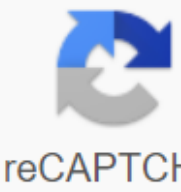


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to throw a fight on the hook or ring above. Instead of swinging through the air, Lara braces her feet against the wall. You can climb up or down the cable (interaction and forward/back) if necessary, then start working from side to side by clicking left and right as an alternative. As Lara runs back and forth, she gains momentum. When it runs high enough, click Jump plus the direction you want it to go. When performing a perpendicular jump (i.e. straight from the wall rather than both sides) at the end of the wall run, it helps to release direction control briefly before pressing the desired direction and moving. (See Croft Manor's step-by-step guide for details.) The right mouse/GL1D-Pad UpL's target lock button is used to draw and holster the gun, as well as hold the lock on a specific target. How it works varies depending on which combat mode you choose. Also, if tapped repeatedly, this key cycles through three different combat modes. Weapon Fire Left Mouse Button / HR1 SquareRTB This makes Lara draw the weapon, target the nearest enemy and fire. (NOTE: Most weapons require re-pressing a button to shoot. The reboot of ETriangleHold L and R and TriangleYWii Remote Lara will automatically reboot when it runs out of ammunition. To force the recharge, click The Interaction while the weapon is drawn. On the Wii, when the weapon is drawn, but Lara is not really shooting, flick the Wii Remote down to recharge. (For more information on individual weapons, see Fighting and Inventory, below.) Switch Weapon -/ Keys or WheelD-Pad DownD-Pad RightD-Pad Left/RightControl Pad Right Press for cycle through available weapon. HUD shows which one is being selected. Change the target right mouse button/GL1L and RRight Analog StickWii remote when fighting multiple enemies, hold the target lock to block on the enemy Lara is the nearest or most directly faced. To change targets on your PC or Mac, move the mouse to point the camera to a new target. On Xbox 360 or PS2, when locked, flick the right wand to change to the next available enemy. (NOTE: This is for manual combat mode. On PSP L or R to go through the available goals. On the Wii, release Target Lock, use the Wii remote to indicate restraint in targeting a new enemy and tap and hold Target Lock again. Evasive Leap - Roll Right Mouse - Direction Keys - Space Bar or Left ChangeL1 - Left Stick - X or CircleHold L and and Analog stick XLT - Left stick - A or B' Control Stick - Control Pad Down During combat when it is locked on target, jumps or rolls in any direction to evade the enemy. Adrenaline Dodge - Headshot Right Mouse Button or G - Direction Keys - Left Change... Left mouse ButtonL1 - Left stick and circle... R1 L and R... Circle and Analog Stick... SquareLT - Left stick and B... RTS - Control stick - Nunchuk or Checkpoint down... Wii Remote... B This is a special series of moves used in certain combat situations. It's a little hard to master, so detailed instructions are included in the separate section below as well as in the tutorial video. Break Free A/D (left/right)L3/R3 or Left StickAnalog StickLeft StickNunchuk When the enemy bites or grabs Lara and holds on, alternating the pressing of the left and right keys or shaking the left analun stick (or Wii nunchuk) from left to right - in quick succession to break free. Recovering from a BarXXAA Space knockdown If the enemy knocks Lara off his feet, quickly and repeatedly click Jump to Spring back into action. The Guide/Exact Target is the 'Right Stick Button (R3)D-Pad UpRight Stick ButtonWii Remote Note that on consoles this involves pressing the right thumb stick (i.e. pressing it inside like a button). The manual target is used for stationary targets or distant enemies. Click this key to enter the manual view of the target, center targeting restraint on the enemy or object. The lattice becomes red if the enemy is within reach, although you can still hit some time when the grille is gray. It turns blue if the object can be resolved. Press Fire or Grapple. Press Guide Aim to return to normal view. On the Wii, whenever Lara has a weapon drawn, you can use the Wii remote for purpose. No special button is required. The surface of the BarXXAA space When Lara floats underwater, press Jump swim to the surface. Dive Left ShiftCircleCircleBB When Lara swims underwater or on the surface, tap Crouch (B on Wii) to dive deeper. Note that tapping Crouch only briefly will move Lara down just a little-comfortable when trying to reach an object or lever underwater. Hold the button to continue swimming down. Swim W/A/S/DLeft StickAnalog StickLeft Stick Monitor Stick Use direction/button keys (or left stick) to float on the surface or underwater. Or just click forward and move the camera (with your mouse or right stick) to guide Lara. Combine with Surface/Dive to move up and down underwater. Swim faster ETriangleSquareYNunchuk Click Interaction (or shake Wii nunchuk back and forth) repeatedly to allow Lara to swim faster underwater or on the surface. Water exit / A / S / DLeft StickAnalog StickLeft StickControl Stick Stick Stick, чтобы выбраться из воды, плавать к краю и продолжать нажимать вперед (или в любом направлении Lara сталкивается), и она будет автоматически вылезать, если край достаточно низок. Swan Dive W/A/S/D - Space Bar - Left Stick ShiftLeft Stick Stick X - CircleLeft Stick - A - BControl Stick - A - Control Pad Down To swan dive off a high cliff or ledge into water, start moving forward to the edge, and then click Jump, followed immediately by Crouch. Lara can also swan dive on land, as long as the terrain is even falling and falling not too far. It will hit the ground, settle down and roll. Doing a series of running swan dives is the fastest way to cover the ground in this game. Players who are not used to this management scheme should note that Lara is now moving towards the camera. For example, if it stands to the left and you press forward, it will turn and run away from you rather than to the left (i.e. it moves forward depending on where the camera points). Similarly, if Lara climbs and you want her to jump in a certain direction, you have to press the direction (or stick) in the right direction on the screen plus the key to go (like, back and jump makes her jump towards you, no matter how she collides before she jumps). When walking or running, it can help control Lara by pointing the camera in the direction you want her to go using a mouse or the right analog stick. Then just click forward to move it. When jumping or performing capture maneuvers, it can help to press the central camera key first to move the camera behind Lara. Then the camera is right, left, front and back are the same as hers. It doesn't work in some cramped places, but it usually does the trick. If you're playing on a PC, you can reassign keyboard controls to make them more convenient for you, or try a PC-compatible gamepad. I use a conventional, wired Xbox 360 controller console, but there are plenty of other controllers that will work. On the PSP, press the L or R button to move the camera from side to side, or hold the triangle and use the analog stick for free camera rotation. In the Nintendo Wii game, the camera is controlled by the Wii Remote. Tap and hold C and move the Wii Remote to control the camera angle. To center the camera behind Lara, click C and release. When you press the HUD key during a battle, or within minutes, when the gameplay resumes after the restart, the full Heads-Up Display will appear on the screen. In the upper left is Lara's health meter (blue bar). It shows how much health Lara left behind. The number of small and large medipacks in your inventory is shown below the health bar. If Lara's bar health becomes low, use a medipack to restore her health. If Lara swims, her air counter (also blue) will be shown in the top left. If she is underwater and her air has dried up, she will begin to lose health quickly. If you don't get to the surface, she's When you're fighting a big enemy or boss, the enemy's health counter appears in the top right corner of the screen (yellow bar). When you injure the enemy enough to deplete his health meter, he will die. Below a meter of health is a measure of rage (red bar). Repeated Increase the fury of the opponent's meter. When the meter of rage reaches the maximum, the enemy will make some special attack. These situations are covered by the relevant sections of the step-by-step guide. Lara's selected weapon is currently displayed in HUD in the bottom left corner of the screen. Figures below the selected weapon indicate the number of rounds left in the gun by the number of rounds in the inventory. (Pistols have endless ammunition.) When the ammunition in the chosen weapon is depleted, Lara stops to recharge. You can also recharge manually by clicking Interaction with weapon drawn. If you run out of ammunition for one of the alternative weapons, Lara automatically switches to pistols. You can switch weapons to the stock screen (see below). Or to cycle through available weapons, use -/ keys or mouse wheel (PC), D-Pad Down (PS2), D-Pad Right (PSP), D-Pad left/right (Xbox) or Control Pad Right (Wii). The bottom right corner of HUD is usually empty unless you play the level in Time Trial mode. In this case, it shows a watch showing the remaining time. The jubilee inventory system is a kind of hybrid of classic and legendary styles. Hotkeys (above) allow you to switch weapons and use medipacks on the fly, but you can also use and explore items from a separate inventory screen. To access the inventory, click Tab (PC), Select (PS2/PSP), Back (Xbox) or 1 button (Wii). The first inventory screen for Gear. It shows any medipacks, weapons and ammunition you have collected. Small medipacks restore 25% of Lara's health; large restore a full state of health. To use a health package or choose a weapon from inventory, use the left/right keys (or D-Pad left/right, or click left/right on the control stick) to rotate the inventory ring until the item you want comes to the center. Then click Enter (PC), X (PS2/PSP) or A (Xbox/Wii) to use or select it. To view the special inventory items section, first go to the main inventory screen. Then click Down/D-Pad Down. On this screen you can cycle through the various keys and other special items that you have collected. To explore any of these items, click Enter/X/A. To actually use things like clues, puzzle pieces, etc., you usually need to stand next to a keyhole or another place where the item belongs. Then tap The Interaction to bring up the elements of the screen. Often the desired item will be in the center. If not, rotate the ring to center it. Then click Enter/X/A to use it. Once you have found it at Croft Manor level, Lara Magazine is also available in the Elements section of your inventory. You can turn to for Lara's thoughts (hints) on the current situation. While Lara can carry as many medipacks as you can find, the amount of ammunition she can carry for more powerful weapons is limited. Once this limit is reached, Lara will not pick up more ammunition for that particular gun until you first use the use ammunition you have. If you have less than a full supply of ammunition, try recharging manually (clicking Interaction with weapons equipped). Once rebooted, you will be able to pick up new ammo to top up your supplies. The maximum number of rounds Lara can carry for each gun enters the table below. WEAPON AMMUNITION' DESCRIPTION/NOTES DUAL PISTOLS 40/Infinite Lara receives the default pistols at the training level, Croft Manor. Even if you don't play at this level, she'll still have guns at the beginning of the Mountain Caves. These guns are not too powerful, but they never ran out of ammunition. They can be used throughout the game, but of course certain fights will take longer. Be sure to switch to them whenever heavy firepower is not needed (e.g. shooting weak enemies, inanimate objects, etc.) to save ammunition for more powerful weapons. SHOTGUN 8/40 Powerful at close range, but somewhat bulky to aim and slowly recharge. In addition, Lara is not so maneuverable during the battle when chemically chemicalize this weapon. Received in the level: Lost Valley, Tomb of the Qualopets, Mines of Ntia (Choose the line of text above using your mouse to see the spoiler information.) DUAL50-CALIBER PISTOLS 30/150 A slightly more powerful version of the default pistols. Good against tougher enemies in the middle levels of the game. Received in the level: Coliseum, Tomb of Tikhon, Mines of Tikla (Choose the line of text above with your mouse to see spoiler information.) DUAL MINI SMGs 50/250 Powerful and fast. It is the only weapon capable of withstanding fire when you hold the fire button. Convenient when fighting powerful enemies, but passes through the ammunition very quickly. Received in the level: Sanctuary Scion, Mines Natla (Choose the line of text above using your mouse to see spoiler info.) AMMUNITION: Listed as the maximum number of rounds that can be downloaded at one time for the maximum number of rounds that can be held. The difficulty level can only be set at the beginning of the game. There are 3 difficulty settings: light, medium and hard. I'm not sure exactly how the difficulty of setting affects gameplay, but I guess it deals with things like enemy strength, damage Lara supports from enemies and dangers, etc. puzzles are not affected. When you play the levels you've completed, you can change the complexity before you start. The fourth option, Time Trial, is then available. (See the Rewards page for more information about the time test.) Each level includes numerous checkpoints (indicated in the step-by-step guide). Every time Lara passes the checkpoint, the game is automatic. If Lara dies, the game is automatically recharged on the previous Paragraph. In the game, the hints also remind you to save manually at the end of each level. You can save or reboot manually from the Pause menu (access by clicking Escape on PC, 2 buttons on the Wii, or start on other consoles). Select 'Save' then scroll at the bottom of the list of existing saves where he says: New saved game. Then click Enter (PC), X (PS2/PSP) or A (Xbox/Wii). To download the previously saved game, select 'Load' from the Pause menu (or from the Load/Save option in the Main Menu), scroll down to save what you want and click Enter, X or A again. While you can save anywhere, recharge Lara's saved gaming spots at the previous checkpoint. For PC players who are used to unlimited saves, it takes some getting used to, but it has the advantage of preventing you from saving as Lara is about to die. I highly recommend saving manually at least a few times on each level. Then, if you miss an important pickup truck, decide to do something different or encounter a bug in the game, you can choose one of several saves instead of being stuck with a auto-message. This can prevent you from having to reproduce the entire level to get one artifact or pass the bug. The console game game allows you to keep your progress in Croft Manor, so you can restart this level from where you left off. THE PC game is not quite so forgiving. That is, he should let you do it, but the estate retain the buggy. If you play Croft Manor and get out before it is completed, the game will remember what artifacts you found, but it can't remember anything else, and you could end up having to reproduce most of the level in order to re-get pistols, fight and various puzzle objects. Note that the check check system can also help keep your bags healthy. If Lara's health is low, try delivering him to the next checkpoint. Once you've passed it and game autosaves, either kill it, quit the game, or save the game manually, and then reboot. When the game resumes, Lara has full health without using a single health package. Note also that artifacts and relics are recorded in your game profile, rather than in a separate save game. So if you get an artifact or relic and Lara subsequently dies before reaching the next checkpoint, you'll still have an item when the game reboots. So there's no need to go after him again. (For more information about savegame files and profile, see here.) The anniversary fight is also different from previous games. First, you have a choice of three different combat modes (except for PSP and Wii games that have only one mode). In the options menu under control, select combat mode, then select one of the following: Guide - This is the default combat mode. With a set of manual mode, you have to press and hold the target lock key to target and support Where a few enemies are present, this will be aimed at the one Lara is the nearest or most directly faced. To change the goals in the PC or Mac game, move the mouse to point the camera to a new target. To change goals in the Xbox or PS2 game, click the right stick in the direction of the desired target. When there are no enemies, no enemies, Will automatically holb her weapon in a few minutes if you keep the Target Lock key pressed. Advanced Hold - When this mode is selected, click and hold Target Lock to keep Lara's weapon drawn, or just keep shooting. When you release Target Lock or stop shooting, she will holster her weapon. Changing goals works the same way as a standard mode. Advanced Switch - When this mode is selected by tapping Target Lock once and then releasing it forces Lara to draw a weapon and aim at the nearest enemy. It will keep this target locked and the gun drawn until you click Target Lock again. To change targets, click Target Lock on the weapon holster, point the camera at the new enemy, and then tap Target Lock again to block. It is cumbersome in battles against multiple enemies, but can be useful in some boss battles where there is only one enemy. In all three combat modes, the targeting restraint color is encoded: If the target enemy is out of reach, the grille will be white. When the enemy enters the range, the grille will turn gray, then red. You may still be able to hit part of the time when shooting with a gray grille, but Lara's goal is not so good. During the gameplay, you can also choose Guide/Exact Target Mode. It's similar to the laser sight sight in previous games. It is also covered in the Fight section above. NOTES: In the PSP game, there are only two combat modes: Advanced Hold (keep the target lock to pull/stack Lara's gun; shooting locks at the enemy automatically) and Advanced Lock (click Target Lock to pull/stack the lara gun; shoot locks at the enemy automatically.) To change the combat modes, go to the parameters of the target lock. There are no alternative combat modes in the Nintendo Wii. The Wii Remote is used for manual targeting in all combat operations, as well as targeting inanimate objects. Holding Target Lock (I) is not required to hit the target, but it can help Lara keep the lock when she moves during the shooting. During the battle, some enemies will be furious. When this happens, you will have the opportunity to make a special move called Adrenaline Dodge. When you perform this step successfully, the enemy will do something that either causes him to injure himself or lets you fight it in a special way. A step-by-step guide for each battle boss describes exactly what you need to do. For normal enemies, the successful adrenaline dodge forces Lara to take a shot to the head, which usually leads to an instant kill. Here's how to make the move: If the enemy is the boss, shoot him until his fury bar max out. When the enemy is furious, the screen will be slightly blurred and the enemy will charge at Lara or do any other distinctive behaviors pointing to that it's time to use the adrenaline dodge. For normal enemies like bears, etc., just shoot fast until the screen is slightly blurred and the enemy charges. Then stop shooting. Shoot. Sure that you have the purpose of locking on the enemy. I recommend setting up combat mode for manual or extended retention (see above) before the start of the battle. Then you'll be able to support the lock by simply holding the target lock key (right mouse button or G on PC, L1 on PS2, L and R on PSP, LT on Xbox 360) as you make the rest of the moves. If you're used to playing with Advanced Toggle (or Advanced Lock on PSP) then go ahead and stick to it, but I believe this method gives you a little more control. Also make sure that Lara has enough room to maneuver, at least in the direction you plan to roll. If it hits a wall or other obstacle before the traffic is complete, it won't work. To dodge when faced with the enemy, move in a straight left or right (using direction/button keys on the PC or the left control stick on the consoles). As Lara moves both ways rather than shooting at this time, tap Crouch as if you were doing a regular evasive roll. (It's a left shift on PC, Circle on PlayStation/PSP, B on Xbox.) She will then jump to the side while keeping the lock on the enemy. NOTE: You can also dodge back or forward rather than side to side, but this makes it more likely that the enemy or boss will work in Lara, spoiling the maneuver. So I generally recommend dodging left or right. If your Dodge is successful, you'll see two separate orientation reticles converge on your opponent's head. In order to see this, you may need to move the camera to point directly at the enemy. When the grades overlap and blush, you will also hear a little ding. When that happens, shoot (Left mouse on PC, R1 on PlayStation, square on PSP, RT on Xbox). This instructional video can help if you are a more visual learner. This maneuver is a little different on the Nintendo Wii: shoot the enemy until he gets furious as described above and then stop shooting. Then, when faced with the enemy and supporting the target lock (holding q), move in a straight left or right (with the help of a control stick). As Lara moves in any direction, shake the nunchuk from side to side or press Crouch as if you were doing a regular evasive roll. Lara will jump to the side while keeping the lock on the enemy. Above the head of the enemy will appear a red anti-coal lattice. Use the Wii Remote to aim inside this target and then fire. IMPORTANT: If you don't complete the adrenaline dodge tutorial with the bear at the beginning of the City Of Wilkabamba level it can lead to an error later in the game in which the maneuver doesn't work properly during boss fights. See that step-by-step guide for more information. Main Controls Page (en) Anniversary Step Guide Home 1UPDATE HISTORY: 6/11/07 - First posted this page online.6/13/07 - Fix Walk key for PC. (I trusted the management and didn't notice since I changed my own control. sorry.) Added alternative fire and Lock keys for PC and Manual Grab key for PS2. (Thank you Scott for the ps2 information.) 7/14/07 - Moved Adrenaline Dodge to move to a separate section with step-by-step instructions.7/26/07 - Refined section on the use of checkpoints to restore health, thanks to Randy.12/31/07 - Added information on the maximum amount of ammunition that can be held and weapons charts. This information was previously included in the step-by-step guide, but I thought it would be nice to have here as well.1/13/08 - Added Xbox 360 controls, thanks to Tiffany, and Wii controls. Also made a few minor tweaks to other descriptions and added controls for the handstand walker, climbing stairs and sneaking.2/19/08 - Added PSP Management, thanks to Russell.M.4/11/08 - Added a note on artifacts and relics to the section on preservation and checkpoints.10/9/08 - Attempt to further refine the adrenaline Dodge maneuver.12/26/08 - Made a few minor changes to clarify and consistency with TR7 and TR8 pages.10/19/09 - Added Headshot tutorial video.11/5/09 - Tweaked descriptions of some combat controls slightly.2/25/11 - Added adrenaline Dodge bug note at the bottom of page.6/16/12 - Corrected section on the difficulty of setting up and time trials.12/11/12 - Added additional tips in the section on the wall runs, thanks to information from Duncan. 11/24/13 - PlayStation walking control added. Thanks to iAbdallif for information. 4/23/14 - Changed adrenaline dodge/headshot control for PSP. I hope they're right now, but I don't have the PSP to check. Please feel free to send me notes about it if you do. 12/23/14 - Fixed PSP controls for the Adrenaline Dodge maneuver, thanks to Alex Chien. Special thanks to the following players for helping me manage the consoles I don't have: Tyrie Lee, Tidge, Paradise and Tony (PS2), Tiffany (Xbox 360) and Russell and Tanner (PSP). I couldn't have done it without you guys! The © 1998- Stellarune. All rights are reserved. Feel free to link to this page, but don't copy it. To give me your feedback, email or visit tombraders.net. The name and likeness of Lara Croft, Tomb Raider screenshots and the name Of tomb raider and copyright logos © Square Enix, Ltd. All rights are reserved. Reserved.

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