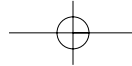
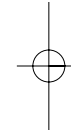
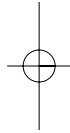


FPO
Outside Front Cover



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

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

▲ WARNING - Seizures

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

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

▲ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

▲ WARNING - Repetitive Motion Injuries and Eyestrain

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

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

▲ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Rumble Pak Compatible (sold separately)

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

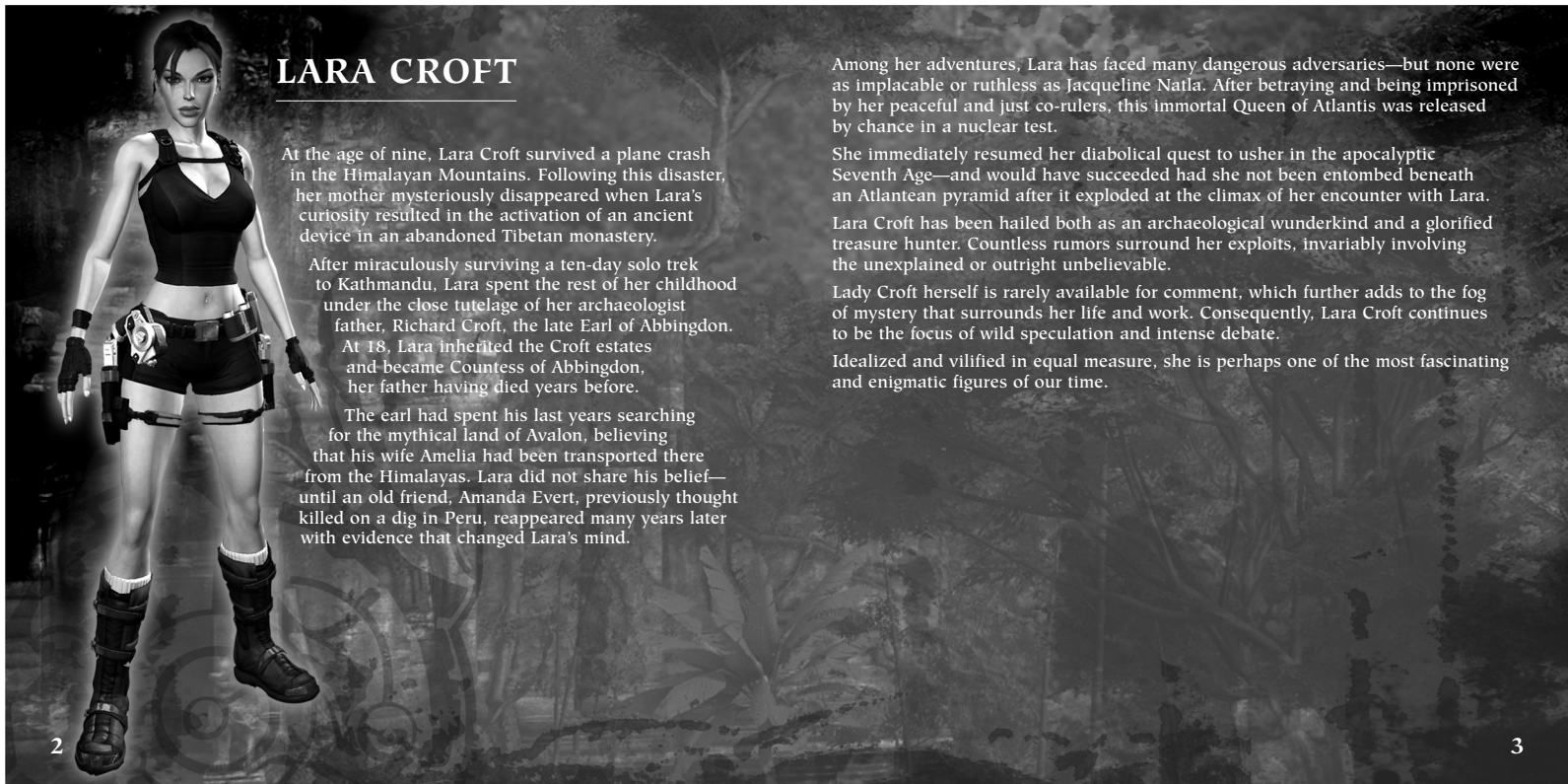
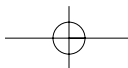


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LARA CROFT

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.

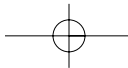
Among her adventures, Lara has faced many dangerous adversaries—but none were as implacable or ruthless as Jacqueline Naïla. After betraying and being imprisoned by her peaceful and just co-rulers, this immortal Queen of Atlantis was released by chance in a nuclear test.

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.

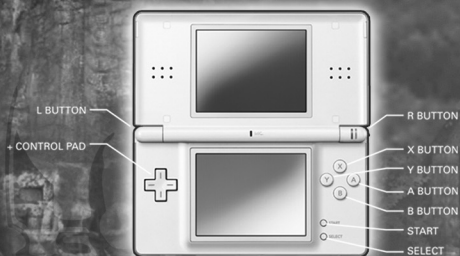
Lara Croft has been hailed both as an archaeological wunderkind and a glorified treasure hunter. Countless rumors surround her exploits, invariably involving the unexplained or outright unbelievable.

Lady Croft herself is rarely available for comment, 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.



GETTING STARTED



1. Turn OFF the Nintendo DS™ system by pressing the Power Button. (Never insert or remove a Game Card when the power is ON.)
2. Insert the *TOMB RAIDER: UNDERWORLD* Game Card into the Game Card slot on the back of the Nintendo DS™ and push until it clicks into place. The label should face toward the bottom of the Nintendo DS™ system.
3. Turn ON the Nintendo DS™ system by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.
4. Touch the *TOMB RAIDER: UNDERWORLD* icon on the Touch Screen. The game's Title Screen sequence will appear.

GAME CONTROLS

GENERAL CONTROLS

+Control Pad ◀ / ▶	Move Lara left / right
B Button	Jump / Pull up from ledge / Jump off slope
+Control Pad ↓ (hold)	Crouch
+Control Pad ↓ (hold) + ◀ / ▶	Walk left / right while crouched
Y Button	Fire weapon(s)
A Button	Kick
+Control Pad ◀ / ▶ + A Button	Forward Roll
X Button	Interact / Action / Saving grab
R Button	Lock aim onto enemy / Cycle aim between enemies
+Control Pad ↓ + B Button	Slide attack
+Control Pad ◀ / ▶ + B Button (while locked on to enemy)	Jump evade
START	Pause Menu to access objectives, etc.
SELECT	Help-On-Demand

ADVANCED CONTROLS

+Control Pad  /  /  / 	Lara swims up / down / left / right
Y Button	Fire spear forward
L Button	Fast 180° turn
A Button	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 Lara's health level; she must surface for air or risk drowning.



SAVING GRAB

Sometimes Lara may barely make an attempted jump and be hanging on perilously by one hand.

- ▼ Tap the X Button to perform a saving grab.

THE GRAPPLE


Lara has a grapple and line to hand that she can use to cross wide gaps that cannot be jumped. To activate the grapple:

- ▼ Jump toward where you want to attach it and press the X Button to launch the hook.
- ▼ Swing across the gap using the +Control Pad  or .
- ▼ Press the B Button to detach from the grapple while swinging forward.

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WALL CLIMBING

Lara can wall climb on appropriate vertical surfaces. Keep a lookout for climbable walls in the adventure.

- ▼ Jump onto the wall using the B Button.
- ▼ Climb on the surface using the +Control Pad.
- ▼ Press the +Control Pad  and press the B Button to release Lara's grip and drop to the ground.




WALL JUMP

Lara can perform an athletic wall jump when two suitable opposing walls are close enough for her to jump from one to the other.

- ▼ Jump toward a wall by pressing the B Button.
- ▼ When Lara connects with the wall, quickly press the B Button. Lara will jump back off the wall.
- ▼ Press the B Button repeatedly to have Lara bounce upward between the walls.

POLE PERCHING

Lara can also perch on horizontal poles.

- ▼ Press the B Button. Lara will jump and grab the pole.
- ▼ Hold the +Control Pad  and press the B Button to have Lara perch on the pole.
- ▼ Press the +Control Pad  or  and press the B Button to make Lara jump from the pole.

7

COMBAT

Lara always has her trademark dual pistols available with unlimited ammo, but she will find other weapons and appropriate ammo in her adventures. These weapons will be displayed on the Touch Screen. Select them by touching the Touch Screen icons.

- ▼ Press the R Button to lock onto an enemy.
- ▼ Press the Y Button to fire.
- ▼ Press the L Button to throw a grenade.

SITUATIONAL ADRENALINE

At particularly dangerous moments in the adventure, Lara will experience a massive adrenaline rush: her vision will distort and everything will appear to be happening in slow motion.

Lara will then have to perform some sort of action to survive the danger: for example, she'll have to jump to avoid a lethal object hurtling toward her. Look out for these Situational Adrenaline episodes and figure out what to do next.

MORE GAME FEATURES

OBJECTIVES

In each chapter of the game, a series of objectives is presented as the game progresses. A New Objective set is indicated when the Square Icon appears on the Top Screen.

- ▼ Press START and select *OBJECTIVES* to check on what you have to do.
- ▼ When an objective in a chapter is completed, it is checked off on the list.

CHALLENGES

Different challenges will be presented that require you to use the Touch Screen to perform actions, such as:

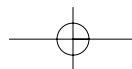
- ▼ Manipulating pieces of the environment.
- ▼ Placing keys to unlock passages.
- ▼ Removing dirt and debris from ancient objects.
- ▼ Fighting off creatures.

ARTIFACTS

In many chapters, you can find three hidden Artifacts. *TOMB RAIDER: UNDERWORLD* has 240 Artifacts in all.

Select *TREASURES* in the Main Menu to view the Treasures you've found or solved. Unlocking Treasure Puzzles also releases Artifacts.

As you collect additional Artifacts, you will unlock bonus content Extras that are shown in the Main Menu (Character / Location Concept Art and Profile).



TREASURE CHESTS

Lara will come across a number of chests in the adventure. These contain special Artifacts, but they are locked. Solving the puzzle of a Treasure Chest rewards you with the Artifacts inside. You do not have to solve the puzzle immediately; chests can be collected during the adventure and solved later from the Main Menu. A Treasure Chest puzzle is shown on the Touch Screen and requires you to drag differently shaped puzzle pieces using the stylus to fit into a pre-defined shape.

- ▼ Touch and slide puzzle pieces into the correct position on the Touch Screen.
- ▼ Touch the question mark icon to view a hint for that puzzle.
- ▼ Touch the circular arrow to reset the pieces.
- ▼ Press the B Button to exit the puzzle.

INVENTORY OBJECTS

Throughout the adventure, Lara can collect inventory objects that can be useful to her. For example: oil can be used for lighting a flame torch; cogs can be used to repair a mechanical puzzle.

- ▼ Objects are always used in the chapter they are found in.

CHECKPOINTS & SAVING

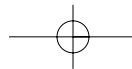
TOMB RAIDER: UNDERWORLD saves automatically each time Lara passes a checkpoint or completes a chapter. This saves the most recent chapter reached as well as any Artifacts, Treasures and statistics, but does not save the location within the chapter.

When continuing a saved game or replaying a chapter from the Main Menu, Lara starts at the beginning, even if she had passed a checkpoint on a previous playthrough.

LEVEL END

When you reach the end of a level, you receive a Level Summary showing:

- ▼ Time taken to complete the level.
- ▼ Number of enemies killed (if any were present).
- ▼ Lara's "Deaths."
- ▼ Artifacts and Treasure Chests found.
- ▼ Details and name of the next chapter.



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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!

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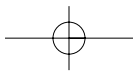
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Doppelganger
Stacey Carino

Zip
Jai Cortland

STUDIOS

Alister
Crispin Freeman
Winston
Adam Clark

STUNT COORDINATORS
Noon Orsatti
Dan Lemieux

HEAD STUNT RIGGER
Dan Flannigan

STUNT RIGGER
Jon Arthur

SET AND PROP DESIGNER
Ryan Adams

VOICE OVER STUDIOS

SALAMI STUDIOS
SIDE UK

STORY
Eric Lindstrom
Toby Gard

SCREENPLAY
Eric Lindstrom

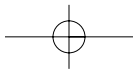
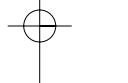
ADDITIONAL STORY
The Freeman Group

For Kyle

VOICE OVER DIRECTOR
Kris Zimmerman

VOICE TALENT

Lara
Keeley Hawes
Amanda
Kath Soucie
Nialla
Grey DeLisle
Zip
Alex Désert
Alister & Mercenary
Greg Ellis
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