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GAME BOY ADVANCE

NINTENDO DS



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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 DISC 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	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- 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, 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, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.



Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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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.

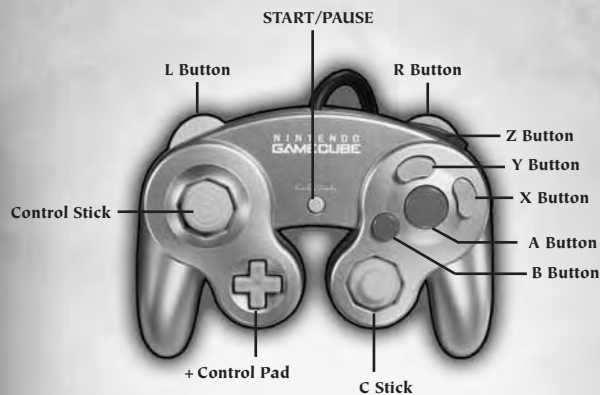
Lara Croft has been hailed both as an archeological wunderkind and a glorified treasure hunter, depending on who's talking.

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.



NINTENDO GAMECUBE CONTROLLER



MENU CONTROLS

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

Note: See pages 7-10 for in-game controls.

MAIN MENU

START GAME

Start a new game. If saved data is present on your Nintendo GameCube Memory Card, this option changes to RESUME GAME and resumes play from the last save.

LOAD

- NEW GAME Start a new game.
- LOAD GAME Display a list of saved games. Select a save and press the A Button to load it.
- LOAD LEVEL Display 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. But 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 approachable for you to discover.



OPTIONS

Use the Menu Controls (page 3) to select game options and change settings.

- SOUND Adjust the volume of the game's MUSIC, SFX and VOICE.
- DISPLAY Set SUBTITLES OFF or to your preferred language.
- 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 Set the following options:
 - COMBAT MODE Select STANDARD or ADVANCED HOLD.
 - RUMBLE Turn the Controller's rumble feature ON/OFF.

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.

DIFFICULTY LEVELS/SCREEN MODES

When you start a new game, you'll be prompted to select a difficulty level and set two screen options:

- DIFFICULTY Choose EXPLORER (easy), ADVENTURER (medium) or TOMB RAIDER (hard).

SAVING AND LOADING THE GAME

Press START/PAUSE 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 START/PAUSE 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 Card 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 screen right. Press the A 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 4) in the Main Menu.



Note: If you're using save files that were copied from one Memory Card to another, the save file MOST RECENTLY copied becomes your "current" save, and will be selected when you choose RESUME GAME, even if this save data does not represent the most up-to-date game progress.

CONTROLLING LARA

The controls shown in this section are default. You can view all Controller settings in the Options Menu (page 5).

MOVEMENT CONTROLS



Control Stick	Movement: Sneak, Walk and Run.
B Button	Crouch/Roll.
Y Button	Interact/Action: while standing next to objects or vehicles. Pick up new weapon: when standing over weapon. Safety Grab: prevent Lara from falling from ledges.
Y Button (hold) + Control Stick  / 	Climb up/down ropes.
A Button	Jump. Hold button to jump farther.
C Stick	Rotate camera.

SWIMMING CONTROLS



Control Stick	Swim left, right, forward.
B Button	Dive. Hold to dive deeper.
Y Button	Interact/Fast Stroke.
A Button	Swim toward the surface/Surface.
C Stick	Rotate camera.

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 11). If Lara does not surface for air in time, she will drown.

COMBAT AND ITEM CONTROLS



R Button	<i>fire.</i>
L Button	<i>Combat Mode lock-on.</i>
Z Button	<i>Accurate Aim Mode (toggle).</i>
L (hold) + Z Buttons	<i>Throw grenade.</i>
X Button	<i>Throw/Release grapple.</i>
Y Button	<i>Pull grapple/Interact with environmental targets (explosive barrels, etc.).</i>
+Control Pad	<ul style="list-style-type: none"> ▲ <i>Use health pack.</i> ▼ <i>Switch weapons.</i> ◀ <i>(action depends on level) Throw flare/ Personal Light Source (PLS) ON/OFF</i> ▶ <i>Binoculars. Activate the RAD (page 13) by pressing the Y Button in Binocular view.</i>

DRIVING CONTROLS



Control Stick	<i>Steer.</i>
A Button	<i>Accelerate.</i>
B Button	<i>Brake/Reverse.</i>
R Button	<i>fire weapon.</i>
L Button	<i>Select target.</i>
Y Button	<i>Shoot Hazard target.</i>
+Control Pad	▲ <i>Use health pack.</i>
C 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	<i>Lock-on target.</i>
R Button	<i>fire weapon.</i>
C Stick	<i>Change target: flick ◀/▶ during lock-on.</i>
L (hold) + Z Buttons	<i>Throw grenade at target.</i>

MELEE ATTACKS

■ **SLIDE ATTACK**

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

■ **AERIAL ATTACK**

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

■ **POWER KICK**

Hold the L Button and press the Y Button to kick the target enemy away with Lara's boot.

■ **JUMP KICK**

When Lara is locked-onto an enemy, press the A Button to jump, and then press the Y Button in midair to kick out at the enemy.

■ **GRAPPLE**

Hold the L Button and press the X Button to use Lara's grapple to pull 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 Control Stick in any direction, then press the B Button.
- FLIP Hold the L Button, press the Control Stick in any direction, then press the A Button.

TARGETING

The targeting reticle will appear when a target is within sight. The color of the reticle 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 12) if available.
- USE ITEMS (PLS, Health Pack, Binoculars) To use an item or gadget from Lara's inventory, press the +Control Pad in the corresponding direction:
 - ▲ Health pack (use)
 - ▼ Switch weapons (toggle)
 - ◀ PLS (ON/OFF)
 - ▶ Binoculars (ON/OFF)

PDA

The PDA is Lara's automatic data capture and wireless communication device. It holds all her mission data and real time objective and equipment information. Press START/PAUSE to pause the action in order 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 information on Lara's inventory. Here you can view stats and descriptions of each weapon and item in inventory.

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, perform 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 the +Control Pad  to activate the binoculars. (Press again to deactivate.) Press and hold the L/R Buttons to zoom in/out.
- Press the Y 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 a number of 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 LEVEL LOAD from the Main Menu to replay completed missions and pick up missed rewards.



CREDITS

DEVELOPMENT TEAM

Senior Producer
Matthew Guzenda

Producer
Morgan Gray

Production Staff
Alex Jones, Lulu LaMer, Elio Rutigliano,
Rosaura Sandoval, Nate Schaumberg

Additional Production
David Baker, Juli Logemann

PROGRAMMING STAFF

Technical Director
Jason Bell

Lead Programmer
Rob Pavey

Player Character Lead Programmer
Gary Sneathen

Senior Programmers
Scott Krotz, Erin Catto

Programmers
Joshua Criz, Darrell Dennies, Matthew Gaston,
Sean Gugler, Komei Harada, Anne-Lise Hassenklover,
Andrew Hynes, David Modiano, Hong Park,
Stephen Perez, Sean Skelton, Anthony Thibault

Additional Programming
Dan Archard, Stanislav Baranov, Michael Davies,
Nathan Frost, Mike Gonzales, Joel Hunter, Ted Johnson,
Thomas Mayer, Matthew McKinnon, Paul Taylor,
Meilin Wong

Scripting
Tom Fong, Brad Johnson, Josie Nutter, Matt Roberts

ART STAFF

Art Director
Jacob Wendler

Lead Artists
Jason Botta, Drew Medina

Artists
Matthew Abbott, Lucas Aceituno, Scott Anderson,
Matt Bein, Jim Conrad, Chris Gregory, Yaroslav Grabovskyy,
Yu Gu, Jeff Johnsrude, Justin Lamperski, Freddie Lee,
Shao Wei Liu, Dan Neuberger, Ross Patel, Kristen Russell,
Patrick Sirk, Caleb Strauss, Chris Strugill, Andrew Wood

Visual Effects Lead
Gavin Wood

Environment Concept Art
Joel Bouquemont, Bill Stoneham

Lara Design & Creative Consultant
Toby Gard

Lead Character Designer
Kam Yu

Lead Character Artist
Daniel Cabuco

Character Artists
Chris Anderson, David Gustin

Lead Animators
Brandon Fernández, Jeff Wilcox

Animators
Ryan Goldsberry, Ben Harrison, Barry Nardone,
Michael Smith, Jake Spence

Animation Intern
Shaun Budhram

DESIGN STAFF

Lead Designer
Riley Cooper

Assistant Lead Designer
Harley Baldwin

Lead Level Designer
Martin Dufour

Designers
Jeremy Bredow, John Dumala, Steve Goodale,
Jesse Johansen, Kyle Mannerberg, Darren Mckinsey,
Matt McManus, Stephen McManus, Jon Vosovic,
Jason Weesner, Steve Yoshimura

Story Designer
Eric Lindstrom

Dialogue Writer
Aaron Vanian

AUDIO STAFF

Music Composer
Troels B. Folmann

Audio Engineer
Karl Gallagher

Sound Designer
Mike Peaslee

Junior Sound Engineer
Gregg Stephens

Creative Services Director
David Goodwine

Title Sequence Creator
Jake Hughes

AV Support
Estuardo Sandoval

AV Interns
Rick Gilliland, Jae Shin

Playtest Coordinator
Daniel Atkins

Original Design
Doug Church

Voice Acting
Lara Croft Keeley Hawes
Zip Alex Desert
Alistair Greg Ellis
Winston Alan Shearman
Amanda Kath Soucie
Anaya Melissa Lloyd
Rutland Rino Romano
Nishimura Paul Nakauchi
Takamoto Michael Hagiwara
Narrator / Archeologist (Kent) Alistair Duncan
Lady Croft Eve Karpff
Child Lara Charlotte Sparey

Voice Directors (US)
Jonathan Ashley (U.K.), Kris Zimmerman (U.S.)

Voice Consultants
Andy Emery (U.K.), Gordon Hunt (U.S.)

SPECIAL THANKS

Joe Allen, Marianne Arotzarena, Eric Beerbaum, Kim Chew, Rolf Conlan, Patrick Connor, Rusty Drake, Mike Ellis, Jennifer Fernández, Rutherford Gong, Austin Grossman, Jon Guilford, Jim Hedges, David Hong, Noor Khawaja, Sam Kolb, Richard Lemarchand, Art Matsuura, Martin McDonald, Billy Mitchell, Robert Quattebaum, Calvin Rein, Cory Ringdahl, 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! We 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!

CRYSTAL DYNAMICS

General Manager
Sean Vesce

Director of Production
Graeme Bayless

Director of Design
Noah Hughes

Director of Technology
John Pursey

Director of Art
Darrell Gallagher

Quality Assurance Manager
Chris Bruno

Lead Tester
Benny Ventura

Platform Leads
Bill Gahr, John Hsia, Daniel Kim, Oliver Villa Piegia

Testers
David Pogan, John Allen, Flynn O'Hare, Bryan Enriquez

NIXXES SOFTWARE

Producer
Jurjen Katsman

Programmers
Alex Bartholomeus, Michiel Kolders, Niels J. de Wit

Additional Programming
Patrick den Bekker, Tim van Klooster, David Hof, Sjors Jansen, Sylvester Hesp, Jim Offerman

EIDOS U.K.

Producer
Sarah van Rompaey

Executive Designer
Dax Ginn

Designer
Toby Gard

Senior Brand Manager
Kathryn Clements

QA Supervisor
Dave Pettit

QA Lead Technician
Mark Parker

QA Technicians
Zamir Bandali, Warren Beckett, Jonathan Fuguet, Kevin Haddon, Damien Peter, Garth Philip, Harvey Setterfield, Naomi Westlake, Jame Wicker, Jason Ried

QA Supervisor (Mastering)
Jason Walker

Mastering Engineer
Ray Mullen

QA Localisation Supervisor
Arnaud Messenger

QA Localisation Lead Technician
Laure Diet

QA Localisation Technicians
Edwige Béchet, Curri Barceló, Arianna Pizzi, Tobias Horch

Senior Localisation Manager
Monica Dalla Valle

Localisation Manager
Guillaume Mahouin

Head of Support Services
Flavia Timiani

Senior Localisation Manager
Monica Dalla Valle

Localisation Manager
Guillaume Mahouin

Special Thanks
Darren Barnett, Lee Singleton, Greg Hounsom, Patrick O'Lunaigh, Larry Sparks, Sarah Hoeksma, Flavia Timiani, Marc Titheridge, Alistair Hutchison, Noah Hughes, Daniel Atkins, David Goodwine, Sean Vesce, Graeme Bayless, Matthew Guzenda, Morgan Gray, Rob Murphy, Bill Ennis, Jane Cavanagh, Scott Dodkins, everyone at Eidos and especially everyone at Crystal Dynamics

EIDOS U.S. PUBLISHING

CEO & President Eidos North America
Bill Gardner

Executive Vice President of Sales & Marketing
Robert Lindsey

Vice President of Legal & Business Affairs
James O'Riordan

Vice President of Finance
Malcolm Dunne

Director of Marketing
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Senior Public Relations Manager
Oonagh Morgan

Public Relations Manager
Tali Fischer

Senior Public Relations Specialist
Matt Dahlgren

Community Specialist
Tony Perata

Events Specialist
Annie Meltzer

National Sales Manager
Joe Morici

Channel Marketing Manager
Janty Sumimoto

Channel Marketing Project Manager
Diane Eng

Channel Marketing Coordinator
Rafal Dudzic

Sales & Marketing Analyst
Ilana Budanitsky

Web Producer
Roderick van Gelder

Web Designer
John Lerma

Media Manager
Micheal Tran

Creative Director
Karl Stewart

Creative Services Project Manager
Eileen Buenviaje

Graphic Designer
James Song

Operations Manager
Gregory Wu

Senior External Producer
Nick Goldsworthy

Associate Manager of Product Operations
Colby McCracken

Product Specialists
Jeff Lowe, Stephen Cavoretto, Aaron Safronoff

Publishing Support Coordinator
Clint Waasted

Senior Business Development Manager
Tom Marx

QA Mastering/Hardware
Jordan Romaidis, Patrick Goodspeed

Customer Support Supervisor
Sean McCloskey

Customer Support Representatives
Richard Campbell, Francesca Zuleta

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Danny Jiang, Kevin Gill, Hanshaw Ink & Image





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For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 12:00 noon and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. Customer Support Representatives will not provide game hints, strategies or codes.

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game Game Disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened.

Send your postage-paid package to the following address:

Eidos, Inc. Customer Services
 RMA# (state your authorization number here)
 651 Brannan Street, Suite 400
 San Francisco, CA 94107

You are responsible for postage of your game to our service center.