

The Steam client must be running in order to play Tomb Raider 2013. If you are playing Tomb Raider 2013 on Steam, the game will automatically start by launching Steam. If you are experiencing any problems with starting the game, please make sure that your firewall is allowing traffic through to the following ports: 11234, 6667, 27015-27030. We also recommend that you try reinstalling the game and then try starting it again. If you are still experiencing issues after reinstalling please contact our Support team at [support@feralinteractive.com](mailto:support@feralinteractive.com) for further assistance with your matter. Tomb Raider 2013 is composed of five chapters with three different hubs to explore (Cave of Wonders, Siberian Wilderness and Observatory). Throughout the game, Lara will require use of several weapons in order to survive in the harsh environments in which she finds herself. These weapons include the rifle, shotgun, machine gun, revolver and bow. However, Lara can also use her hands (similar to the "Thief" series) to climb and move objects with ease. Tomb Raider 2013 also includes an optional survival mode that gamers can access by pressing F1 at any time during gameplay. In this mode, Lara has to survive for a set amount of time without being able to use any weapons or other abilities. In "Tomb Raider 2013", Lara is armed with the usual assortment of guns and gadgets. These include a semi-automatic rifle, a semi-automatic carbine, a pump action shotgun, a double barrel shotgun and a revolver. These weapons can be fired from both hands allowing for multiple fire options at once. Players have the ability to pick up various types of ammunition including explosive rounds which blow enemies into pieces and the explosive nade round that will detonate after impact with objects such as water-filled puddles or buildings that will destroy them (such as rocks) in large quantities. Lara can also pick up ammo for her machine gun, shotgun and revolver. Lara's movement is limited by her stamina; this is represented by a life bar in the bottom left of the screen. When Lara has no stamina she cannot move around or climb certain surfaces. When Lara runs out of stamina she will fall down flat onto the ground and will be unable to move. If Lara's health reaches zero, she will die (however, if saved before completing the underworld section, players may choose to continue playing without the threat of death). If Lara has not picked up any weapons yet in Tomb Raider 2013, when her health reaches zero she will only be able to crawl toward an object to summon help (if applicable). However, when Lara has a gun in her possession when her health reaches zero, the player will automatically activate a quick time event in which Lara will shoot herself in the head to avoid death. Throughout the game players will be able to collect artifacts to add them to their artifact collection found on the main menu. These artifacts can be collected by performing timed challenges such as killing a number of enemies with a certain weapon in under three minutes or collecting 5 coins from bodies within a period of time to add them to their collection. The player can also find these same artifacts hidden throughout each level. "Tomb Raider 2013" received "mixed or average reviews" across all platforms according to video game review aggregator Metacritic.

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