

TOMB RAIDER



CRYSTAL
DYNAMICS



SQUARE ENIX

Table of Contents

| | |
|-----------------------------|---|
| Introduction | 2 |
| Getting Started | 3 |
| Main Menu | 3 |
| Difficulty | 3 |
| Complete Controls | 3 |
| Multiplayer Only | 3 |
| Gameplay | 4 |
| Movement | 4 |
| Map | 4 |
| Campsites | 4 |
| Survival Instinct | 4 |
| Collectibles | 5 |
| Combat | 5 |
| Weapons | 5 |
| Survival Skills | 5 |
| Warranty | 7 |
| Customer Support | 7 |

Introduction

Tomb Raider is the first chapter in the story of Lara Croft.

As the game begins, Lara is a young college graduate, eager to find adventure and make her mark on the archaeological world. With her best friend Sam, Lara joins an expedition aboard the research vessel *Endurance* in search of the lost kingdom of Yamatai.

Thought to have existed on an island somewhere off the coast of Japan, Yamatai's true location has remained a mystery for centuries. Trusting in Lara's research, Conrad Roth, captain of the *Endurance*, takes the expedition into a dangerous area of the sea known as the Dragon's Triangle.

It is here that everything goes horribly wrong and Lara discovers the true price of adventure.



GETTING STARTED

Main Menu

Continue - Continue an existing game from one of three save game slots.

New Game - Start a New Game in one of three save game slots.

Multiplayer - Enter the multiplayer menu to start or join a match, or customize your multiplayer characters and loadout.

Extras - View videos, concept art, and character models that you have unlocked.

Options - Set your preferences for Display, Audio, Gameplay.

Achievements - Track your progress.

Downloadable Content - View available and purchased DLC offers.

Square Enix - Access your Square Enix account and post your progress to Facebook.

Square Enix Trailers - View trailers for Square Enix games.

Start Benchmark - Run the benchmark tool.



Difficulty

There are three difficulties to choose from when starting a new game: Easy, Normal, and Hard. Enemies are stronger and Lara is more vulnerable with the Hard difficulty setting. Enemies are more forgiving and Lara is more resilient with the Easy difficulty setting. Difficulty can be changed at any time in the Options menu.

CONTROL SCHEME

| | |
|------------------------|---------------------|
| Move Forward | Up or W |
| Move Back | Down or S |
| Move Left | Left or A |
| Move Right | Right or D |
| Walk | CTRL |
| Jump | SPACE |
| Dodge / Roll | SHIFT |
| Interact | E |
| Melee | F |
| Survival Instinct | Q |
| Shoulder Swap | C |
| Zoom | Z |
| Map | TAB |
| Primary Fire | Left Mouse Button |
| Aim | Right Mouse Button |
| Alt Fire | Middle Mouse Button |
| Reload | R |
| Select Next Weapon | SCROLL UP |
| Select Previous Weapon | SCROLL DOWN |
| Select Bow | 1 |
| Select Pistol | 2 |
| Select Shotgun | 3 |
| Select SMG | 4 |

Multiplayer Only

| | |
|---------------|-------|
| Crouch | C |
| Sprint (hold) | SHIFT |
| Score Screen | TAB |

GAMEPLAY

Movement

Movement in *Tomb Raider* is fluid, responsive, and natural. To move around, press the movement keys in the direction you want Lara to go. Lara will move forward to seamlessly interact with her environment; climbing, crouching, or moving in and out of cover without additional key presses. Often Lara will have to jump, climb, and crawl while traversing the island in order to reach her destination.

Lara is an expert climber who can use skills and tools she acquires on her adventures to scale dangerous cliffs and structures. As long as there is a ledge or platform in reach, Lara will move towards it with a simple push of the controls. Lara can also use flat vertical surfaces to scramble up to areas that are inaccessible with just a normal jump. Sometimes a ledge will be unable to support Lara causing her to lose her grip; these instances will be indicated by an Action key icon. Press this key to help Lara recover from the perilous situation. There are some instances where Lara may need to drop down from where she is climbing, pressing the Dodge key will cause Lara to drop and if there is a ledge below her position she will grab onto it.

Map

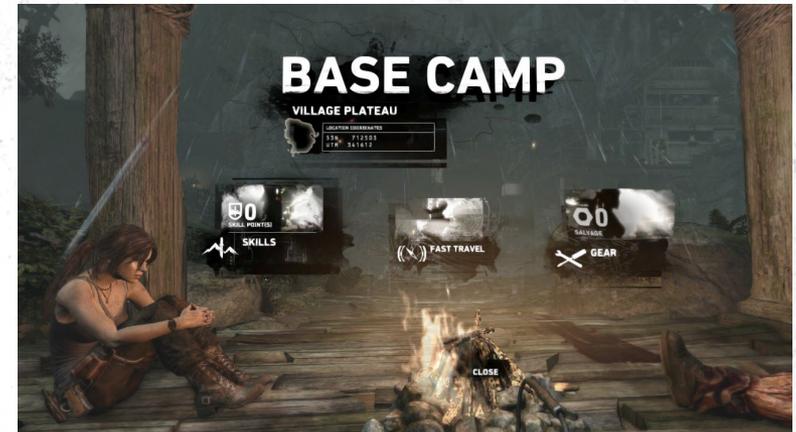
At any time, you can press the Status Menu key to bring up the Map and Objective screen. This menu shows where Lara is located on the island, her next objective, the status of the region, as well as other useful information about the area. A diamond icon on the map indicates the location of the next objective. This icon can also be viewed by activating Survival Instinct during gameplay.

Important landmarks and collectibles such as Camps, Tombs, Relics, and Documents will appear on the map after you find or collect them. You can unlock these items on the map without finding them by discovering a Treasure Map or completing a Challenge Tomb.

While viewing the map you can use the movement controls to move around the cursor. You can click on the Zoom Out key with so that you can alternate views between the region you are currently in and the entire island. Clicking on the Center button will center the map on Lara. You can also set a waypoint by moving the cursor over a location on the map then clicking the Toggle Local Waypoint button. This waypoint can be viewed both on the map and by activating Survival Instinct during gameplay and looking for the blue column of light.

Campsites

Campsites can be found all over the island and provide a number of uses to Lara during her travels. There are two kinds of campsites, Day Camps and Fast Travel Camps. Day Camps are signified by a campfire icon on the map while Fast Travel Camps are represented by a tent icon. Lara can use her Skill Points to purchase new Survival Skills as well as spend Salvage on upgrades to her Gear at both Day Camps and Fast Travel Camps. Fast Travel camps also allow Lara to quickly move between previously visited campsites allowing you to re-explore and collect new things in regions that have already been discovered.



Survival Instinct

Lara has a keen sense of Survival that can be relied upon to find items and objectives or determine what needs to be done next. Pressing the Survival Instinct key will cause anything that can be used or attacked to light up as well as displaying the Objective Beacon which guides Lara towards her next destination.

Collectibles

There are many treasures waiting to be discovered on the island. By locating Relics, Documents, and GPS Caches Lara can earn experience points while also learning about the history and current activities of the island. Any collectibles that have already been discovered can be viewed at any time by pressing the Status Menu key to bring up the Player Status menu.

Additionally, Lara can find ammo boxes, food, and Salvage throughout the island. Ammo boxes will help Lara replenish ammunition for her various weapons, food provides additional experience points, while Salvage provides Lara with raw materials that she can use to upgrade her weapons.

Combat

Lara arrives on the island without any combat experience, but she quickly learns the skills required to survive. Lara can use a range of weapons, hand to hand combat, or stealth to deal with the hostile inhabitants of the island. As Lara becomes more experienced she will acquire new weapons as well as skills that allow her to use her resourcefulness to better defend herself against the harsh challenges she faces.



Weapons

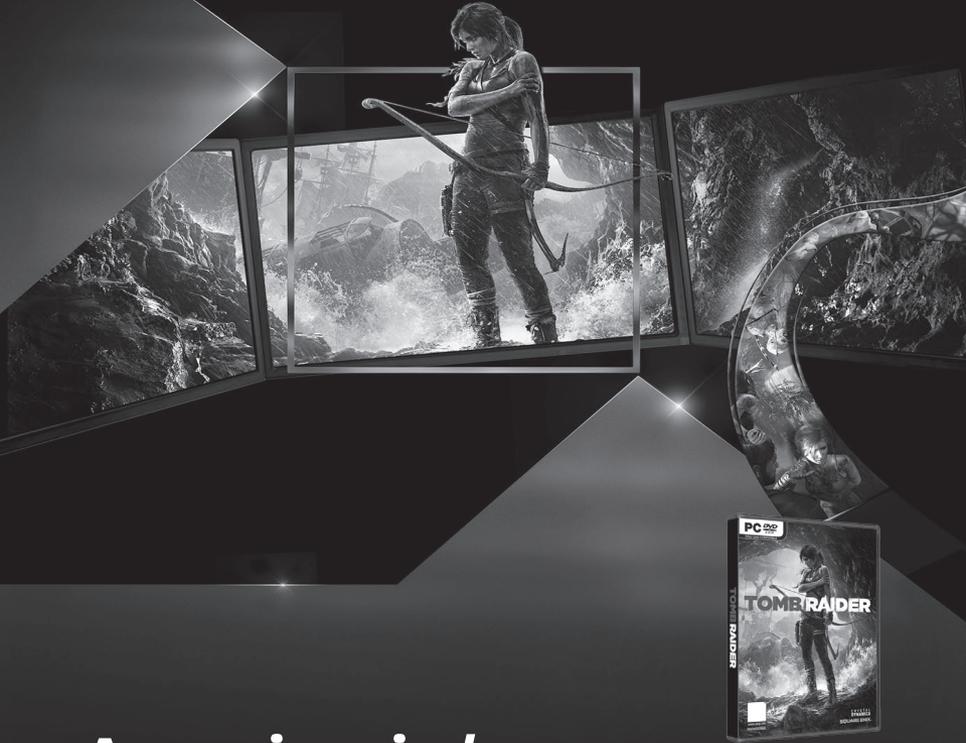
As Lara hones her skills and explores the island, she must gather and build equipment to aide in her survival. Some gear can be acquired by progressing through the story, but most advanced weaponry and gear must be found by gathering Salvage and Broken Weapon parts and upgrading at a campsite. Lara's primary weapons are her Bow, Pistol, Shotgun, and Machine Gun. Each serves a different purpose and allows Lara to approach combat situations using a variety of tactics. She also carries an axe which can be used for both exploration and combat.



Survival Skills

During Lara's time on the island she is forced to grow into a Survivor and learn skills for making it in a hostile environment. These Skills can be unlocked by acquiring Experience Points through completing objectives and finding collectibles. There are three types of skills available to Lara: Survivor, Brawler, and Hunter skills. Survivor Skills help Lara to improve her awareness of the environment and ability to manage her resources. Hunter Skills help Lara to improve her ability to combat enemies with her weapons. Brawler Skills help Lara improve her skills in hand-to-hand combat. Many of these skills are not initially available to Lara but become options once she has already learned a certain number of basic skills.

NEVER SETTLE



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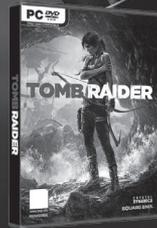
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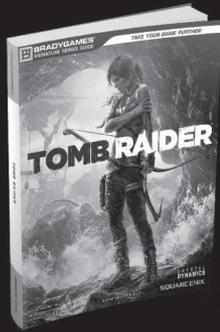
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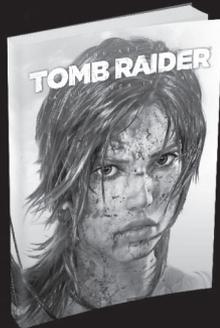


Signature Series Strategy Guide

Complete coverage of the game from start to finish, including Challenge Tombs and Multiplayer! Includes an exclusive DLC multiplayer character, the Scavenger Scout!

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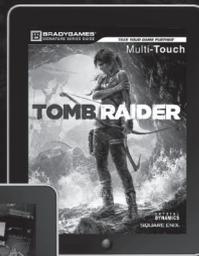


A Survivor is Born: The Art of Tomb Raider

With stunning visuals and in-depth commentary, this high-quality art book explores the compelling world of *Tomb Raider*.

iBook Digital Format

The perfect digital companion to *Tomb Raider*. Get all the content of the print guide in the interactive iBooks 2 format. Includes imbedded videos, clickable screenshots and more!



Interactive Map App

This fully interactive map app gives you everything you need to reveal all of the game's multiple collectibles and challenges!



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