamberg
Matt Dahlgen
Diane Eng
Rob Fitzpatrick
Bill Gardner
Matt Gorman
Danny Hang
Tom Nguyen
Rick Reynolds
James Song
Michael Tran
Roderick Van Gelder

STUDIOS

MOTION CAPTURE STUDIO

GAUNT STUDIOS
Greg Philyaw

MOTION CAPTURE ACTORS

Lara
Heidi Moneyaker
Dana Reed
Chrissy Weathersby
Amanda/Amelia
Helena Barrett
Nella
Tate Han yok
Doppelgänger
Stacey Carino
Zip
Jai Cortland

STUNT COORDINATORS

Noon Orsatti
Dan Lemieux

HEAD STUNT RIGGER

Dan Finnigan

STUNT RIGGER

Jon Arthur

SET AND PROP DESIGNER

Ryan Adams

VOICE OVER STUDIOS

SALAMI STUDIOS
SIDE UK

SCREENPLAY

Eric Lindstrom
Toby Gard

STORY

Eric Lindstrom
Toby Gard

ADDITIONAL STORY

The Freeman Group
For Kyle

VOICE OVER DIRECTOR

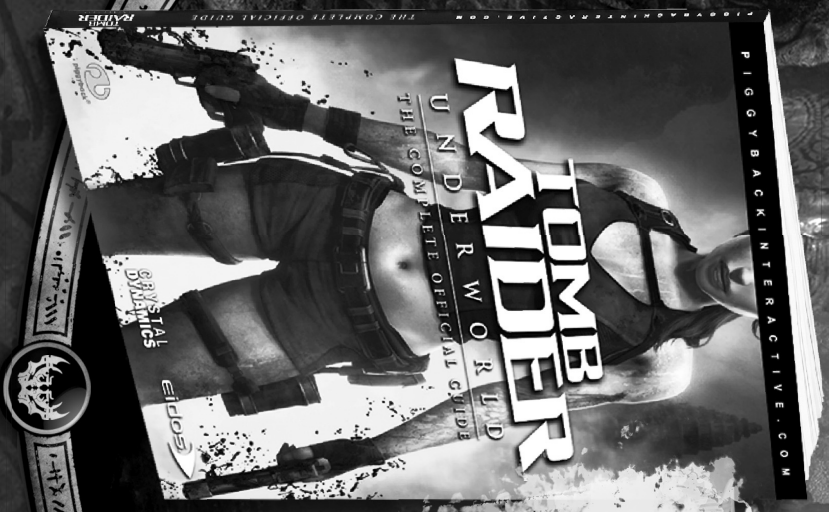
Kris Zimmerman

VOICE TALENT

Lara
Kecley Hawes
Amanda
Kath Soucie
Nella
Grey Delisle
Zip
Alex Desert
Alister & Mercenary
Greg Ellis
Winston
Alan Sherman

THE UNDERWORLD AT YOUR FINGERTIPS

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EXPLORE EVERYTHING. STOP AT NOTHING.

UNLOCK EVERY SECRET! THE GORGEOUS FULL-COLOR TOMB RAIDER UNDERWORLD COMPLETE OFFICIAL GUIDE IS THE PERFECT TRAVEL COMPANION FOR EVERY LAST STEP OF LARA'S LATEST ADVENTURE. CREATED WITH EXCLUSIVE CONTRIBUTIONS FROM THE CRYSTAL DYNAMICS DEVELOPMENT TEAM AND PACKED WITH STUNNING ARTWORK, THIS GUIDE WILL LEAD YOU THROUGH THE UNDERWORLD SAVELY AND WITH STYLE.

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