

THE OFFICIAL BIONICLE® VIDEO GAME

BIONICLE

HEROES

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NOVEMBER 2006**
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GAME BOY ADVANCE

AGB-BL8E-USA

LARA CROFT TOMB RAIDER LEGEND

INSTRUCTION BOOKLET



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

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

WARNING - Seizures

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

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

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

WARNING - Repetitive Motion Injuries and Eyestrain

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

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

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

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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 START during play to pause).

START	Pause / Pause Menu
+Control Pad	Cycle through options
A Button	Confirm / Next menu
B Button	Cancel / Previous menu



GETTING STARTED

LAUNCHING A GAME

Press START and you'll proceed to the Language Select screen.

SELECTING A LANGUAGE

Select a language and press the A Button to proceed to the Title screen.



CREATING A GAME

Press START to proceed to the Slot Select screen. Here you can create a new game or select a previously saved game.

To start a new game, use the +Control Pad to select an empty slot and press the A Button. Then select a difficulty level: EASY, NORMAL or HARD.



CONTINUING / ERASING A SAVED GAME

To continue a game, select the slot with your game save and press the A Button. TOMB RAIDER: LEGEND™ saves automatically so you can continue a game later.

To erase a saved game, select ERASE and press the A Button. Once you erase a game, it cannot be recovered.



MAIN MENU

START GAME

Start a new game. You'll proceed to the Level Select screen where you can choose a level to play. You can only select levels that have been unlocked. Every time you complete a level, the next one automatically unlocks for you.

Note: The game keeps track of your best score and time for each completed level.

Before you start a level, you will see an Introduction screen that displays the name and primary objectives of the level. Press the A Button to begin a level. To return to the Level Select screen, press the B Button.

Enjoy your game



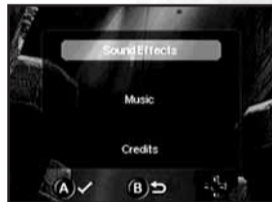
EXTRAS

Select this to go to a screen where you can purchase unlockable bonuses (page 15).

OPTIONS

Change game settings. Press the +Control Pad \uparrow / \downarrow to choose an option. Press the A Button to toggle the option ON or OFF.

- SOUND EFFECTS – Turn sound effects ON or OFF.
- MUSIC – Turn background music ON or OFF.
- CREDITS – View a list of people who contributed to creating the game.



PAUSE MENU

Press **START** during the game to access the Pause Menu. Highlight your selection and press the **A** Button to confirm.

- **CONTINUE** - Continue playing your game.

Note: The game's automatic save function remembers your progress up to the last checkpoint Lara has passed. If you exit to the Main Menu or turn off the console, you can resume the level from the last checkpoint reached in the last level played.

- **RESTART** - Restart the current level from the beginning.
- **QUIT** - Quit the level and return to the Main Menu.



CONTROLLING LARA

MOVEMENT CONTROLS



+Control Pad	<i>Movement / Run / Climb</i>
+Control Pad ↓ + B Button	<i>Crouch / Roll</i>
B Button	<i>Standing Jump</i>
B Button plus +Control Pad	<i>Directional Jump</i>

SWIMMING CONTROLS



+Control Pad ◀ / ▶ *Swim left / right*

+Control Pad ↘ / ↗ / ↙ + B Button *Climb out*

Note: When Lara is swimming underwater, her air meter (page 13) slowly drains. If it runs out, Lara will start to take damage to her health bar. If Lara does not surface for air in time, she will drown.

COMBAT AND ITEM CONTROLS



R Button (*hold*) *Access inventory*

+Control Pad ◀ / ▶ *Select weapon*

A Button *fire*

+Control Pad + A Button *Running Shoot*

+Control Pad + A + B Buttons *Run & Jump Shoot*

L Button *Grapple*

Y Button *Action*

R Button *Holster weapon*

VEHICLE CONTROLS

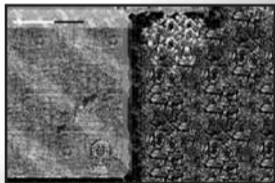


R Button	<i>Accelerate</i>
B Button	<i>Brake / Back up</i>
+Control Pad ◀ / ▶	<i>Steer</i>
A Button	<i>Shoot</i>



HUD (Head's-Up Display)

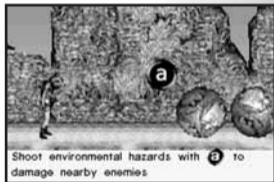
- HEALTH BAR *Displays Lara's current health level. When the bar gets dangerously low, you need to replenish it using a Health Pack.*
- WEAPON *The current / active weapon is shown on the HUD, as well as the amount of ammo available.*
- AIR METER *When Lara is in the water, the air meter displays how long she can hold her breath under water.*



PDA

Press SELECT to access your PDA. This is Lara's automatic data capture and wireless communication device. It holds all her mission data and real time objective and equipment information, including:

- OBJECTIVES Provides info on Lara's current and overall mission objectives.
- DATA Provides level-specific information for completed levels.
- GEAR Provides info on Lara's inventory. View stats and weapon / item descriptions here.



EXTRAS (Bazaar)

Here you can buy and sell bonuses you've unlocked during the game:

- MINI-GAMES Classic full-screen puzzles.
- CINEMATICS Slideshows.
- CHARACTERS

Lara's Bio	Villain Bios
Tech Team's Bios	Organization Bios
- CHEAT CODES fun and cheap ways to modify the entire game.
- TIME TRIAL Best times for each level are displayed here.



BUYING FROM THE BAZAAR

When you select the item you want to buy, you will see its description and price at the bottom of the screen. You can purchase this item by pressing the A Button, provided you have enough rewards for this trade.



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Andre Rodriguez, Sally Short, Ian Slutz, John Spinale,
Alex Vaughan, Brian Venturi, Mark Wilhelm, Salami Studios (US),
Side (UK), everyone at Crystal Dynamics for their support!
The Tomb Raider Development team would like to thank our
families, husbands, wives, children, significant others, pets and
everyone else who helped us during the making of Tomb Raider:
Legend. We could not have made it without you!

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