

field notes



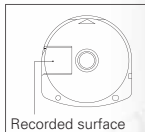
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP (PlayStation®Portable) entertainment system before use. Retain both this software manual and the instruction manual for future reference.

### Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

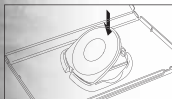
### Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing).
- Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



#### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



#### Storing the disc

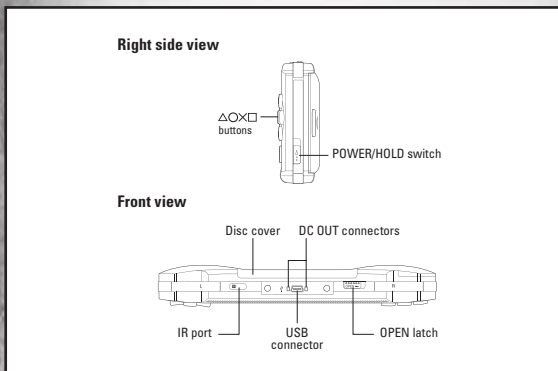
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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## GETTING STARTED



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the TOMB RAIDER: LEGEND™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

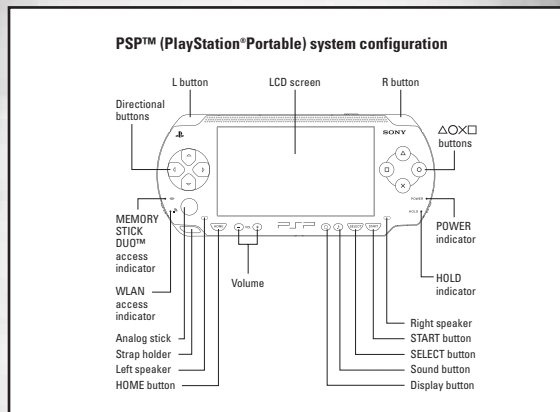
Note: Do not eject a UMD™ while it is playing.

## MEMORY STICK DUO™

**Warning** Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo or Memory Stick Pro Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any memory stick containing previously saved games.

## STARTING UP



## WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data and compete against other users via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). TOMB RAIDER: LEGEND™ supports Ad Hoc only.

- AD HOC MODE – Ad Hoc Mode is a Wifi feature that allows two or more individual PSP systems to communicate directly with each other.



## LARA

*At the age of nine, Lara survived a plane crash in the Himalayan mountains that led to the death of her mother. After miraculously surviving a ten-day solo trek from the crash site to Kathmandu, she spent the rest of her childhood under the close tutelage of her archeologist father – the late Earl of Abbingdon, Richard Croft.*

*At the age of 18, after the death of her father, Lara inherited the Croft estates and became Countess of Abbingdon. Since then she has been credited with the discovery of some 16 archeological sites of international significance.*

*Lara Croft has been hailed both as an Archeological wunderkind and a glorified Treasure Hunter, depending on who's talking. There are thousands of rumors surrounding Lara's 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, enigmatic figures of our time.*



## MENU CONTROLS

*Use the menu controls to adjust options from both the Main Menu and in-game Pause Menu (press the START button during play to pause).*

START button	Pause/Display Pause Menu
directional buttons	Cycle through options
O button	Cancel/Previous menu
X button	Confirm/Next menu

## MAIN MENU

## START GAME

*Start a new game.*





## LOAD

- **LOAD GAME** – Displays a list of saved games. Select a save and press the X button to load it.
- **LOAD LEVEL** – Displays a list of completed levels (present in the loaded save). Replay these levels to collect rewards, play in different difficulty modes, or attempt a Time Trial.

## CROFT MANOR

*You can visit Lara's expansive manor via the Main Menu throughout the game. However, to gain full access you must have a saved game containing at least one completed mission. Only then will all the Manor's secrets become available for you to discover.*

## OPTIONS

Press the analog stick or directional buttons / to select an option and / to change the setting. Press the X button to confirm your Options changes, or press the O button to return to the Main Menu without change.

- **SOUND** – Adjust the volume of MUSIC, SFX and VOICE VOLUME.
- **DISPLAY** – Use the Display Menu to adjust:
  - SUBTITLES – Set subtitles ON/OFF or to your preferred language.
  - BRIGHTNESS – Adjust the brightness of the display.
- **CAMERA** – Set the following options to YES or NO:
  - INVERT X-AXIS
  - INVERT Y-AXIS
  - AIM & BINOCs INVERT X-AXIS
  - AIM & BINOCs INVERT Y-AXIS
- **CONTROL** – View the list of in-game controls.

## EXTRAS

Access information and bonus content within TOMB RAIDER: LEGEND™. By completing levels and collecting rewards along the way, you will unlock items that you can then select and view here.

**Note:** To view unlocked items, you must first load a saved game.





## TOMB TRIALS

Tomb Trials provide a variety of exciting challenges for both single and multiplayer play. Challenges include:

- **MASTER SYSTEM** – An exciting race to the finish. Sprint, leap and dive through numerous checkpoints to reach the end before the clock expires.
- **TREASURE HUNT** – Seek out all the artifacts hidden on the level before your timer runs out.
- **RAID N' SEEK** – Hide n' seek meets capture the flag. Hide your own artifact, and race to find the opposing player's hidden item.

To access the Tomb Trials games, select one of the following options from the Main Menu:

- **SINGLE PLAYER** (below)
- **HEAD-TO-HEAD** (page 8)
- **TOMB TRIALS USER STATS** – Check your best times and achievements for each trial. Press the directional buttons / to turn pages.

## SINGLE PLAYER

- **GAME MODE** – Play either MASTER SYSTEM or TREASURE HUNT.
- **CHALLENGE TYPE** (present when TREASURE HUNT game mode is selected) – Choose the difficulty of the challenge you will undertake.
- **LEVEL** – Choose a game level to play. (Various choices are available depending on your game mode.)
- **START** – Begin the single player game.



## HEAD-TO-HEAD

Selecting this option takes you to the Lobby screen. From here you can send and receive game invites to and from other players. When one player accepts another's invite, the player who sent the invite can set the options below.

**Note:** In Head-to-Head mode you are identified by the nickname of your PSP system (set via the PSP system software). If your nickname contains a character not supported by the game, you'll see a □ symbol in its place.

- **GAME MODE** – Play either MASTER SYSTEM, TREASURE HUNT, or RAID N' SEEK.
- **NO. OF LEVELS** (present when MASTER SYSTEM game mode is selected) – Choose the number of levels you will play. (The levels you actually play will be chosen at random for you.)
- **CHALLENGE TYPE** (present when RAID N' SEEK game mode is selected) – Choose the difficulty of the challenge you will undertake.
- **NO. OF ROUNDS** (present when TREASURE HUNT game mode is selected) – Choose the number of rounds you and your opponent will play.
- **LEVEL** – Choose a game level to play. (Various choices are available depending on your game mode.)
- **START** – Begin the multiplayer game. (START will be grayed out for several seconds while the game loads.)

## DIFFICULTY LEVELS

When you start a new game, you'll be prompted to select a difficulty level:

- **DIFFICULTY** – Select your game difficulty level:
  - **EXPLORER** – Easy play.
  - **ADVENTURER** – Medium difficulty.
  - **TOMB RAIDER** – Advanced challenge.

**Note:** Once you select a difficulty level, you will not be prompted to do so again unless you start a new game, replay a level via the LOAD LEVEL option (page 5), or begin a new level in your adventure.



## SAVING AND LOADING

Press the **START** button during play to display the *Pause Menu*; from here you can save your progress and rewards and load a saved game.

### SAVING YOUR PROGRESS

Every game level has several checkpoints to pass. The word **CHECKPOINT** will appear in the bottom right of the screen to inform you when Lara has passed a checkpoint. This is a good place to save your progress. Press the **START** button to access the *Pause Menu* and select **SAVE**. From here you can choose to create a new save game or overwrite an existing save.

You can also save between checkpoints, but Lara will always appear at the most recently saved checkpoint when a save is loaded again.

**Note:** There is no automatic save when you leave the game. However, if Lara dies during a game, she automatically restarts at the last checkpoint passed, regardless of whether or not you saved there. If you quit the game without saving, you lose all progress since the last saved checkpoint.

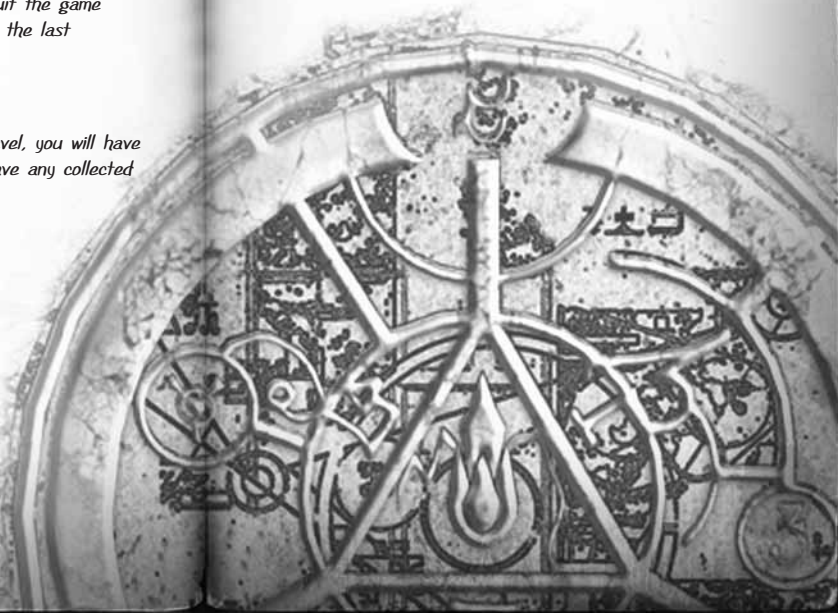
### SAVING REWARDS

When you replay a previously completed level, you will have the option to select **SAVE REWARDS** to save any collected rewards to your current game.

## LOADING A SAVED GAME

You can load any saved game on your memory stick from the *Main Menu* or from the *in-game Pause Menu*. Select **LOAD**, then choose a save from one of the four save slots. If data is present, details of the save will be shown at the right of the screen. Press the **X** button to load and resume that game.

If you have a save that was created at the end of the game, you cannot load it during gameplay. Instead, you can revisit any part of the game via the **LOAD LEVEL** option (page 5) in the *Main Menu*.



## CONTROLLING LARA

The controls shown in this section are default. You can view all the CONTROL settings in the Options Menu (page 6).

## MOVEMENT CONTROLS



analog stick	<i>Movement: Sneak, Walk and Run.</i>
<input type="radio"/> button	<i>Crouch/Roll.</i>
<input type="checkbox"/> button	<i>Interact/Action: while standing next to objects or vehicles. Pick up new weapon: when standing over weapon.</i>
<input type="triangle-up"/> button	<i>Safety Grab: prevent Lara from falling from ledges.</i>
<input type="cross"/> button	<i>Jump. Hold button to jump farther.</i>
<input type="checkbox"/> button + analog stick	<i>Rotate camera.</i>
L button	<i>Reset camera angle and view HUD (page 15).</i>

## SWIMMING CONTROLS



analog stick	<i>Swim left, right, forward.</i>
<input type="radio"/> button	<i>Dive. Hold button to dive deeper.</i>
<input type="checkbox"/> button	<i>Interact/Action/Pick up rewards.</i>
<input type="triangle-up"/> button	<i>Fast Stroke.</i>
<input type="cross"/> button	<i>Swim toward the surface/ Surface.</i>
<input type="checkbox"/> button + analog stick	<i>Rotate camera.</i>

**Note:** When Lara is swimming underwater, her air meter slowly drains. If it runs out, Lara will start to take damage to her standard health bar (page 15). If Lara does not surface for air in time, she will drown.



## COMBAT AND ITEM CONTROLS



R button	<i>Fire.</i>
Cycle HUD to grenade or flare icon with ◀/▶ + △ button	<i>Throw grenade/flare.</i>
⬆	<i>Accurate Aim Mode: toggle.</i>
L button (press and hold)	<i>Combat Mode lock-on.</i>
L button	<i>Realign camera behind Lara.</i>
Cycle HUD to grapple icon with ◀/▶ + △ button	<i>Throw grapple.</i>
△ button	<i>Pull grapple/Interact with environmental targets (explosive barrels, etc.).</i>
⬇	<i>Use health pack.</i>
Cycle HUD to weapon icon with ◀/▶ + △ button	<i>Switch weapons.</i>
Cycle HUD to PLS icon with ◀/▶ + △ button	<i>Personal Light Source (PLS) on/off.</i>
Cycle HUD to binoculars icon with ◀/▶ + △ button	<i>Binoculars. Activate the RAD (page 22) by pressing the SELECT button in Binocular view.</i>

## DRIVING CONTROLS



analog stick	<i>Steer.</i>
× button	<i>Accelerate.</i>
○ button	<i>Brake/Reverse.</i>
R button	<i>Fire weapon.</i>
L button	<i>Select target.</i>
□ button	<i>Shoot hazard target.</i>
⬇	<i>Use health pack.</i>
□ button + analog stick	<i>Rotate camera.</i>



## COMBAT

## COMBAT STRATEGIES

*In combat, always remember these two key elements:*

■ KEEP MOVING

*Keeping Lara moving is the most important factor in combat; her continually changing position slows the enemy's advance. A moving target is much harder to hit than a static one.*

■ MANIPULATE THE ENVIRONMENT

*Constantly check for objects in the environment that Lara can manipulate to her advantage. For example, she can thwart enemies by blocking paths, collapsing structures, detonating nearby explosives and releasing obstacles.*

## AIMING AND FIRING CONTROLS

L button (press and hold)	<i>Lock-on target.</i>
R button	<i>Fire weapon.</i>
L button + □ button + ◀/▶	<i>Change target.</i>
Cycle HUD to grenade icon with ◀/▶ + △ button	<i>Grenade free throw.</i>
L button + cycle HUD to grenade icon with ◀/▶ + △ button	<i>Throw grenade at target</i>

## MELEE ATTACKS

■ SLIDE ATTACK

*Target enemies while running toward them, then press the ○ button to slide. Lara slides into enemies, knocking them off balance and setting them up for her guns.*

■ AERIAL ATTACK

*Press the X button twice when close to the enemy. With the first press, Lara jumps at an enemy. As she lands on the enemy, press the X button again to activate slow time, then immediately press the R button to fire, shooting the target.*

■ POWER KICK

*When near the target enemy, press the □ button to kick the enemy away with Lara's boot.*

■ GRAPPLE

*Select the grapple from inventory and press the △ button to use Lara's grapple to pull targeted enemies toward her and inflict some damage.*

*Note: Melee attacks are ineffective against animal enemies.*



## DEFENSIVE COMBAT CONTROLS

While Lara is locked-on to a target, she can perform various maneuvers to avoid enemy attacks.

- **ROLL** Hold the L button, press the analog stick in any direction, then press the O button.
- **FLIP** Hold the L button, press the analog stick in any direction, then press the X button.

## TARGETING

The targeting reticle appears when a target is within sight. The reticle's color changes to indicate the target status:

- **GRAY RETICLE** Target is out of range.
- **RED RETICLE** Target is within range at the current distance.
- **BLUE RETICLE** Target can be grappled.

**Tip:** If the target is within distance but off-screen, an arrow appears showing the direction of the target's location.

## HUD (Head's-Up Display)



## WEAPONS, ITEMS AND HEALTH

- **HEALTH BAR** The health bar gauge displays Lara's current health level. When Lara's health gets dangerously low, you need to replenish it using a health pack (page 21) if available.
- **USE ITEMS** (PLS, Health Pack, Binoculars) To use an item or gadget from Lara's inventory, press the directional buttons ◀/▶ to select it, then press the Δ button.

## PDA

The PDA is Lara's automatic data capture and wireless communication device. It holds all of her mission data and real time objective and equipment information. Press the SELECT button to access Lara's PDA, which displays the following data:

- OBJECTIVES – Provides Lara with information on her current objectives and overall mission objectives.
- DATA – Provides information for completed missions, and allows you to keep a tally of rewards collected while playing the missions.
  - COMPLETION TIME – Records your fastest time for the mission.
  - COMPLETED TIME TRIAL – Yes/No.
  - GOLD REWARDS – Shows number collected and total rewards available (of each type) in the Mission.
  - SILVER REWARDS – Shows number collected and total rewards available (of each type) in the Mission.
  - BRONZE REWARDS – Shows number collected and total rewards available (of each type) in the Mission.
- GEAR – Provides Lara with information on all her inventory. Here you can view stats and descriptions of each weapon and item Lara has.

## EQUIPMENT

## HEALTH PACK

A staple of the rough-and-rugged adventurer, health packs allow Lara to treat her injuries in the field.

Note: Lara can carry a maximum of three health packs.

## PERSONAL LIGHT SOURCE (PLS)

Ultra-bright LED portable light source. Kinetically charged, the PLS shines for a limited time before shutting off to recharge.



## MAGNETIC GRAPPLE

Using her grapple, Lara can manipulate objects from a distance, climb or drop to different heights, and swing across large gaps. The grapple consists of a magnetic grapple head that can latch onto discrete, visually distinct surfaces, plus a lengthy wire and an automatic recoiler.

Note: The grapple can only be used on specific shiny metallic surfaces.





## BINOCULARS/ REMOTE ANALYSIS DEVICE (RAD)

The RAD, a pair of high-tech lenses in Lara's inventory, performs the following functions:



- BINOCULARS – Magnify the image in the field of view.
- RAD MODE – Analyze and provide a readout for objects in view that have significant archeological or technological interest. Data collected include:
  - CHEMICALLY UNSTABLE – Object explodes given the right impulse.
  - TECHNICAL – Object is part of machinery large or small, ancient or modern, electronic or physical.
  - MOVABLE – Object can be moved, either with direct Lara interaction or by other means.
  - PHYSICALLY UNSTABLE – Object can be made to topple or break.

## USING THE BINOCULARS/RAD

- Press **←/→** + **△** button to activate the binoculars in inventory. Press and hold the R or L button to zoom in or out.
- Press the **SELECT** button to activate RAD mode. (Press again to deactivate.)

## REWARDS

Throughout Lara's archeological adventure, various artifacts and relics become available for discovery and collection. Collecting rewards opens up bonus content and extra features such as outfits (which you can view in Croft Manor), pistol upgrades, concept art and much more. Make sure Lara scours the environment thoroughly.

Each mission has various different types of collectables:

- BRONZE REWARDS – Informational content.
- SILVER REWARDS – Game content.
- GOLD REWARDS – Special game rewards.

**Note:** The most valuable unlockables are only obtained by collecting a combination of all three reward types. When each level is complete, you will be notified about which type of reward(s) you have managed to unlock. Select EXTRAS from the Main Menu to view and select your rewards.

**Tip:** Select LOAD LEVEL from the Main Menu to replay completed missions and pick up missed rewards.



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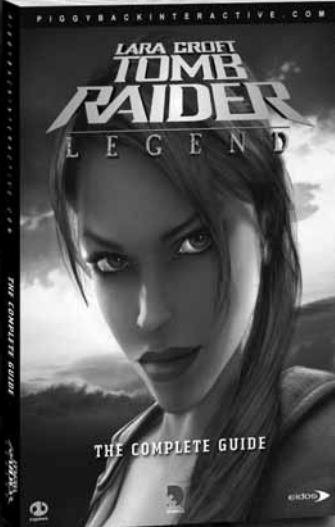
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