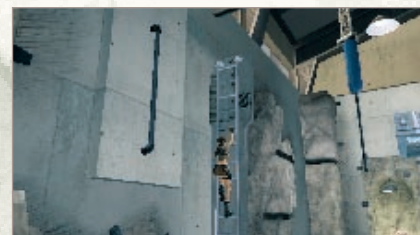


## CLIMBING FIXED ROPES, POLES AND LADDERS

CLIMB UP  
OR DOWN  
△ (HOLD)  
+ ▴  
(OPTIONAL)

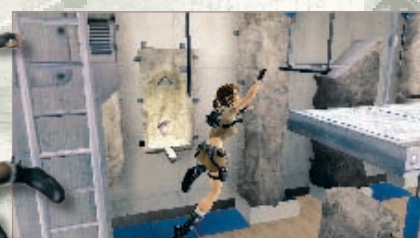
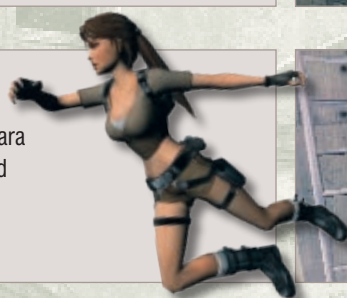


While holding a fixed vertical element, such as a ladder, pole, vine or stationary rope, move ▴ up or down to climb or descend. Pressing △ repeatedly will enable you to ascend at a faster rate.



JUMP  
▴ (HOLD),  
THEN ×

While holding a fixed vertical element, move Lara to the required position, press ▴ in the desired direction, then press × to make her jump.



LET GO  
○

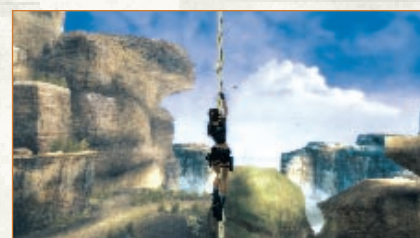
Press ○ if you want Lara to let go of the pole, rope or ladder she is climbing. Again, it's just common sense to check that a safe landing awaits her before you do so...



## SWINGING MOVES

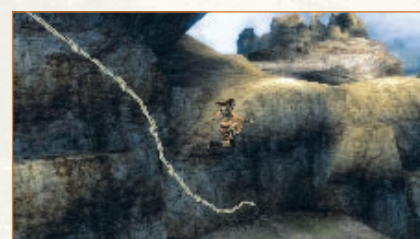
TURN  
AROUND  
▴

While swinging from a vine, rope or the Magnetic Grapple, tilt ▴ sideways to change the direction that Lara faces.

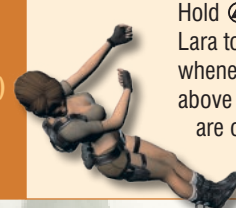


SWING  
▴ (HOLD),  
× TO JUMP

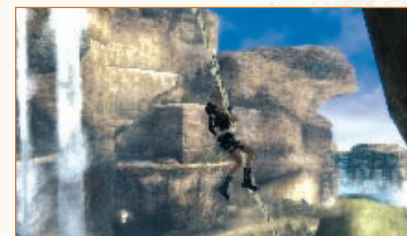
Tilt and hold ▴ towards the direction Lara is facing to make her swing on a hanging rope (or her Magnetic Grapple). From a stationary position, it may take a few moments for her to build up the necessary momentum. If you then press × when she's at the peak of her swing, she will leap from the rope.



CLIMB UP  
OR DOWN  
△ (HOLD)  
+ ▴

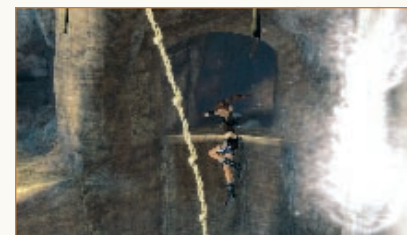


Hold △ and simultaneously move ▴ up or down for Lara to change her position on a rope. Use this feature whenever you want to reach a platform or ledge that is above or below Lara. Don't forget that the lower you are on a rope, the greater the swinging radius will be, and vice versa.



LET GO  
○

While holding a swinging rope, press ○ to instruct Lara to let go.

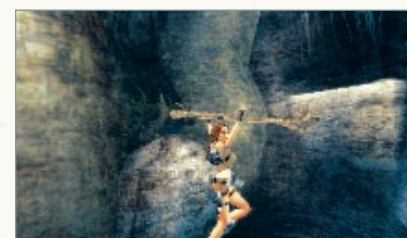


## HORIZONTAL POLE MOVES

MOVE  
SIDEWAYS  
▴

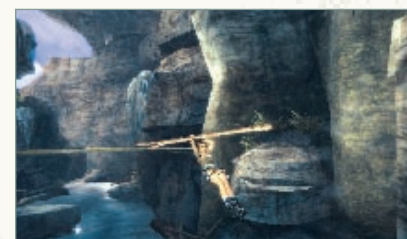


While hanging from a horizontal pole, use ▴ to make Lara move along it. This enables you to make positional adjustments that are sometimes necessary to reach certain ledges.



SWING  
▴ (HOLD)

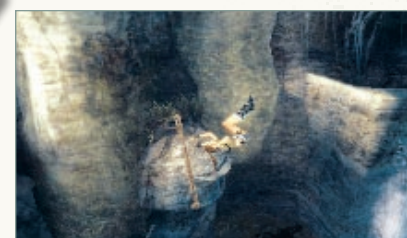
While holding a horizontal pole, tilt and hold ▴ in the direction that Lara is facing. This will make her swing energetically around the pole. If you hold ▴ in the opposite direction, Lara will stop, turn around, and swing that way instead.



JUMP  
▴ (HOLD),  
THEN ×

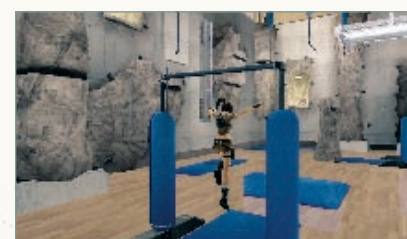


While swinging around a horizontal pole, press × to make Lara jump forward.



CHANGE  
DIRECTION/  
FLIP MOVES  
▴ + ▴

While swinging around a horizontal pole, use ▴ to change the direction that Lara is swinging in and immediately press △ to make her perform stunning flips and turning moves.



LET GO  
○

While hanging from a horizontal pole, press ○ if you want Lara to let go.



### HOW TO PLAY

#### WALKTHROUGH

#### EXTRAS

### GAME BASICS

#### WINNING TACTICS

#### EQUIPMENT

#### FIRST STEPS

#### BUTTON CONFIGURATION

#### THE MAIN MENU

#### ONSCREEN DISPLAY

#### CONTROLLING LARA

#### SUPER ACTIONS

#### USING THE CAMERA


#### THE PAUSE MENU

#### THE PDA MENU



TARGETING CURSORS

Targeting cursors appear whenever Lara enters combat (Fig. 8). Additionally, when you switch to Manual Aim mode, a circular reticle will appear at the centre of the screen (Fig. 9). Depending on the circumstances, the appearance of targeting cursors and the Manual Aim mode reticle may be modified. The following table explains how to interpret these changes.

Cursor/reticle	Lara's status	Meaning
	Normal mode (free motion)	This red targeting cursor highlights an enemy within shooting range
	Normal mode (free motion)	The gray targeting cursor highlights an enemy out of shooting range
	Normal mode, weapon drawn (lock-on)	This red targeting cursor highlights an enemy within shooting range when Lara has a lock-on
	Normal mode, weapon drawn (lock-on)	The gray targeting cursor highlights an enemy out of shooting range when Lara has a lock-on
	Normal mode (free motion)	This red targeting arrow indicates a highlighted enemy who is positioned off-screen, irrespective of shooting range
	Manual Aim mode	In Manual Aim mode, the targeting cursor at the centre of the screen is colored gray if Lara is not aiming at an enemy
	Manual Aim mode	In Manual Aim mode, the reticle at the centre of the screen is colored red if Lara is aiming at an enemy within shooting range
	Manual Aim mode	In Manual Aim mode, the reticle at the centre of the screen is transparent if Lara is aiming at an enemy out of shooting range
	Manual Aim mode	In Manual Aim mode, the reticle at the centre of the screen is colored light blue if Lara is aiming at an object that can be used with the Magnetic Grapple
	Normal mode (free motion)	This grapple point indicator appears when Lara can use the Magnetic Grapple to swing across a gap. The presence of this visual cue guarantees that Lara can safely attempt a grapple swing



[08]



[09]



ENEMY BEHAVIOR

If you learn to predict how your enemies are likely to behave in any given situation, Lara's chances of emerging from each combat encounter unscathed will increase. Study the following advice carefully, and you'll make short work of your opponents.



PRE-COMBAT BEHAVIOR

Until they notice something that makes them suspicious, or actively attack Lara, enemies tend to follow a set routine; for example, they may stand guard, or patrol a specific area. The element of surprise can work in your favor when you launch an assault. If you plan your attack carefully, you can eliminate an adversary before they have the opportunity to retaliate (Fig. 10).

In some instances, an enemy may catch a fleeting glimpse of Lara, and then move to investigate. Unless you're actively ready to fight, it's wise to find an alternative hiding spot before he arrives.

ENEMY MOVEMENT

Once enemies become aware of Lara's presence and open fire, they will begin to move freely within the battle zone. Try to anticipate their actions. If you notice a soldier sprinting in the direction of a turret, for example, try to find cover immediately (Fig. 11) or, ideally, kill him before he reaches his goal.

ENEMY TACTICS

Enemy soldiers often work together to eliminate Lara, and will adopt different tactics based on the opportunities presented by the environment and your behavior. It's important that you identify their strategies, and quickly formulate an appropriate plan of action.

**CHARGE:** Most of the time, your opponents will simply attempt to shoot Lara, and will run towards her in order to get a clear shot. Depending on the architecture of the area in which the combat takes place, they can either run directly towards you, or take a detour to reach your position by an alternative route. Try to keep track of all targets, and switch targets when appropriate to take down the closest (or most dangerous) assailants.

**USING COVER:** When you launch a surprise attack on an enemy, his instinctive reaction will sometimes be to dash for cover. This gives you a temporary advantage as you will be the only one firing. However, he will eventually retaliate, and he may have allies that will rush to his assistance. It's better to be prudent, and to ascertain how many soldiers are waiting for you before you open fire. In some cases, assailants will endeavor to perform flanking



[10]



[11]



[12]

moves, finding cover at either side of Lara's position before pinning her down in a crossfire. Remember that while enemies are behind cover they can neither target nor see Lara.

**WORKING AS A TEAM:** Enemies tend to regroup and support each other (Fig. 12) every time they detect Lara (visually or aurally), or hear a call for help from a comrade. As they tend to make a lot of noise by opening fire or communicating, listen carefully in order to locate them. Pay close attention to what they say, as it can reveal their intentions and enable you to prepare for an imminent attack.

Watch your opponents closely and find the right balance between offensive and defensive tactics. Be as mobile as you can be, diving from cover to cover, and remember that you can fire with abandon while using the default pistols (they have infinite ammunition). Desperate situations often call for more powerful weapons. If you are in a real predicament, don't hesitate to use a secondary firearm (if you have one), and be quick to use grenades to take out large groups or flush awkward enemies from cover.





# INTRODUCTION

This walkthrough has been designed to assist players of all ability levels. How and when you use it is entirely your decision. It can be followed on a step by step basis, or be consulted for occasional reference if you prefer to solve Tomb Raider Legend's puzzles by yourself whenever possible.

Each mission walkthrough has the following structure:

- The first double-page spread features an annotated area map. If you require a very low level of assistance, this provides a bare minimum of clues to help you find your own way through the level. These maps reveal the general route you must take, but not how to get from A to B. If you want to simply refer to these maps for basic directions and ignore the main walkthrough text during your first playthrough, you can do just that.
- The double-page spreads that follow feature magnified sections of the current area map annotated in greater detail. These are accompanied by instructions that explain everything you need to know about Lara's progress through specific sections of each level. You will also find cross-references to the Secrets section of the Extras chapter, as well as tip boxes and "boss" battle tactics.

## 1 AREA MAPS

Each area map provides a succinct overview of the locale that Lara must explore. Displayed over two pages, these maps will enable you to acquire a better understanding of a level's structure. If you feel lost but do not want to consult the magnified map portions (or, indeed, the walkthrough text), try to reorient yourself by identifying distinctive architectural features. If you require further assistance, you can use the letter icons to jump to the specific point of the walkthrough that covers that area – no more, no less.

If you don't recognize a particular notation, open and refer to the back cover foldout: it features a legend that explains the meanings of the symbols used.

## 2 MISSION DATA

This table offers trivia for the current mission, such as the weather conditions, time of day, and Lara's current outfit.

## 3 DETAILED MAP SECTIONS

These magnified sections of the area maps are designed to help you find the way forward with a minimum of fuss. Presented at a scale that makes them easier to read, they feature continuous lines that represent the optimum route Lara can take. Each path is punctuated by letter icons – such as A, B, C and D – that correspond with a respective portion of the walkthrough text. As long as you know your approximate position on the map, you can immediately find the advice you need.

## 4 STEP BY STEP GUIDANCE

The walkthrough text that accompanies each magnified map section offers detailed directions and instructions. It is divided into bite-size pieces that are clearly marked with letters that correspond to positions on the map. Each piece of text explains what Lara has to do to travel from, for example, point B to point C.

You will notice that codes such as "(1-A)" and page references occasionally appear within the walkthrough text. These link to the Secrets section of the Extras chapter, where you will find instructions that explain how to collect the Gold, Silver or Bronze Rewards that Lara can find at that specific point of her journey. If you require assistance, simply use the references provided to jump to the relevant paragraph in the Secrets chapter.

## 5 SCREENSHOTS

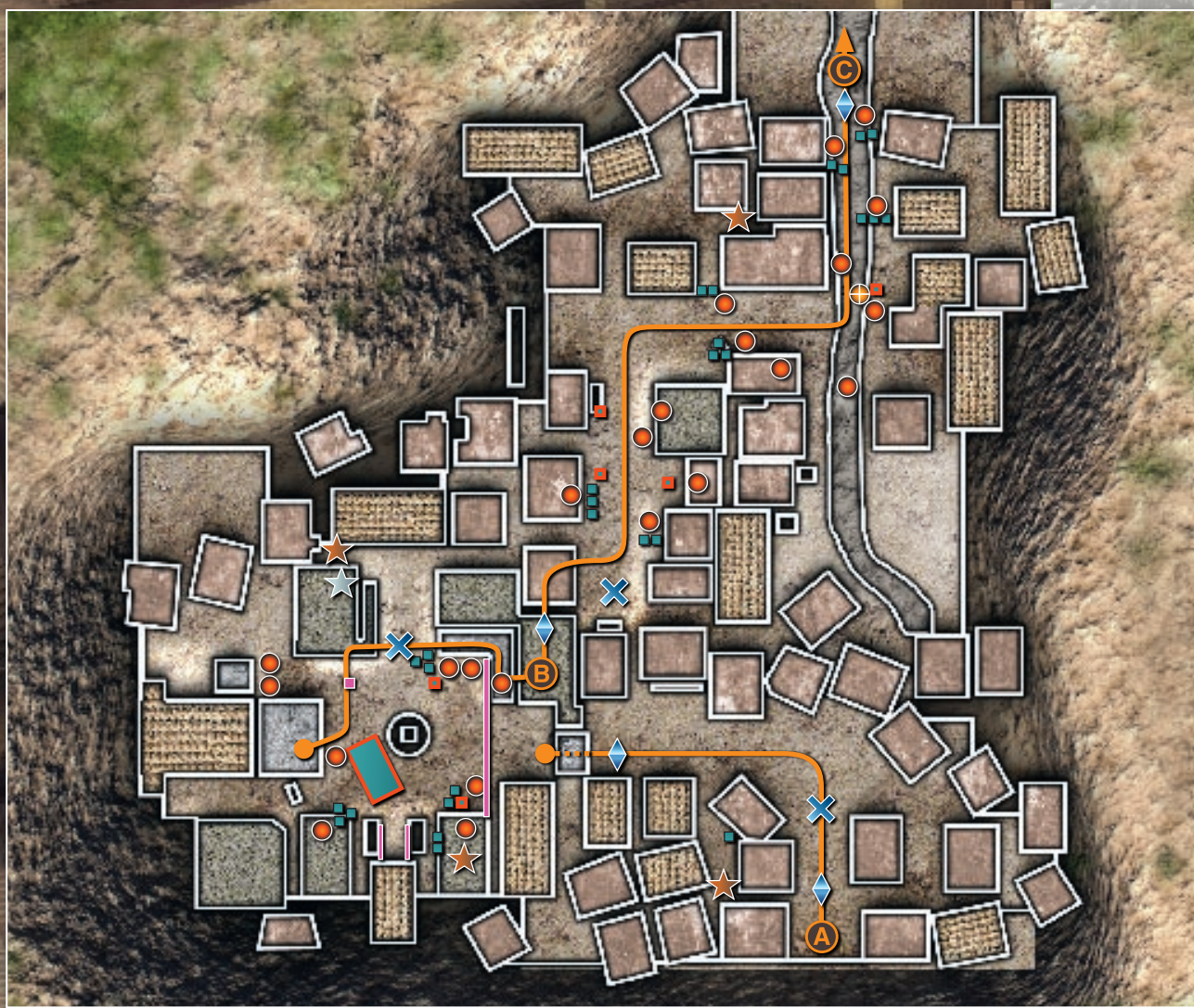
The many screenshots featured throughout this chapter are designed to be used as visual points of reference, and frequently illustrate tips, tricks and tactics explained in the walkthrough text. Each screenshot is clearly marked with a number that corresponds to a "(Fig. X)" reference in a related sentence.

## 6 TIPS

These information boxes offer useful and pertinent advice, such as combat tactics, details on moves that Lara can perform, and how to interact with certain objects when you encounter them for the first time.







LEVEL 2: PERU - RETURN TO PARAÍSO A-B

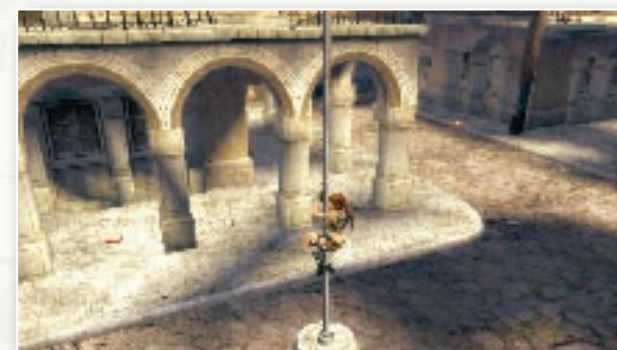
## MISSION DETAILS

**A** You take control of Lara in the village's main street (2-A). Follow the road until you reach the large door that leads to the market square. You will cross a checkpoint on the way. After the cinematic interlude, you must defeat two successive groups of soldiers. To avoid having to fight all members of the first wave simultaneously, you can take cover in the areas either side of the steps leading to the church entrance. Keep moving, pick off your adversaries methodically, and try to shoot the truck's fuel tank (and, of course, the explosive barrels littered around the area) if you have the opportunity to take soldiers out with the resultant explosion. After the first group of enemies has been defeated, a brief cutscene will show the arrival of a second wave of soldiers.

Once you have eliminated the majority of your foes, emerge from cover and dispatch any remaining soldiers. Now run around and collect as much rifle ammunition as Lara can carry – you'll need it for the forthcoming battles. As you saw in the brief cutscene, a man equipped with a shotgun is waiting for Lara on one of the balconies. Climb on the vertical pole with a flag at the top (Fig. 1), jump to the adjacent balcony, and then kill him from there (2-B, 2-C, 2-D). Approach the second gap in the railings and grapple swing across to the balcony where the man with the shotgun previously stood. Go through the smashed door. You will reach a checkpoint inside the house, and will find a set of grenades. Collect them, then kick the door to exit.

**B** In this next section of the village, your goal is to follow the street to its end. There are many soldiers to fight – indeed, you will see one the very moment you step out of the door. From your position on the rooftop, immediately kill the enemy standing on the small balcony. Now drop to the lower level and use the nearby alley for cover while picking off your assailants one by one; there are explosive barrels that you can shoot to kill or injure nearby enemies. Be very careful to avoid any grenades thrown in your direction. It's also worth remembering that you can use the Magnetic Grapple to pull soldiers down from rooftops and balconies if you wish. Now move cautiously forward to the corner of the street – there may well be another soldier on the balcony beside the blue-grey building – collecting ammunition, grenades and Health Packs as you progress.

Three more enemies will ambush Lara as she walks around the corner. Immediately throw a grenade at the man hiding behind the barrels and market stall, then shoot his partner as he emerges from the alleyway (2-E). Have a weapon at the ready as you run towards the next junction. A truck will screech to a halt in front of you. The easiest way to kill the man behind the turret is to immediately shoot the power transformer above him (Fig. 2). Now quickly take cover behind the sheet of corrugated iron and dispatch the pair of soldiers that run in from the left and right. The final group of soldiers can be found around the corner to your left. As they are taking cover behind destructible crates, the most efficient way to dispatch them is by using grenades. Stock up on items dropped by the soldiers, then run over to the motorbike to continue.



[ 01 ]

### CAN I KICK IT? (YES YOU CAN!)

At the village entrance, you will find a soccer ball on the ground to the right of Lara. Feel free to kick it around. Lara doesn't have the skills of a professional player, but she can still bounce the ball against walls or even volley it. You can also practice Lara's combat skills (including kicks) on the training dummy just ahead of the entrance. Further into the village, Lara can also put her feet to good use by kicking doors and closets open. You never know what might be hidden inside...



[ 02 ]

### GRENADES

This section of Tomb Raider Legend is the first to feature combat involving hand grenades. Grenades are a powerful tool: they can be used to dispatch entire groups of soldiers, flush assailants from cover, and destroy destructible items that enemies are hiding behind. Soldiers will generally attempt to dive for cover when they see Lara throw a grenade in their direction. You can often prevent this by firing a short, controlled burst of fire to stun them long enough for the device to explode. When facing soldiers that use grenades, always listen out for the telltale sound that the devices make when thrown, as they can be very hard to spot in the heat of battle.





# SECRETS

Completing *Tomb Raider Legend* is an admirable accomplishment, but there's still plenty of fun to be had once you beat its eight exhilarating levels. If you want to experience everything the game has to offer, you'll need to collect every last Reward, finish every stage in the demanding Time Trial mode, and explore every inch of Croft Manor. Over the following pages we explain how you can achieve a 100% completion rating, and also take a look at the many hidden features this will enable you to enjoy...

## CROFT MANOR

Packed with 27 Rewards to locate, and a host of puzzles to complete in order to find the most artfully concealed Gold Reward in the entire game, the Croft Manor level is an engaging treasure hunt that takes place in Lara's home. This section details the location of every single Reward in a step by step walkthrough accompanied by annotated maps and illustrative screenshots.

### GETTING STARTED

You can access Croft Manor from the title screen once you complete the opening Bolivia level for the first time and, more specifically, save your progress. To play the level, select Croft Manor from the Main Menu. You will be asked to choose a save file. Pick your most "current" save – again, it's a requisite that this file specifies that you have beaten the Bolivia stage – and Croft Manor will load.

Lara will begin in the Foyer area of her not-so-humble abode. You can now explore as you please, collecting Rewards and other items as you find them. To store your progress, select Save Rewards from the Pause menu, then choose the save file that you wish to add the collected rewards to. This should obviously be your most

"current" saved position. You will be asked for confirmation before the overwrite takes place. Don't worry: your progress in the main adventure will not be affected by adding this record of your achievements at Croft Manor.

To leave Lara's home and return to the title screen, select Exit Croft Manor, then confirm your decision. You will be offered another opportunity to save any collected Rewards. Select Quit to exit the level.

### TREASURE HUNTING TIPS

Should you opt to explore Croft Manor without consulting the walkthrough, you should bear in mind the following useful tips.

- You can find four items of Lara's equipment either lying around or hidden within the manor's rooms. The Magnetic Grapple and Pistols are vital: you will not be able to collect many Rewards without them. The Personal Light Source is extremely handy (though *technically* not essential) for collecting two rewards, while the Binoculars are merely useful to have.
- Pay attention to visual cues and clues. If Lara turns her head, she may well be looking at a point of interactivity. Look closely for the distinctive shimmer that indicates that an item can be used with the Magnetic Grapple, and watch the gun reticle closely while looking around in Manual Aim mode. If it turns red or blue, you've discovered a place where you can put the Pistols or Magnetic Grapple to good use.
- You cannot use the Magnetic Grapple to collect Rewards during the Croft Manor level. You may be able to see and reach a Reward with the device, but the grapple head will stubbornly refuse to acquire a purchase when you fire it.
- There are no specific hazards or enemies in the Croft Manor level, but Lara can still be harmed by falling from great heights – and, of course, by drowning. There are no drops that are instantly fatal, but you may find that Lara sustains minor cuts and bruises as you attempt to negotiate the walls of the Obstacle Course area. If that should be the case, you have one Health Pack that you can use when required. You can also completely refill Lara's health gauge by changing her outfit in the Bedroom area. If Lara is killed – and it takes a special brand of either negligence or malice to achieve that here – then play will resume from the last activated checkpoint.
- Don't forget to save your Rewards before you turn off your console!
- The walkthrough offers the fastest and most efficient route through Croft Manor. It's designed to be followed on a step by step basis, but it's also arranged in a manner that makes it a useful reference tool. There's really no shame in quickly referring to it if you're having difficulty finding a particularly elusive Reward...

### FOYER

**FIRST THINGS FIRST:** As the map shows, there are five distinct areas in Croft Manor. The Foyer – Lara's starting position on every visit to this level – acts as a central hub and provides access to

another four areas: Bedroom, Study, Swimming Pool and Obstacle Course. Your first visit to the Foyer is necessarily brief, but rest assured that you'll return here shortly to collect hidden Rewards.



**COLLECTING THE MAGNETIC GRAPPLE:** Turn around and enter the Tech Center through the door in the glass wall and use the computer on the floor to the right of Zip (Fig. 1). This opens a safe in the far wall. Walk over and collect the Magnetic Grapple. Now take the staircase and head left. Go through the door at the far end of the balcony, then follow the corridor to reach the Bedroom.





# REINVENTING LARA

Developing and refining the appearance of a central protagonist is a challenge in any game viewed from a third-person perspective. Working with Lara, however, the Tomb Raider Legend team had the delicate and demanding task of updating one of the most recognizable videogame characters ever created. “That was a tough one for us, because there were so many different ideas floating around on what to do with Lara, and there were so many people that wanted to chime in at any given point,” says art director **Jacob “Jake” Wendler**. “We knew we needed to modernize her, and we were looking at her to see what we could do. We used the Angel of Darkness model at the very beginning as a base model, and then we started adjusting her from that. We slimmed her down, tried to tweak her face, tried to take the harsh lines off her eyes (Fig. 1 and Fig. 2). It wasn’t really until Toby Gard got on the project that he wanted to mix things up, which I was all for. Toby’s a pretty outspoken guy in terms of what he wants.”

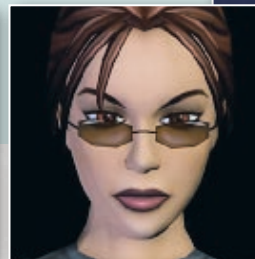
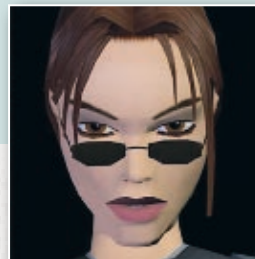


Jacob Wendler,  
Art Director

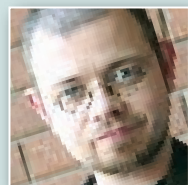


[02]

Early Lara model a few months after project start



[01]

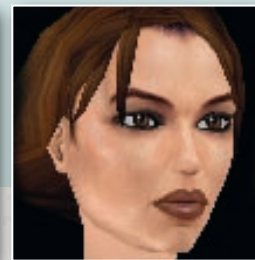
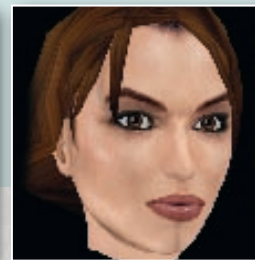


Toby Gard,  
Creative Consultant

Toby Gard, Lara’s original creator, was brought over from England to work on the project, and would play a pivotal role in her redevelopment. “His coming on board helped a huge amount because, as he actually created Lara in the first place, he wasn’t afraid of her,” says Jason Bell. “He said ‘She’s my character, I’ll do what I want’. He could just do it, and that helped a lot, because before he came along we were a bit confused about what we should be doing, and it was hard to get any decisions made about Lara. We could see that Lara is athletic, but we didn’t have any real details: we were asking things like ‘How does she walk?’ which was kind of tricky. When Toby joined, he would say, ‘She walks this way’, and things would happen. That was probably one of the turning points of the project, I think. We would have got a game done without him, but I’m not sure how different Lara would be right now – and whether she’d be quite as good.”

“He really helped me make decisions,” says Jake Wendler on Toby. “At first we were kind of nitpicky in terms of ‘Well, let’s not change her that much’. When Toby came on board, we looked at the model that we were thinking about – and that’s when all hell broke loose in terms of trying to figure out a different costume for her, doing something different with her hair, getting away from the braid, getting rid of the sunglasses, putting things on her. We sat down and he wanted to totally get a new costume (Fig. 3); he was very good at designing stuff as well. He wanted to radically change her figure. We just sat down and did a lot of crazy things to her. Sometimes, we went too far. I remember when we finally sat down and saw the costume that is on Lara today, though. It took eight months to really finalize the look of Lara, and then we had everybody sitting down and saying, ‘this is it’. It was cool to see.”

Redesigning Lara wasn’t merely a question of choosing a new costume and performing minor cosmetic surgery. As these images show, the team also considered a number of very different faces.



Matthew Guzenda,  
Senior Producer

Redesigning Lara wasn’t simply a matter of performing an aesthetic overhaul: there was the not inconsiderable matter of how she would move and interact with environments. “A lot of work was already done on the engines,” says senior producer **Matthew Guzenda**. “She goes into pretty big environments. We had never really done very wide-open spaces, so we did some tests on that. But the main thing was that we had to go over the control system. We were concerned about the previous games: she looked very smooth, she looked very realistic, but she just wasn’t very easy to move around.”

Deciding to create a more maneuverable, athletic and responsive Lara was one thing, but actually putting such ideas into practice was arguably the biggest obstacle the Tomb Raider Legend team had to face. It wasn’t enough that players be able to control Lara with pinpoint precision: she also had to perform her moves with signature style and grace. “With the Soul Reaver games, we had guys that were sort of human, but they had a lot of abilities,” continues Guzenda. “They could do very high jumps, they could move really quickly... the characters were very responsive and could do all kinds of things. But when we put Lara in and had her move around with our system, it looked too jerky. It took almost a full project to finalize, but we needed to find a balance between appearance and control. And this is always something you fight with: the artist wants her to look really good and be really smooth, and the designer always wants her to react quickly and be really maneuverable.”

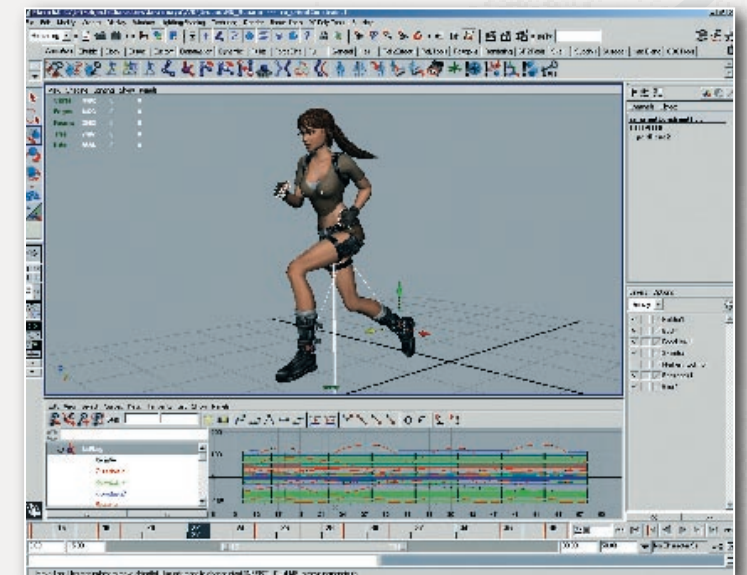
Lara is completely hand-animated (Fig. 4). The way that her animations blend together so seamlessly is the end result of many months of demanding labor; countless thousands of hours to ensure that, for example, a leap from point A to point B is suitably responsive and visually convincing. In truth, there is never one solitary animation in progress as Legend-issue Lara moves. Instead, there can often be several working together at once, each one dealing with a specific part of her anatomy. From pointing her guns in one direction while moving in another, to the direction her head faces as she passes a point of interactivity, there are many subtleties that many players will entirely fail to appreciate on a conscious level.

“The hardest thing we had to work on, which is something that I think people are going to take for granted, is her movement system,” explains Morgan Gray. “It took a good four to six engineers the better part of over a year to develop the technology that allows Lara to be controlled fluidly, and to perform all of her animations. These are many little things that some people won’t notice, but we wanted Lara to be as realistic as possible – and in motion as much as possible. Even the system where Lara jumps over something that’s knee-high, where she bends her leg as

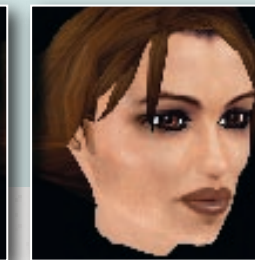
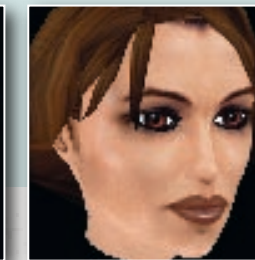
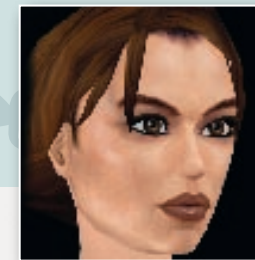
she gets on, took lot of work to implement. Pushing up on the controller and having Lara’s feet dangling, and having her do the look-over... there are so many small subtleties.”

“We had a significant portion of our engineering department devoted to getting Lara to look right, to move correctly and to work well with the world,” reveals Jason Bell. “Probably a good third of our engineering effort went into that because it was the thing that everyone would notice: the game was so much about Lara that she was the most important thing to get right. I think she accounts for about 15-20 percent of the overall code size, which is quite a lot, and it has been the most challenging part.”

Updating Lara and creating an entirely new control system wasn’t just a matter of imbuing her with greater flexibility and athletic prowess. The team also had to consider how their changes would affect how she would and could interact with environments. “We knew that Lara was going to have to move a lot better,” says Jake Wendler. “We just didn’t know the visual implications of it, especially early on in the project. We didn’t know how hard that was going to be. What does a ledge look like that you have to ledge-grab? Soul Reaver and Legacy of Kain had very specific mechanics. But with Lara, you can do pretty much anything in her environment: jump on things, ledge-grab, and swing on poles throughout eight very distinct environments. Thinking about the visual language of getting through the levels was a challenge that we had to constantly go back and forth with, in terms of design and focus testing. We had to get people into the game and figure out what made visual sense.”



[04]



[03]



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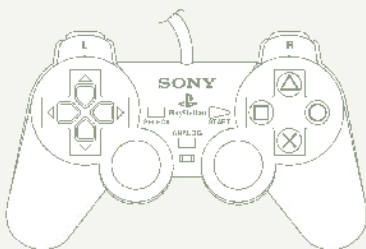
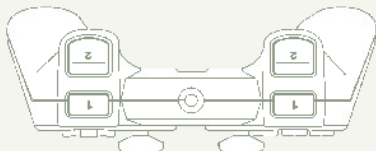
Red (Secrets) = Strong Spoiler Warning  
Green (Walkthrough) = Light Spoiler Warning  
Secondary references are presented in brackets []



# CONTROLS OVERVIEW

We use PlayStation 2 controller symbols to represent button commands and combinations throughout this guide. If you are playing Tomb Raider Legend on Xbox, Xbox 360 or PC, don't worry: while there are obvious differences between the controllers used with each format, translating PS2 button commands to suit your Xbox, Xbox 360 or PC joystick is easy – as the table on the right demonstrates.

PS2 controller



Xbox 360 controller



Xbox controller



PS2	Xbox	Xbox 360	PC
△	A	A	Jump button
□	X	X	Grapple button
○	B	B	Crouch button
△	Y	Y	Kick button
L1	LT	LT	Weapon button
R1	RT	RT	Fire button
L2	○	LB	Reset camera button
R2	●	RB	Grenade button
R3	⦿	⦿	Manual Aim button
START	▷	▷	Start button
SELECT	◁	◁	PDA button

# MAP LEGEND

The following symbols appear on the maps used throughout the guide. Turn to page 42 for more information.



Ideal Path

Ideal Path  
(below surface)

Section Start Letter

Map Links

Gold Reward

Silver Reward

Bronze Reward

Checkpoint

Grapple Point

Rope / Vine



Box / Crate

Boulder

Boulder  
(Environmental  
Hazard)

Movable /  
Destructible  
Object

Explosive Object

Moving Wall

Pressure Pad

Switch



Horizontal Pole /  
Horizontal Chain /  
Ladder

Ladder (Side View)

Vertical Pole /  
Vertical Chain

Laser Tripwire

Enemy

Turret

Automated Turret

Magnetic Gun

Electrical Hazard

Toxic Gas

Spear Trap

