

TACTICAL INTEL

METER MANAGEMENT

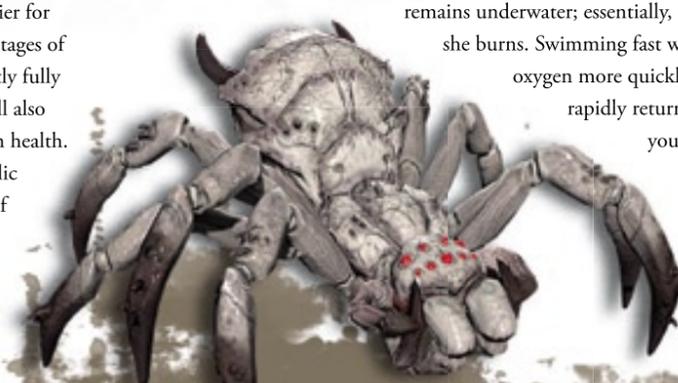
HEALTH AND FITNESS

The Health Meter appears in the top left corner of the screen as a silhouette of Lara's body, with a slightly less alluring but still very useful health bar to the left of Lara's frame. The health bar empties according to how much damage Lara takes, with the silhouette also reflecting her current health status. If Lara's silhouette is bright green, then you can guarantee she's in good shape. If it's red, then she hasn't got much time left and you must act quickly. The most immediate and drastic measure that you can take is to use a Health Pack. However, you should only do so when Lara's Health Meter is extremely low. If you use a Health Pack when Lara still has most of her health left, you really are squandering resources that you may need later on.



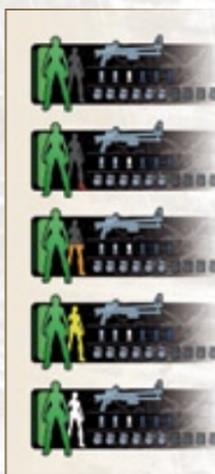
If Lara's health is very low but she isn't in immediate danger, you can simply wait: although she won't heal completely, she will regenerate a small amount of health automatically over time. Avoid confronting enemies or risking falls in this period.

Another more satisfying long term solution is to find the gold Relic hidden in all but one of the levels to make things easier for you in the more challenging latter stages of the game. Not only will this instantly fully replenish Lara's Health Meter, it will also permanently increase her maximum health. The exact location of every gold Relic will be revealed during the course of the Walkthrough.



ADRENALINE RUSH

Inflicting damage on enemies causes Lara's Adrenaline Meter to start filling up. She must cause enough successive damage to fill the meter completely or it will start to drain away rapidly. A full meter grants the choice of two adrenaline moves, both switching the action to slow motion. The first, Focus Fire, gives Lara an opportunity to keep shooting with 25% more damage and greater pushback from successful hits. The second is the Adrenaline Headshot: aim the smaller red reticle over the gray target and fire within the time limit for a guaranteed instant kill.



Occasionally, Lara will also experience Situational Adrenaline episodes. You can learn more about these on page 23.

BREATHE DEEP

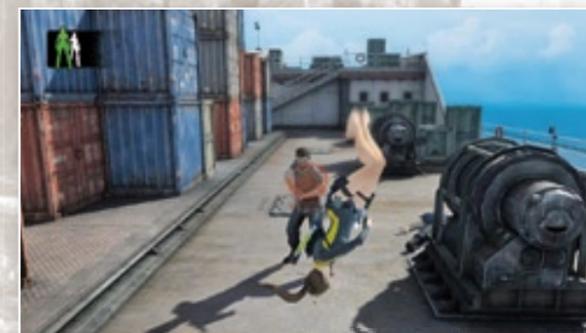
At a certain point in the game, Lara must swim underwater without her Diving Gear. When this happens, the Breath Meter will appear next to the Health Meter as a smaller blue silhouette of Lara. This gauge progressively empties itself as long as Lara remains underwater; essentially, the more Lara moves, the more oxygen she burns. Swimming fast with the Sprint button also drains her oxygen more quickly. As her air starts to run out, you must rapidly return to the surface – once it is exhausted, you will have only a few seconds to avoid sudden death.



MAKING THE MOST OF LARA

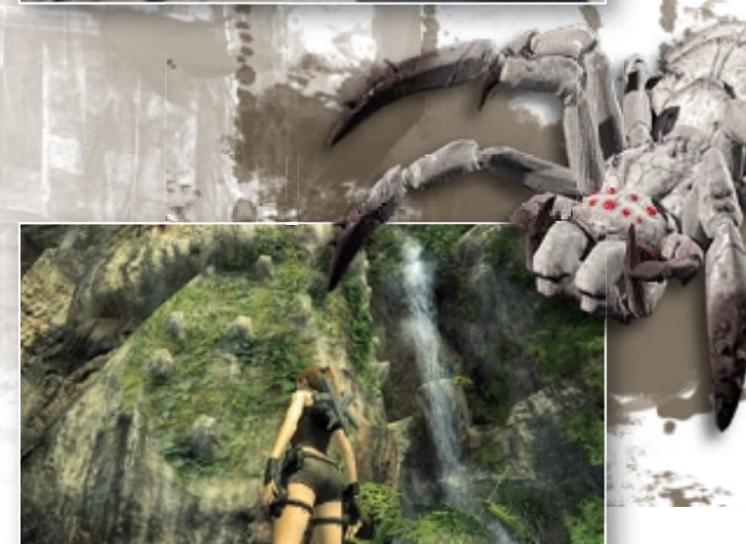
MULTITASKING

In order to successfully make your way through the game, you will soon find that you must become an expert in multitasking. Lara will frequently be called upon to perform several different actions at once, often at lightning speed, in order to survive. If that sounds a little daunting, don't panic! The controls in Tomb Raider: Underworld are so instinctive and easy to use that you'll soon master the moves without consciously thinking about which buttons to press, and as the actions become second nature, you'll find yourself aiming, shooting and somersaulting simultaneously with impressively choreographed ease. Should this be your first experience of a Tomb Raider game and you're having a little trouble getting the hang of running and jumping or targeting and dodging, simply practice as much as you can on the first level, which is perfect for introducing you to the basic moves that you must master in order to successfully complete the game.

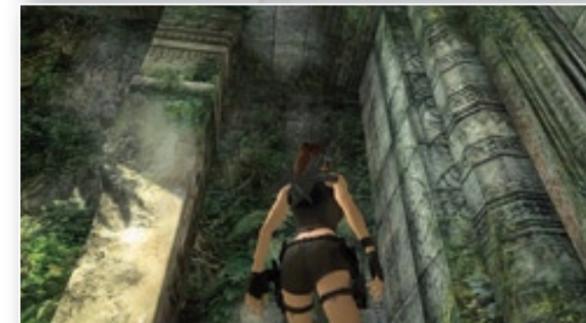


THINK CREATIVELY

Observation is paramount in Tomb Raider: Underworld. If you find yourself "stuck", the solution is probably right in front of your eyes and you simply have to think a little more laterally and look a little closer. If you find yourself trapped in an area with no apparent means of escape, carefully study the surface of the walls, or simply try jumping up against a wall, in order to see if you grab onto anything solid. If there is greenery or vegetation on a cliff face, it may be possible to climb up it using the new Wall Climb move. More often than not, you will find that the Wall Jump is the way out of an apparent dead end. Look up to see how high you'll have to jump in order to clear the area. Turn on your Utility Light to inspect any dark corners where you might find a suitable wall jumping spot.



Clues can come from anywhere, even a detail in a cinematic cut scene or an unseen area spotted on the Sonar Map. And don't forget Lara herself: she will often give you plenty of hints via her body language, so watch her closely to see how she's responding. If she glances to the side, it means that she's noticed something of interest – maybe a collectible or a useful gadget or switch.



USER INSTRUCTIONS

Because the Tomb Raider series has always appealed to a wide variety of gamers, from fresh-faced novices to expert explorers, this walkthrough has been designed to accommodate players of all abilities. If this is your first time playing a Tomb Raider game, then the walkthrough can take you every step of the way. Seasoned veterans of previous adventures might prefer to work alone, overcoming the challenges themselves until requiring a map check or treasure location. This chapter has been devised to suit either approach.

The following example demonstrates how the walkthrough is organized for each level of the game. The opening pages feature an overview map of the level, divided into sections that are dealt with in greater detail on subsequent pages. Having located Lara's position on the map, you can turn to the section of interest for fully annotated maps and directions on overcoming the puzzles and pitfalls in that location.

1 OVERVIEW MAPS

Each overview map provides a top-down view of the entire level. The map is divided into numbered sections, with each Roman numeral indicating the corresponding double-page spread where the walkthrough focuses in detail on the challenges facing Lara in that area. It also facilitates in-game navigation by showing how each section is connected to the next.

2 DETAILED MAP SECTIONS

These enhanced, magnified sections of the area map appear on the left of each double-page spread. Clear icons reveal the location of all collectibles and interactive objects, as well as directing you to any helpful corresponding text on the right-hand page. Even if you're trying to solve the game yourself, you can instantly refer to that section of the walkthrough should you get stuck or disorientated.

3 KEY MOMENT

This chronological sequence of screenshots on the left-hand page is designed to provide a brief, primarily visual solution to the most vital or difficult activity in this part of the game. An arrow points to the exact location on the map in which the action takes place.

4 MAIN WALKTHROUGH

The right-hand page features a detailed, step-by-step walkthrough to take you through the entire game. Each paragraph has an identifying letter that corresponds to the letter icon on the map section to the left, ensuring that you never find yourself in the wrong place. Additionally, key points of the text may include a (Fig. X) reference to a screenshot that further illustrates the action.

5 HIDDEN TREASURES

This panel displays the game's secret collectibles with numbered icons that take you straight to the map location. For every single treasure in the game, including all gold Relics, a screenshot shows its exact location with a small silver arrow and clear instructions on how to find it. With even the most elusive of treasures revealed, you should have no trouble collecting them all.

6 TIPS

When Lara acquires a new piece of hardware or encounters previously unknown perils, these focus boxes deliver specific information and guiding insights. You may also be able to consult them for combat tactics, background facts, enemy weaknesses and advanced playing tricks.

MEDITERRANEAN SEA
LEVEL 1

1 OVERVIEW MAPS

2 DETAILED MAP SECTIONS

3 KEY MOMENT

4 MAIN WALKTHROUGH

5 HIDDEN TREASURES

6 TIPS

LEGEND FOR THE WALKTHROUGH MAPS

- Lever / Switch
- Key Item
- 3 Treasure
- 27 Relic
- Health Pack

OCEAN FLOOR DOOR PUZZLE

A Dive into the water from the back of the boat and swim straight down until you come to what looks like rain on the ocean floor. Among the moss-covered rocks you'll see a main tower – the puzzle door cave – and a stone path with outlying structures. Note that Lara's diving gear enables her to stay underwater for as long as she likes without having to worry about regularly resurfacing. Once you reach the ocean floor, you can set about solving the first puzzle (see the Ocean Floor Door Puzzle) to unlock your path forward.

*** SPEAR GUN**

You will find that Lara is automatically equipped with the Spear Gun as her secondary weapon at the start of this level. This is because it is the best weapon for dealing with the sharks that menace her while she's exploring the ocean depths. Once loaded on, prepare to use your Status Dodge when the shark breaks from circling and begins closing in fast. Your best chance for a hit is just before and just after dodging.

SECRET: HIDDEN TREASURES

- Facing the main tower is a smaller ruin with a square stone doorway. Swim inside and move carefully past the jellyfish, as they will sting you on contact, but they are also glowing because of the moon above.
- Follow the tunnel around and take the large metal key from the plank. Swim back over the way you came with the key and head inside the main tower via the cave entrance at its base.
- Swim down to a large ornate door made up of three large overlapping discs. The entrance on the discs shows closed eyes and open eyes. Insert the key in either the left or right disc, then pick up the second key from the plank in front of the door and place it in the other eye slot. Turn each of the keys so that the discs until all three open eyes meet in the center.
- The entrance to the cave that contains this treasure is a little hard to find as it is covered by jelly. It is located in the unadorned structure to the left of the puzzle door cave entrance. The treasure is in the chamber to the left, above the part of the cave with the empty plank. Swim to the roof of the cave to find the entrance to the chamber.
- See how the main tower looks like a face as it looms on the Stone Map? Swim up the walls and look for the small 'door' at the eye on the left, close to the top.
- You'll find this treasure on the floor of the chamber where you found the first key. Just as you enter the room, pass under the left-hand beam to the left and look in the back corner.
- You'll find this treasure underneath four jellyfish in a small cave, far out to the right of the puzzle door cave. The entrance is marked by large rectangular stone slabs.
- This treasure is underneath a lone jellyfish in a cave a long distance out to the left of the puzzle door cave. Again, the entrance is hidden by jelly and faces away from the main tower.

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COASTAL THAILAND I



01



02

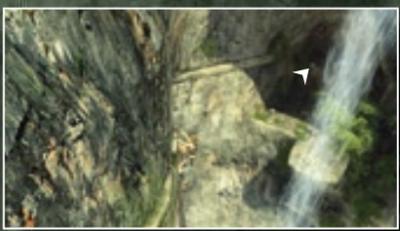
A Swim from the boat and climb out of the water when you reach the rock platform close to the cliff, as highlighted by the cut scene. Wall Climb up the mossy rock, then go left (Fig. 1). Jump up to grab the ledge and edge left along the balustrade. The next section is tricky to spot, so check A Leap In The Clouds to see exactly how it's done. When you've cleared it, make your way up the two flights of steps and look for a Health Pack on the landing at the top.

B Turn towards the gap and slide down the slope. You can try to jump straight for the horizontal pole, or else keep sliding and let Lara automatically catch the ledge at the bottom of the slope; from down here you can use the central ledge to climb around below the pole. Swing across to the sheer wall facing you, then shift right and jump up to pull yourself onto the next set of steps. Follow the corridor. When you emerge in the open, you'll notice that you can only go a few feet further before the ground drops away. But if you look back to your left, you'll see a ledge that you can reach. Stand up on the next ledge and jump across to the shelf opposite. Leap up and haul yourself to safety. Walk around to the right, deeper into the jungle. Make your way through the undergrowth until you see an anchor ring. Use the Grapple to swing across the pit (Fig. 2), then keep going until you reach the stone pile that is blocking your path. Crawl or dive through the tiny hole under the fallen masonry to reach a clearing with an ancient temple gate.

SECRET: HIDDEN TREASURES



1 Swim from the boat to the small circular cove just to the left of the waterfall. Dive down to find this treasure on the sea bed close to the cliff face.



2 After swimming from the boat, exit the water and Wall Climb up the mossy rock. Work your way around to the right to see a ledge above you. Use it to leap across to the small cave behind the waterfall, where you'll find this treasure and a Health Pack.

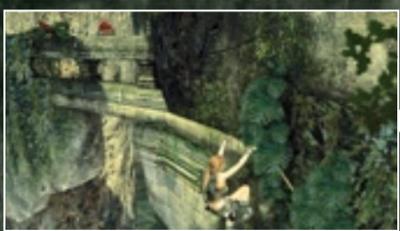


3 After swinging across the gap via the pole, go up the steps a little way and drop over the edge around the corner. Drop again and Wall Climb diagonally down to the very bottom left. Pull down on the stick to make sure that Lara is reaching out in readiness before you then jump to the lip of the niche containing this treasure.



4 When you reach the cliff top, turn towards the sea in the direction of the boat and you'll see a free-standing pillar of rock below. Your Field Camera will pick out the treasure on top. Be warned that Lara may hurt herself when she jumps down, so aim to land with a roll, which reduces falling damage. You can jump from here to the lower cliff section overlooking the sea.

A LEAP IN THE CLOUDS



Start off this sequence by shimmying to the left along the ledge under the balustrade until you can't go any further.



There is now a large ruin behind you. Make a backwards jump to turn and grab its stone ledge.



Have Lara stand up and move around the corner, hugging the wall until she is facing the steps on the other side, then leap across.



COASTAL THAILAND II



03

C The temple gate is sealed shut, so Lara must go over the top. There is a raised step to the left of the stone doors: from here you can Wall Jump up between the wall and the nearest pillar to get a higher grip. Shift around and spring out to the second pillar to climb even higher, then jump back to reach the lintel over the gate (Fig. 3). Shimmy all the way over to the right, then jump backwards and use the ledges on the right-hand pillar to climb outside and up. Now climb all the way left, crossing the gap, and pull yourself up to reach the edge of the grassy path that leads to the temple.

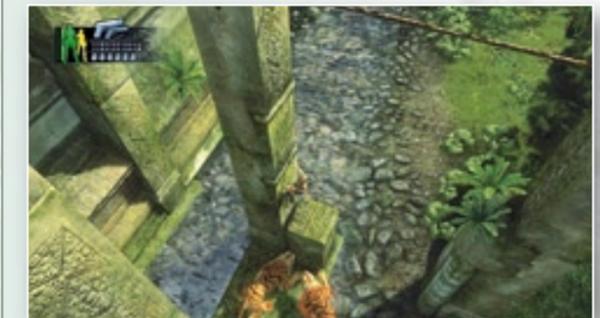


04

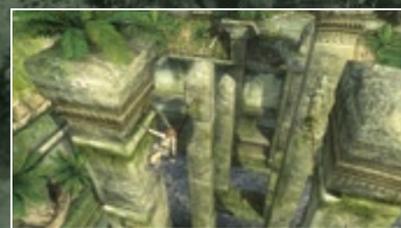
D To find out how to climb down from the path to the stream at the bottom, see Temple Approach. Once safely down, head right along the stream. Take out the three tigers, then head for the temple ruin at the far end (Fig. 4).

✦ POSITION OF STRENGTH

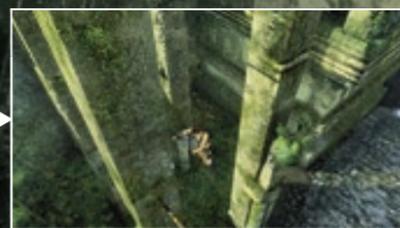
There's a very easy way to dispatch the tigers that ambush you in this level – simply evade their attacks until you can jump up to safety on a ledge or a platform. This way you will be out of danger, while enjoying a clear view that will enable you to get rid of the wild beasts. A more daring approach is to engage them with the enemy vault maneuver: move very close with Lock On activated and hit the Jump Button to somersault from the tiger's head, then shoot from behind or keep running. The trick to using this technique effectively is to vault only when the creature has stopped to turn or bite, as a pounce or moving attack will interrupt it. Remember that Lara can recover from knockdown more quickly with Jump / Crouch presses.



■ TEMPLE APPROACH



Leap across to the pillar on the left. Jump up, then go around to the right and jump backwards to the right-hand column as shown. Go around to the left and drop down to the horizontal pole.

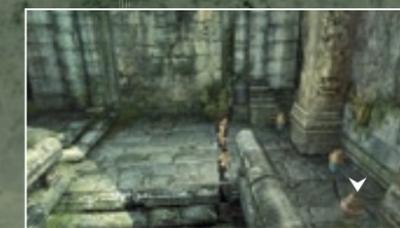


Swing to the next pole and then to the ledge beyond that. Move right, then backwards jump to the pillar behind. Shimmy left, then drop down and leap across diagonally to the horizontal pole.

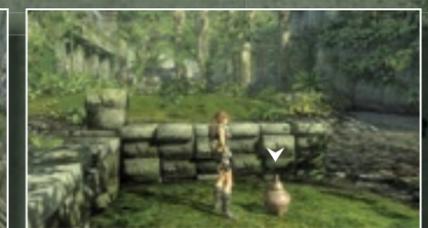


Make your way to the end of the pole and drop down the series of ledges to reach the stream.

SECRET: HIDDEN TREASURES



5 This treasure is in one of the three urns to the right of the temple gate steps.



6 Leap over the low wall on the right of the stream to find an urn containing this treasure.



TREASURE HUNT



TREASURE HUNT MODE

After you complete *Tomb Raider: Underworld*, the standard Resume Game option encountered at the Main Menu is replaced by a new feature: Treasure Hunt. You can also access this mode by manually loading a specific Treasure Hunt save file that you created after the final credits. This enables you to revisit any location where Lara still has Treasures and Relics to track down, granting further chances to collect any prizes you may have missed. Acquiring these collectibles is the requirement for unlocking certain secrets and Xbox 360 Achievements (see pages 144 and 154 for more details).

When you enter a Treasure Hunt game, you can switch between locales with the Revisit Location option in Lara's PDA menu. An interesting feature of this mode is that you will find each level in much the same shape as you left it. Puzzles will be in their solved state; doors will be unlocked; containers will be missing if previously smashed; and the only enemies you will encounter are those that you didn't kill during your original playthrough. There are some common sense exceptions to the rule, so that Lara can still physically reach any moving bridges and platforms required to access all areas of the level. Broadly, though, you'll find the environments are geared to the challenge of 100% completion.

RELICS & HEALTH

Collecting all of the six Relics hidden in *Tomb Raider: Underworld* increases Lara's maximum health to twice its standard level. The individual boost of each Relic is cumulative, so you'll enjoy a 16.6% (approximate) extension to the secondary bar of her health meter for each one you pick up. This is especially useful during a Master Survivalist playthrough, when Lara's enemies become more powerful while her own resistance to damage is decreased. Even if you aren't engaged in a treasure hunt in your current game, Relics are always worth the time it takes to secure them. Furthermore, the act of collecting a Relic for the first time will also restore Lara's health to its new limit.

TREASURES & RELICS CHECKLIST

MEDITERRANEAN SEA

◆	LOCATION	PAGE	◆	LOCATION	PAGE	◆	LOCATION	PAGE	◆	LOCATION	PAGE
1	Sea Floor	39	8	Niflheim	41	15	Kraken Room	43	22	Before Pillar Room	47
2	Sea Floor	39	9	Niflheim	41	16	Kraken Room	43	23	Pillar Room	47
3	Sea Floor	39	10	Niflheim	41	17	Kraken Room	43	24	After Pillar Room	47
4	Sea Floor	39	11	Niflheim	41	18	Kraken Room	43	25	Kraken Room (Upper)	47
5	Sea Floor	39	12	Niflheim	41	19	Kraken Room	43	26	Kraken Room (Upper)	47
6	Sea Floor	39	13	Kraken Room	43	20	Gauntlet Chamber	45	27	Kraken Room (Upper)	47
7	Submerged Tunnel	41	14	Kraken Room	43	21	Gauntlet Chamber Exit	45			



WEAPON ANALYSIS

You may have acquired an affinity for certain weapons during your first playthrough, but the heightened demands of a Master Survivalist session will turn you into a true connoisseur. The following table provides valuable information and advice on all forms of attack available to Lara.

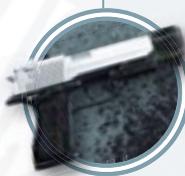
Weapon	DPS Near	DPS Far	Capacity		
			CE	TR	MS
Pistols	87.77	63	∞	∞	∞
Submachine Guns	117.52	53.08	400	240	160
Shotgun	168	N/A	90	72	42
Assault Rifle	104.76	81	300	210	120
Tranquilizer Gun	N/A	N/A	25	15	10
Spear Gun	125.99	57.41	40	25	15

DPS = Damage per second CE = Casual Explorer TR = Tomb Raider MS = Master Survivalist

Weapon	DPS Near	DPS Far	Capacity		
			CE	TR	MS
Grenades	1000 (max)	300 (min)	10	6	4
Thor's Hammer	1000	1000	∞	∞	∞
Melee Attacks	60	N/A	N/A	N/A	N/A
Portable Items	100	N/A	N/A	N/A	N/A
Motorbike	Variable	N/A	N/A	N/A	N/A

DPS = Damage per second CE = Casual Explorer TR = Tomb Raider MS = Master Survivalist

PISTOLS



- They may lack the raw punch of other weapons in her arsenal, but Lara's signature Pistols are a reliable fallback.
- Perfect for dispatching swarms of Bats or Spiders rapidly.
- Unlimited ammunition. If a clip runs dry while using another weapon, you can instantly switch to the Pistols to finish off a wounded opponent.
- On the Master Survivalist difficulty setting, your priority is often to put individual foes out of a battle quickly and with a minimum of fuss. This makes the Pistols less suited to fights against multiple assailants – Lara will aim for two enemies at once, prolonging the time that your primary target stays on its feet.

SUBMACHINE GUNS



- A clearly superior alternative to Lara's Pistols at close distances with a greater rate of fire, though their accuracy drops alarmingly with range.
- Lara can wield this weapon in one hand while climbing or hanging from a pole.
- As with the Pistols, Lara's tendency to aim for two separate targets in Dual Fire can reduce their effectiveness on the Master Survivalist difficulty setting.

SHOTGUN



- Boasts outstanding close-range stopping power, with a high chance of knocking adversaries off their feet.
- Slow rate of fire and very slow reload.
- Using it from anything more than a few feet away is a waste – you'll probably inflict marginally greater damage by hurling strong language at your targets.

ASSAULT RIFLE



- With a generous clip capacity and the best ranged damage of all firearms, the assault rifle is a great all-around choice.
- That effectiveness at range enables Lara to target enemies before they get close enough to target her.
- Less effective against bullet-resistant creatures such as Thralls.

TRANQUILIZER GUN



- Tranquilizer darts take effect in moments and induce temporary unconsciousness. This lasts for 67 seconds in humans and 60 seconds in animals.
- Has no effect on supernatural entities barring the pushback; kills Bats and Spiders outright.
- This gun is very slow and inaccurate, so it pays to fire darts from close range and when the target is stationary.
- Against groups of enemies, the Tranquilizer Gun proves immensely powerful. Reducing the number of opponents increases Lara's effectiveness in dealing with the remainder.
- It would be remiss of us not to mention that it's possible to tranquilize troublesome foes, then slay them at leisure before they wake. Distasteful? Yes. Unsporting? Yes. Efficient? Try it and see.

SPEAR GUN



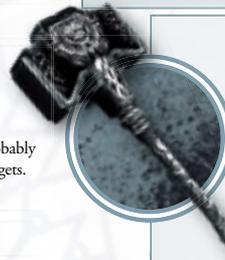
- Primarily designed for underwater combat, the Spear Gun isn't without its uses on dry land. Though overshadowed by the Shotgun, it's a powerful alternative in a tight corner due to its high close-range damage, pushback and brief stun effect on most enemy types.
- Each spear needs to be loaded individually, leaving Lara vulnerable between shots.
- Size and encumbrance greatly limits the number of spears that can be carried.

STICKY GRENADES



- The adhesive properties of these explosives make them utterly lethal. With the exception of Yeti Thralls, all other enemies can be dispatched with a single grenade.
- Due to their (not inconsiderable) blast radius, you can stick grenades to walls or floors to offer groups of onrushing assailants a warm welcome.
- Mastery technique: grenades can be detonated by bullets. For truly devastating effects, use Lock On or keep it held after you've attached a grenade to your opponent. Your next Lock On shot will target the grenade itself for an instant explosion.

THOR'S HAMMER



- Only Yeti Thralls (and, of course, Natla) can withstand more than one direct blow from this peerless weapon.
- If the Hammer has a weakness, it's a slow fire rate that enables enemies to shoot or close in between shots. Exploit its excellent range to stay safe.
- Anyone can beat Mercenaries and assorted Thralls into submission with Thor's Hammer, so we would judge that it's the style in which you use it that really matters. Just because Lara has a world to save, there's no excuse for skimping on artistic expression. If you're not spectacularly throwing foes overboard, blasting them over ledges or crunching them into walls and ceilings, you're just not trying hard enough...

MELEE ATTACKS



- Though close-range engagements put Lara in greater danger, melee attacks are a good way to finish off opponents quickly – especially when combined with Pistol or Shotgun blasts.
- If you corner individual enemies (Yeti Thrall excepted), melee attacks can be used to pummel them senseless with little risk of reprisal due to their short stun effect.

PORTABLE ITEMS



- Any item that Lara can pick up and carry (such as boxes and poles) can be employed as a melee weapon.
- This doesn't mean that you necessarily should, though – carrying items robs Lara of her legendary agility, which is far from ideal during pitched battles.

MOTORBIKE

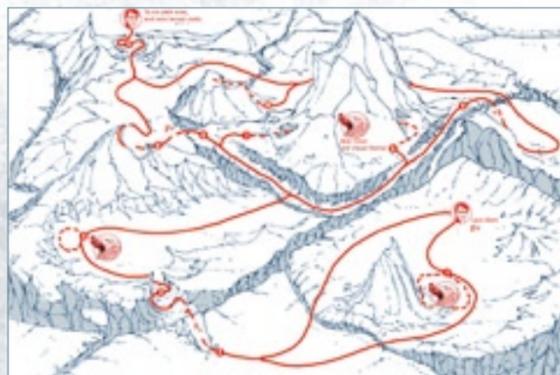


- During the Southern Mexico and Jan Mayen Island expeditions, the bike is often Lara's most potent weapon. Direct contact at full speed usually results in instant death for the target.
- Donuts and Powerslide turns also inflict damage, but not as much as high-speed collisions.

ARCTIC DRIFT ICE



An earlier version of the Tomb Raider: Underworld story featured a location cut from the final game, as Eric Lindstrom reveals.



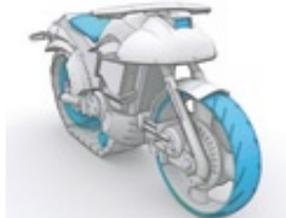
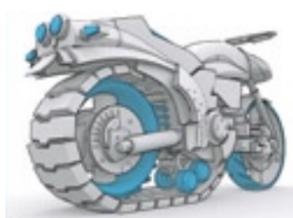
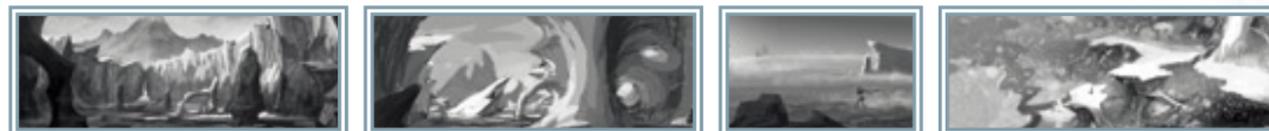
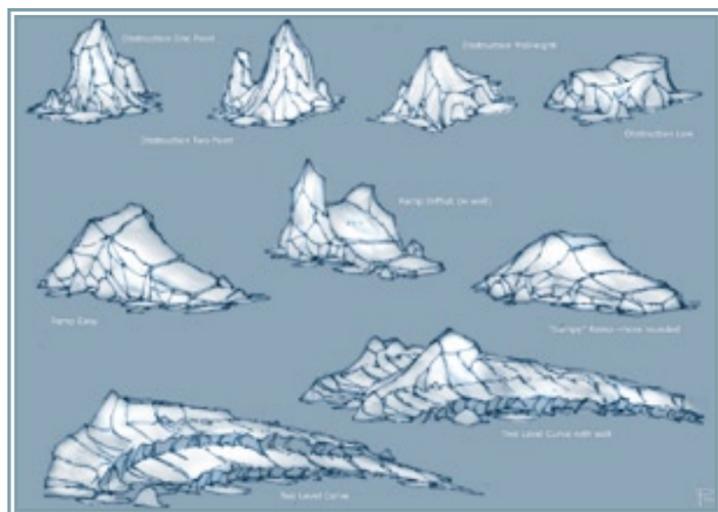
“Originally the entrance to Valhalla was on Jan Mayen Island, and the sea ice that Lara blows a hole through to get into the Arctic Sea was in the same area, and within driving distance. The idea was that when you arrived at the coast of Jan Mayen, you faced a driving maze of sorts made of glacial crevasses to reach the door at the top of Valgrind – the one she drives in automatically in the final game. Then later, when Natla gave you coordinates to Helheim, you arrived at the same point on Jan Mayen Island but had a different destination and different ways to navigate the maze to reach it.

It was particularly hard to cut the drift ice section, because of how it connected two levels in an interesting way, and because it gave more meaning and play to the all-terrain bike. We also made polar bears to fight on the ice, and it was a shame to cut them too, but there was nowhere else to put them in the game. It was just too much to build for the amount of gameplay it provided, and there were other problems as well. It was hard to design the area so that people didn't feel compelled to do more exploration than was rewarded, and it was too hard to make the icy surfaces distinct enough to keep people from being lost all the time. Even we designers, who knew the map, got lost way too often.

The all-terrain bike in fact started out as a concept bike that had a street-ready half track on the back, so that the bike was part rugged motorcycle and part snowmobile, all the time. We ran through many versions of this concept, but in the end when we cut the drift ice, there was no real need to keep the half track, and we were never happy with the look of it in any incarnation.

Additionally, we originally made it possible for the handlebar assembly to detach and function as a diver propulsion vehicle (DPV). It turned out to be just too hard to handle in the underwater areas we were making, and ultimately wasn't necessary, so this was cut as well.”

Eric Lindstrom, Creative Director



SOUTHERN MEXICO

