



**TOMB
RAIDER**
UNDERWORLD

PURPOSE OF GAME

Lara Croft must cross all different regions of game to attain her final destination and destroy

The Jörmungandr by frustrating the diabolic plans of Natla. Tomb Raider Underworld is a game of cooperation.

Before approaching rules of the game, it is useful to specify the notion of game collaboration. It is for the players to play together in a common purpose rather than some against the others. In Tomb Raider Underworld, all players play the figure of Lara Croft: they collaborate to make her develop, get her over obstacles, confront her enemies and finally make her fulfil her mission so never, Lara fails, all players lose. The players therefore have to agree to expand Lara's possibilities by pooling their individual means. So never Lara finishes her mission successfully, all players earn including those who were eliminated in the course of the party. For the players who want to add a little of competition in game, we however included an additional mechanics which allows to determine among the victors the one who carries off the party. If you like to play with this key of competition, the victor is the one who has most points of win at the end of the party (among the not eliminated players). If you like to play collaboration only in mode and that the players achieve adventure, they all win.

CONTENTS OF GAME

3 illustrated trays on both sides of game. Every face of tray represents one of the regions of the game to be crossed:

Tray 1: Niflheim, tray 2 in the verso: Bhogavati.

Tray 3: Manor Croft, tray 4 overleaf: Xibalbatray

5: Island Jan Mayen and tray 6 overleaf Helheim

3 illustrated trays on both sides of game.

Every tray of region consists of 3 axes of progress, The main axle linked to acrobatics and two secondary axes which are linked to battle and to trick. Every region also includes one follows obstacles which Lara will have to overcome

1 tray of main game which follows the progress of Lara in adventure as well as The evolution of its physical state (health, adrenaline). Sites are also envisaged to put down the objects of Thor which you will find in the course of your adventures as well as a help of game taking back the stages of the turn of game and different possible results on the dices of progress and obstacles.

116 cards among which:

-60 cards progress (20 acrobatics, 20 battle, 20 trick) used to move forward region on the different axes of trays

-20 cards objects (to recover on the various regions).

-36 cards enemies (6 by region).

5 silhouettes on plinth: 4 Lara and 1 Natla

60 plastic counters 4 colours

-35 points of win green : see harvest on the axle of acrobatics, use in game and at the end of party to destroy Jörmungandr and indicate the victor.

-15 yellow treasures: harvest on the axle of ruse of every region and game and be able to replace a card of progress to advance Lara on the axes of progress.

-9 grey etuis of care (Health) : to treat on Lara

-1 white counter to point out level maximum of health of Lara on the gauge of health. Lara starts the

party with 3 points of life, but she can find relics to augment this value. 2 plastic cylinders (1 for the

gauge of health and 1 for the gauge of adrenalin).
2 dices (1 white dice for progress and 1 black dice for obstacles).
1 rule of game Book.

INSTALLATION OF GAME (see schema)

- Put the main tray on the table. put down the blue cylinder and the white counter on the hut 3 of the gauge of health. Lara has 3 points of life from game. put the red cylinder on the first hut of the gauge of adrenalin. Put a silhouette Lara Croft on the first region of the tray, Niflheim.
 - Blend all cards of progress and distribute 6 to every player.
 - Every player accepts also 1 etui of care (grey counter).
 - Put the tray of the first region Niflheim, in the centre of the table (see schema of installation).
 - put a silhouette Lara on every start of trios axles of progress (hut Acrobatics, hut fights and huts Trick) of Niflheim. (See schema)
 - Put the figurine of Natla on the hut Obstacles of this tray.
 - Take cards Enemies and objects of Niflheim. All cards carry in the back the name of the corresponding region. Blend cards Enemies and put them face down next to the central tray. Put down cards Objects of the region face up next to the tray.
- The party can now begin.

SEQUENCE OF THE PARTY.

BASIC PRINCIPLES

It is necessary that Lara crosses the different regions as quickly as possible to attain Helheim and destroy Jörmungandr there. It will be necessary for you to sometimes decelerate to recover certain useful objects in her survival but you risk at this instant there to inflict her more obstacles. The present objects of Thor on certain regions will be very useful for the end of the game. Determine the first player then take turns going clockwise. Each turn of the game by each player is made in 3 stages:

TOWER OF GAME

STAGE 1: Stage 1: Throw the white dice of progress.

Stage 2: Summits 0, 1 or 2 actions.

Stage 3: Dig over a card or treat on Lara.

In his turn, the player performs the 3 stages in The order pointed out above.

It belongs then to the player located to his left to play.

STAGE 1: THROW THE DICE OF PROGRESS

Every player starts his turn of game by throwing the dice of progress (white dice). this dice can have two types of effects; move forward Lara on one of the axles of progress of the actual region, or trigger off one of the obstacles of the tray.

What the White Dice mean. (Description Of Dice Picture In Bracket).

(Lara Leaping) :faites move forward Lara of a hut on The axle of acrobatics.

(Gun) :faites move forward Lara of a hut on The axle of battle.

(Bag) :faites move forward Lara of a hut on the axle of Trick.

(Tomb Raider):move forward Lara of a hut on the axle of progress of your choice.

(!) :move forward Natla on the prochin obstacle and apply its effect immediately.

(1 and !) :remove one of your cards from your hand then move forward Natla on the next obstacle and apply his effect immediately.

The first objective of the players is to attain the end of the axle of Acrobatics to be able to pass to the following region. The player who attains the last shack of the

axle applies the effects of the shack, ends in his turn of game, then all players transmit the following region.

(picture in rule book at this point).

Axles battle and of trick allow you to recover bonus (objects, dawned by adrenalin, treasures,) but does not allow you to change region. if you are already on the last hut of the axle of battle or trick, and that the throw of dice points out battle or trick, it does not have effect: Lara remains blocked in battle or trick or two, until she attains the last hut of the axle of acrobatics.

(picture in rule book at this point).

(picture in rule book at this point).

Other means to change the region, must be inflicted in all obstacles of this one. The player who triggers off obstacles the last to let through right away at the third stadium of its turn of game (dig out 1 card or treat on Lara), then all players transmit the new region. It has therefore no possibility of advancing on axles.

(picture in rule book at this point)

ARRIVED IN THE NEW REGION (see the schema)

Move forward the figurine of Lara on the main tray until after the region. Take the tray of this region and put it in the centre of the table in the ancient place. Figurines put on every first shack of the different axles and Natla on the first Obstacles. All objects of the previous tray which you had no time to recover are probably lost. The dice denatures all objects of cards of the ancient region which were not taken by the players as well as the Enemies of cards who were not revealed. On the other hand the revealed Enemies remain registered under on the tray. Dispose the visible face then the Objects of cards of the new region constitute a pecker then with the new Enemies of cards for that region.

(picture in rule book at this point)

(picture in rule book at this point)

STAGE 2: MADE 0, 1 or 2 ACTIONS.

In every tower of game, a player has the possibility of making up to two actions. He can also decide to make non. It is completely possible to fulfil the same action several times. Three types of action are possible:

a) **PLAY a CARD PROGRESS FROM YOUR HAND**

a card acrobatics allows you to advance of a hut on the axle of acrobatics, a card fights of a hut on the axle of battle and a card trick of a hut on the axle of trick. Move the silhouette of a hut on the corresponding axle. Once accomplished displacement, apply the effect of the hut. (see more low the effect of the different huts).

Card translate (Back)

Acrobatie-Acrobatics. Combat-Battle. Ruse-Trick.

b) **PLAY A TREASURE** (yellow Counters)

You can play a counter treasure to replace a card progress of your choice (Acrobatics, Battle or Trick). Counters Treasuries act therefore as joker. The use of a Treasury is equivalent to an action. As before, having moved forward the corresponding silhouette of a hut and apply pointed out effect.

c) PLAY AN OBJECT CARD

The last possible action is to use a card Object in your possession. The recovered objects are put down visible face in front of you. All effects of the card are directly inscribed over. To play a card Objects is an action and every object can be only once used only, straighten the card then. The most part of the objects allow you either to advance on one of the axles, or to eliminate Enemies.

Particular case: the objects of Thor will be useful to you at the end of game to destroy Jörmungandr. The player who earns them does not keep them in front of him, he applies their effect suppresses them on the main tray.

STAGES 3: DIG OVER A CARD PROGRESS OR TREAT ON LARA

During this stage, you can dig over the first card progress of the pile and add it to your hand, or treat on Lara by spending an etui of care on your possession. Attention, you cannot make two, it is or one other one. If you decide to treat on Lara, remove one or some of your etuis of care and move this silhouette of a notch towards right on the gauge of health for every such a spent etui. Recall: you can never exceed the maximum value of health (3 at first, 1 by found relic). (see Relic more low).

Do not forget that if Lara dies, the party comes to an end and all players lose!

THE EFFECT OF THE DIFFERENT HUTS OF PROGRESS

During your progress in a region, every hut (except the first one of every axle) has an effect (you find an object, you throw the dice of obstacles, you earn a point of win). Apply the effect of every crossed hut. if you cross several in the same turn, apply effects in order.

Here is to what correspond the present various symbols on trays:

a) OBJECTS. (Grenade symbol)

Take the card Object correspondent and put it down visible face up in front of you. To use an object is an action and can therefore be made only during stage 2. The effects of objects are pointed out on their card. A great majority of objects are weapon which will be able to be used to eliminate Enemies (see the chapter Enemies).

b) ADRENALINE. (Green/White Lara symbol)

Move forward Lara on the gauge of Adrenalin. If you arrive at the farthest from the gauge, move forward Lara of a hut on one of the axles (Acrobatics or Battle or Trick) and on top of that, eliminate an enemy. Then replace Lara on The first hut of the gauge adrenalin.

c) TROUSSES DE SOINS (Grey Case)

Take an etui of care (grey counter). The etuis of care serve for treating health points on Lara (See stage 3 of the turn of game).

d) POINTS OF WIN. (Green Circle symbol)

Take a point of win (green counter). The points of win are principally used at the end of game to destroy Jörmungandr and determine the victor. They can also serve for crossing certain Obstacles or eliminating enemies.

e) TREASURES. (yellow treasure symbol)

Take Treasury (yellow counter). Treasuries act as joker and can replace a card progress of your choice during the stage 2 of the turn of game. To play a Treasury in that way is an action. A Treasury can act as a joker only on the axles of progress, under any circumstances he cannot replace 1 missing card during passage of one Obstacle. On the contrary, certain Obstacles can ask you to remove Treasuries.

f) DIG OVER CARDS. (Card with Lara on the back)

Dig over the card progress off the top of the pile and add it to your hand.

g) RELIC. (Pot)

At the end of the axle of Trick of certain region, you can earn a Relic. For every acquired Relic, move the counter Relic (white counter) on the gauge of health of Lara. It does not ameliorate the actual health of Lara, it allows only to augment the maximum of health which she can attain. It will be necessary to use etuis of care to augment its health up to level maximum pointed out by the counter Relic.

h) THE OBSTACLES DICE. (Dice with Panther and heart on)

Each time you pass on this symbol, throw the Obstacles dice and apply pointed out effect.

Dice symbols (Description of Dice picture in brackets)

(X) :Nothing takes place.

(Cracked Heart) :Lara loses 1 point of health. Postpone this figurine on the gauge of health of 1 notch towards the left. if ever Lara dies by the last way, she dies and all players lose the party.

(Panther) :dig over an Enemy and put him visible face on the table under the tray region. (see Enemy chapter below) when they dig over an Enemy, they always make it in the pecker of the concerned region.

(Panther x2) :Dig over 2 Enemies and Put Them visible face under the tray region.

(card with a 1) :Discard one of your cards in hand (is only applied to player who threw the dice).

(card with a 2) :Discard two of your cards in hand (is only applied to player who threw the dice).

Attention! It is well necessary to manage your hands of cards, because if ever you must discard of cards and that you cannot make it, you are eliminated from game. The party goes on without you.

THE ENEMIES.

a) THE ENEMIES AND THEIR EFFECT

In the course of her adventures, Lara must confront numerous Enemies. Every Enemy is linked to a Particular region pointed out in the back of the card. When You play region on a tray, blend cards Enemies of this region and constitute A pile face down next to the tray of game. Each time you will have to dig over Enemies, make it in this pile. Such dug over Enemies are put face down and underneath the tray of region in order to constitute a line of cards leaving right towards the left of the tray. The first Enemy is therefore put most to the right, the following are put to his left. In small number, The

Enemies are not dangerous, on the contrary as soon as they begin gathering, they can hurt or killing Lara.

- so ever 8 Enemies are visible at the same time at any instant of the party, Lara is immediately immersed, the players lose the game!

If there is not eight, the Enemies can really hurt Lara at the time of changing with region.

- if 3 Enemies or less are visible at the time of changing region: nothing takes place.

- if 4 or 5 Enemies are visible at the time of changing region: Lara loses 1 point of health.

(Picture in rule book at this point).

- if 6 and 7 Enemies are visible at the time of changing region: Lara loses 2 points of health.

(Picture in rule book at this point).

During a change of region, do not forget to remove all Enemies who were not dug over yet, then constitute a new pile with the Enemies of the new region. The visible Enemies are not removed, they follow Lara.

(Picture in rule book at this point).

b) ELIMINATE THE ENEMIES.

There are two ways to eliminate the Enemies and to reduce the threat which they represent. The first is to use the weapon which you have, second is to eliminate them thanks to indications inscribed on their card. They always eliminate in first The enemy located most to the right. Every eliminated Enemy brings back to you a point of win.

Weapons.

Weapons can allow you to eliminate 1 or 2 Enemies. to use it remove the card being discussed and eliminate the number of pointed out Enemies. To use a weapon is an action and can therefore be fulfilled only during the stage 2 of the turn of game. The enemies must always be eliminated in the order of right towards the left.

(Picture in rule book at this point).

ELIMINATE AN ENEMY THANKS TO INDICATIONS OF HIS CARD.

It is possible to eliminate an Enemy thanks to the present indications on its card. If you fulfil pointed out action the Enemy is removed. With this method, it is really necessary to eliminate the Enemies in order (from right towards the left). On the contrary, it is not an action and you can therefore eliminate in your tower so many Enemies as you wish it on the condition of fulfilling corresponding actions.

(Picture in rule book at this point).

OBSTACLES.

Obstacles are another element importing game. They can put Lara in difficult situations and it is better to avoid at the farthest having to cross them. There are 6 Obstacles always by tray of region. If ever the players are subjected to the 6 Obstacles the region is immediately ended.

Every Obstacle draws away an effect (often negative) but means to counter it is always pointed out. To you to see if you prefer being subjected to the adverse effect or countering it. Certain Obstacles can be countered only by the player among whom it is the turn, others by all the players, but in that case, it is specified in the text.

(Picture Translation)-(remove 2 Trick) applies to the single player.

(Picture Translation)-(Every player removes 1 battle or throws the dice) means that every player alternately must throw the requested elements or be subjected to pointed out effect.

(Picture Translation)-(All players remove 2 total Trick + 2 Acrobatics) means that the players can come to an agreement to remove a total of 3 cards Acrobatics..... (or Where throw the dice only once). Alone the player who triggered off obstacle throws the dice.

To get well ready in different Obstacles, it is recommended to read them beforehand to anticipate your needs, to avoid elimination in the course of party and to counter the most dangerous Obstacles.

END OF PARTY

The party can come to an end in many ways.

The players lose the party automatically in following cases:

- a) All players are eliminated.
- b) Lara loses all her points of health
- c) 8 Enemies are put down visible face at the same time.
- d) The players trigger off last Obstacles of the tray Helheim, Natla achieved to conquer Lara.
- e) The players do not succeed in destroying Jörmungandr at the end of party.

The players win if they destroy Jörmungandr on the tray of Helheim. To destroy Jörmungandr, all the players must spend points of win:

- 7 points of win are enough if the players have 4 objects of Thor (The 2 gauntlets, the belt and the hammer).
- for every missing object, the players have to spend 2 points of win furthermore. If they have none of the objects, they will therefore have to spend 15 points of win.

DETERMINATION OF THE VICTOR

If you play in cooperative mode and if you succeeded in destroying Jörmungandr, all players carry off the party (even those eliminated).

On the contrary, if you like to indicate a victor, the player who finishes the party with most points of win after the destruction of Jörmungandr is declared victor.

In that case, during the destruction of Jörmungandr, The players spend a point of win each by beginning with the player who attained Jörmungandr and they continue the turn of table so to the point of attaining the number of necessary points of win.

The players eliminated in the course of the party do not participate in the expense of the points of win and cannot therefore win.

PARTIES OF 2 PLAYERS:

Every player starts the party with 8 cards instead of 6 and 2 etuis of care instead of one.

PARTIES FOR SOLO:

Begin with 8 cards and 3 etuis of care. In stage 3 dig over 2 cards instead of one.

Now that the rule book is done I will now translate the Obstacles section of each board section.

THE CITY GULPED DOWN BY NIFLHEIM (MEDITERRANEAN SEA)

- Obstacle 1.** underwater door. Remove 1 Trick + 1 Treasuries otherwise Lara loses 1 health.
- Obstacle 2.** The door of Niflheim. Every player removes 1 Acrobatics or roll Obstacles dice.
- Obstacle 3.** Kraken. The players remove 2 in total Trick + 2 Acrobatics or roll Obstacles dice 1 time only
- Obstacle 4.** The door of the Gauntlet. If the axle Trick is not finished, roll the Obstacles dice.
- Obstacle 5.** The room of the broken columns. The players Remove 3 Acrobatics in total or roll Obstacles dice 1 time only.
- Obstacle 6.** Amanda's boat. Every player removes 1 battle or rolls the obstacles dice.

THE CITY LOST BY BHOGAVATI (THAI COASTS)

- Obstacle 1.** Under way towards the temple. The players remove 4 Acrobatics in total + 1 Battle or roll Obstacles dice 1 time only.
- Obstacle 2.** The courtyard of Bhogavati. Every player removes 1 Battle or roll Obstacles dice
- Obstacle 3.** hall Protonordique. remove 3 Treasury to acquire the tranquilizing gun.
- Obstacle 4.** The gems of shiva. The players remove 4 in total Trick or roll Obstacles dice 1 time only.
- Obstacle 5.** Right hand of Shiva. Every player remove 1 point of win or roll Obstacles dice.
- Obstacle 6.** The room of the card. Remove 2 Trick otherwise you are eliminated.

THE SECRETS OF THE CROFT MANOR (ENGLAND)

- Obstacle 1.** The sarcophagus. Remove 2 Trick or roll Obstacles dice.
- Obstacle 2.** The lateral doors. If the axle Trick is ended, recover the tranquilizing gun otherwise roll Obstacles dice.
- Obstacle 3.** Bat and climbing. Every player removes 1 Acrobatics or roll Obstacles dice.
- Obstacle 4.** The mystery of the door of the chapel. Announce a type of card. Acrobatics or battle or Trick then take the 1st card of the pecker. If it does not correspond to your choice remove all your cards.
- Obstacle 5.** The secret office. remove 1 point of win + 1 Treasury otherwise be eliminated.
- Obstacle 6.** The runic pillar. The players remove a total of 6 elements (Card, win point or treasury or roll obstacle 1 time only.

THE MAYAN CITY OF XIBALBA (MEXICO)

- Obstacle 1.** Head of jaguar and stony skull. every player removes Acrobatics + Battle otherwise Lara loses 1 health point.
- Obstacle 2.** Home of jaguars. If the axle Trick is finished. every player accepts card otherwise roll obstacle dice 1 time only.
- Obstacle 3.** Home of blades. the players remove 2 Acrobatics in total to avoid traps otherwise Lara loses 1 health point.
- Obstacle 4.** Home of fire. the players remove 2 Acrobatics in total to avoid fire otherwise Lara loses 1 health point.
- Obstacle 5.** Crumbling Home. Remove 1 Acrobatics + 1 Trick otherwise Lara is taken in crushers and loses 2 health points.
- Obstacle 6.** Basin of Jörmungandr. If the axle Battle is not finished, throw 2 obstacle dice.

ISLAND JAN MAYEN (SEA OF NORWAY)

Obstacle 1. The tower of valgrind. Every player can remove 5 points of win to dig over 2 cards or roll the obstacles dice.

Obstacle 2. The door of deaths. Every player removes 1 treasure or 3 points of win otherwise he is eliminated.

Obstacle 3. Maze. remove 2 Trick otherwise you lose all your cards.

Obstacle 4. The bridge of Valhalla. Look at the 1 top card of the pecker and remove 2 cards of the same type otherwise roll the obstacles dice.

Obstacle 5. Ballade in hammer. remove 3 acrobatics or roll the obstacles dice twice.

Obstacle 6. Footbridges and yeti. The players remove a total of 5 battle otherwise Lara loses 2 health points.

(Sea of andaman). every player draws 2 cards before joining Helheim.

HELHEIM (ARCTIC OCEAN)

Obstacle 1. Stones of power. remove 2 Trick or roll the obstacles dice.

Obstacle 2. The drawbridge. Every player removes 1 Acrobatics or roll the obstacles dice.

Obstacle 3. Shooting in Thralls. The players remove 4 in total battle or roll 2 obstacles dice.

Obstacle 4. The hordes of Helheim. The players remove 5 battle in total otherwise Lara loses 2 health points.

Obstacle 5. The central tower. Every player removes 2 win points or 2 treasure otherwise they lose all there cards

Obstacle 6. Natla and the heart of Jörmungandr.

Natla speeds up the heart of Jörmungandr. All players lose the game.

(Destroy Jörmungandr) Spend 7 win points if you have the 4 objects of Thor otherwise remove an additional 2 win points for each missing object.

I hope that these translations help every one to enjoy this board game.

Raid on everyone.

