



LARA CROFT TOMB RAIDER™

THE UNOFFICIAL FAN GUIDE

A full-page background image of Lara Croft in a jungle environment. She is wearing her signature blue tank top and is holding a silver handgun in her right hand, which is gloved. She is looking directly at the camera with a serious expression. The background is a dense, mossy jungle with large tree roots and green foliage.

History of Tomb Raider

It's time to take a look back over the last decade and immerse ourselves in a dose of Tomb Raider history. Before we travel back in time let's first take a look at some of Tomb Raider's amazing achievements because: 'to understand your present you must first go back to your past - and this time things will be different!'

It's been 11 years since the first game and Playstation were released, and during that time we have been graced with 7 episodes of Tomb Raider. 1.5 billion dollars generated in sales from 3million units gives an impressive summary so far, not forgetting 300 magazine covers and 2 movies. There are also estimated to be in the region of 2500 sites dedicated to Lara and Tomb Raider.

Anniversary seemed like a forgone conclusion, a celebration to commemorate a decade of Tomb Raider and Playstation. A formidable partnership spanning 10 years couldn't be allowed to pass by without some recognition and so Crystal Dynamics were deployed and a remake of Tomb Raider I seemed the perfect tribute. The designers revisited all the old games and listened to what the fans had said over the years, they are quite sure the present will be understood from the past, but this time in a very different way.

Contents

Overview

Lara Croft Biography	4
The Story	5
Weapons	6
Controls	7

Walkthrough

Peru	08-23
Greece	24-43
Egypt	44-61
The Lost Island	62-73
Croft Manor	74-81

Features

Interview: <i>Kurt Stams</i>	82
Interview: <i>Keir Edmonds</i>	84
Interview: <i>Lucas Metz</i>	86
Interview: <i>Nikki Kuppens</i>	88
Tomb Raider Timeline	90
Tomb Raider Community	92
Credits	93

Lara Croft

In the year 1547, King Edward VI granted the Croft Family, the title and rights to Abbingdon, Surrey. Centuries later we take a look at the 11th generation Countess, Lara Croft, a mysterious lady whose adventures have intoxicated millions for the last decade.

Lara Croft arrived on February 14th 1968. Her proud parents, Lady Amelia Croft and her notorious archeologist husband Lord Richard Croft, the late Earl of Abbingdon, were soon to find their beloved daughter was truly a gifted child. Between the ages of three and six she attended Abbingdon Girls School.

At the age of nine she is reported to have survived a plane crash in the Himalayas and shortly after this her mother mysteriously disappeared. She is said to have somehow survived a ten day solo trek across one of the most hostile areas on the planet. Sources report that she arrived in Kathmandu and proceeded to the nearest bar with a telephone. Lara then called her father, politely asking him if it was convenient for him to pick her up.

After the plane crash Lara hardly ever left her fathers side. They travelled the world together from one archeological dig to another. At this time she received a standard education from private tutors, though it would probably be more accurate to say she had become her father's full time apprentice. During her school years she had become a grade A student, excellent

at both academic and physical subjects. She thrived in individual sporting activities rather than team games, and in recent times has been described as an accredited genius and Olympic-standard gymnast. Lord Croft was reported missing in Cambodia when Lara was 15 years old. Extensive searches left no true conclusion as to what had happened, and since Lord Croft's body was never officially recovered, Lara could not directly inherit the Croft title. Lord Errol Croft, Lara's uncle, was not about to relinquish control of the family estates lightly and thus followed a bitter family feud. The legal battle was finally won by Lara, but not without it causing a deep family rift, leaving Lara completely estranged from all her living relatives.

Guarding her privacy with complete determination, she has never granted an interview, nor made any personal comment to any of the rumors associated with her. Lara much prefers to express herself through brief formal statements given by the family solicitors, Hardgraves and Moore. She has been the focus of wild speculation and intense debate on both political and scientific levels. Lara Croft, an incredible woman, who has suffered several personal tragedies, including the deaths of both her parents on separate occasions before even coming of age. Idealized and reported to be one of the worlds most fascinating and enigmatic figures of our time, and yet she still maintains an air of mystery.

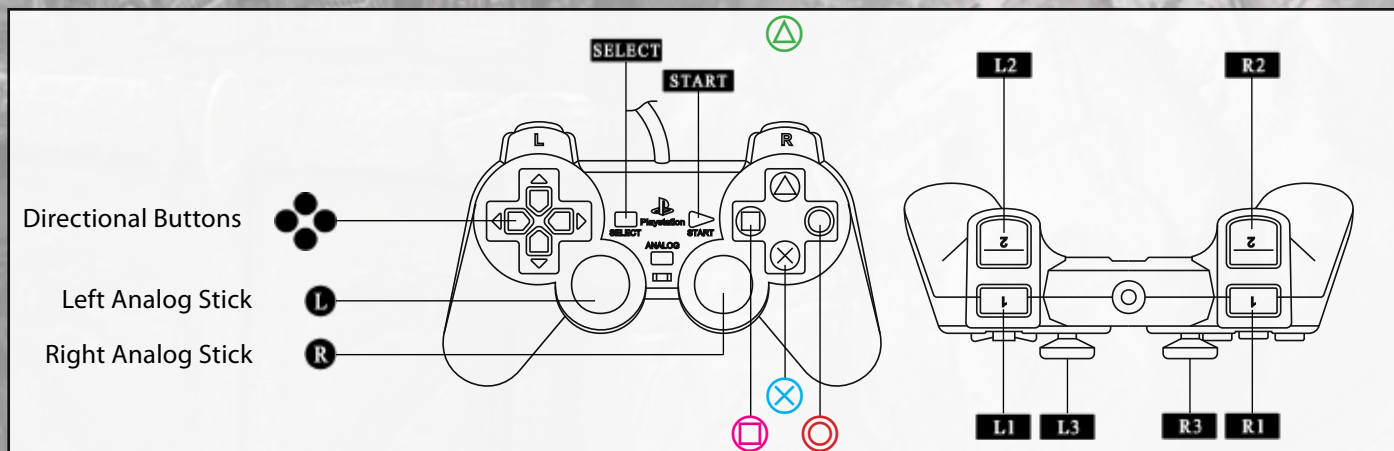
Name:	Lara Croft
Title:	Countess of Abbingdon (in Tomb Raider Legend)
Age:	Around 28-34 as of TR:Legend
Nationality:	British
Birth:	February 14th
Astrological Sign:	Aquarius
Current Residence:	Croft Manor, Buckinghamshire, England
Marital Status:	Single
Blood Type:	AB-
Height:	5' 7 1/2" (180 cm)
Weight:	115 lb (52 kg)
Bust:	34C (originally 36D before Tomb Raider Legend).
Waist:	24
Hips:	35
Hair Color:	Brunette
Eye Color:	Brown
Dress Size:	8
Shoe Size:	6 (UK) / 7.5 (US) / 39 (EUR)
Favorite food:	Baked Beans on Toast
Favorite bands:	U2, Nine Inch Nails



The original game begins as Lara returns from a trip to the Himalayas. She is contacted by unscrupulous businesswoman, Jacqueline Natla, who has a rather interesting proposition in mind. Natla soon convinces Lara to retrieve a mystical artefact from the Tomb of Qualopec in Peru. The item in question is a fragment of a talisman of unimaginable power, the ancient Atlantean Scion. Once Lara has discovered the first section of the Scion, things take a turn for the worse, and she soon realizes she has been double crossed by Natla. Lara has her first encounter with Larson, Natla's hired henchman, but manages to escape using her cunning wit and infamous athletic skills. She then needs to find out what's really going on. Delving deeper, to try to find the reason why Natla would do such a thing, she uncovers a secret tracing back till time forgotten. A secret uncovering the mystery that destroyed the Atlantean civilization and all that followed!



PS2 Controls



Command	In menus	Normal gameplay	Swimming
	Move cursor	<ul style="list-style-type: none"> : Use Large Medipack : Use Small Medipack : Switch weapons counter wise : Switch weapons clockwise 	-
	Move cursor	Move (run, walk, sneak)	Swim (left, right, forward)
	-	Rotation camera	Rotation camera
	Confirm	Jumping, pull up, restore after attack, leaps	Go up
	Cancel	Interaction (use, pick up), correct balance (ledges, poles), accelerate (ledges, poles, ladders), adjust height when hanging on the Grappling hook; pull Grappling hook	Interaction, Accelerate
	-	Throw Grappling hook	-
	Cancel	Crawl, roll, let go, swan dive, somersault	Dive
	-	Select target (enemies, objects), + reload	-
	-	Restore camera view and display status	-
	-	Fire weapon	-
	-	Walking, manual grab	-
	-	Manual aim	-
	Confirm	Display Pause menu	-
	-	Inventory (gear, items)	-

Battle moves

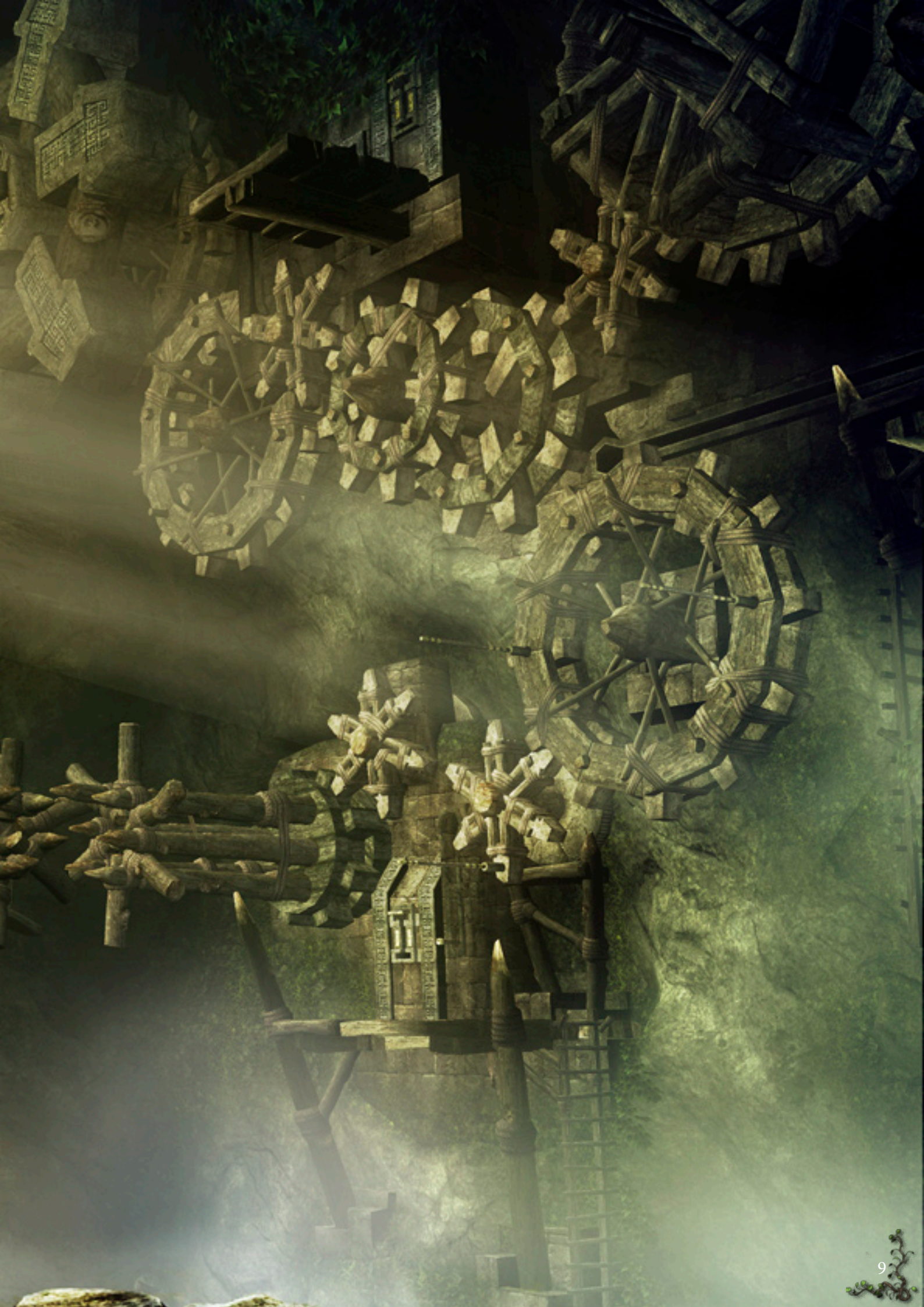
Left analogue stick + circle + select target: Aimed roll
 Left analogue stick + cross + select target: Aimed jump

Adrenaline Dodge

When enemies do a Rage attack, which you can recognize by the glow around their head, you can counter this move with an Adrenaline Dodge. Fire at your enemy filling their rage bar, then, when the enemy comes running towards Lara, you can dive away at a precise moment by pressing circle and a direction with the left analogue stick. In slow motion Lara dives to the other side and you see two crosshair targets move towards each other. These will join and the target becomes red, which is accompanied by a short beep. At this moment you have to press R1 to shoot. Normal opponents are taken out immediately with an Adrenaline Dodge; against bosses they have another effect.



Peru



Peru: Mountain Caves



Once Lara is under your control, you get an explanation on how to move her. Use the left analogue stick **[W, A, S, D are the default movement keys in the PC version]** (default PC controls will be given in square brackets) to run towards the wall on the left of the broken bridge. Jump to the ledge with **⌘ [Space]**, Lara grabs it automatically (unless you've changed the default setting of the Manual grab option). Move to the right of the ledge, you can press **▲ [E]** repeatedly to make her go faster. You turn around the corner and you reach a gap in the ledge. Lean to the right and press **⌘ [Space]** to jump to the ledge on the other side. There you shimmy again to the right and around the corner, where you have to make a backwards flip to land on the platform behind you. At the right of the ledge, where you hung before, is another platform. Jump to it and go to the wall in the corner, which has two ledges. Grab the lowest one and jump up to grab the one above it, from there you can climb up. Turn to the left and you see a ring hanging. Use your grapple-hook to grab the ring by pressing **■ [Q]** whilst you jump towards it. Swing with the analogue stick [movement keys] and press **⌘ [Space]** to let go at the right moment and land on the platform. Climb the stairs on the right and you arrive at the gate, where the guide is still waiting for you. Run up the hill on the left of the gate and jump to the platform in the corner. From there you can swing on the ring, which is directly above the gate towards the platform on the right. To do this use your grappling hook after you make the jump. Grab the ledge on the wall to your left, then move to the left and jump up to the one above it, move to the left end and jump in that direction to grab the edge of the platform so you can climb up. In the wall there is a switch, to activate press **▲ [E]** when you are next to it. The gate opens and four wolves come out running. Lara tries to save the guide and kills the wolves in a cut scene, after which she runs through the gate and it closes behind her. Run straight through and when you eventually touch a pressure pad on the floor, multiple arrow traps are activated in the walls. You receive an explanation that you can press **● [Shift]** to roll while you run, but if you pay close attention and walk past the holes in the wall at the right moment, you will come through this just fine. You can also just rush ahead, jumping the whole time – there's a good chance that you won't be hit. At the end, just follow and turn to the right and climb the stairs leading to a broken bridge. Jump over it, follow the platform to the end and jump to the next platform and pull yourself up.

Artefact #1

Turn around, jump to the small ledge ahead and pull yourself up. Jump to the next platform and to the one after that, where you have to walk through a small tunnel in the rock. Then jump again to another platform. You can already see the next ledge and to reach it you need to slide down the sloped end of the platform and jump in the last moment. So grab the ledge and pull yourself up to collect your first Artefact with **▲ [E]**.

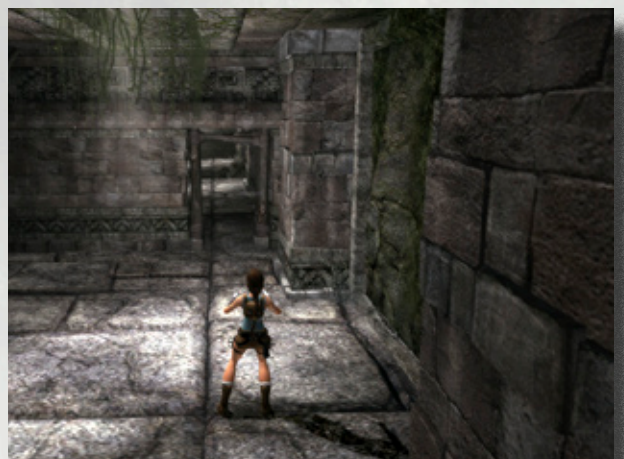
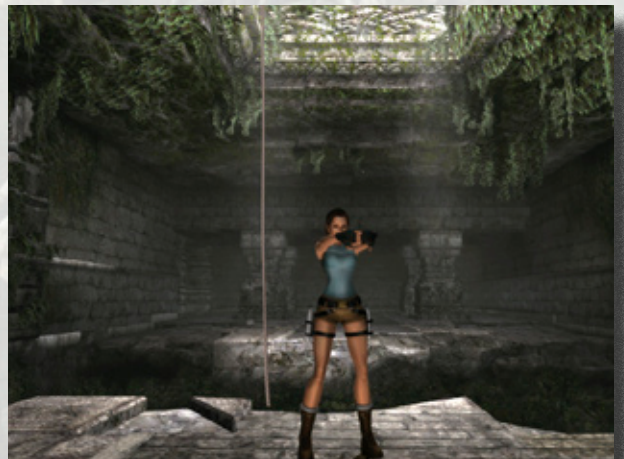
From here you can jump towards the ledge on the stone wall, move to the left and let go with **● [Shift]** when you are on the other side of the corner. A little further along you reach a junction, where you get an explanation on how to shoot with **☒ [Left mouse button]** Using this method, take

out the bats that come out of the corridor right in front of you, but before you go in that direction you can go to the left. It seems like a dead end, but when you stand on the small elevated platform on the right side of the niche, you can jump and grab the ledge of the platform inside. On the higher part of the platform you find a medipack, which you can pick up using **▲ [E]**. Descend, and return to the junction, now take the route to your left and walk on towards the edge of the platform while you shoot some more bats.

Artefact #2

In front of you, you see a ring hanging from the ceiling, so jump and press **■ [Q]** to grab it. You get an explanation on how to climb up and down the rope by holding **▲ [E]** and use the left analogue stick **[W/Up and S/Down keys]**. Climb up a little bit and turn so you can jump towards the ledge on the wall ahead. Grab it, move a little to the left and grab the ledge above you. Move a little to the left again and make a backward flip to grab the ledge behind you. Now move a little to the right and press **● [Shift]** to drop off to another ledge beneath. Go around the right corner and make another backwards flip to grab the platform behind you. Here you find the second artefact, don't forget to pick it up.

Now you can grab the edge of this platform by running or walking slowly off it to make Lara auto grab. Underneath there is a ledge that you can drop to by pressing **● [Shift]**. When you press it again, you safely land on the ground. If you've fallen down before and survived, but you still want to get the artefact, then turn with your back to the gate that leads out of the area and go uphill, looking for a ledge on your right. There are a series of platforms and ledges that go back to that corridor where you came from. Once you reach the ground safely, after you found the artefact, you can go down to the gate, but if it's your first time on the ground in this cave, two more bats will attack you. Once you get to the gate, open it by pressing **▲ [E]** to turn the switch on the wall at the right of the gate. Now go through the open gate and you arrive in a large space with two suspension bridges. Turn right and follow the platform to the first suspension bridge. Two wolves will appear below, shoot them while you are still standing safely on the platform and don't cross the suspension bridge yet. If they hide, you may have to get down and kill them from a closer range. Once the wolves are killed run over the bridge. This will make it collapse, but that's not a problem, because the part that remains, is climbable, so you still get there. Don't climb it yet and instead look to your right and you'll spot a small niche, where you'll find a small medipack. Up in the opposite corner on the right you can see an artefact that you can't reach yet. So ignore it for a minute and mount the broken suspension bridge. Go to the right and then climb the ledge to the second suspension bridge. Before you cross it, turn around and jump sideways towards the ledge on the side of the first pillar. Move around the corner to the right, grab the ledge above you and make a backward flip onto the pillar behind you. You'll have to press **▲ [E]** to stabilize Lara's grab. Then move to the right around the corner, and jump in that direction to the niche in the wall. Pull yourself up and pick up a small medipack. Drop down from the niche and mount the ledges once more to get to the second suspension bridge. Then just cross to the other side and turn left, and then mount the platform ahead. Walk forward and turn right, here you'll see a pit with a rope



hanging above the centre.

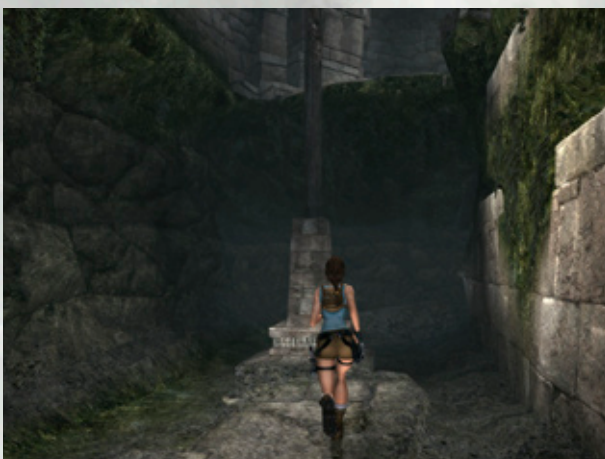
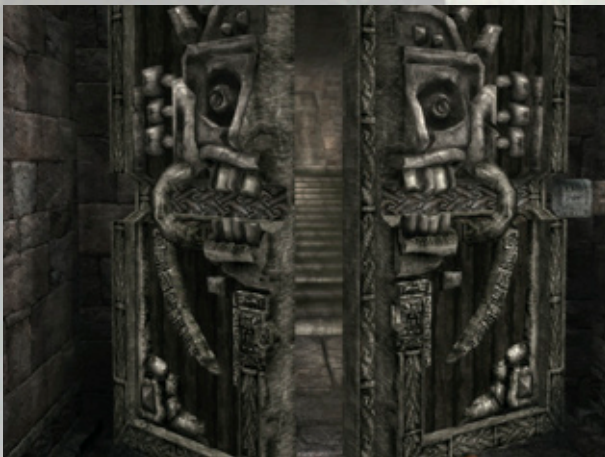
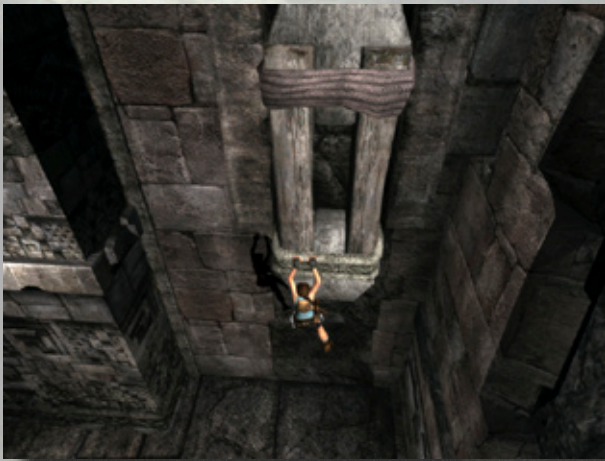
Artefact #3

Ignore the rope and drop down after you hang from the ledges near the right corner. A bear will come at you, but when you stand on the platform in the corner, it can't reach you. So take your time to take it out and then go to the corridor where the bear came from. Pull the switch and the gate opens, so you can then reach the artefact you saw before.

The gate closes behind you, so descend into the space with the suspensions bridges and follow the route back to the pit with the bear and the rope above. Grab the rope, but don't jump to the other side yet. On the left you see a niche with a large medipack. Turn in that direction on the rope and swing with full speed towards it. Jump at the right moment to land in the niche, so you can pick up the large medipack. Drop down into the pit and climb up using the ledges that you first used to get down. Now you can go to the other side with the rope. Check behind the left pillar at the back for another large medipack. Now descend down the slope and continue along this route, climb the stairs and you get to another pit. Jump towards the pole to grab it, swing on it and press **[Space]** to jump off to the other side. Climb up on the ledges on the right side and continue to a corridor with sloped walls and arrow traps. Run or roll past them again, choosing the right moment, to get to the gate at the end. The gate won't open when you stand on the tile, so turn to the left and climb up the ledges to the top. Go left and shoot the wolf that waits for you. Continue forward to the end of the hallway. There turn left and you'll see three poles which you can swing over to get to the other side of the hall. Here you find two more wolves. Take them out and run forward to the end of the hallway again. There you see some ledges on the wall to the right. Climb up, make a backward flip from the highest ledge, and wait for the pole you are now hanging on to stop moving. Swing forward and jump to the counterweight, which will go down. Drop down to where the gate is and mount the ledges on the left side of the gate again. Right in front of you there are some more ledges. Mount the lowest one, then grab the one above and shimmy to the right. Make a jump towards the second counterweight, now this will lower too because you are hanging on it. Now go back to the gate and stand on the tile in front of the gate, which will now open up and the level is completed.

Relic: Ceramic Killer Whale

Before you move on, climb the ledges on the left of the gate yet again. Follow the counterweight route on the right side of the gate, and mount the ledges to the right. When you jump backwards from the highest ledge and grab the pole again, don't wait for it to turn but jump immediately. Press the jump button again to grab the ledge on the left of the counterweight. Shimmy all the way to the left and then jump in that direction to grab the pole above the door. Move a little to the right and jump to the little ledge on the left of the pole. Jump up to the higher ledge, move to the right and jump backwards to another pole. Swing and jump to the ledge ahead, then jump up to grab the edge of the top platform and finally pull your self up. There you find the relic, which is called Ceramic Killer Whale, on the right platform above the gate. With this, you can lower yourself down the



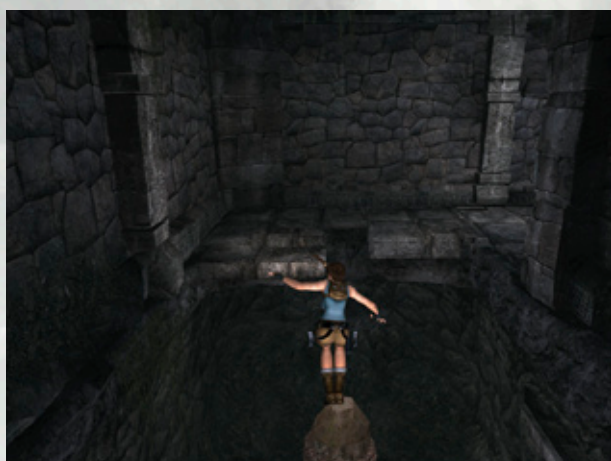
same way you used to climb up and follow the corridor behind the gate.

Peru: The City of Vilcabamba

As you approach the turn at the end, a bear comes running from around the corner. You receive an explanation on how you can avoid attacks from enemies with **[Movement keys]** and **[Shift]** and react with a special move 'ADRENALINE DODGE'. (Listen carefully to what it says and try to use it on the bear. Learn that move well, because you'll need it. It's basically the same as the roll – you move in one direction and press **[Shift]** to perform the roll. The difference here is that for the 'adrenaline dodge', you have to meet two criteria. Your first criteria is to enrage your enemy. For common enemies, you'll notice a brief single flashing around the enemy, followed by a quick and powerful attack, which often leaves you lying on the ground. Should this happen, quickly press **[Space]** to get up on your feet. The second criteria is to wait for the rage attack and at the second the screen goes blurred, quickly move to the side and press **[Shift]**. You'll see Lara doing a slow-motion dodge, and you can shoot when the enemy is close, dealing a fair amount of damage. For this purpose, when the slow-motion animation is taking place, wait for the two cross hairs to turn red, joining into one single crosshair, and at the moment you hear a beeping sound, shoot your weapon. This is often enough to kill most of the common enemies.) Once it is defeated, go around the corner and jump over the pit to the first pillar. Slide down and let go of the pillar to collect the small medipack, hidden behind the rock at the near end of the pit. Grab it and head for the second pillar. Mount the ledges on the right side wall and jump backwards to grab the second pillar. Climb up a little and turn to the side to jump from the pillar, landing on the higher floor. As you follow the route, you arrive in a big open space, standing in front of stairs. Descend the first two and a pair of wolves appears. Shoot them and go down the last of the stairs. Now a bear appears, make use of all the space you have while avoiding and shooting it until it's dead. There is nothing yet to be found around these houses, so leap into the water and swim in the tunnel just below the surface, moving as fast as you can. At the end you can't go up yet to get some air, so quickly move the switch located right ahead to remove the cover and to get some air. Climb out of the water and move the switch on the wall to open the door to your right. Now you can easily walk between this space and the previous one, but you have to go up the stairs and through the opening in the wall to jump into the other building. Keep running over the wooden planks before they collapse, so you can jump to a niche in the wall. There you find a small medipack that you can pick up. Jump down on the floor and push the cage in the passageway into the next room by pressing triangle. In the chamber on the other side you go left, pick the shotgun ammo and turn around the corner to collect the Village Key. Go back and climb on the cage you just pushed to reach the higher floor in this chamber where you'll find a small medipack and shotgun ammo. Return to the previous room, dragging the cage with you through the passageway. If you fell down with the wooden planks earlier and couldn't get the medipack, position the cage below the niche to climb it and collect the medipack. After you're done, aim with **[Right mouse button]** at the lock of the door and shoot it so it can open up.

Artefact # 1





Drag the cage outside, past the water. Then take it to the right, behind the cabin to a pillar. Using the cage you can now mount the pillar, so you do that, climb up to the top, jump off and grab the ledge. Pull yourself up quickly and kill the two attacking bats. Swing by a pole, sticking out of the wall, to the next platform and jump a little bit further towards the ring. Don't forget to press the square to grab the ring with your grapple hook, so you can swing to the ledge on the other side. Move to the left and swing by the two sticks to the big platform with water, where you can find the only artefact in this level.

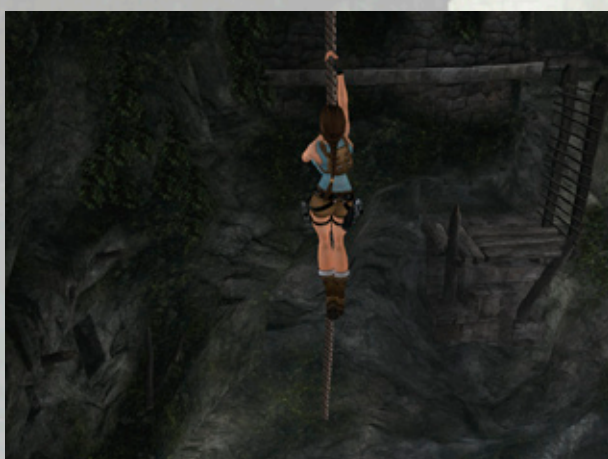
Jump onto the roof of the nearest building and slide down safely to the ground. Kill the bats that appear when you landed on the platform with the artefact. Go ahead and turn right, facing the gate. On the right there is a lock in the wall where you can place the key. When the gate opens, two more wolves appear, so shoot them before you enter the gate. Walk by the room to the next bigger room, where another wolf attacks. After you killed it, go up the stairs and through the passage on the left of the gate. Mount the little stairs and run to the edge. Jump at the platform and then sideways to the edge on the wall. Shimmy to the right, jump across the gap and at the end backwards to the platform, which is sticking out. Follow the path upwards and when you are on top, you first shoot some bats before you jump to the other side. When you go through the opening you are back in the main room, but higher up. Jump towards the beam sticking out from the pillar, which makes it turn so a part of the door is already activated. Descend on the other side by the ledges above the passageway on the right of the gate, and go directly to the opening. You enter a similar room where you constantly have to jump to ledges and shimmy to the left to get to the higher platform. Follow the path again and kill the bats once more, before you jump to the other side. Here you also jump towards the beam sticking out, which positions the second part of the door and makes it open up. Drop down by the ledges again and go through the gate that opened up. Follow the long passage until you get to a pit. Hang from the edge and let go to get to the bottom and kill the wolf. In the centre you find shotgun ammo. Pull the little cage out of the niche and place it next to the slope so you can climb by the ledge back to the place where you were before. Jump towards the slope, glide down and jump to grab the pole. Jump again to get onto the platform and from there onto the top of the pillar and then to firm ground at the end. At the next pit, jump to the ledge in front of you and make your way down to the bottom. Go to the pillar near the opposite end of the pit and climb the ledge on the right side. Make a backwards jump to swing by the pole sticking from the pillar and grab the ledge on the other side. Jump up to the higher ledge and shimmy to the left around the corner but don't pull yourself up because the arrows will hit you. Instead, position yourself so you can make a backwards jump to the top of the pillar and from there jump quickly to the floor on the other side of the pit. If you follow this route, the level ends.



Peru: The Lost Valley

As you walk on and descend from the platform to the ground, two wolves, that come out of the cave next to the platform, immediately attack you. Use the space around to avoid and shoot them. Grab the cog, which you can see clearly on the shore on left side of the water. Jump into the water and turn around, facing the platform where you just came from. Dive and swim into a small tunnel that you see ahead. At the end, you climb out of the water to pick up a small medipack; afterwards you can swim back to the pond with the waterfall and get out of the water. When you're facing the waterfall, there are several platforms and ledges on your left that you can use to climb up. Go to the first ledge by the platforms, jump up to the one above and move to the left. Pull yourself up and climb to the next platform, where you find ammo for the shotgun. Grab the edge on the right and do a side jump to the right over the gap to the other ledge. Keep moving to the right all the way to the other side, only when you reach the end of the edge you can jump up to grab the platform above. Climb up to the next platform and then follow the route to the right. When you get to the stairs, make a long jump over the water. After you pull yourself up on the other side, climb the two ledges on your right, then make a backwards jump to a wooden platform. Look at the wooden construction, which hangs on the rope, and aim at it with **[Right mouse button]**, then shoot with **[Left mouse button]** so there only remains a pole to swing on. Grab the ledge next to you, move around the corner and jump backwards towards the pole. Swing on and jump to the other side, where you follow the passage till the end. Jump and press **[Q]** quickly to grab the ring with your grappling hook and swing hard and high enough to reach the wooden platform on the other side. Grab the ledge on the right on the other side of the corner and climb two ledges up. Jump sideways to the right to grab the ledge next to an opening, so pull yourself up and go through it. Run over the bridge and pick up the second cog. When you make a few more steps, two bats attack you. Shoot them and take a look at the bridge you just crossed. Shoot on the connection between the bridge and the ring above, so the bridge collapses. Grab the ring with your grappling hook as you jump towards it and then swing, with enough force, to the broken piece of the bridge still hanging on the other side. You can climb up and down the hanging remains of the bridge just like a ladder, so position yourself at the same height as the little opening on the right and jump towards it to grab the ledge. Crawl through the first part of the passage and pick up a large medipack and a shotgun at the end. Return to the opening and hang down from the edge, then jump back to the left towards the broken bridge. Climb up and then jump over the river again using the grappling hook to grab the ring, to the place where you picked the second cog. Go to the right end of the platform and jump towards the pole attached to the cogwheel. Move to its left side and wait until it's turned to the other side, then jump to the lower ledge of the block in the centre of the waterfall. Move around the right corner, jump up to the ledge above you and go around the right corner again. Jump up to the higher ledge again and then jump backwards to grab the ledge on the other side. Pull yourself up and enter the opening. On the other side of the tunnel there is a switch you have to pull. Now you can follow the route back by hanging down from the edge and dropping down by the lower ledges, but you can also jump into the water and let it do its job. Either way, you have to return back to the waterfall where the level started. Get out of the water and kill the three





wolves that will attack you after you make a few steps. Turn with your face to the waterfall. On the wall to your right there is a ladder that you must climb. Once on top of the ladder, you place the first cog on the short stick with the golden tip inside the channel to the right of the switch, by pressing **▲ [E]** and selecting the cog. Move the switch to activate the mechanism. Grab the pole on the turning cogwheel by jumping up when it is right above you; wait until its position changes so you can jump to the pole on the other cogwheel. Wait again, this time until the pole goes to the top, then swing and jump to the ladder. Here you find a second switch, place the second cog on the stick in the channel and move the switch. With the mechanism in motion, grab the ledge on the right of the switch. Jump sideways over the gap and move around the right corner. Grab the ledge above you and jump backwards to the wooden platform and pull yourself up. Don't go over the turning bridge, but jump to the ledge on the left wall behind you. Move to the right end of the ledge and around the two corners, then drop down to the ledge below you by pressing **■ [Q]**. Climb into the opening and take the large medipack on the wooden platform, before going through the opening in the wall and sliding down the slope. Now you must follow the route upwards again, until the last ledge before you dropped down. Now grab the ledge above you and jump backwards to grab the rope. Make a 90° turn to the left, lower yourself, if possible, to the end of the rope and swing towards the ledge on the wall in front of you. Make a jump to grab the ledge and follow it to the right, moving around the corner. Make a right side jump over the gap and let go of the edge you're holding. When you drop down on the wooden platform, the raised bridge on the right will fall to the side and crumble, leaving only a swinging pole. There's no point in going there though, its purpose is to provide an easier way for you to get where you stand now by using the path on the left of the waterfall. So ignore the pole and enter the opening on the left. Crawl under the rocks, through the passageway and once you're in the new area, quickly climb the wooden platform on your left. A bear approaches around the corner and from the platform you can safely take it out with your guns. However, in order to do that, start shooting as soon as you're up on the platform, because if you linger, the bear will hide since it can't reach you up there. Should that happen, get down on the ground to lure it (but don't go anywhere) and quickly get up on the platform again to start shooting. Once the danger has passed, climb to the next wooden platform, make several steps forward and you'll see a wooden ledge on your left. Jump up to grab it and then grab the one above. Make a backwards jump and pull yourself up on the stone platform.

Artefact #1

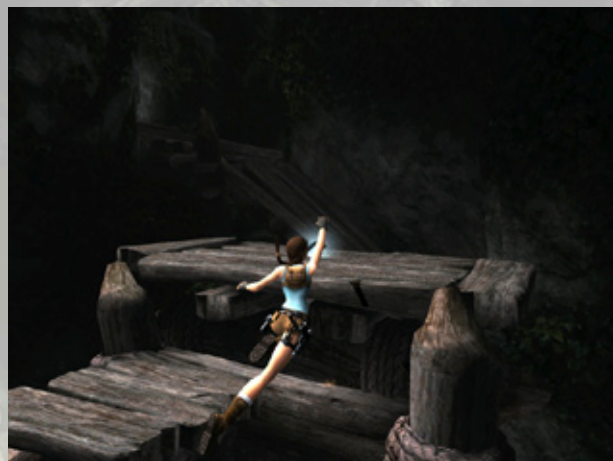
At this point you will find there are two poles, climb the second one and turn your back to the sloped boards below you. The intention is that you make a backwards flip and land on the 5th or 6th board from the right. As you land, jump directly to grab a ledge, which you can't reach normally. Follow the ledge around the corner on the left and jump backwards to the opening. Pull yourself up and pick up the first artefact.

Then get back to the ground and climb again to the two poles and get to the top platform, where you find ammo for 50 caliber pistol, which you still don't have. Look behind you on the right and you'll see a ledge, jump forward and grab it. Move to the right and around the corner, then, grab the ledge

above you. Jump backwards and you land on the top of the first pole. Stabilize if needed by pressing **▲ [E]** and jump towards the next pole and then to the opening. Slide down, ignore the poles on your right and run towards the stairs, where you find ammo for the shotgun which you picked up earlier. If you haven't used the shotgun yet, you should have 40 shotgun bullets in your inventory so far, which is the maximum you can have. In that case, you won't be able to pick additional ammo, until you shoot and reload your shotgun. In the deep pit, a little further, you see a wooden slope on the right as well on the left. Jump onto the right one, aiming at the higher end so you have time to slide and jump again in order to grab the ledge on the wall. Jump up to grab the ledge above you and move to the right, then jump sideways and climb on the wooden platform where you find more shotgun ammunition. Jump to the pole, swing and jump to the ledge beyond. Climb to the ledge above you, move past the corner and pull yourself up. Turn right and move to the wooden platform ahead, jump and grab the ledge in front of you. Shimmy around to the left corner and jump backwards when you are far enough to grab the edge on the other side of the cliff. Then move quickly to the right by pressing **▲ [E]** repeatedly and then **● [Shift]** to let go of the ledge and shoot the bats before they can hurt you. Don't forget to pick up the large medipack. Hang down from edge at the left of the wooden platform near the exit, and drop yourself to the ledge beneath, then to the opening below. Stabilize if necessary or you might fall down. At the end of this passage you'll find a small medipack. Jump while running through the tunnel towards the ledge, move to the right and climb up two ledges. Shimmy back to the left and make a backwards flip to the ledge behind you, jump up and climb back up on the platform. Follow the corridor to the left, climb through the low opening and follow the long passage behind it. A little further along you see a covered opening. As you run over it, the wooden planks crumble and you fall down and slide. You enter the valley, where three raptors are stalking you. Use the 'Adrenaline dodge' move as much as you can to dispose of them. After the first three, a second group of three raptors appears. Deal with them too then move on to meet the T-Rex in a cut scene. Stay alert, because you need to press a few buttons in this interactive scene. When the T-rex bites at you, you press **● [Down]** when the image appears. Afterwards you press **⬆ [Up]** when the raptor gets too close and then **✖ [Up]** to jump over the fallen raptor.

Boss: T-Rex

You are now face to face with the T-Rex. It's a shame to waste your shotgun ammo here, so switch back to your guns. The T-Rex has two bars, his 'Health' and his 'Rage' bar. By constantly shooting at it, the 'rage' bar will fill up. This is the intention, so try shooting at the T-Rex without a pause while running backwards away from it. When it is very close, it's not safe for you, neither in front of, nor behind it, because of its teeth and tail. When his 'rage' bar is filled, the T-Rex will come running at you. As soon as the image becomes blurred, you have to dive away by pressing **● [Shift]**. Lara performs a slow-motion side-dive and you can see two separate white cross hairs over the T-Rex's head. Don't shoot yet, wait until the cross hairs turn red and join together in one. You'll hear a beeping sound at that moment, which means it's 'time to shoot'. If you do it right, it deals substantial damage to your foe. You shoot the T-Rex in the eye, which blinds it for a while and it runs into whatever there is ahead. At the one side of the arena, you can





see two wooden cylinders with big spikes, and another one on the opposite side. If you manage to trick the T-Rex into hitting one of them, it takes down nearly a third of its health, but it breaks the cylinder. Since there are three cylinders, making the T-Rex hit each of them will be enough to defeat him. After this, everything repeats. Fill up the 'rage' bar while avoiding the T-Rex, let it do its attack and shoot it again in the eye while you dive away. When its health bar is completely empty, an interactive cut scene takes place, where Lara stands in front of the stone building and the T-Rex prepares for its last attack. In this cut scene you first press **[Down]** and then **[Up]**, of course, when the corresponding image is shown. She dives away and shoots the T-Rex once more in the eye, then it hits the building and is defeated.

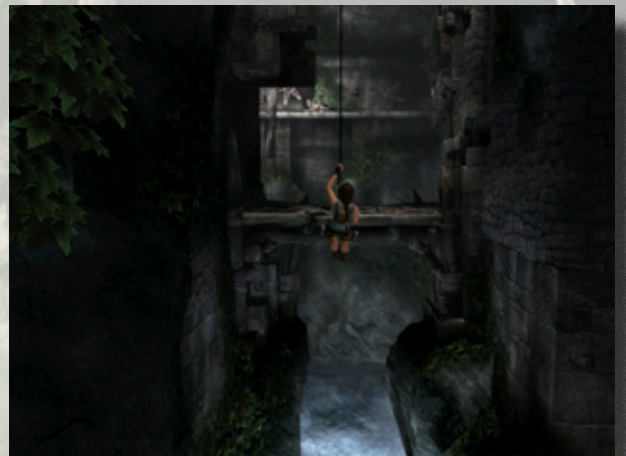
There are a few pickups in this area, so make a full circle around, keeping close to the walls, and you'll spot two ammo clips as well as a small medipack on the left side of the defeated T-Rex. Climb the rock on the right side of its body. Jump towards its head and walk past it into the building. On a platform in the middle of a small pool lies the third cog, which you must pick up. Jump into the water on the right, then dive, and follow the tunnel until you can go up again and get out of the water. Climb the pole and jump backwards to the platform when you are high enough. Grab the ledge on your left, then the one above it and then jump to your left, grabbing the edge of a small niche. Flip backwards to land onto a pole and then jump straight to the ledge behind it. Grab the ledge above it, move all the way to the left and make a backwards flip to get to the opening which leads out. In the centre of the facade of this building there is another small medipack, after you pick it up, go back to the opening where you just came out and turn left, then climb the blocks to get to the top of the platform. Keep running forward, drop down to the lower platform. Use the series of platforms by the wall to finally come to a wooden platform with a pole. Climb up, jump on the paved pathway and follow it to the right. Jump to a small ledge ahead. Jump sideways to the left, go around the corner and jump over another gap, then backwards to the wooden platform. Follow this to the slope at the end and drop yourself down. Don't jump, instead, fall on the ground in the area where you fought the raptors. Ahead on the left side, you should see a square stone block. From there you can see two waterfalls on the left. Check each of them for small medipacks, hidden just where the water touches the ground. To the right of the second waterfall is the cave from which you came into the area. Further to the right there's a dark niche where you find a large medipack. From there, head directly to the square block, which you just passed by, and hop on it and then to the wooden platform where you see another small medipack. Take it and mount the platform next to it, and go to the left inside the cave. First you must go to the left, following the route until you see a large medipack on the ground. Pick it up and go back to the entrance of the cave. Climb up by the platforms that you see ahead and go outside to get to the broken hanging bridge. Jump across and get to the other side, where you'll see some ledges on the wall which start near the edge on the left. Grab the ledge that you can reach, move a bit to the left and grab the ledge beneath. Shimmy a little more to the left and jump towards the ledge above you; then sideways to the left for the next one. Go around the corner and grab the ledge above you, then, flip backwards to another ledge and then to the one above it.

Artefact #2

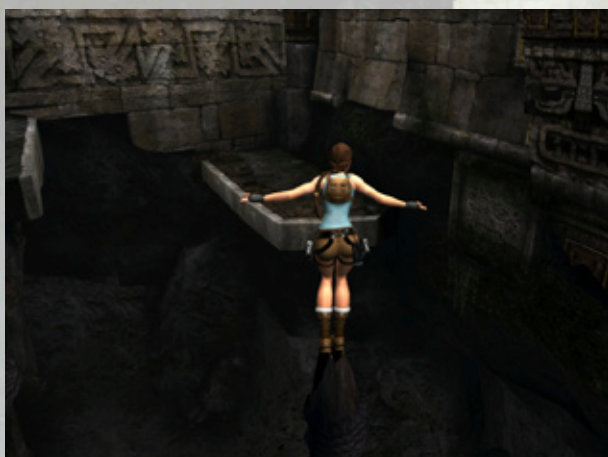
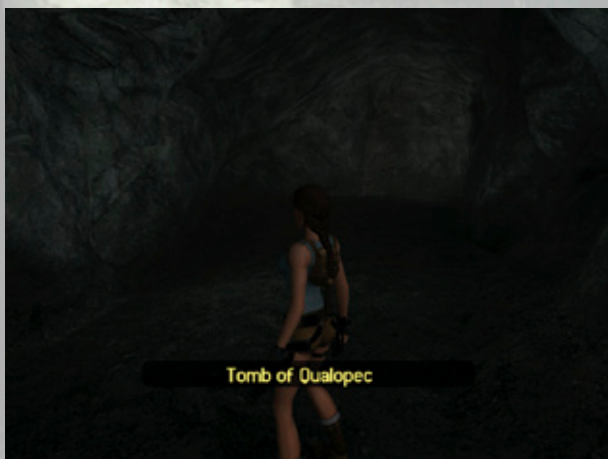
Pull yourself up and you see on the left a small slope with water dripping from above, and beyond it and a little to the right you see small hexagon where you need to jump, so make a long jump towards it and then drop down from its edge to another platform with white borders, there you'll find the second artefact. Climb back onto the platform with the white borders and jump down on the other side, pick up the large medipack and go to the opening where the broken bridge is. Take back the whole route of ledges, but this time you have to land precisely on the stone slope. Jump again at its end and you slide down a second slope. At the end you have to jump again, so you can grab the pole ahead. Leap towards a wooden platform by swinging on the next poles, then straight through to another wooden platform and then go inside the cave to leave this place. Turn to the left and follow the long passageway to a slope on the left at the end. Slide down and jump in time to grab the ledge. Jump backwards, drop down to the lower ledge, move to the right around the corner, and do a backwards jump again to land on the wooden platform. You are now back on familiar terrain. Jump to the wooden slope on the left. Make sure you don't make too long a jump, as you will miss the slope and will fall in the pit. Jump quickly to grab the ledge again, after that grab the one above it, and move to the left above the second wooden slope. Drop yourself down and jump in time to grab the ledge. Jump up to reach the one above, move to the right around the corner and climb straight up until you step on solid ground on the other side. When you arrive at the poles, climb to the top of the tall one and jump backwards to the top of the smaller one, from there you can jump through the opening. On the left there is another opening where you can descend to find another small medipack. Climb up again, glide down the slope, and descend carefully. Crawl through the low passageway and jump into the big open space, aiming for the water beneath the waterfall. Climb out and mount the stairs again on the left of the waterfall, follow the route as you did before, to the second switch, to the platform next to the rotating bridge. Jump onto it, and then directly to the platform behind it. Here you can place the third cog on the stick to the left of the switch, which you then can activate. The mechanism makes the waterfall split up so you can reach the exit of this level.

Relic: Kero Mug

At this time you are still missing a relic and now that there is no more current above the waterfall, you can get it. Jump all the way down into the water under the waterfall. Climb all the way up by the route on the left. The way is blocked now by the blockage that splits the water, but you can just roll under it. Dive into the water on your right and swim up the stream. A little further, there is a passageway under water on the right side, swim inside and when you climb out of the water you can pick up the relic. Now that you have it, go back the same way you came. You can go through the gate that appeared behind the split waterfall, after you climb out of the water where you first jumped in.



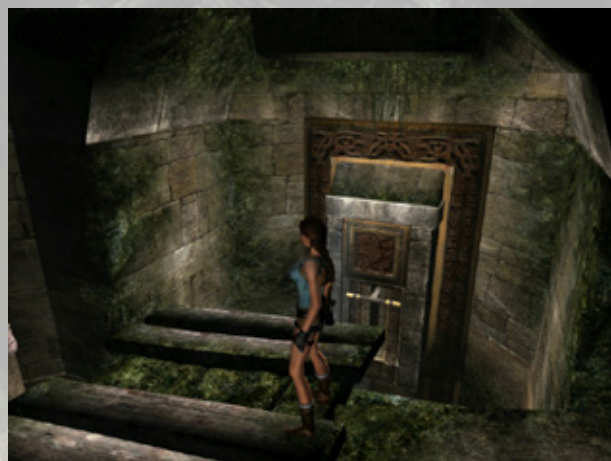
Peru: The Tomb of Qualopec



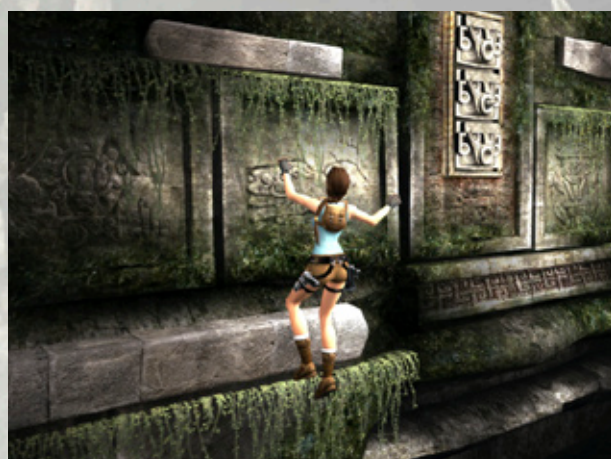
Follow the corridor until you reach a pit. Jump to the top of the wooden pole and then to the pole. Swing on it and jump across two more poles. Stabilize yourself when you're on the second pole, then jump to the platform on the right, from there you can jump to the passageway and go to the main chamber of the tomb. Cross the stone bridge and slowly walk onto the slope until the boulder comes rolling down. Run back quickly and step aside so the rock won't harm you. The passageway where the rock came from is now blocked by three fenced gates, and the bridge is partially destroyed. Look back into the main room. In the gap on the bridge that appeared after the rolling boulder crashed into it, you can see a wooden platform on top of the support pillar. Hop onto it, then hang down and let go to drop onto the ground with minimal damage. Now you have to grab the pillar's base and drag it to the right side, if you're facing the direction where you entered the main room. Drag the pillar to a lighter spot on the ground. Collect the ammo clip nearby and look for something that looks like a cage on the ground. Push it close to the wall where you see the white ledges, then climb on the cage and using the ledges, pull yourself up on the level of the bridge. Make a long jump to get to the platform on top of the pillar you just moved. From here you can get to the passage way ahead, but instead, jump to the right where you see a white ledge on the other side. Pull yourself up and mount the ledge on the wall. Move to the left around the corner and jump up to the next ledge. Make a side jump to the stone structure on your right and make your way to the top. Near the wall that's ahead of you, there's a wooden pole, jump on it and then to the platform that's next to it. Turn around to face the room and look up. You'll see a hanging metal shield, which you must shoot down with your guns, so aim with **[Right mouse button]**, then shoot with **[Left mouse button]**, and the object will crumble, destroying the other side of the bridge. Now you can see the niche with the switch on the other side, so jump in that direction and quickly activate your grappling hook. Swing and jump to the niche. Activate the switch and the first of the three gates blocking your way will open.

Get down to the central platform that was part of the bridge; make a long jump to the platform on top of the pillar that you moved and from there jump into the passageway. Follow the corridor and you'll get to a very deep pit with a pole sticking from the wall. You'll die if you walk in the pit, so be careful. To get to it, you must pass by an arrow trap, but pick the ammo on the ground before you do that. Make a long jump to grab the pole, swing on it and jump towards the ledge on the wall behind it. Grab the ledge to the left of the one you are hanging on and do the same again while you look out for the arrows. You don't need the ledge below the one you're hanging on, just jump one more time sideways to the left, avoiding the arrows. From the ledge on the left of the arrows, you jump backwards to some kind of ladder on the other side. Climb up a little and jump to the right, past the arrows, to grab the ledge. Then grab the one on the right and then backwards to land on the pole. Make another jump to get inside the corridor and pick up a small medipack. Follow the corridor and pick up the small medipack that you see on the floor. Do your best to avoid the arrows during the two series of shooting holes that you pass by next. In the space where you enter, you can go from the entrance to the middle platform by grabbing the ring with your grappling hook. Jump from there to the left wooden

pole and climb up, so you can leap to the pole that's sticking out from the wall to your left, and then jump to the ledge. Grab the ledge above it and pull yourself up, then follow the platform towards the switch on the wall. Pick up the ammo clip on the right and then jump towards the switch to grab the ledge above it and then press ● [Shift] to drop from the ledge and grab the switch itself. Let go and follow back the corridor. By the second series of arrows there are now also swinging axes, so be even more careful! When you walk a little further, a raptor comes around the corner, so take him out. Run on to the pit and jump past the arrows to the top of the wooden pole. From there, grab the upper ledge on the wall in front of you, and then jump sideways to the left. You need to keep using the ledges and ladder to get as far to the left as possible. When you can't go on, you jump backwards, then sideways to the right and then backwards again to grab the wooden pole. Swing onto it, then jump, and follow the passage back to the main room.



Get down into the pit and drag the second pillar, which is now movable, to the lighter spot on the other side of the pit. Drag the first pillar and position it beyond the second one, as close to the wall as you can. Climb back to the central platform and make a small jump to the closer platform but don't jump off the edge because your jump will be too long and you'll miss the target. Jump to the next platform and finally into the passageway.

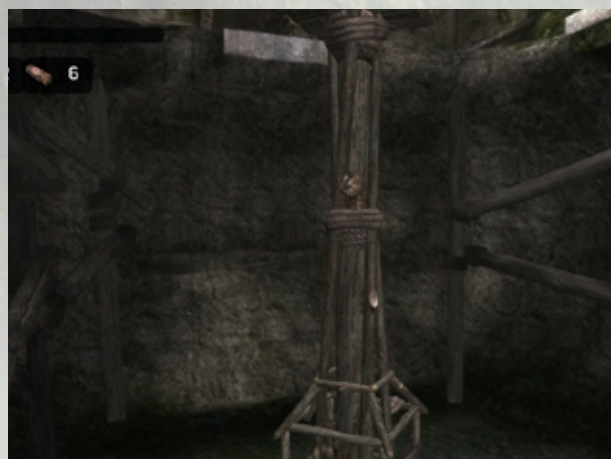


Artefact #1

Follow the corridor to the next pit, where you grab the ledge and lower yourself to the ledge below it. Then let go again to reach the bottom of the pit, where you walk to the other side and you find the first artefact around the small corner to the right.

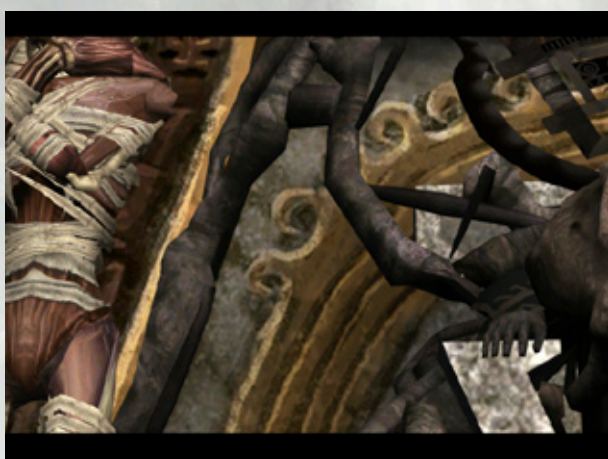
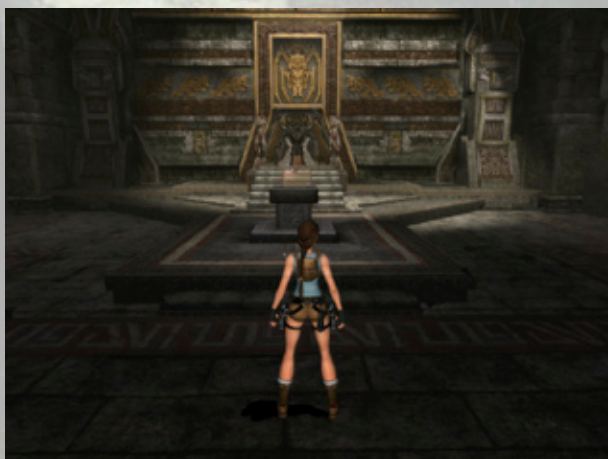


Return to the pole close to the ledges where you lowered yourself from, climb on it so you can grab the upper ledge once again. Now you must jump on the top of the pole between the shooting arrows. Jump to the ledge on the left side wall and then sideways, past the arrows to another ledge. Lower yourself down, shimmy further to the right and then jump backwards to the top of the pole behind you. Jump into the corridor and follow it to get to a room with a switch on the wall. Just when you think it was all too easy this time, the floor collapses and you fall down with it. Two wolves attack you immediately, so kill them, before you walk up the ramp. Once you're up, you'll see a movable cage, in a niche in the wall. Pull it out and push it down on the ground. Move it next to the right pillar with the ledge on it so you can climb the cage and grab the ledge. Jump up to the ledge above, then jump backwards to the hanging pole. Turn around and jump to the second one and from there to the ledge of the other pillar. When you move around the corner, you can jump backwards to a pole. Swing on it and jump to the ledge a little further. Grab the ledge above it, jump up to grab the higher ledge, shimmy all the way to the right and jump backwards once again to the other hanging pole.



Artefact #2

Climb upwards and jump towards the niche on the left side, pull yourself up and collect the second artefact. Jump back to the hanging pole and from there jump to the ledge right



above the switch. Let go, to grab and activate the switch, which will open the last gate in the main room. Don't let go of the switch, lean to the right and jump in that direction to grab the pole. Swing on to the ledge behind it and move around the corner to the left, so you can jump up and grab a higher ledge. Shimmy back to the right and then grab the opening above you. Pull yourself up and make a running jump through the other opening to land on the platform by the entrance. Collect the ammo clip on the ground and go back through the corridor.

Look out for the raptor that comes around the corner. Near the pit you jump onto the pole and then to the ledge on the wall in front of you. Jump up to the one above you and then keep moving and jumping to the left until you get to the other side of the pit, ignoring the raptor roaring from the bottom of the pit. Now you can go back to the main room and enter the passageway which is now unlocked. Follow the route upwards and approach the altar in the second room. After the cut scene you run back to the main room. You jump back to the other side by the platform in the centre, and keep following the route back out of the tomb. When you reach the pit, jump to the platform in the corner. Keep jumping over the poles, swing on the pole that's sticking out of the wall, then jump to another pole and run on through the corridor behind it. Eventually you meet Larson in an interactive cut scene, so stay alert. When you go into battle with him, he will firstly dive towards you, press **✦ [Up]** when asked. Later on he will want to throw some sand at you, this time you have to press **● [Down]** on the right time to avoid it. When Larson reaches for his shotgun, you press **▲ [Right arrow]** when this appears, and then you're done with this level.





the_real_kamui, 19, Germany



Leonardo Gutierrez, 22, Argentina



Juan Manuel Díaz, 28, Argentina



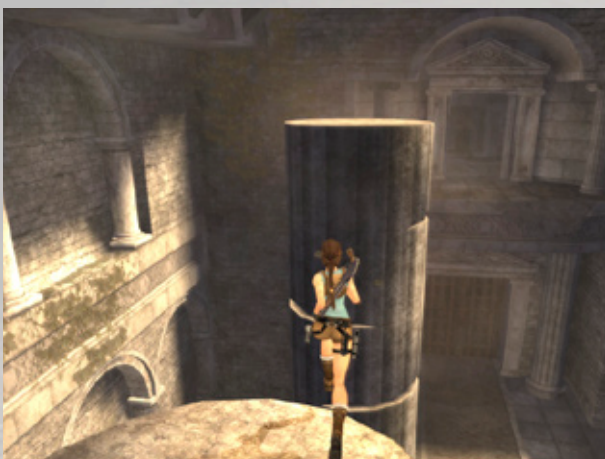
KissBite, ?, United Kingdom

Greece





Greece: St Francis Folly



Switch to your shotgun and walk forward a little. Two pumas appear that you can take out easily with two close shots. You have a short encounter with Pierre du Pont. Run on to the last pillar on the right and mount the grooves all the way to the top. Then turn to the higher pillar on the left side and make a short jump towards it to grab a groove a little lower. Move to the left around the pillar to grab a groove above you, and keep going left and up until you eventually get on top of the pillar. You should be seeing a big metal globe in the far end of the room. Turn slightly to the right and make a long jump towards the balcony to your right. On the right you see the first artefact, locked behind bars, but you can't reach it yet. So jump to the next balcony. There you're given instructions on how to perform a new move – 'wall run' – using your grappling hook. So jump, press ■ [Q] and just before you reach the highest point of your sway, jump again. A little further you find a mural with a constellation on the wall with a few of the stars shining. Walk on around the corner to the left and you'll see the same mural with no shining stars, but two of them are marked with diamonds. Remember their exact location. Return to the first picture and stand on the pressure pad in front of it, which makes all the shining stars go out. You must aim with ■ and analogue stick [Z + mouse] at the two stars that correspond to the diamonds on the other mural. When you hit them, they start shining. If you hit the right ones, the mural with the two diamonds raises, revealing an opening that you can jump through. If you hit the wrong stars, you can reset the puzzle by standing on the pressure pad. When the passage is open, you can run along the wall with your grappling hook and land on the balcony that's ahead. Jump on to the next balcony and check the mural on the floor in the niche. It is the same mural again, this time with four shining stars. Remember their positions and return to the mural where you can shoot the stars, then shoot the right ones and the bars behind you will open up. Here you find a globe on a small stand, with rings on both sides of the axis, which keep it fixed. Use your grappling hook to remove the rings one by one, pressing ▲ [E] to pull them out. The globe loses its support and falls on the floor. Push it off the platform and jump down yourself using the first pillar on the left. Roll the globe along to the round pressure pad in the centre of the room; this makes the bars above the large gate open. Mount the pillar that you climbed first, then jump to the highest one and follow the grooves to the top. This time you don't jump to the side balcony, but to the balcony above the large gate, which has an opening previously blocked by the bars that just opened. Descend by the broken stairs on the right. Below, there is a switch next to the large gate, pull it to open the gate.

Artefact #1

Look at the ceiling above you. There you find another mural, with another combination of shining stars. Remember them well and run back outside. Deal with the two new pumas, and make your way back to the mural which you can shoot. Hit the stars in the same positions as were shining on the ceiling mural, which will open the bars that block the way to the artefact. Jump through the opening on the left, do a wall run using your grappling hook to reach the first balcony on the left. Then jump to the next one, where you can now collect the artefact.

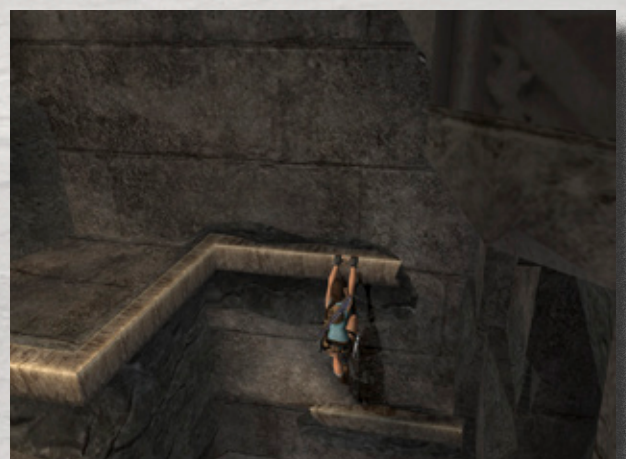
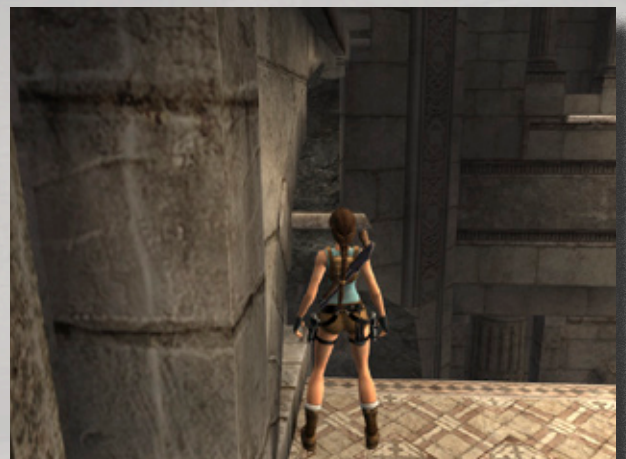
Descend to the floor and push the globe, which is still in the centre of the main room, through the large gate that you opened with the switch. Push it onto the pressure pad on the floor, which will cause the bars on the other side to open up, so you can descend by the spiral shaped stairs to the crypt. Here you have four wall switches and four doors that are opened by them. It's handy to activate all the switches first, so you can go easily through the different sections.

First jump towards the tower in the centre of the room, and run to the left, to jump at the platform with the ring that comes out the wall. From there you can jump to the left, into niche, grab the horizontal pole on the wall, and swing on to the stairs. On the top you'll find the first switch, which opens the Poseidon door. A platform moves out, so you can easily jump back to the centre tower. Two bats fly out of the Poseidon door, so jump quickly to the central platform and kill them without moving around, so you won't fall down. Go to the other side of the platform and you'll see another switch on the wall in front of you. Below it, there's a column with a golden ring attached to its top. Use your grapple hook to hook onto the golden ring and press **▲ [E]** to bring it down. Turn around and look along the inner side of the structure that you're standing on the top of. Hang from the edge, just above the block, below so you may drop on it without damage. From there you can see the fallen column that you just brought down, so carefully descend to it, dropping from the edges of the platforms. Run over that column, hop on the platform to the left, and pick up the small medipack. Turn around and jump to grab the ledge on the opposite side, pull up, and climb the next ledge, then grab the one on the wall. Shimmy around the corner to the right and jump up two more ledges. You reach the second switch by the stairs; this makes the Hephaestus door open. The platform below the switch moves out so you can return to the tower. Kill the bats again. This time, go to the right side of the top platform. The right platform on the wall is retracted, so you need to pull it out. Use your grapple hook to hook onto the golden ring and press **▲ [E]** to pull it out. Jump on it; turn to the right and jump to grab the ledge in the niche. (If you miss that ledge, wait until Lara falls and slides down the slope and then jump to grab a ledge.) Drop yourself to the platform below; hang from the edge so that you see Lara's back, shimmy to the left and drop down to the ledge below. Stabilize Lara's grab, shimmy to the left again and drop down to the lower ledge. Let go of it to finally grab the lowest ledge where you can shimmy all the way to the left and jump in the same direction past the gap.

Artefact #2

Shimmy to the left half of this ledge and make a backwards jump to the horizontal pole, swing onto it and jump onto the niche. Here you'll find the second artefact, on a block that can't be climbed; you'll have to hop directly on the top to collect the artefact.

Jump back to the pole and swing to the ledge on the other side. Drop down two ledges, and then pull yourself up in the niche. (Alternatively, you can make a long jump towards the pole, which Lara won't be able to grab, and she'll land directly in the niche). Turn around and jump past the corner on the right to the other niche, there you grab the ledge and move around the corner to the left. Jump over the gap and drop yourself when you hang above the slope. The switch that you





activate here opens the Damocles door. Hang from the edge and grab the ledge below, then let go and follow the stairs to the left to reach the last switch. This one opens the Atlas door, and now all doors have been opened. Descend to the ground and head to the tower, where you can see a small block by one of the four pillars, on which there is some shotgun ammo. Climb on it and you should see the gate with the four coloured locks on the wall from there. Turn slightly to the left and jump to another block next to the pillar. From there you can grab the edge of the pillar, go around the corner to the right and jump to the ladder on the right. Once you reach the platform at the top of the ladder, you'll see a broken fragment on your left. Hop onto it, and from there you can reach the ledge of the pillar on the other side. Shimmy to the right around the corner again, so you hang on the opposite side of the pillar now. Grab the ledge above you, go around the corner again and jump sideways to the right to grab the platform. Pull yourself up and turn to the left. Jump to the platform between the two other pillars and then grab the ledge on the left, go around the corner to the right, grab the ledge above you, and then jump sideways to the left. Grab the ledge above you, then shimmy to the right and pull yourself up. Mount the broken fragment, grab the ledge on the pillar, then the one above you and pull yourself up. From there, jump to the corner of the platform between the three other pillars. On the middle one there's a ledge, so grab it and shimmy to the left around the corner, then go all the way to the top of the tower. On your left are the two platforms with rings, take the route of the right platform to get to the Atlas passage.

Key of Atlas

Enter and follow the corridor to the gate; turn the switch next it; Grab quickly the ledge that's in the middle of the gate, so you can go up. Quickly jump sideways to the left or right to grab the ledge. When the gate comes down again, you jump back to reach the opening and crawl through it. Descend on the other side and follow the corridor, until you get to a revolving handle. You need to make one full revolution and then another half, with the handle, counter clockwise. To do this, grab it, and push forward, changing the direction as it moves, so you always push in a circle around the axis. This extends the covers of the bottomless pit and then you have to jump over to the other side. Be quick because the covers start retracting as soon as you release the handle. On the left there is a long ledge on the wall and a very short one just past it. Grab the short one and jump sideways to the longer one. Further to the left you can grab the ledge above you and climb on the platform. Pick up the ammo clip and turn to the left. Descend to the lower platform to activate the switch. It extends two horizontal poles above the pit, from each side, which join into one. Descend again and follow the slope up towards the statue of Atlas. Aim at both targets on both sides of the statue, one by one. Do that without going too close, which is a little past the first ledge on the left that you previously climbed. When you hit the first target, Atlas moves briefly then stands still again. When you hit the second target, he throws the globe down at you. Then quickly run down the slope and jump at the end to grab the pole above the pit, but jump off it immediately or the globe will smash you to pieces. If you arrived at the other side safely, you have to turn the handle again to extend the covers again. Then go across and up to the statue, and collect the Key of Atlas, in the niche beneath the statue. Also pick up the shotgun ammo that is right in front of you.

Artefact #3

Go back towards the pit, but climb the broken half column on the left side. On the platform you find a small medipack, and on the right, a switch. Before you activate it, mount the platform on the left, where the third artefact lies hidden.

Turn the switch, which makes the covers of the pit to extend again. Descend quickly and jump over the pit. Follow the route back to the blocked gate. Move the switch and grab the plate on the gate before this goes up. At the highest point you jump backwards to the pole. The gate goes down again, so swing to the opening and climb through it again. Follow the route back to the main room, where a platform extends before you, in the direction of the tower; use the platform to jump to it. Right in front of you and a little up there is a target on the wall, shoot at it so a platform appears. Right under it, there is a column with a golden ring. Pull that with your grappling hook to make it fall towards the tower. Mount the broken fragment to the left and then climb to the top of the pillar next to it. Jump to the platform that extended after you hit the target on the wall. Turn slightly to the right, and make a running jump towards the ledge on the wall that's a little higher than you. Shimmy to the right and jump over the gap in the same direction. Pull yourself up in the niche, turn around and jump to the horizontal pole, sticking out from the corner. Swing on to the next ledge and drop down to grab the edge of the niche beneath. After pulling yourself up, you can crawl through the little passage and hang from the ledge. Shimmy to the right to get to the entrance of Hephaestus.



Key of Hephaestus

The gate is useless here, so leave the switch alone and look to the left corner to your back. Use the series of ledges to get to the opening above the door by making a backwards jump off the last ledge, go through the opening, and follow the corridor behind it. You get to a larger room with an electric ball hanging in the middle. You see a part of the floor that rises and falls, constantly moving, that part isn't safe to stand on. So make sure you are always on a pressure pad which is in the down position, and when it goes up you have to go to a safe pressure pad as fast as you can. In each corner there is a pressure pad that's higher than the rest and you must step on all four pads to open the grate on the other side. Even if you get hit by some of the raging lightning, the damage is not lethal and you can go on to the next corner pressure pad. After you open the grate, and enter the next room, right ahead you'll see the key you're searching for, locked behind bars. To the right of it, there's a small bronze statue on the floor. To the left of it, there's a movable block on the floor, and further to the left you'll see a huge hammer on the wall and a brown metal plate on the floor in front of the hammer. Drag the block onto the pressure pad and after the hammer hits it, all that's left is a bronze statue just like the other one. Drag it away from the hammer and leave it for now. Go back to the pad, but go around it and stand on the other side so you're closer to the hammer. Now, head back to the room, running over the pressure pad. Stop once you're on a safe spot and turn quickly to mount the hammer that's now down over the pad. Pull yourself up to its top and quickly jump to the platform on the left before the hammer goes up. Pick up the large medipack and descend to the floor. Repeat the same thing again, but



this time jump to the right.

Artefact #4

Jump to the pole, swing and land on the platform that's above the bars with the key. Enter the niche on the left and collect the artefact.

Jump to the other pole, then swing and jump to the wide platform on the other side of the room. Here you find another moveable block, so push it over the edge until it falls down and breaks, revealing another bronze statue that's been hidden inside. Descend and place each statue in one of the round pressure pads by the bronze kites on the floor, with their faces to the centre. This makes the pressure pad in front of the hammer go up a bit. Run over it, as you did before, to make the hammer hit. The bars that keep the Key of Hephaestus locked are now opened, so collect it and try to get past the electric ball without much damage on your way back. At the gate you activate the switch and then grab the ledge on the gate so you go up. When the gate is up, count the ticks of the timer and on the fourth tick; jump up to grab the ledge of the opening. Go through it and return to the main room, where a platform extends to the middle tower.

Jump from it to grab the corner of the pillar on the right. Move around the corner a little to the right and drop two ledges below. Jump sideways to the right and use the lower ledges to go down to the fallen pillar. Run over it and you find two cages in the niches in the wall. Push the left cage as far to the left as you can, do the same with the right one. Near the right cage you grab the ledge next to it then, jump sideways to the right over the gap. Go around the corner and let go to pick up the small medipack. Return to where you came from, so you stand next to the right cage. Mount it, turn around and jump to grab the ledge on the left side. Move around the corner to the left. Shimmy to the left and drop yourself onto the ledge beneath, then jump sideways to the left to another ledge. Drop yourself down and pick up a small medipack. Then descend some more by the ledges, down the wall, and jump sideways to the right to get to the Damocles passage.

Key of Damocles

Follow the corridor to reach the blocked gate. Above, there's a stone block inside the opening. Grab its ring with your grappling hook and pull to bring it down. Get it as close as you can to the gate and then turn the switch. Push the block under the grate while it's up. Mount the block and jump to grab the ledge on the grate and then jump up to climb through the opening. Follow the corridor to another gate; this opens when you stand on the pressure pad. There is nothing dangerous yet in these few coming rooms, so walk to the first part, through the passage on the other side, and to the second part, where a few swords are hanging above an altar. On the right, behind this space, you find a small medipack on the ground. On the altar is the Key of Damocles. Pick it up, and make sure you get off the platform as fast as you can, otherwise your joy that you got the key so easily won't last long. After the swords fall down where the key used to be, you can go to the slope that you see in front of you. Run up and jump one step before you reach the end, quickly press **[Q]** to grab a ring up on the wall with your grappling hook. When you're at the highest point of the wall run, jump and grab the platform above you.

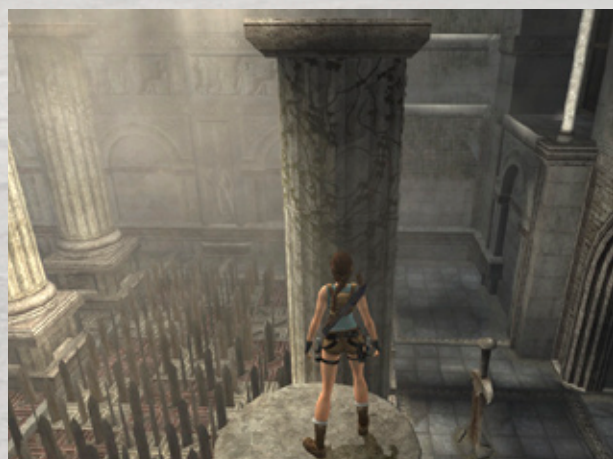
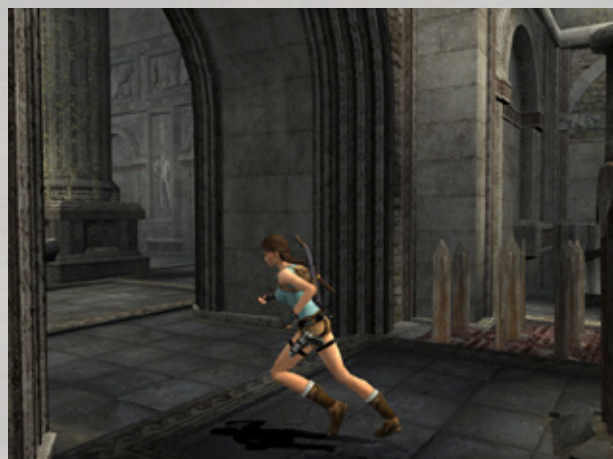
Included screenshots are only intended for illustrative purposes and not as a reference for the guide.

From there you can jump to the construction in the middle of the room. High on the wall where the exit is, you see two wide ledges. The artefact on the left one is blocked by swords, and on the right one there's a lever. Run to the right side and jump towards the top of the pillar and then to the platform with the switch. Turn it and lower yourself down. When you go through the exit, you have to pay attention for the swords that drop down when you get too close. Use **[Shift]** to walk carefully and look up to see where they hang. Either way, you have to walk to the right and then turn left when you reach the corner. A few steps further you must stop because the way is completely blocked by blades coming out of the floor, rising and falling. The pattern of their movement is that the blades on the white squares don't reappear immediately after they disappear, like they do on the red squares, but they skip a beat. This leaves you enough time to step on the next white square as soon as it becomes safe, and so on. You can pass over the red squares when the blades are down, but if you stay there too long you'll die. So, the first quite square you step on is in front of you, when you face the centre. Next one is to the left, and the next one is to the right. From there you can run and jump out of the field of blades once the neighbouring squares become safe. Once you're on the other side, watch out for swords falling from the ceiling. The exit door is ahead of you but it's closed. Go to the left, where there is a section without swords. Walk along and mount the pillar a little further to the left. Turn around and climb up two ledges after you jump towards them. Shimmy to the left and pull yourself up, then turn the switch to remove the swords on the other side. The artefact is now accessible, but you'll get it in a while, patience. Climb the pole on the left of the lever and make a backwards flip to the large pillar behind you. Jump on to the pillar next to it and then to the pole on the other platform, here you find a large medipack.

Artefact #5

Hang from the edge and drop down to go back into the room where you found the Key of Damocles. By the slope at the back of the room you can go all the way up to the top of the construction in the middle. Now that the swords are gone, you can jump to the ledge on the left and collect the artefact.

Descend and go back to the room with the blades on the floor. This time you don't have to go through the field of blades because the path forward is safe now. Watch for the swords on the ceiling and go to the left to the pillar that you climbed to get to the ledge with the lever and from there, to the top of the nearest pillar. Jump to the next high pillar, and then to the next smaller one. From there, jump to the ledge on the wall ahead, and grab the one above you. Shimmy to the left and prepare for a tricky jump. You need to jump to the right, activate your grapple hook quickly to do a wall run, and when at the highest point, use the movement control in the direction away from the wall, and jump. Lara has to perform a backwards jump while still hanging on the grappling hook, and grab the edge of the pillar on the left. Jump from pillar to pillar then from the last one you can grab the ledge on the wall in front of you. Move to the right, jump sideways in that direction and follow the ledge to the right. Jump over the gap, move around the corner and jump off to the platform with the revolving handle. Turn it to open up the gate of the exit, drop down off the edge and quickly roll under the closing gate. At the exit gate activate the switch, grabbing the ledge on gate





while it opens up and jump up quickly when it goes down again. When you return in the main room, a platform extends to the central tower, as usual. You can't jump to it directly, so just descend to the ground and start climbing up the tower like you did before. Once you reach the ladder, climb to the next platform and turn left; there's a retracted platform with a ring that you have to pull with your grappling hook. Jump on it and then turn slightly to the ledge on the right. Make a running jump towards it and Lara will grab it. Shimmy to the right, jump over the gap, and shimmy to the right again. Make a sideways jump to the right, then jump up to the ledge above you. Shimmy further to the right, jump up to the higher ledge and pull yourself up into the niche. Crawl through a small passage to the right to get to the Poseidon entrance.

Key of Poseidon



Enter, move the switch and grab the gate. You can grab a ledge on the left or the right and wait until the gate falls down again and then grab the opening, or you can keep hanging onto the gate and jump up to the opening when it goes down. On the other side you run along to the water. On the way three rats appear, shoot them quickly and then leap into the water. Swim down and turn the lever next to the gate to open it up, then you swim up through the passageway and climb out at the end. Pick up the small medipack lying in the large round niche on the left.

Artefact #6



Dive again, to turn the lever on the tower in the middle, that's currently underwater. This opens the grate that's blocking the niche where lies the last artefact. Swim out of the water into the niche to collect it

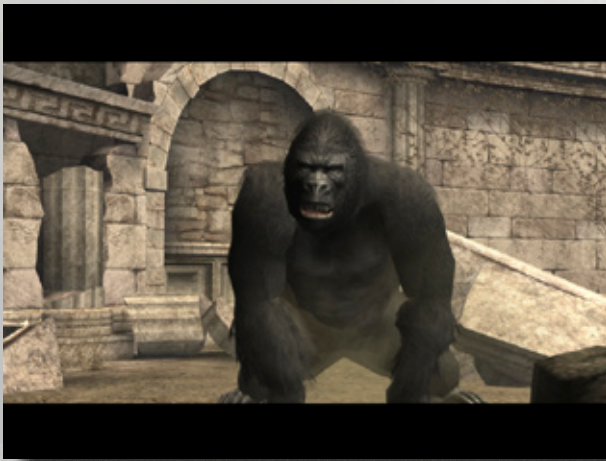


You can climb up by ledges on the middle pillar; Mount the base block opposite to the lever that you can't reach at the moment. Grab the ledge and pull up. Turn to the right and grab the next ledge, then shimmy to the left around the corner. Grab the edge at the top and pull yourself up. Go to the left and grab the block next to the fish statue. Move it to the back, which makes more water flow into the room. Pick up the ammo clip on the left of the fish statue and turn around. On the opposite side, there is another block. Swim towards it, go behind it and push it into the water. Then jump into the water yourself and turn the lever that you couldn't reach before. This releases a raft that was blocked by a grate on the bottom, it now floats up and stays stuck under one of the bridges. Return to the fish statue on the top, and push the block against it again to block the flowing water. This will cause the water level to fall again. Jump down into the water and go to the fish statue on this level. Now there is the block that you pushed down from the top level. Move it against the fish statue to block the flow, which lowers the water level to the bottom. Next to the entrance where you came in from, there are ledges on the right. Hang down from the edge next to them and drop yourself down to the bottom level. Find the raft and pull it as far as you can with your grappling hook, counter clockwise, through the room. At a certain place it can't go any further, because of the debris on the ground, so pull your raft against them and then climb up again by the ledges near the entrance. Go to the fish statue and you pull the block away again to flood the bottom area. Go to the niche to the left of where the raft is now floating. Use the grappling hook to pull the raft closer

to you, as close as possible against the round hole in the wall between you and the raft. Leave it there, climb up to the top level, and pull the block away from the fish statue, again to flood the whole room. Swim to the raft and climb on it, jump to grab the edge of the niche above it, pull yourself up and grab the edge on the right, then shimmy around the corner to the right. Jump sideways to the right, shimmy some more and pull yourself through the opening. Drop on the other side to collect the Key of Poseidon, after which you can activate the switch to open up the grate. Return to the fish statue and push the block against it to lower the water down one level. Now you can descend and take the underwater passage as your route out. Swim out of the water and go back to the blocked gate. Once more you can go through the opening by activating the switch, hanging on to the gate until it comes down on the third timer tick and jump. Back in the main room, the platform below moves out to the centre. You have collected all the keys, so carefully descend all the way down. There is a gate with two keyholes on both sides, shining in different colours. Place each key in the lock with the matching colour. The exit gate opens and you can leave St Francis Folly.



Greece: The Coliseum

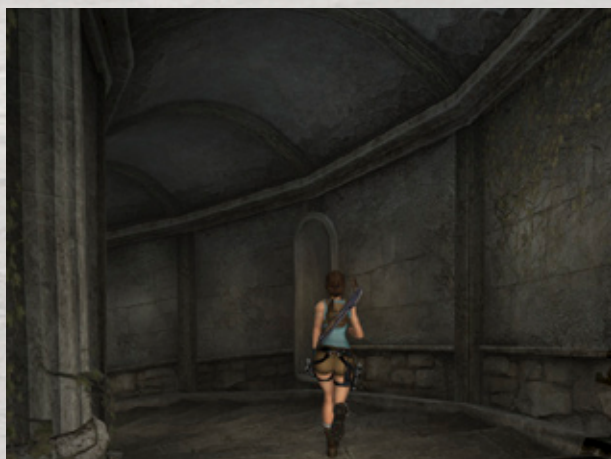
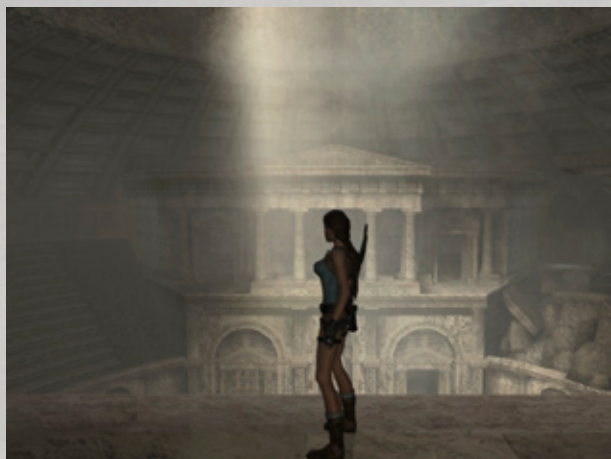


Follow the corridor to the other room, where two rats attack you. Just shoot them and turn to the left. Mount the large fragment and jump to the platform next to it. Turn around and jump to the top of the pillar next to the entrance. Here you find a small medipack. Go back to the previous platform, jump towards the next small ledge and jump to the larger platform to the right. Pull yourself up and shoot the rat. Run to the end of the platform, there you can jump down into the water. On the other side, there's a platform with shotgun ammo, so pick it up if you have spare room for it. Dive into the water and keep pressing **▲ [E]** repeatedly to swim faster. When you reach the underwater passage, you need to take the way that's partially blocked by a fallen block. The opposite way is a dead end, so swim past the fallen block and turn left. Swim under the two fallen blocks in that tunnel, then right, and keep swimming forward through the big hole in the wall. Then swim up to the surface. There you have to shoot two more rats and two more bats. On the right of the water you'll see a small cage, climb on to it and jump towards the ledge on the wall. Shimmy to the right and jump to the next ledge. Keep moving right, the same way, until you reach the top of a large cage, where you can pick a large medipack. Jump down and climb onto the small cage again. Jump to the ledge on the wall. From there you jump sideways to the ledge of the block right above the water. Shimmy two times around the corner so you come to the other side and then jump backwards to the ledge. Then jump backwards again to grab the pillar, and then climb all the way up. Turn to the other side and jump from there towards the large cage behind it. Here you can jump over the fence and walk up the sandy path to come out to the arena of the coliseum. After a cut scene you have a close encounter with two gorillas. Once you have the control again, go to the left to avoid them, you can climb a fragment of a column near where the wall is partially destroyed, so climb to the ledge and get out of the arena. From here you can shoot the gorillas reasonably safely and kill them, just look out for when they throw rocks at you. With the gorillas out of the way, walk up the middle path of the three slopes, between the stone seats, and go to the left once you reach the top. Shoot the two bats and grab the groove in the pillar. Shimmy to the left until you can grab a higher one, then flip backwards to the platform next to it. Jump to the next platform, and let yourself slide down on the other side. Hop to the platform right ahead and turn left, facing the arena. Make a step forward to start sliding down the slope and jump to the platform ahead of you. From there you can jump to the large balcony, where you'll find a locked gate with a lock on the wall, and a switch in the centre of the balcony. Activate it to open the right side gate of the arena. Go back a little, to where you came from, and descend into the arena. Out of the entrance two gorillas and two pumas emerge. Quickly climb the wall of the arena, so you can shoot them safely before you descend again, and go towards the entrance from where the enemies came out. Follow the route along the passage and turn. Look behind the right corner for some shotgun ammo. Climb over the slope that is on the other side and look at the cage in the corner ahead. You'll see a smaller cage with a ring. Grab it with your grappling hook and pull the cage down. Then push it in the direction of the slope at the other side of the chamber, and push it up the slope until it falls down on the other side. Keep pushing the cage to the right towards another large cage in the far corner. Use the small cage to reach the Balcony Key on top of the large cage. With this you can return to the arena,

where two pumas are waiting for you. Kill them right there or use the rock and ledge again to get out of the arena. You don't have to go back down, so you don't have to waste your ammo or time on killing these opponents. Instead, travel back along the same route, to get to the locked door behind the switch on the large balcony. Use the Balcony Key to open it. Climb the ladder behind it. On the top, turn to the left, so that the arena remains on your right. Run forward to the edge and jump towards the next platform. If you want, you can lower yourself down the other side, and let go to pick up a small medipack on the platform beneath you, but afterwards you have to climb all the way back up. Jump towards the ring on the ceiling and grab it with the grappling hook. Swing straight on and jump off onto the platform in front of you. Hang on the other side of the ledge and shimmy all the way to the right. Pull yourself up in between the rocks and the pillar; here you can pick up the 50 calibre pistols.

Artefact #1

Grab the ledge again, and shimmy all the way to the left, so you hang on the same height as the ring underneath the platform. Let go and press ■ [Q] quickly to grab the ring. Turn around while hanging, and you'll see the only artefact of this level in a small niche. Hold down ▲ [E] and move down to make the cable as long as possible. Then swing high, and when you are far enough, jump towards the niche. Pull yourself up and collect the artefact. Grab the ledge of the niche again and shimmy to the right, so you can grab the ledge above it. Pull yourself up and when you slide over the slope, jump off quickly to grab the platform. On the top platform behind you lies a small medipack that you can leave where it is. If you really want it you have to descend, go back to the platform with the ring and get to the small medipack by grabbing the groove in the pillar on the left, and the ledges next to the platform. From there you can make a long jump to return to the place where you are now. Grab the lowest groove on the pillar, move to the left and grab the edge on top. You can't stand on the top, so shimmy all the way to the left and jump backwards to the platform behind you. Go ahead and jump to the next lower platform, then turn around. From there you can jump to the balcony. Go down the stairs, where you can find some more ammo. Once you're down, go to the left, as the other routes are blocked. Keep going down the spiral shaped stairs, shooting some bats that may attack you. Downstairs you reach the statue of Midas and this level is over.

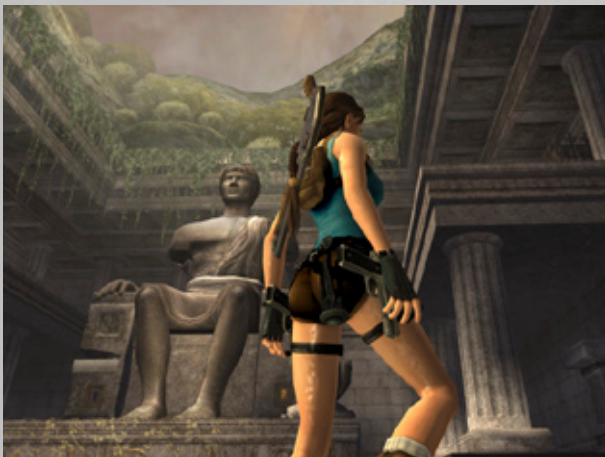


Greece: Midas' Garden



As soon as you enter the room with the huge statue, gorillas instantly attack. Turn right at the entrance and climb the small fragment, and then the platform with the running water. Here you are safe, so when the gorillas are close enough, you can take them out. There are three gorillas in total in this room, so if you only killed two, jump down to make the third one come out, then climb back quickly and kill it. When this is over, grab the ledge on the wall next to the platform with a running jump. Grab the one above it, shimmy to the left past the corner and pull yourself onto the platform. In the corner, right in front of you there's a large medipack and to the left, there is a switch that you must activate to open the gate on the other side of the room. Descend carefully and walk through the gate. Follow the corridor up some stairs until you enter a room filled with blocks and spears.

Hall of Spears



When you enter, you go forward across the room and enter the passage. There are stairs going up, and on the right side there's a pathway with a wooden box in the corner. Pull it back, enter the opening that was hidden behind the box, and activate the switch. This opens the gate on top of the stairs, so go through it; pick up a small medipack on the right, then follow the corridor until you reach a balcony with a lever on the floor. Pull the lever and it makes all pillars in the room rise. They will go down again after a while, so you have to do everything quickly. It's a good idea to save your game at the checkpoint after you pull the lever, because then you can reload easily if you fail the sequence. If you don't succeed in time or if it goes wrong, you can go back to this lever and pull it again, or reload your save point. As soon as you pull the lever, jump to the closest white pillar ahead of you. Turn left and jump to the next pillar with openings on its top. (Do it quickly, because once you step on, or grab a pillar without openings on its top, it'll start going down.) Don't climb on it because once the pillar stops rising, a set of spears will come out of the openings. Jump off backwards and you'll land on a slope. Jump while sliding down to grab the extended platform. Once you grab it, a timer starts ticking and you have to hurry, because the platform will start retracting after three ticks, and then you won't be able to make the next jump. So, pull yourself up quickly and immediately make a running jump to the right, to grab a groove below the top of the pillar, and then jump up to grab the edge of the top, but don't climb up. Shimmy to the right until you reach the opposite side of the pillar, but remain close to the left corner once you're there. Jump backwards to the pillar in the middle of the room. As soon as you touch it, the next pillar with the sloped top will start going down, so be quick and jump to it. Quickly jump again to grab the platform that's extended from the wall. It has a timer too, so quickly pull yourself up and turn to the left. Jump onto the next retractable timer-controlled platform and quickly turn to the left again. Make a running jump to the next pillar and grab the edge of its top. Shimmy to the left until you reach the opposite side. Jump backwards, to grab the groove below the top of the next pillar. Jump up to the top, pull yourself up, and quickly turn right to make a running jump towards the niche in the wall, where you'll find the first Lead Bar.

Artefact #1



Go back to the lever on the balcony. Step out to the edge, near the wall on the left, facing the room. Turn to the right, so that the room is now on your left. On the far wall ahead of you, there are several white stones with a ring attached to one of them. Use your grapple hook to bring the stones down, revealing a niche with an artefact. Go back to the lever and pull it again. Take the same route as before. When you reach the retractable platform, that's across the room, don't jump to the platform on the left. Instead jump to the right pillar and from there to the niche with the artefact. After you collect it, drop yourself down, avoiding the spears on the ground.

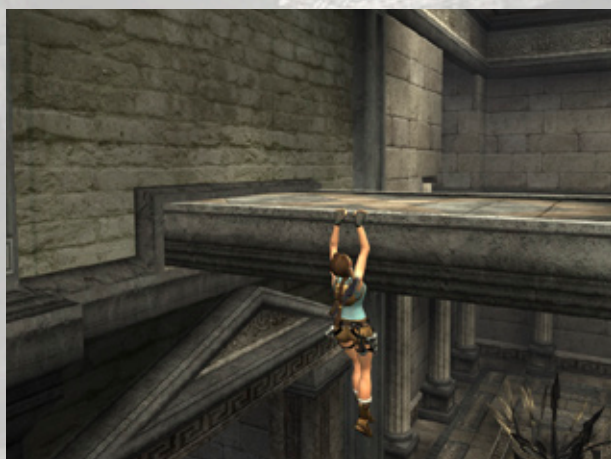
Relic: Athenian Owl Figurine

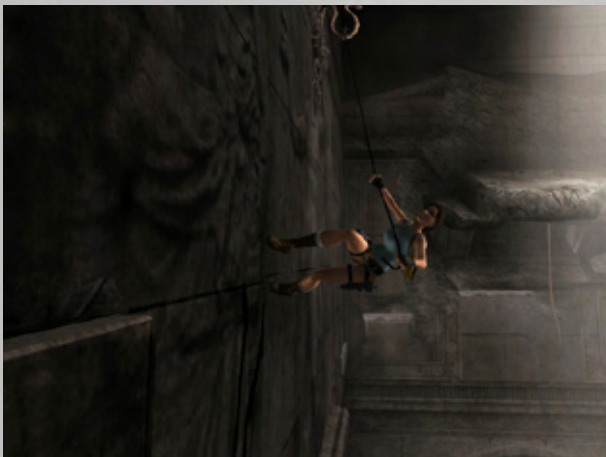
You need to go up and pull the lever again. Follow the same route until you reach the first retractable platform on the left. After you pull yourself up, move a little to the right end of the platform, and make a long running jump to the ledge that you can see further along the wall on your left. Stabilize Lara's grab, shimmy to the right and pull yourself up into a small niche, here the relic lies hidden.

Now that you collected everything here, you can leave this area, and return through the long passageway and down the stairs to the main room, where the statue of Midas stands. Before you make it to the room, two gorillas will attack you. Use your shotgun to enrage them and then take advantage of the 'adrenaline dodge', completed with a precise shot at the end. Now you can enter the room and go to the statue. On the left of the legs of the statue is a ledge, grab it on the side and jump to the left to the other ledge. Pull yourself up and go to the back of the throne where Midas is sitting, there you'll find a switch in the middle. When you turn it, the gate across from the one you came will open. Climb up to the platform above and collect some shotgun ammo. Then descend to the gate that just opened and follow the route behind it, going along several sets of stairs.

Pillar Hall

Eventually you get to a corridor which ends in a room with huge pillars. Ignore the stairs on the right that you pass by and enter the room. Go past the pillar in the centre and enter the corridor on the left. Follow it down and eventually you'll reach a room, where a puma and a gorilla will attack you. Kill the puma first, because it is a lot faster and harder to avoid. When both your enemies are dead, use your grapple hook to pull the rings that are attached to the construction, supporting the broken base of the pillar. This makes the pillar's base collapse. After this, you can pick up the Lead Bar which falls down from the upper floor when the pillar's base collapsed. Go back up the corridor to the previous room, which has now changed because of the collapsed pillar. Cross it and enter the corridor on the opposite side. On your left, you'll see the stairs that you ignored when you came here first. Go up until you get to a platform high in the room. Four bats will attack you, so be ready to shoot them. Turn right and make a short jump to the block on the right. From there, jump to another block and climb on it, then jump up to grab the ledge on the wall. Jump to the ledge on the left and pick up a large medipack. Hang down from the edge and shimmy to the right, then make a sideways jump to the ledge on the wall on the right. Shimmy all the way to the right and jump in the same direction. Press ■ immediately to grab the ring on the wall with your grapple





hook and make a wall run. Jump off when you're close to the other side and grab the ledge. Jump to the right again to grab another ledge and from there, jump backwards to the rope. Turn to the left and swing, aiming your jump at the grooves on the pillar built into the wall. Climb all the way up. When you reach the top, shimmy all the way to the left, then jump backwards to grab the edge of the platform, and pull yourself up. Jump onto the pillar in the centre of the room and then jump again, before you slide off the pillar. Turn around after you land and jump to the groove on the pillar. Shimmy all the way to the right and jump backwards to the platform. Climb two ledges up at the end of it, jump to the right, to the other wall, and mount two more ledges onto the platform. Turn right, make a running jump, and throw your grappling hook immediately to grab the ring on the wall. At the end of the wall run, jump away from the wall to land on the platform on the right. From there you can reach the niche in the wall and pick the small medipack. Descend to the platform and jump towards the passage beneath the wall ring. When you enter the room with the statue of Midas, you'll bump into two gorillas. Use your shotgun and 'adrenaline dodge' as much as you can to kill them, while backing off into the corridor you came from. Once you have killed them both, you can activate the switch on the wall by the water platform. It makes a door open behind the statue of Midas. Pick up the pistol ammo on the left of the switch and descend carefully to the ground. Climb the throne of Midas on the left side to enter the passageway behind him.

Hall of Fire

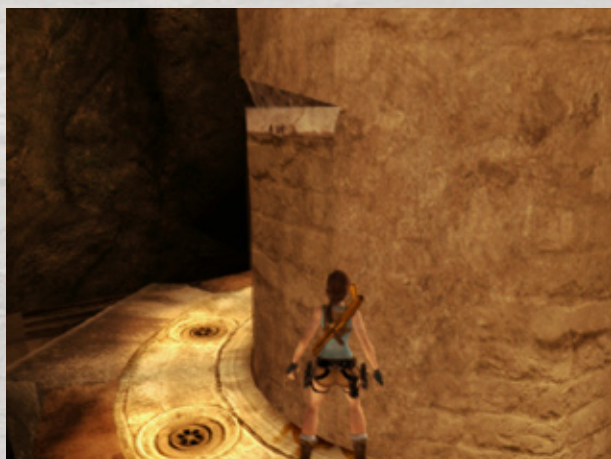
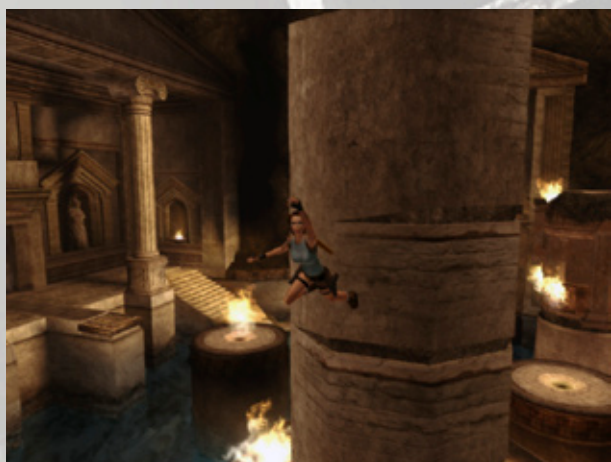
In the room where you enter, you see several pillars in the water. There also swims an alligator, so you had better be careful when you're in the water. (Always try to stay on the surface and keep pressing **▲ [E]** to swim faster.) Turn right and run to the end, where you see stairs leading to a platform by the water. Go to it and dive in. Swim to the pillar that's ahead. Under water, behind the pillar, there is a lever you must pull down to make the upper part of the pillar rise. Swim quickly to the platform on the ground and go up the stairs. Go to the door where you entered the room, but turn right. At the end of the platform in front of you, there's an engraved metal pressure pad. Watch the short cut scene in which all burners in the room become lit. Jump onto the round low platform with a single burner. Stay at the edge after you pulled yourself up and jump onto the next pillar when the fire disappears. (Even if the fire burns you, it will only take down your health a little.) Here you can also pull up safely, when you stay near the edge, as the burners around the pillar go on and off in a counter clockwise direction. Now you must mount the top of the pillar, so when the fire goes out, run counter clockwise, and look for the grooves on the upper part of the pillar. Use them to climb up as fast as possible to escape the fire. On the top groove, you move to the left as far as you can, then jump backwards to the platform sticking out of a niche. Here there is a switch which you need to activate. This makes a new round platform rise from the water. Jump back to the groove on the pillar that you just climbed, shimmy to the right and descend carefully when the fire is out. Make a running jump to the platform you just raised. When the fire is gone, you jump to the next pillar, where you grab a ledge. Shimmy to the left until you can jump backwards to a small block sticking out of the water. Climb onto its top and jump towards the ladder on the near wall. Climb up to the niche above, where you activate the switch. This makes the top of the pillar in the corner rise a little. Now

you have to jump to the pillar on your left which has lion's heads spitting fire. Save your game before that, so you can easily reload until you make the jump right. Make a standing jump from the ledge on the left side. After you manage to grab the lower edge of the pillar, shimmy all the way to the left and then jump up a couple of times to reach the top of the pillar. Turn around and jump to the next pillar. The fire pattern here moves in a clockwise direction, so run to the left after the burners go off. Grab the groove on your right and keep shuffling to the right and jumping up when there's a higher groove. When you reach the highest groove, move to the right so you're with your back to the balcony, and jump backwards. Your reward is the last Lead Bar which you will find there. Don't forget to pick up the large medipack behind the last column near the far end of the balcony.

Relic: Griffin-Head Protome

To get the relic in this room, it takes some skill and speed, because you have to do a timed sequence. First go to the place where you used the first switch in the room, by the pressure pad, and over the first round platform of the first pillar. Move up using the grooves, and make a backwards flip in the direction of the switch. When you stand with your face to the water, there is wall hook on the right. Jump in that direction, use your grappling hook, and jump off at the end of your wall run. Then grab a ledge, move until you are above the slope, then let go. Jump to grab the ledge on the right of the next slope, before you fall into the water. To get on to that slope, you first have to grab the ledge on the right, then the one above it and make a backwards flip. Once you touch the slope, you jump again to reach the horizontal pole, swing on to the next one, and jump off onto the top of the vertical pole sticking out of the water. From there you jump onto the little slope ahead, and before you fall into the water, jump once more to reach a niche in the pillar. Here you'll find a switch, which raises the top of the pillar with the niche, where you are standing right now. The relic is revealed in a small niche in the upper part of the pillar. The pillar goes down after 50 seconds, so you have no time for mistakes or hesitation at all. The only thing that counts is to get there in time, so when you have to go through the fire, you will have to just do it. After you activate the switch, you jump directly into the water using only the movement control (Do not use the 'jump' key, because you'll dive underwater), stay on the surface and swim as fast as you can to the right, and then straight ahead, around the small block in the water and towards the platform on the right side. Here you can get out. Jump up the stairs and quickly run over the pressure pad, jumping to the round platform, then onto the edge on the right, on the left side of the pillar (opposite direction to the fire), and then along past the other round platform to the left, towards the pillar with the lion heads. Shimmy quickly to the left until you reach the end, and climb up as fast as you can to reach the top of the pillar. Quickly turn around and jump on to the other pillar with lion heads, which will still be up if you were fast enough. Run around it a little to the left and grab the Griffin-Head Protome, before the upper part of the pillar goes back down.

Jump in the water and swim to the other side towards exit the room. Follow the passage back to the large court with the statue of Midas, where you will meet another two gorillas. Kill them and enter the room with the statue of Midas. On the right of the statue, when you face it, is the broken left hand



of Midas. It turns everything that touches into gold, including Lara if you make her stand on the hand! What you must do is turn the Lead Bars into gold by placing them one by one in hand of Midas and pick them up again. Then you have three Gold Bars. You see another one behind the hand, in a holder, on the throne of Midas. Place another Gold Bar on the left side of Midas' feet. On both sides of the base of the statue, where the letters of the name of Midas are, you place the other two Gold Bars in their holders. This makes the underwater passage below the surface of the water in the centre of the room open. With this, you have reached the end of the level.



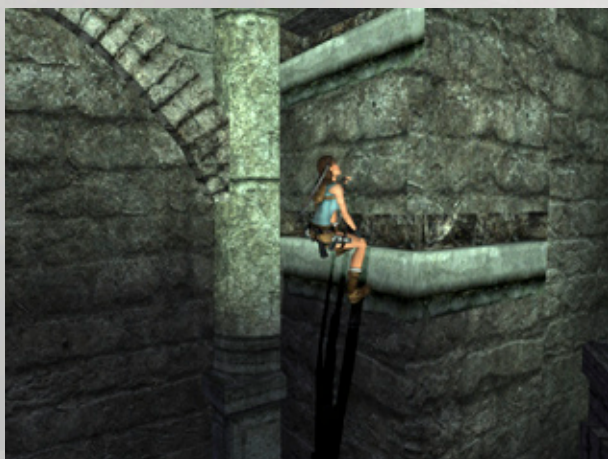
Greece: Tomb of Tihocan

Swim through the opening underwater and follow the passage. Stay on the right, then at a certain point you come to a dead end. Here you can go up to get air, and you will really need it. Dive again and now swim straight forward to the junction. At the end of the tunnel you swim up again and climb out of the water. In the room you enter, there is a wooden box. Push it forward and then drag it into the left corner in order to reach the switch above. When the switch is operated and the trapdoor is opened, drop in to reach the main area of this level.

Before going anywhere, let's make a short trip around this room. Jump to the bar on the right and wall run to a ledge far away. You can climb down for some 50 caliber ammo below you, and use the ledge to jump to the platform on the right for more ammo. Jump back to the ledge and go to around the corner, then jump backwards to another ledge. Shimmy around the corner and move to the left, jumping and throwing the grapple in mid air to run along the wall and reach the broken catwalks at the far end. Leap over the gaps as you work your way along the catwalk. There's more ammo at the far corner. Swing past the two poles to reach the first box. Push it down, but don't worry about it yet – we'll get to it soon enough. Now grab the ledge on your right to jump to the next swing pole. There's nothing in the next alcove, so just run past to the other end. Once again, use the wall ledge to reach the pole, and then swing to the other wall. Shimmy to the right, around the corner, and jump backward to another ledge, then shimmy around the corner to reach the second box. Do the same as you did with the other one and just push it down to the lower area.

Drop into the water and surface close to where you pushed the second box. You might have noticed the crocodiles: the safest way to get rid of them is to lure them by dropping in the water and quickly getting back on solid ground, from where you can shoot in safety. There's a small medipack in the corner. Drag the box around and drop it into the water. Go to the right and use the debris to jump over the wall to reach a revolving handle. Rotate the lever to drain the area completely. Before dropping down, go over to the right, past the broken columns, and then onto the opposite side. A lurking crocodile should be expecting you here. Go to the first box and drop it down to the bottom of this area, just as you did with the other box just a couple of moments ago. With both boxes in the dry pool, drop in as well. Drag them over both of the pressure pads to open the grate that holds the raft, and grant access to an area just above. In one of the corners, there's a small area of debris and a slope (and a small medipack right at the side of the debris). Use the debris to reach the slope and jump off the slide, quickly throw the grappling hook to wall run to the other end. Grab the ledge around the corner and then hop to the one above. Jump to the pole and swing to the next ledge. Shimmy to the left to climb on the platform, leap to the other platform and use the ledges to reach the revolving handle. Turn it to flood this pool. Move to the debris where you were before and use it to grapple the raft. Pull it all the way to the small dam – previously blocked by the gates you opened with the boxes –, making sure it gets as close as possible to the dry ground. Look up to the catwalks above and just take note that none of them will block the raft when you raise the water level. Swim to the other end and use the debris on the





left to reach a ledge on the pillar. Grab it, then hop to the ledge above, shimmy around the corner and hop another time to reach the pole above. Align to the platform and swing off the pole, use the ledges to climb to a higher area and jump to a small platform on the pillar you were climbing before. Hold on the ledge and work your way around the corner to climb up and reach another turn-around lever. Rotate it to flood the whole room.

Artefact #1

Swim towards the raft which is now at the other end of the room. Dive in and, activate the switch in the middle pillar. This will open the other gates close to where you found the raft. Surface for air and then dive all the way down, to retrieve the first artefact. Quickly return to surface. Use the raft to reach the catwalks and position yourself to the raft towards the higher entrance. Then jump from the raft into that entrance. A little further you'll find another pool, dive in and the current will drag you along and over a waterfall. Nearby, there's a small ledge with shotgun ammo. Dive in and follow along the underwater passage to the next area. If you surface, you'll see a closed temple with two centaurs and, turning to the left, a small platform with ammo on it.

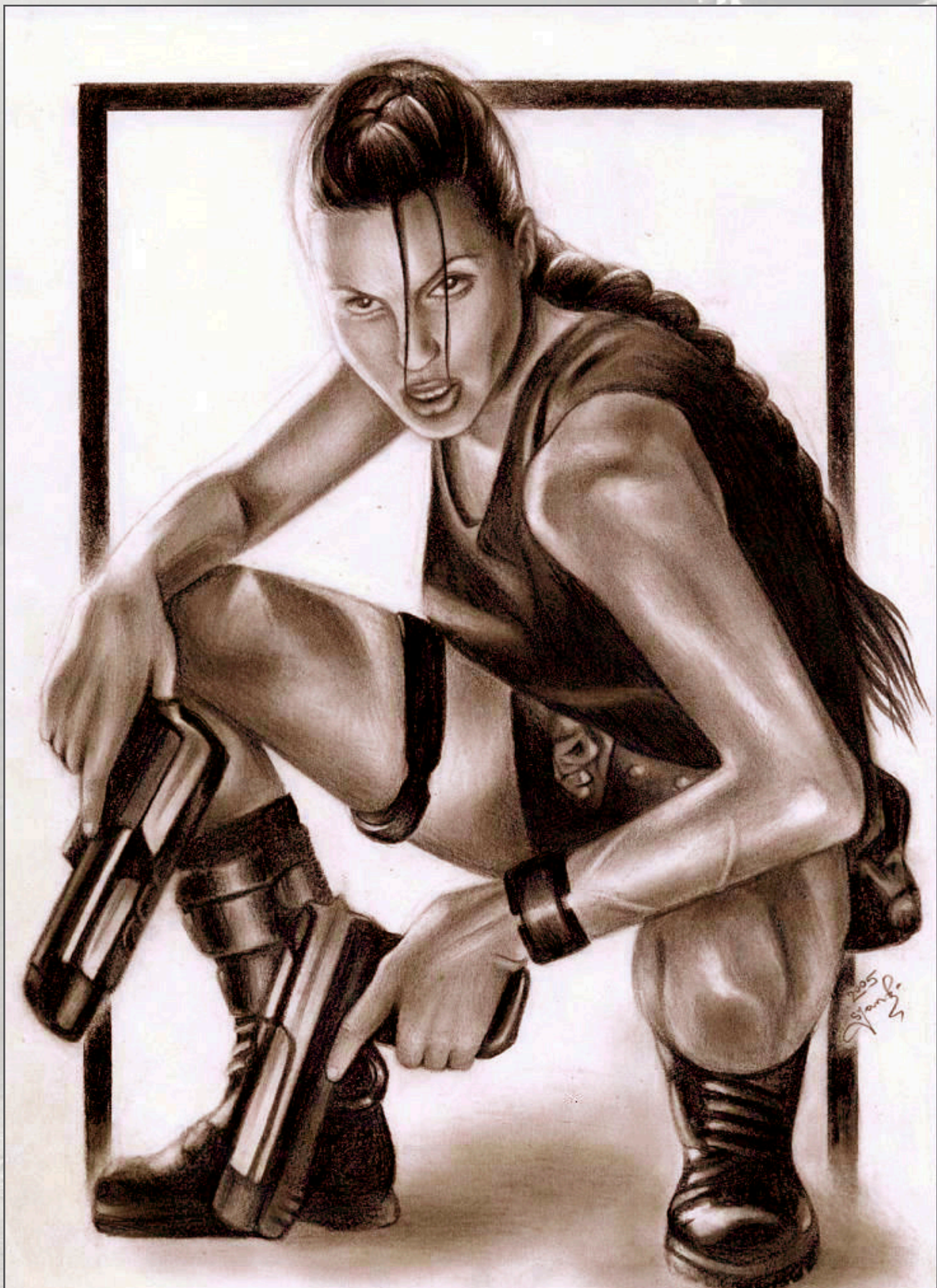
Artefact #2

There's a small cavern underwater, at the far left end. Swim into it to retrieve the second artefact. Quickly swim back before you run out of air. Go into the water and stay in front of the closed doors, then dive and you should find a small cavern entrance a little to the left. Swim in and all the way through to find the lever that will open the temple doors. Return to the temple and enter.

A cut scene will follow and Pierre will appear. An interactive cut scene then takes place: first press ● **[Down]** to dodge the first shot and then ▲ **[Right]** to counter attack. Pierre will rush out and the centaurs will come to life. You must fight them, if you wish to keep your newly earned piece of the Scion.

Boss: Centaurs

The centaurs will circle you, running around while throwing fireballs at you. Keep moving to dodge their attacks as much as possible. Don't get too close, otherwise they'll knock you down. You have to fill the Rage bar by shooting them, and when it's finally filled, there are two possible outcomes: either they'll try to petrify you, noticeable by the green glow charge up; or they'll rush at you. If the former, turn Lara around so the petrifying glaze doesn't work. If Lara gets petrified, quickly waggle left and right to set her free, before either centaur comes too close and smashes her into little pieces. When the centaur storms up to you, perform the adrenaline dodge headshot, and stun it. Before he recovers, throw the grapple and pull down his shield. Keep shooting as the centaurs repeat their strategy – they will no longer storm up to you when they lose their shields. When they try to use the petrifying glaze, quickly run to a shield and pick it up, reflecting the attack and turning the centaur itself into stone. While it's petrified, you have really cause damage, so let go of the shield as fast as possible and use the strongest weapon at your disposal to hit it. Kill one centaur at a time, when both are done for, this level ends.



Simona Jankauskaite, 18, Lithuania



Egypt



Egypt: The Temple of Khamoon



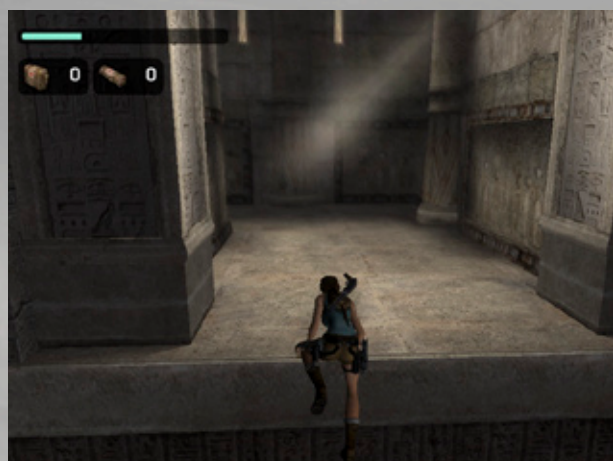
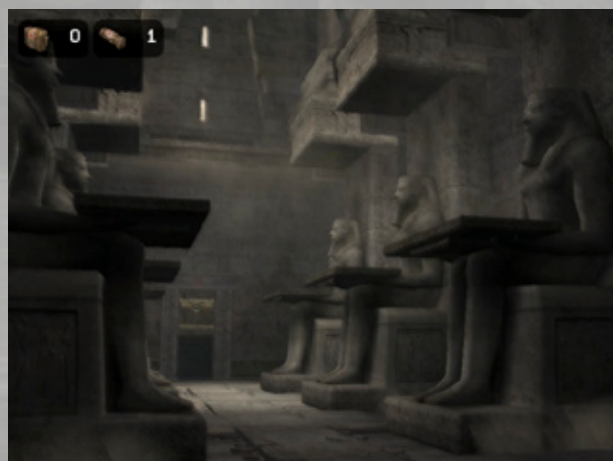
Follow the tunnel until you reach an opening in the wall. Hang from the edge, and drop yourself down onto the ground. In the far right corner of the room there is some kind of a pillar, with a ring attached, which you can grab and pull with your grapple hook. Do the same with the pillar on the left, where a fragment remains on the ground after it is brought down. In the near left corner, there is a movable block; pull it and pick up the shotgun ammo, and the small medipack in the secret niche behind it. When you come out again, mount the fallen fragment on the right. On the right, climb in the niche and pick up another small medipack before you grab the ledge on the left. Shimmy around the corner and jump to the left, then mount two more ledges. Shimmy to the left and jump off in that direction. Grab the horizontal pole, then swing, and jump straight to the slope. Right before the end, jump to grab the ledge in the corner. Move to the left around the corner and then jump backwards to the horizontal pole. Swing and jump to the next one and then onto the platform in the other corner. On the right, there is a ledge on the wall. Grab it and then the one above it, after which you jump sideways to the right towards the ledge of the opening. Pull yourself up and walk up to the scarab on the wall. When you jump up and hang, it will go down, so grab it and jump up quickly to grab the platform and to pull yourself up. At the left there is a small pit with a slope where you slide down and jump in time to grab the horizontal pole. Swing on and jump to the scarab, quickly grab the ledge above it before it lowers too much. Follow the corridor to the next room and slide down the slope. When you step on the floor, a panther appears to the right. Run straight ahead and climb up to the platform quickly, so you can take it out from a safe distance. On the left, you can see a small ledge. Grab it, shimmy to the left, then jump sideways in that direction, to grab the ledge of the other wall. Pull yourself inside the small niche, crawl to the left, and when you can stand up again, grab the ledge above you. Shimmy around the corner and to the left until you can pull yourself up on to the platform, and then go the left. There you'll find a large medipack near the niche. Lower yourself off the edge and drop down. In the corner where the panther came from, there is some shotgun ammo. Mount the platform across the entrance again and slide down the slope to meet two mummies in a cut scene. They can hit you quite hard and throw fireballs that are hard to avoid. Try to enrage them so you can do your Adrenaline Dodge, that way you can take them out easily. Right under the slope, where you entered this large court, there is 50-caliber pistol ammo on the ground, and in the far left corner, you find some more shotgun ammo. Dive in the water in the middle of the area and swim to the bottom. Between the large, and the far smaller pillar there is a small medipack. Climb out of the water and look towards the sphinx, whose face is partially destroyed. Behind the pillar on the right there is another small medipack. On the left of the other sphinx, there is a round platform where you must stand to jump and grab a groove in the pillar on the left. Jump to the groove above it, shimmy around the pillar to the left and jump backwards to the other pillar. Using the grooves, you can get to the top. Jump to the platform on the left and shoot at the metal button on the wall, which makes a horizontal pole extend from the wall. It pulls back pretty fast, so jump directly towards it, and swing onto the platform beyond, where you also find 50-caliber pistol ammo. Run to the end of the platform, jump to the pillar on the left, and then onto the smaller pillar. From

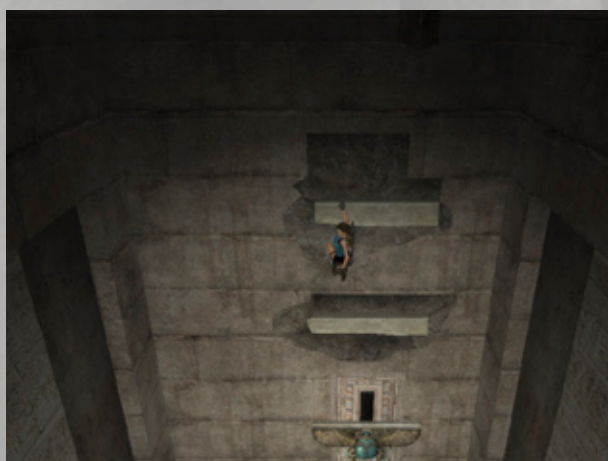
here you jump to the little ledge on the right of the head of the sphinx, where you can climb up a ladder and jump sideways, to the left, to land on its head.

Artefact #1

Climb onto the platform behind the head of the sphinx and then up to the right corner behind it. At the end of the passage you find the artefact on the ground.

Return to the head of the sphinx and turn right. You see a pillar a little further, between you and the pillar there is a hook above you. So jump towards the pillar and press ■ [Q] to use your grappling hook, and swing to the pillar. Land on it and jump on to the next platform in the corner. On the left there are two hooks on the wall, by which you can reach the opposite corner. Jump towards the first one, and use your grappling hook to do a wall run. When you have swayed far enough, jump, and immediately activate the grappling hook again. When you're near the ledge in the corner, jump again and grab it. Go to the left and then turn right around the corner. Jump to the slope, so you land behind the head of the other sphinx. Underneath the slope there is a large medipack, so crawl under it for a moment to pick it up. Then turn the switch on the backside of the sphinx, which opens a door at the front of the same sphinx. Descend carefully on the other side of the sphinx and go through the door you just opened up. Follow the corridor behind it and eventually you enter a room with six statues. Run between the statues towards the far end, where two panthers come running at you. Quickly turn around and run back to the entrance, on the left there is a block where you can climb and shoot the panthers safely. Go to the far end of the room and activate the switch on the left of the room where the panthers came out. It's on the other side of the room. This makes the statues move forward and two grates open at the front of the room. Two more panthers appear, so run past them and climb onto the block again to take them out. In the open space on the left of the first two statues, there is now a small medipack that you can collect. The statues have already moved back, so activate the switch again, which makes them come forward again. Then run quickly to the block near the entrance and use it to jump at the platform that's in the hands of the first statue. From here you jump across to the statue on the left, then twice to the platforms of the statues on the same wall. At the end, you must grab the wall hook with your grappling hook, and at the end of your wall run, jump straight on to the ledge. From the top ledge you drop to the lower ledge, then shimmy to the right and jump sideways to the scarab grate, which will go down, so quickly jump up to grab the ledge above it. Jump to the right again, past the gap, and around the corner to finally get under the passageway. Pull yourself up and walk on to the pit behind the corner. Slide down the slope and shoot the three rats there. Next to the slope you came from, there is a movable block. Pull it back and pick up the small medipack that lies behind it. Push the block to the other side of the pit, where you find another small medipack. Mount the block and then jump out of the pit by the edge. Follow the route to another pit, descend to pick up the shotgun ammo, and then climb back up by the two ledges from where you descended. Once in a while, a horizontal pole extends and retracts in the wall, so jump at it and swing on to the next pole. From here you can jump on another time, and reach the scarab handle. Stabilize your grab quickly and jump up immediately to grab the ledge before it lowers too much. Once you're on the other





side, go ahead to the opening and jump down. A crocodile appears from a passage behind you, so jump off sideways and run to one of the small platforms between the square pillars on the sides. You are safe here, unless you stand on the very edge. A second crocodile also shows up, so shoot them both before you go on. First go to the passage beneath the entrance, where the first crocodile came out, to pick up a small medipack. Dive in the water pool on the other side of the area, and go down through the hole in the bottom. Pull down the lever and swim quickly to the left before the grate closes again. In the space behind it you catch your breath, and then swim to the base of the far right corner to pick up a large medipack, in a small niche in the inner structure. Climb out of the water and jump to the scarab handle on the wall and then quickly up again to reach the ledge above it. Grab the platform on your right and pull yourself up. As soon as you do that, the platform starts sliding into the wall slowly, so run fast to the right pathway and jump over the gap to the platform on the other side, which is also sliding away from you into the wall. Run straight on and jump to grab the ledge of the wall, and then jump to the ledge on the left of it. As you jump at the wall, the platform slides out of it. When it's fully out, make a backwards flip and quickly run forward. Grab the scarab handle on the right, before the platform has retracted back into the wall, and jump fast to the ledge above it. Shimmy to the right and grab the platform next to it, pull yourself up and walk through the passageway. Jump down on the right side to find a small medipack, and then mount the pole in the left pit. Climb up as high as possible and jump to the ledges on the wall. When you grab the scarab handle, you must quickly jump again, eventually climbing to the top ledge, then you jump backwards to the top of the pole. Jump onto the next, hanging pole and from there to the niche, with the 50-caliber pistol ammo and a switch on the wall. Pull it down, which makes a box drop in the previous room, then jump back to the hanging pole, and straight onto the ledge by the grate, to pick up a large medipack and more 50 caliber pistol ammo. Drop yourself from the edge and run back into the previous room. Drop down carefully, go to the block and pull this over the narrow pathway to the other side. Push the block below the platform and then to the right against the edge, so you can climb on it and grab the two ledges on the wall. Climb up, make a backward flip and pull yourself up again. As the platform slides back into the wall, jump to the other side of the same platform. Don't make any steps but jump again as your feet touch it, to grab the scarab handle next to it. This one moves, down as usual, so jump up quickly to grab the ledge above it. From here you jump sideways to the scarab handle on your right, and then up quickly to another ledge. Jump sideways to the ledge on the left, and then backwards to a horizontal pole, swing on and jump off to a ledge where you have to pull yourself up. Turn around and you see a hook on the ceiling as well as on the other side. Throw your grappling hook to grab the hook on the other side, and pull it, to open the trap door. Keep pulling until the trap door is completely open, but it will close again quickly when you release the grappling hook. So jump towards it and use the hook on the ceiling to swing to the open trap door and go through it. On the right, around the corner, there is a switch. Turn it to open the trap door again, but also the trap doors in the ceiling of the previous room. Jump to the lower ledge on the right trap door, and then to the edge above it. Make a backwards flip and jump towards the horizontal pole, swing and jump to the top ledge of the other trap door. Jump up and pull yourself

up to the upper floor. Pull down the switch on the left of the opening and step out of it, onto the ledge.

Artefact #2

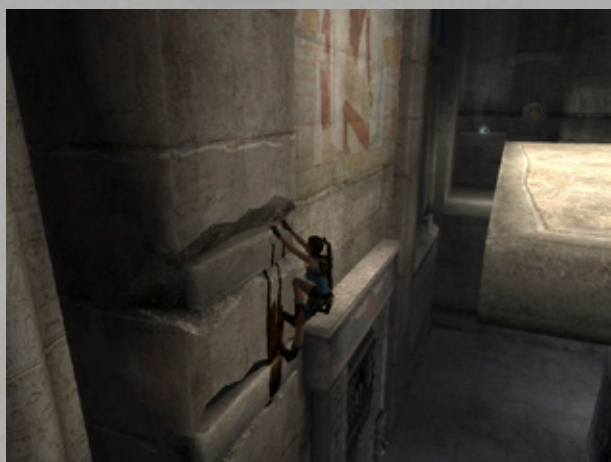
You see a few rings and a hook on your left. Use this hook to run past the wall, and make a jump off it at the end. Immediately press ■ [S] to grab the hook in the ceiling with your grappling hook. Turn a little to the right to prepare for the next jump, and swing until you have enough momentum to jump towards the next ring. Also grab this and repeat the same grab to the third ring. From here, swing and jump on to the roof above the cat statue, where you find the artefact.



Descend carefully, or jump into the water, and look out for the two new crocodiles. Mount the platforms around the cat statue to shoot them from a safe distance. Jump towards the pillar, where the cat statue stands, and lower yourself to the bottom, where you slide down the slope and follow the passageway. Near the next area, you find 50-caliber pistol ammo directly around the corners, left and right. Descend to a lower platform and take out the panther from here, before you go all the way down. Three more panthers come out of a small side room, there is no safe place to stand, so you have to keep moving and jumping away from them, while shooting with your 50-caliber pistols, and using Adrenaline Dodges to kill them. Go inside the room where they came from to find a large medipack. In the main room there is a gate with a switch next to it. When you pull the switch, the gate will open up, and two panthers come out of the small room behind. Again move around and take the panthers out quickly. On the left of the gate there are two ledges, climb up to the highest one and then jump sideways to the right to grab the edge of the gate. Quickly make a backwards jump to grab the ledge of the central pillar, and then to the one above. At the right, a bar sticks out, so jump towards it and the bar will rotate. When it stops, shimmy to the left and make a sideways jump in that direction. Next, grab the ledge above, and then jump backwards to the central platform around the obelisk. Go to the left, and you see a shooting target on the wall. Hitting it will make a ring come down from the ceiling. Use this to swing in the direction of the target, where you find a large medipack. In the niche above it, you find 50-caliber pistol ammo. Swing back to the platform with the obelisk. Walk past it, and follow the corridor until you reach a room. Just before you enter, a panther attacks you. Shoot it and enter the room. Mount the ladder, and when you are almost up, you see a mummy standing in the corner by a large mechanical scarab on the wall. Climb up quickly and shoot with your shotgun immediately while jumping to the sand on the right. After you kill it, go to the platform in the far right corner, where you pick up some 50 caliber pistol ammo, and a large medipack on the platform above it.

Artefact #3

On the left of this platform there is a hook on the wall, jump towards it and grab it with your grappling hook. Wait until you stop swaying and press ▲ [E] to climb up the cable, until your feet are about as high as the grate. Make a backwards flip to land on the pole, and jump to the left, to a ledge on the first of three high pillars. Lower yourself one ledge, and then jump the right twice, to get to the third thin pillar. Grab the top ledge, shimmy to the right until you can jump to the upper ledge of the middle pillar, and then jump backwards to the ledge



on the wall. Jump sideways to the right using your grapple hook to do a wall run, and jump to the platform. There you find the artefact.

Descend carefully and go through the opening underneath the place where you found the artefact, then climb up a ladder. You return to the room with the six large statues, but now you are a little higher. By turning the switch, the statues move forward again, above their heads are platforms you can use. They will also move back slowly, so you have to take the route quickly. Jump to the first platform on the left, then on to the next one. Jump across to the right side, then to the last platform on the row, and finally to the large platform at the far end. Walk to the left, and pick up the large medipack, before you enter the corridor. At the end you pull down the switch. This releases the block of the mechanical scarab in the other room, and the six statues move forward and remain that way. Follow the route back to the mechanical scarab on the wall in the previous room. Then go to the platforms in the corner on the right and grab the ring on the wall with your grapple hook. Make a backwards jump, after you climb up the cable a bit, and land on the pole. This time, jump to the pillar on the right and then jump to the ledge on the wall. Shimmy quickly to the left by pressing **▲ [E]** to get past the middle of the ledge which crumbles. At the end, jump off sideways to the left, to grab a bar on the mechanical scarab, which makes it turn, and a trap door opens on the floor next to you. Lower yourself through the opening in the ground, and then down the ledges on the trap door. Because of the mountain of sand that fell down from above, you can now enter the passageway next to you. Follow the corridor and you come out into a space with four obelisks, and eight movable blocks in the bases of the wall pillars. Pull out the first block on the right of the closed gate and a panther will come out from the opening behind it. Climb quickly onto the movable block and shoot the panther, before you enter the secret room where the panther was hiding. There you'll find shotgun ammo. Remember the picture on the wall, a kneeling man with two white glasses in his hand. Also note the hieroglyph drawn above the man. The obelisk on the far right, seen from the closed gate, rose when you pulled the block. It has the same hieroglyph on its top. You can rotate the base of the obelisk, which has four different pictures. One of them is the same as the one on the wall back in the secret room. You have to turn the base until that picture faces the closed gate. Then the picture and the hieroglyph on top of the obelisk will match the combination you saw on the wall of the secret room. As you turn the base, you'll hear a soft mechanical noise when you reach the correct position. You can skip the second movable block on the right of the gate, so pull back the third block into the main room. Check the picture on the wall in the room behind it, a kneeling man with only one green glass. A second obelisk rose as you pulled the block. Rotate the bottom until the correct picture is seen under the corresponding hieroglyph on top. Now pull the block on the right of the one you just moved. Nothing happens, but behind it you find shotgun ammo. Then pull the block on the right of the entrance. In the secret room behind, you find some 50-caliber pistol ammo. Pull the next block on the right, and climb up quickly to safely shoot the panther that comes out. A third obelisk, the second from the right, rises. Check the picture in the secret room which just opened. It's a man with a blue glass. Rotate the bottom of this newly risen obelisk so that the correct picture is under the hieroglyph on top. Pull the next block, second from the left of the closed gate, and

collect the 50-caliber pistol ammo that lies in the secret room. Finally, you move the last block, next to the left of the gate. In the room behind it, there is nothing, but you have to look at the picture. It's another kneeling man, this time with a human shaped figurine on the plate. The far left obelisk, seen from the closed gate, rises. Rotate this like the others and when all four pictures are turned correctly, the gate will open.

Relic: Mummified Cat

Don't leave the room yet, but push the first block, that was to the right of the gate, against the wall next to it. Climb up, and jump towards the ledge in the wall pillar, where the block stood on the ground first. Grab the ledge above it, move around the two corners and jump backwards to the other ledge. From here you can jump sideways to the right, go around the corner and grab the ledge above you. An obelisk is right behind you; make a backwards jump to land on its top. Then jump from obelisk to obelisk and then to the ledge on the left of the opening. Move around the corner to the right, let go of the ledge and Lara will grab the edge of the opening. Pull yourself up inside. Here you'll find a large medipack and the Mummified Cat.

Descend and walk through the gate, out of this level.



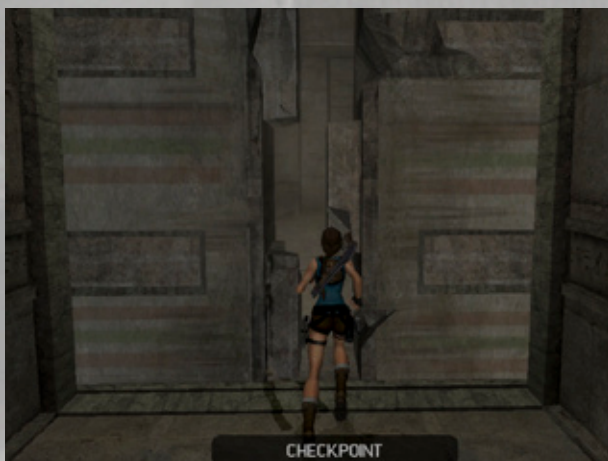
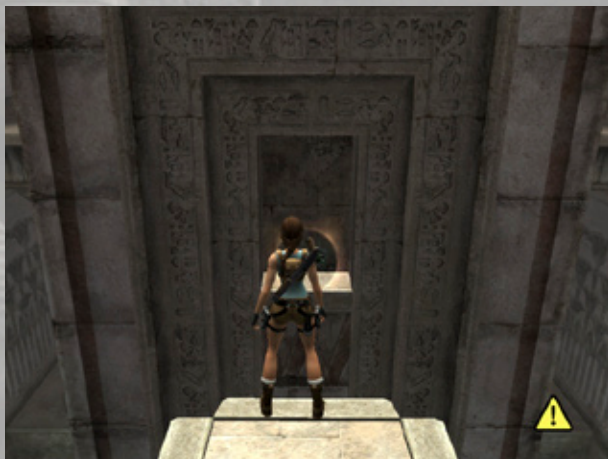
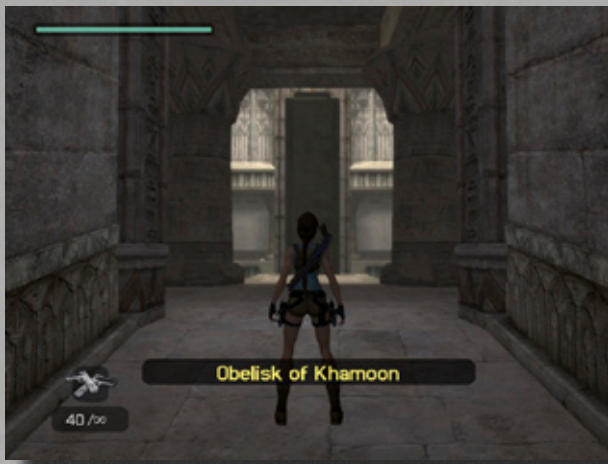
Egypt: The Obelisk of Khamoon

Follow the passage to reach a large area with a central obelisk. Take note of the four drawbridges, they must be lowered down so Lara can reach the artefacts on the obelisk. Just to your right there's a switch that will lower the first of them, there's also a medipack nearby as well. Activate the lever and retrieve the **Eye of Horus** using the drawbridge. Turn around and climb down the ladder. On the bottom floor, there's some 50 caliber ammo and on the opposite end, across the water, a medipack. Jump into the water and swim toward the opening with the ankh symbols. Several moving walls are present in these corridors, so take your time to get past them. You'll reach a very tall room with some ruined stairs to the right – and some ammo right behind them. Use the stairs to gain height and jump to the ankh lever on the wall. It will temporarily lower a column directly behind you, jump backwards and quickly run to the column before it rises.

On top of it, use the pole and swing to the ledge on the wall, then climb up the ledges and hop backward to a retracting platform. Before it moves back into the wall, jump to the next part and then to another platform in the corner. Turn to the right and jump to the catwalk in the centre of the room. Jump straight onto the platform on the other side, where you find a switch behind some debris.

Artefact #1

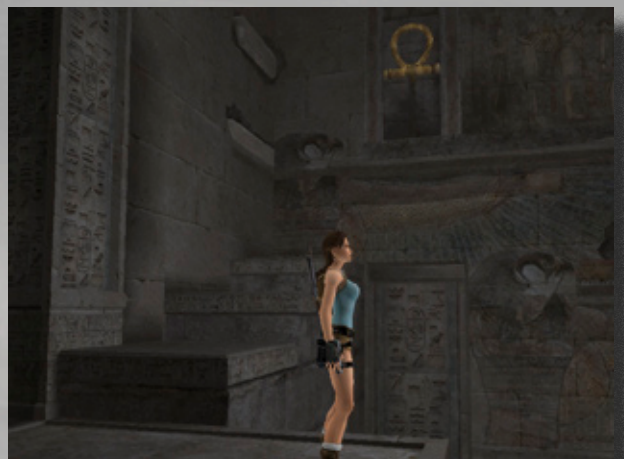
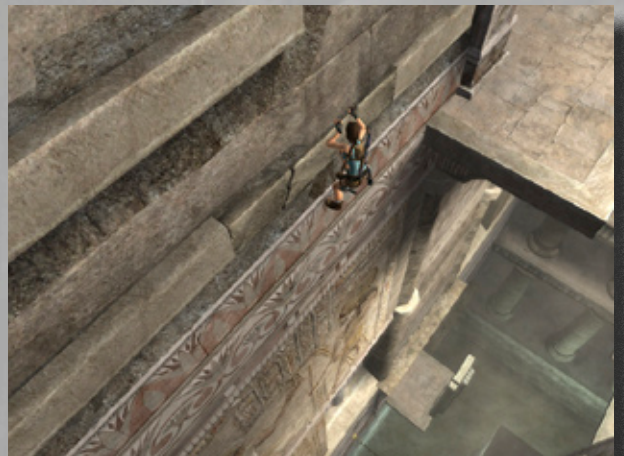
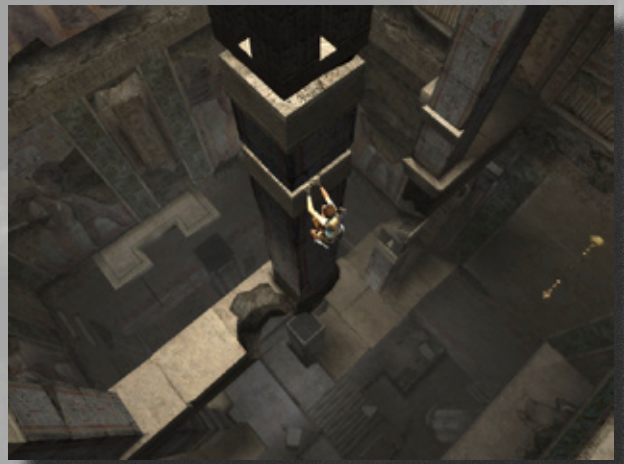
As you throw the switch, a pole will come out of the wall above you. You have to quickly make your way to it, because it retracts into the wall after 90 seconds. Jump to the next half of the catwalk and hop up the grooves in the pillar, then jump to the pillar in the centre. Watch out for the arrows, it's not safe to climb on top of this pillar, so quickly shimmy around it, and hop backwards to the next pillar. Shimmy around to hop up to a higher ledge, jump to the ledge on the right, and then jump to the pole on the right. Swing to the platform and run to the ledges at the far end. Hop up and jump backward to a small retracting platform. Quickly jump to the catwalk and shimmy to the middle of it. Climb up it and hang on the other side of the catwalk, then quickly shimmy to the left, and hop up to the ledge above. Shimmy around the corner and jump backwards to another pillar, then let go, grabbing the lower ledge, and shimmy around the corner to climb up the platform. Jump to the ledge ahead and to the right, then hop up to the one above. Shimmy as far to the left as possible and jump backwards, throwing the grappling hook in mid air and wall running to a ledge in the far corner. Head left, eventually jumping backwards to the pillar. There are more arrows here, so shimmy around the corners, to jump to the next pillar. Go to the left and quickly jump to climb to the top of the pillar, and then jump to the platform above. If you made it on time, the pole should still be to your right, so swing to the platform and collect the first artefact hidden behind the debris. The pole will remain out once you get the artefact, so swing back to the platform. Collect the large medipack hidden behind the pillar furthest to the left. Follow the hallway to meet a mummy. In the next pit, there's ammo and a small medipack. Use the ladder to climb back up and quickly swing past the poles, before they slide down, and onto the scarab on the wall. It will go down, too, so as soon as you grab hold of it, jump to the ledge above. Head left to reach more sliding walls. Once past them, you're back, high



in the obelisk room. Grab the ledge on the right, jump to the top one, and shimmy to the left. Jump backwards to the pole, and then swing to the platform, where you find the lever that operates the second drawbridge. A gate on the opposite side will also open, so swing back to it and make your way to the open gate using the ledges. Beware of the crumbling ones, though. Dodge the rotating blades, but wait until they retract so you can use the pole to swing over the pit. Follow the corridor to another huge room; slide all the way down to confront a mummy. Pick up the ammo and the medipacks in the small alcoves. In one of them, there's a lever. Activate it to open two gates and also turn the slopes into stairs. Behind the small gate on the bottom there's a moveable block, pull it out to reveal a small medipack, and then use it to propel to the ledges above the opening. Jump to the left and throw the grapple to wall run to a scarab – quickly hop to the ledge above and jump onto the platform to the left. Climb the steps for more goodies, then turn around and scan the area. There are retracting rotating knives and hooks on the walls. Use the ledge to the right, and throw the grapple to wall run past the knives while they're out, then jump to the scarab and quickly hop up onto the ledge. To your left is another hook and more blades. You have to wall run all the way to the left, then back, to jump and grab the ledge above you're hanging on. Grab the ledge above and when the furthestmost blade goes in, jump backwards and wall run past them, quickly reaching the stairs.

Artefact #2

Turn right and use the hook to wall run, jumping off the wall at the end, and throwing the grapple to the second hook, which lies just above the artefact. Hold still and climb down the rope to get the artefact. Slide down the slope and work your way back to the stairs. This time around, use the second hook to wall run and jump, to the next platform. Hop up the ledges and jump off the highest one to the left. Enter the corridor to return to the room with the obelisk. Near the end there's a switch which lowers the third drawbridge. Return to the previous room, and use the ring in the centre to swing to the far ledge. Shimmy to the right and climb down the stairs, all the way to the bottom. Follow through the remaining corridor. You'll come across mixed traps. Run past the walls and jump to the first perch, then onto the second, and when the walls open, quickly jump to the third and then onto the ledge before you are crushed. You now return to the obelisk. Pick up the **Seal of Anubis** and use the poles to the right. Run to the other end of the platform, picking up the medipack and ammo between the furthest most pillars, and use the poles to swing to the next drawbridge. Here you collect the **Ankh of Isis**. Return and enter this corridor, dodging the blades and also the moving blades in between the gaps. At the end of the corridor, you get to another large area, with three mummies lurking at the bottom. Look to the left and hop to the lower platform, then climb down the ledges. Climb down to the slope near the wall and jump, to wall run, to the other corner. You can take out the mummies in safety from here, before dropping into the ground. Climb the ledges opposite the jackal statue and enter the passageway. More rotating blades around the corner, so roll under the high ones and jump over the low ones. Then there are moving walls placed above the perches in the cliff. Time your way through them, remembering to correct Lara's balance quickly with **▲ [E]**, and jump to the ledge at the end. Wait for the blades to go





to the opposite side, and climb up to reach a corridor with the switch for the last drawbridge. You now have to return the same way you came in, jumping from the poles as the walls are just opening up. Back in the room with the three mummies, turn to the right and jump to the corner platform. Grab the ledge and head left, using the lower ledge to jump to the opening.

Artefact #3

Don't climb up yet, instead, keep going left and jump off to a far ledge on the left, shimmy around the corner, and climb up into the small alcove to collect the artefact. Drop onto the ground and work your way up to the opening you've just ignored. Use the block to aid your grab to the ledge above, then shimmy left, and jump to the platform. Then climb up the ledges to reach a higher platform and a corridor. Go in; deal with the two mummies, and exit out at the top. Use the ledges to get to the platform just above the exit of the corridor, and wall run to the opposite corner to collect a large medipack, and shotgun ammo.

Artefact #4

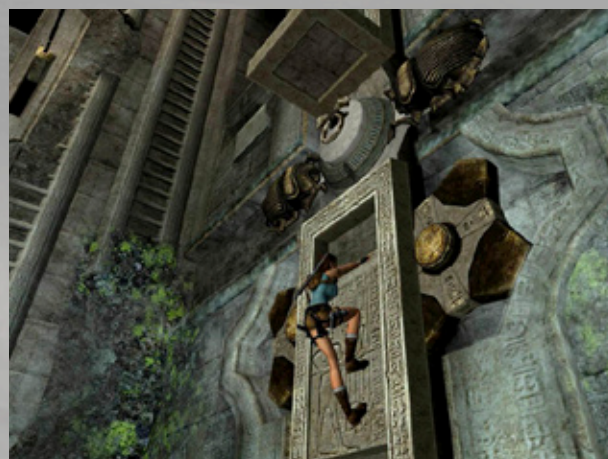
Throw the grapple hook on the ring and shorten it a little (holding ■ [E]). Gain some momentum, then onto the highest point on the right side. Jump off the wall to a platform. Grab the ledge, and jump onto the pole, swinging onto the platform where you collect ammo and the fourth artefact. Work your way down to the bottom of the room and climb the block in front of the jackal statue. Wall run over the slope, and use the ledges to climb to the entrance of this room. Walk out into the obelisk room, and use the poles to the left to go to the last drawbridge to collect the **Scarab of Osiris**. Once you have the four items, an underwater gate opens, so dive into the water and swim through the opening. Climb out of the water and collect the medipack and ammo near the switch. Activate the switch to move one of the statues of the previous level, then climb up the ladder, and go to the right to return to the area with the two sphinxes. After taking out the centaur, place the four items in their receptacles, on the central obelisk, to open the gates to the next level.

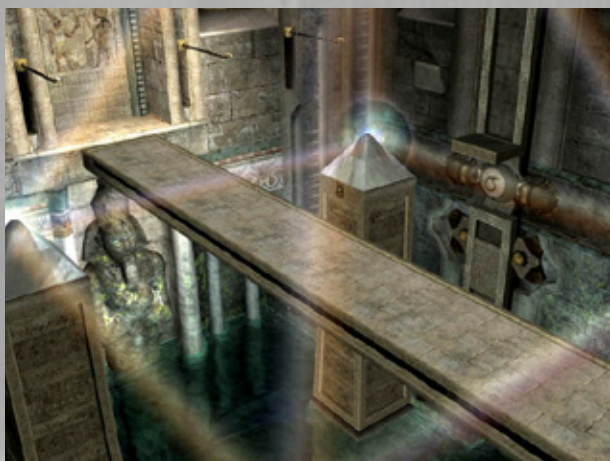
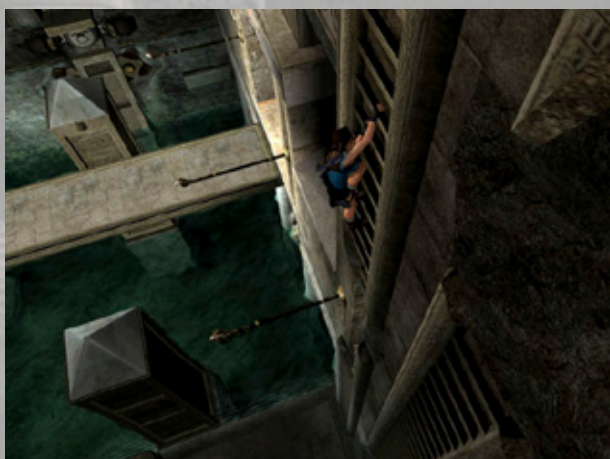
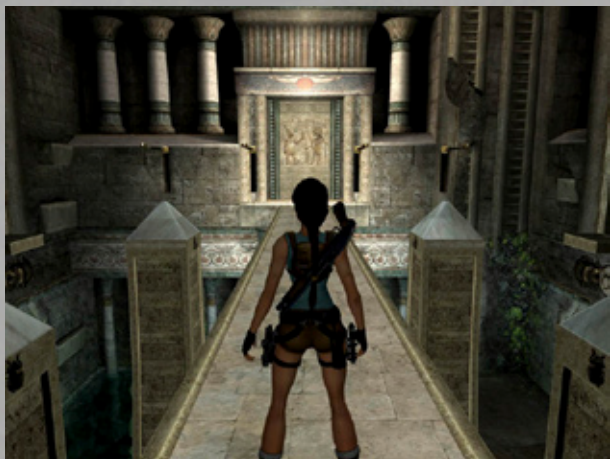


Egypt: Sanctuary of Scion

Climb up the stairs, behind the large gate, which opened at the end of the previous level. When you're near the top of the stairs, two mummies will attack you. Deal with them, preferably with two quick Adrenaline Dodges. Behind the left hindmost obelisk, there's some Shotgun Ammo. Behind the right hindmost obelisk there's a Small Medipack. The bases of the four obelisks can be rotated. You have to point the images on them in a certain order. The images on the sides of two adjacent obelisks must be the same, and must also match the image on the nearest wall. Bear in mind that if you turn an obelisk, the two adjacent obelisks also turn in the same direction. Only the obelisk in the opposite corner remains still, whereas the other three turn simultaneously. You can solve this puzzle yourself, but the quickest solution is to turn one of the obelisks twice (make a 180° turn) and afterwards the one in the opposite corner, also twice. It doesn't matter which obelisk you'll start with or if you turn them left or right. Once the obelisks stand in the right positions, a pillar will rise in the centre. Climb up using the ledges and then jump up to the ledges inside the shaft above. Jump backwards onto a ladder which will take you to the top. Follow the passage to the pit with sliding walls.

With perfect timing, jump to the left, before the first set of walls open, to the platform at the wall, and then rapidly to the ledge on the wall, to escape from the sliding walls. Take the ledge above, jump sideways to the scarab-lever, and then quickly backwards. You need to grab another scarab-lever, so jump up quickly. Wait until the walls are open and then jump sideways to the left, then backwards across the pit. Follow the corridor to a hall with a huge Sphinx, which you are now behind. On both left and right there are stairs going up and ladders going down. Use the left ladder to go down, and when you land on the platform, use yet another ladder to reach the ground. With your back to the ladder go left, in the corner you can find 50 Caliber Pistol Ammo and Shotgun Ammo. Then follow the legs of the Sphinx, to its front, where you are attacked by two rats. Before you turn around the corner to the front of the Sphinx, first enter a niche which you will find in the left corner of the hall, here you'll find a Large Medipack. After you pick it up, you climb on the ladder ahead of the Sphinx. At the top you jump sideways onto the left ledge. At the end you jump sideways once again to the left, to land a little lower, on a piece of the broken staircase. Jump to the other part of the staircase and climb, using the blocks, to the platform in the corner. Slide down the slope here and jump in time to grab the ledges. Use them to climb on the platform and run ahead to the upward slope. At the third pillar you can grab a groove, climb up, turn towards the other pillar, and jump to it. Now do the same to reach the furthest pillar. From there, you have to jump from the upper groove, and across the slope you came from to grab the ledges on the wall. Climb up to the top, leap backwards and pull yourself up to the platform. A new kind of enemy now appears: bat-monsters, two of them. They shoot with fire balls and do not do rage attacks, so you can't use Adrenaline Dodge on them. Just shoot them down with your shotgun, watching your step to avoid falling down from the platform. Then run to the side where two poles are attached to the wall. Swing from the first to the second, and forwards to the ledge. Move twice around the corner and jump down backwards to the platform. Cross this platform, and jump at the end, to the ledges above a switch. Drop carefully and pull the switch. Now





a platform appears between the two parts of the staircase beside you. Behind you there's a passage, follow this corridor, until you reach some blocks moving in and out of the walls. These work differently to the sliding walls and are also a lot larger. The blocks don't reach entirely to the ground; therefore as long as you're on normal ground and crouch, you won't be crushed. You might survive the first blocks with a quick jump, but at the second series you must crouch. Once you are past these you come in a high chamber, with a water pool at the bottom. Dive down and pick up the Small Medipack from the bottom in the opposite corner. Climb out of the water, where you can run to the ladder, and climb on the broken fragment on the floor. In the wall there's a tall engraved stone strip with gaps; jump to the highest one you can reach and continue to jump up as high as possible. The strip slides down and is locked by the two scarabs, on either side, at the point where the ring is. At the same time, the closest obelisk rises out of the water, and a platform comes out of the wall. If necessary, you can open the lock around the ring by catching it with your grapple hook and then pulling it. Climb the ledges on the obelisk to the top, and jump backwards to the platform. From there, grab the ledge, at your right in the wall, and jump to the other stone strip further to the right. Climb up to the highest ledge, and wait until this strip is also locked around the ring. The obelisk behind you goes up. Jump from your current position backwards to the obelisk, climb up to the top and shimmy around the corner so that you can jump sideways to the long platform above the water. Attached to the wall, where the platform comes out of the wall, there's a ring on the left which you can use to wall run. Do so, and catch the narrow ledge in the left corner. Jump sideways to the right to reach the third engraved stone strip. Climb up to the top, so that this strip is also locked, and the obelisk behind you rises. Return to the first obelisk, the one right beside the platform where you can get out of the water, and climb to the top. Jump backwards to the narrow catwalk, which keeps extending with each raised obelisk, and pull yourself up on it. Turn to the wall on the right. You can see two horizontal poles on your left, and two on your right. Jump to the first pole on the left and quickly jump to the next one, and then to the ledge beyond. Drop one ledge down, and jump sideways to the left, to catch the last engraved stone strip. Climb up to the top and wait for this strip to become locked, and for the fourth obelisk to rise. Jump backwards to the obelisk, climb up, and jump to the catwalk after you shimmy around the corner of the obelisk. From the poles on your right; jump to the ladder in the right hand corner. Climb up until you reach the place where the ladder is destroyed, and jump sideways to the other ladder at the side. This way you climb to the very top of the room, and then jump sideways to the left, to a small ledge and then move further left. Jump down to the platform by which you entered this room. Descend the staircase and go to the switch. Pull it to make the upside-down obelisk lower. This eventually makes a secret gate open. Dive down into the water and climb out where you can. Use the obelisk to jump onto the catwalk that now passes through the whole room. Pull yourself up on it, and go to the right through the gate you just opened. Here a mummy attacks you. Take him out and pick up the **First Ankh Key** from the altar in the centre. This makes the gate open again and also a grate at the water level. Leave the room, dive into the water, and climb out again where the grate opened. There you follow the corridor back to the large hall with the Sphinx; you appear at his left front paw. A centaur is walking around in front of the Sphinx, so take him out.

Mount the ladder again, in front of the Sphinx, but this time grab the ledge above it on the right, and swing on to the platform in the corner. Here you find another ladder, climb it, and go onto the rock platforms on the left. On the first one you will find shotgun ammo, and on the higher one, a large medipack. Return back to the ladder and run past it on the right. Grab the bottom ledge further along the wall, then the one above it and then sideways to the edge of the platform. Pull yourself up and turn right. Make a running jump to the large pillar on your right, and grab one of the grooves. Keep jumping up, and shimmy to the right, so that you see the Sphinx on your right. Now you can climb up to the top of the pillar. Pull yourself up quickly. You are attacked immediately by two bat-monsters, try to take them out quickly, and make sure you don't fall down while you do this. Follow the platform in the direction of the head of the Sphinx. Between your location and the Sphinx, there is a ring in the ceiling, so use your grappling hook to swing at the Sphinx's head, and pick up the dual mini SMGs. Using the same hook; you can get back where you came from. Next to the platform there is a horizontal pole, use it to swing onto the next platform; from there you jump to the ledges on the wall, next to the switch. You will have to pull this eventually. When you've done that, go into the passage on the left of the switch. Follow the corridor to a pit; there are two moving walls, and two horizontal poles. The first pole retracts inside the wall and comes out once in a while. Jump to this pole when the first pair of walls just open up and the pole is extended. Do an immediate jump to the next fixed horizontal pole, before the walls close. Grab the edge, and pull yourself up. Follow the corridor to a room, similar to the one where you got the first Ankh Key.

(There are two ways to solve the puzzle in this room. If you have already jumped down into the water at this time, then skip down to the 'Alternative Way section'. If not then carry on from here, and skip that section later)

Turn to the right, and grab the first small ledge, afterwards the second and then the ladder next to it. Descend as far as you can, and jump towards the ladder on your right. Then go down as far as possible again. Jump sideways to the left, to a ledge, and let go to grab the one below it. On the left is the first engraved stone strip, jump sideways to it, and make sure that you hang on top. The strip slides down and is locked again, and the obelisk behind you moves up. Jump backwards to the obelisk and climb to the top ledge, then jump backwards, and grab the little platform above the stone strip behind you. Grab the ledge of the wall on the right of the little platform, and then the ledge above it. Behind you there is the first of four horizontal poles, which slide down when you hang on them. Swing quickly from pole to pole, and along to grab the ledge beyond them. From here, jump sideways to the right, then up once, and wait until this engraved stone strip is in its locked position also. Let go, so you fall into the water, and climb out from the only place you can. Turn to the left, and jump to the little pole on the right of the obelisk, and then onto the ledges of the wall. From the highest one you jump sideways to the left, then climb all the way up by the stone strip, and wait until it's locked. Jump backwards to the raised obelisk, and when you reach the top, shimmy to the side and jump sideways to reach the extended catwalk high in the middle. Go to the left, and jump to a ledge further to the right on the wall by the horizontal pole. Then sideways to the right, to





pull the fourth engraved stone strip down. Hang on the top ledge until it's locked and then jump backwards to the last raised obelisk. Jump towards the catwalk which now reaches the other side of the room, that's where you need to go. By the left two poles you swing to a ledge, climb up two ledges, and jump backwards to the ladder on the other wall. Follow it upwards and grab the ladder next to it to get reach higher. At top you jump to a ledge on the right, then to the next and then onto the platform where you started. (If you followed the walkthrough until here, skip the Alternative Way section and go to the Artefact #1 section)

Alternative Way

Once you're down in the water, climb onto the platform with the bars, and turn left. Jump to the pole that's low but above the water level, and then jump to the ledge on the wall. Jump up to the higher ledge, and then to the left to grab the stone strip. Keep jumping up quickly from ledge to ledge, until you can jump to the ledge on your right. Jump up to the one above and wait for the strip to go up again. Then jump to it and quickly jump up once, then jump left to grab the high ledge on the left of the strip. From here, jump to the other strip on the left, and jump to the top ledge. Wait for it to slide down and become locked. Jump in the water and swim back to the platform by the bars. Repeat the same process again, but this time, wait for the strip to slide down and get locked. Then jump backwards to the obelisk that rose behind you and use it to reach the catwalk that extended from the wall. From here, jump to the horizontal pole that you see on the wall to your left. Swing and jump onto the ledge on the other side. Jump to the right to grab the stone strip, and make it slide down. Make sure you jump up to the highest ledge. Once it's locked, jump backwards to the obelisk and use it to reach the catwalk again. Run to the end on the left. There are four horizontal poles on the wall in front of you. Each of them slides down when you swing on it, so be quick to jump onto the next one immediately. You need to take the ones on the left at this time. When you make it to the ledge on the wall, jump to the left, to the last stone strip. After it's locked, jump backwards to the obelisk, grab the highest ledge and jump backwards again, to reach the platform above the ring of the stone strip. From here, you can jump to the ledge on the wall beside you and then make your way up, using the ladders, to the platform where you entered this room.

Artefact #1

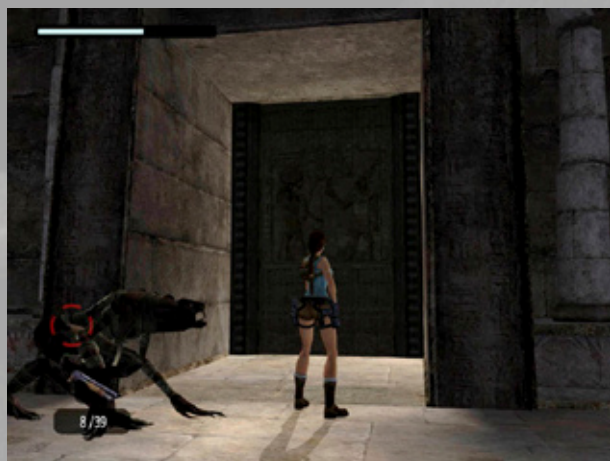
Descend by the stairs to the switch, and pull it down. The upside-down obelisk lowers and again a secret gate opens. Trace back the route you just took, until you hang underneath the second ladder. From here you can jump off to the right to grab the ledge above the secret gate, and shimmy until you are above the ledge.

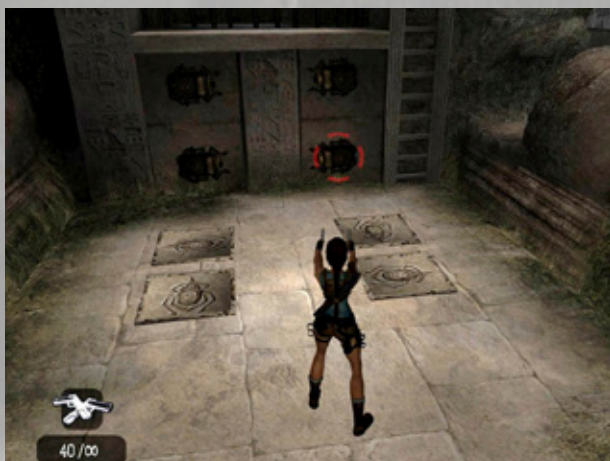
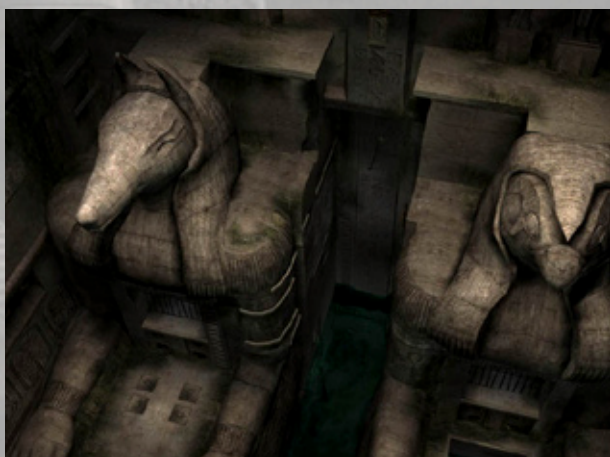
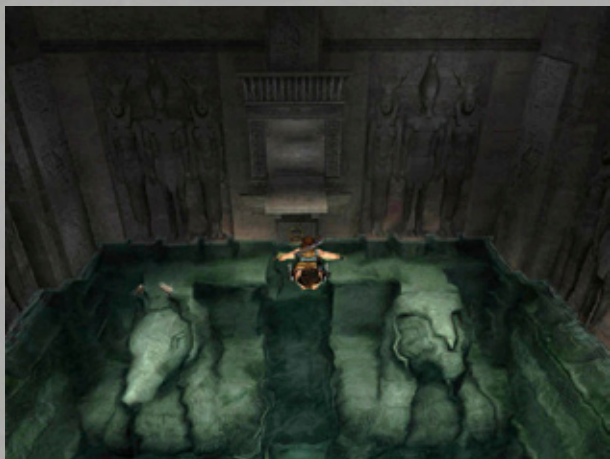
Shimmy further to the right, all the way around the corner then let go of the ledge and pick up the artefact.

Grab the ledge again, and shimmy back to the catwalk right in front of the gate which opened up. Let go, enter and shoot the mummy. Collect the **Second Ankh Key** on the altar, which makes the gate open again. Leap into the water, climb out and walk through the now opened corridor. Follow it back to the hall with the Sphinx, where at the front two centaurs are waiting for you. Take them out, preferably with the shotgun

and Adrenaline Dodge, and mount the stairs in between the front paws of the Sphinx. Place the two Ankh Keys in their receptacles on each side of the door, so the entrance opens up.

Go inside the corridor behind it and descend by the slopes which go down a level around every other corner. Now and then some rats appear, before you reach the bottom you will have shot seven of these animals. Right before the end of the descending passage there is some shotgun ammo in the corner. In the large space where you come out, there is an open roof and two statues are standing under water – Seth on the left and Horus on the right. On the left, on the platform, there is a small medipack. Just dive into the water and swim directly to the lever near the bottom, between the two statues. Pull it to drain the water. Swim to the front of the statue of Seth. Climb onto the platform, in between the legs of the statue, and move up by two ledges. Jump backwards to the pole and straight on to the ledges behind it, before it slides down. Follow the ledge, hanging on, along to the right, until the end. Then jump sideways to the ring in the wall. Run past it with your grappling hook, and jump off to reach the ledge under the ladder. Mount it, and when on top, make a backwards jump to the ledge. Grab the one above it, jump sideways to the next, grab the ledge above it again, and shimmy around the corner to let go. Here you find four slabs on the ground and four scarabs on the wall. The slabs mark how the scarabs must be turned; you do this by shooting at them. It can be confusing, because on the slabs, the backside is marked with long legs, while the scarabs have longer legs on the front. Shoot the scarabs until they're in the correct position, which makes the bars above the scarabs rise. Climb inside the niche, and operate the switch on the wall, which makes water level rise a little again. Now mount the ladder on the right of the scarabs, climb to the top, and jump to the right. Follow the ledge, grab the one above it, and jump past the gaps to the right until you can jump backwards to the horizontal pole. Then move along to the ledge behind it. After that, jump sideways to the large ankh decoration. It slides down and this opens an underwater gate, between the legs of the statue you are hanging on. It only stays open for 15 seconds, so drop into the water and swim on the surface towards the front of the statue. Dive underwater and swim through the passageway and then swim up to the surface. Climb out and up, to get into the centre of the statue. On a ledge between the legs of the statue, there is a movable block, push it into the water and jump in after it. Turn the lever between the two statues again. This will drain the water to the lower level. Return to the statue where you were last, and push the movable block against the wall, under the gate, and then go to the front of the other statue. Climb up like you did before; ignore the switch behind the scarabs this time, and mount the ladder again on the right of the scarabs. Follow the ledges and swing by the pole to the ankh decoration. When you hang on it, the gate of that statue opens again. Let go of the ankh decoration and let it fall into the water, then swim quickly to the front of the statue, where you can still get to the open gate by the placed block. On the ground you see again four slabs which mark how to place the scarabs above you. So remember them or make a note of their positions. Climb up using the ledges, and when you are back on the statue, turn around to face the scarabs. Shoot them until they turn in their correct position, and the gate above will open up. Don't pull the switch at this time; instead, descend by the ledge where the moveable block was originally standing.





Hang from the edge and shimmy to the right end, then let go of the edge. Lara will then grab the edge of the leg on your right. Move to the right and jump sideways to another ankh decoration on the wall. This opens a gate on the right of the head of the statue you were just standing on. Behind this gate is hidden the relic that you'll collect in a little while. Firstly, let go, and return to the feet of the other large statue, where you take the known route upwards, and turn the switch in the niche near the scarabs. This makes the water level rise a little again, after which you mount the ladder on the right of the niche and take the known route until you reach the ankh decoration again. Let go and swim quickly towards the gate which you just opened. Swim through it before it closes and climb out of the water, then climb up to where you shot the scarabs, and go inside the niche to operate the switch. Turn the switch in the niche, to make the water level rise even more, leaving you this time, under water. Swim to the other statue, dive under water and swim through the niche with the switch, where you can climb out of the water on the other side. Use the scarab handle to grab the top ledge on the right. Jump backwards using two sliding horizontal poles, to the ledge on the other side. Shimmy to the left and pull yourself up. Climb up on the right, by a few ledges, to reach the platform on the top of the statue.

Relic: Horus Idol

Jump to the platform on the other statue and descend to the corner on the right of the statue of Horus. Go inside the small chamber to collect the relic.

Climb up again, and jump to the ankh decoration in between the two statues. The water level will rise even more, and then you can swim up to the ledge above the ankh decoration. Here you climb out of the water.

Follow the long corridor behind it to a large room with a colonnade; here two mummies and two centaurs attack you. Run around the pillars to create a distance between your enemies, and hopefully you can spread them around. Shoot at them and take them out with Adrenaline Dodge when possible. After they're dead, mount the first red pillar on the right, as viewed from the entrance. Climb all the way up, position yourself with your back towards the second pillar, and drop to the lower groove. Jump backwards to the second pillar, and then all the way up. Make sure your back is towards the ring in the ceiling, in the centre of the space. Jump towards it and grab it with your grappling hook, so you can jump on to the fourth pillar on the left side of the central path. Use the grooves to jump to the fifth red pillar.

Artefact #2

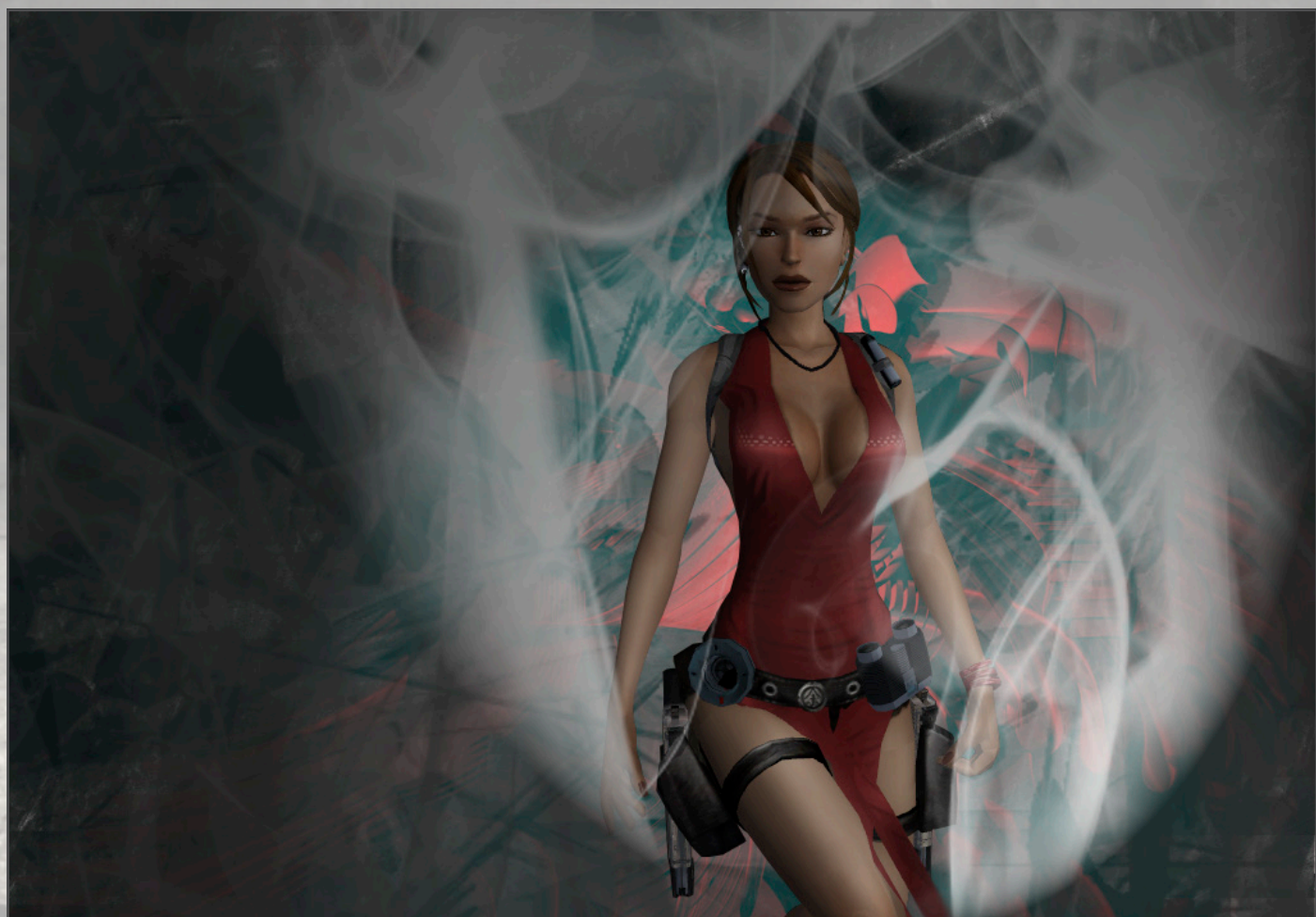
Don't jump to the platform next to the gate, but use the grooves to jump to the grey pillar in the corner next to it. From here you jump backwards to reach the niche, there you pick up the artefact.

Drop yourself down; take the same route again, by the first red pillar, but this time jump onto the platform next to the gate. Use the Scion of Qualopece here, which opens half of the bars which block the gate. Lower yourself onto the ground, and return to the first right pillar, as viewed from the entrance. Use the grooves again to get in the second red pillar. From here you don't jump to the ring in the ceiling, but to the grey pillar

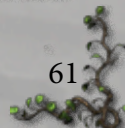
in the second row on the right. Move to the top groove and between the wall and the pillar. Then jump past the wall, and throw your grappling hook to the ring on the wall. When you reach the highest point of your sway, jump away from the wall, using your direction control while jumping. You need to grab the groove of the fourth grey pillar, climb to the top groove, and jump onto the fifth grey pillar. From here you can also go to the top groove, so you can jump onto the red pillar. Drop to the lower groove and position yourself with your back to the platform, so you can jump backwards to land on it. Here use the Scion of Tihocan to remove the last hurdle. Lower yourself and walk through the gate and up the stairs. After the first cut scene, prepare for a second, interactive one. Here you have to press the buttons again at the precise moment. First press ▲ [Right] to avoid the man with the knife, then ⬆ [Up] to deal with the man with the dual mini SMGs. Then ● [Right] to run away from Larson.



Shadowyzman, 20, Islamabad



Mazda, 19, Canada



The Lost Island





The Lost Island: Natla's Mines



Lara starts the level without guns, having to find them before she can defend herself. Swim through the tunnel then behind the waterfall to the right. Climb up and follow the caves until the end, to reach a higher platform over the area you were previously. Use the pole and swing to the ledge on the wall, then hop to the one on the left and then jump backwards to a hanging crate. Stand on it and jump to the next – pick the medipack on the stacked crates to the right, and then jump to the rope. Swing to the ledge on the left of the waterfall, then shimmy around the corner, and jump backwards through the waterfall. Follow the tunnel to reach a large space with rails and two cabins.

Follow the rails to the left of the control room to reach a dead end. Pick up the Red Fuse on the mine cart and return to the control room. Go upstairs and use the Red Fuse on the panel, the button will now be activated, so press it to move a crane. Go downstairs and head to the other cabin, pull the yellow crate near the cabin so you can climb on it.

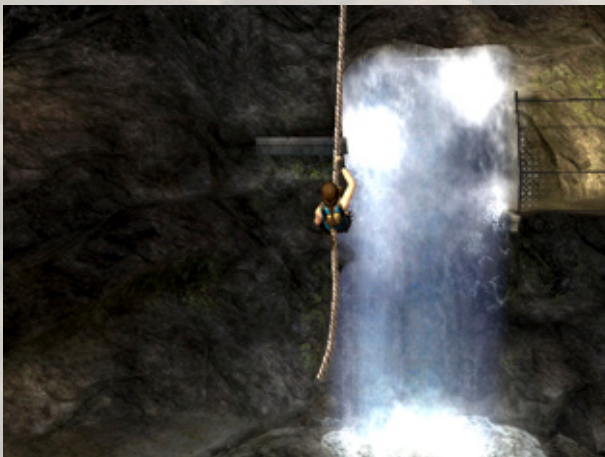
Artefact #1

Beside the cabin there's a wooden structure, with two high bars. Perch over them and then jump to the ledge on the wall. Jump to the ledge on your left, grab the one above, and jump backwards to the pole. Swing to the sloped platform and jump to the next platform. Here you will find the first artefact.

Climb on top of the cabin again, but this time, enter the tunnel that was hidden behind the hanging crate. Follow it and jump over the gap to reach another high platform in the railed area. Push the crate down, so you can easily climb back up, just in case you miss one of the next jumps. Jump to the next platform, and then onto the ledges on the wall. Hop to the left, then onto the top ledge. Finally onto the platform on the far left. Climb up, and jump to the slope ahead, jumping off to the next platform before sliding down. Then jump to the next one and run over the fence. Drop on the other side and collect the Green Fuse.

Turn around and use the ring to wall run to the other side, jumping off onto the ledge closest to the fence. Jump to the right, and use the ladder to hop over the fence. Return to the panel inside the control room and use the Green Fuse to activate the next button. Push it to move the crane sideways, and also push the red button to shift the crane position. Go downstairs and climb the metal boxes. Pick up the large medipack on top and jump to the crane. Shimmy to the left and hang below the central pipe, jumping backward to a platform. Enter the tunnel on the left, watch for the passageway on your right, and go down the ladders.

At the bottom, jump to the ledges on the other wall, and drop until you reach ground level. Pick up the Blue Fuse on the left, and go back to the steep slope. Jump towards it, on the right side, and immediately jump off the slope so you grab the lower ledge of the vent shaft. Shimmy to the right and jump onto the pipe, climbing up and jumping back onto a higher ledge. Move to the left and jump backwards to the ledge, and then hop up into the niche. Turn around and leap across into the tunnel from where you came in. Climb the ladders and head left, back to the control room.



Put the Blue Fuse in place, but before activating the button, press the other ones once more, so the crane is hanging just over the other cabin. Then, press the blue button to drop it on the roof of the cabin. Go down and use the yellow crate to climb onto the cabin, and then drop in to retrieve the Pistols. Shoot the windows to leave the cabin, and return to the boat and waterfall area where the level started.

Artefact #2

Climb onto the boat and shoot the cable which tethers it to the ground. It will slowly float away. The boat will travel towards the walls. When it reaches them, jump to the ledge, then jump to the one on the right. Finally hop to the one above. Jump backwards and move to the right, around the corner, and onto the last ledge. A little further to the right, drop to find the artefact behind a crate.

Relic: Chalice of Torment

Swim past the waterfall again and follow all the way to the pole on the high area. Shoot the ropes to drop the crates and one of them will crack open, revealing the relic within. Drop down and pick it up.

Work your way back to the ropes above and swing to the ledge by the waterfall to return to the control room area. Follow the rails to the left and climb on the mine cart where you got the Red Fuse. Shoot the windows of the control room above using the accurate aim and jump in. Press the button to move the drill onto the rails. Drop and hop on the back of the drill, activate it to follow the rails. Larson will block you and an interactive cut scene will take over. Press **RT** **[Up]** as you are prompted to shoot him down. Pick up his Shotgun

Recover the Blue Fuse and use it on the control room to lift the crane, then return to the drill and activate it once again. It will destroy a barrier on the end and grant you access to a lava filled area.

Jump to the first column on the left, and turn around to see the 50-Calibre Pistols on a platform below the rails. Jump directly to the small metallic girder half way to the platform. Hop onto the platform and get the weapons. Jump back to the girder and then to the ledge ahead. Shimmy to the right around the corner and jump backwards to the pole. Climb up it, rotate 90° counter clockwise and jump off to perch on the vertical girder nearby, and then grab the ledge on the next column. Shimmy to the left, hop to the ledge above, and then jump backwards to the next column. Use the grappling hook to swing over the lava to the slope, and then quickly jump off to the horizontal pole. It will rotate when you grab it.

Artefact #3

Before swinging onto the next slope, turn around on the pole to see a platform in the lava. Swing jump onto it, and pick up a small medipack, along with the third artefact. Use the small girders, sticking out of the lava, to jump back to the slope, and then onto the horizontal pole. Swing onto the slope and jump off to the ledge. Hop up the ledges until you reach the top. Turn to the right and use the grappling hook to swing over to a niche to your right, containing ammo and a large medipack. Return to the column and jump onto the rails at the other end.





Follow the passageway and leap off the slope to a platform on the other side. Climb up twice, and then jump to a lower platform on the other side, then jump to the higher slope, and then along to the next main area. Natla's accomplices are expecting you. An interactive cut scene will take over, so be ready to press ● [Down] to dodge Kold, and then R1 [Up] to shoot him when he comes toward you. After the Kid has been stabbed, press ✦ [Up] to jump over him. When both enemies are dead, pick up the SMGs from the Kid.



Push the yellow container closer to the left wall, so you can climb on the platform in the corner. Grab the ledge on the wall and shimmy to the right, jumping over the slope. Drop on the inner side, close to the pyramid, and jump onto it near the small niche above. Jump off the pyramid to get in, and pick up the medipack and ammo. Drop down and run around the slope. Grab the ledge, hop to the upper one, and jump off to the right again. Climb to the top and analyze the pyramid – six of the mini obelisks are special, they have inscriptions on their sides. You can jump and perch on top of all of them and you need to reach those which have inscriptions. When you perch on them, they go down, so quickly hop to another one.

Artefact #4

Keep hopping to and from the mini obelisks until you reach the right side of the pyramid. You can see the artefact now, so jump off the closest obelisk and grab the ledge on the rock. Shimmy to the right and hop off onto the rock on the right. Climb on top of the rock and collect the last artefact. There's a large medipack just below.

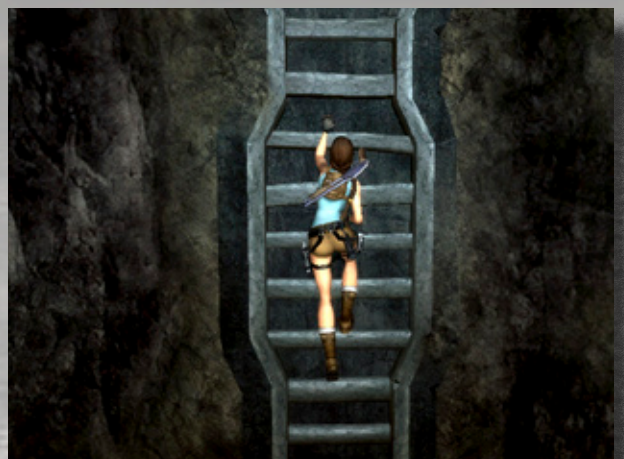


Once all the six mini obelisks are activated, you will have to work your way to the opening at the top, hopping from pin to pin. This involves going to the right side and then taking the left upwards diagonal. Here you will find a lever which opens the pyramid gate. Slide and go on in. This level is now completed.



The Lost Island: The Great Pyramid

To enter the building, first slide down, then run into the entrance, and follow the corridor until you find some Mini SMG ammo on the path. Walk on and you enter a large hall with three cocoons on each side. In the far right corner you find more Mini SMG ammo. Pick it up and walk through the corridor nearby. In a cut scene you will see Natla, after which Lara returns to the room where you just came from. Two monsters and a bat-monster appear. First take care of your flying opponent and then take out the other two as quickly as possible, when you get a chance, do the Adrenaline Dodge. Go back to the entrance of this room, it's closed, but the door on the right is now open. Climb up the ladder at the end of the corridor, and walk on, to return in the room with the cocoons. This time you are now on a higher level. Two bat-monsters appear out of the cocoon, take them out quickly, and pick up a large medipack on your right. On the narrow bridge you find another large medipack and some Mini SMG ammo. In the far right corner, you can enter a passageway; follow this to a high platform in a huge room with lava. On the left of the platform, there lies some shotgun ammo, some Mini SMG ammo and a large medipack. On the wall to your right, you can see a shooting target. When you shoot at the target, the hieroglyphs around it light up. Keep shooting until a wall ring appears, but so does a bat-monster from the cocoon next to it. The ring only stays out the wall until the hieroglyphs go out, so shoot the bat-monster first, and then shoot at the target again to re-light all hieroglyphs. Jump to the corner pillar, shimmy all the way to the left, and then jump backwards to run past the wall, using your grappling hook. Grab the ledge on the pillar in the other corner, jump up, and shimmy to the left. Then jump backwards to the platform. Here you shoot at the target on this level just as you did the first one. Another bat-monster appears. Kill it, and shoot at the target again. The platform you are standing on, is moving slowly back into the wall. Once the ring above the target is protruding out, jump quickly to the corner pillar, grab the higher ledge and shimmy to the left. Jump backwards, run the wall using your grappling hook, then jump and grab the pillar in the other corner. Climb up, then to the left, then higher up, and jump backwards to the platform. On this level there is a target on the wall too. Shoot at it, but this time the ring and several horizontal bars come out of the wall, too. Also, two bat-monsters show up, so kill them before they make you fall down into the lava. Preferably use your 50-caliber pistols. Shoot at the target again to make all the poles and the ring come out again. Jump to the slope on the corner pillar, and jump off it, to grab the first pole. Swing on, directly to the next, and turn around so you can jump towards the ledge of the pillar. Shimmy to the left, jump backwards to the pole, and straight on past the wall. Use your grappling hook and jump off to the corner, where you have to land on a slope that makes you slide to the left. Then jump again, quickly, and use your grappling hook once again, to do a wall run and jumping off, straight at the end, to grab the ledge of the corner pillar. Grab the ledge above you and jump backwards to the platform. Here you find a fourth target on the wall. Shoot at it and two more bat-monsters appear. Take them out and shoot at the target again, to release the two bars out of the wall. Jump at the corner slope and straight onto the first pole. Jump quickly and land on the other slope, then jump straight onto the bar, then quickly to the ledge of the corner pillar. Climb up, shimmy around the corner to the left, and jump backwards to get on a higher platform again.

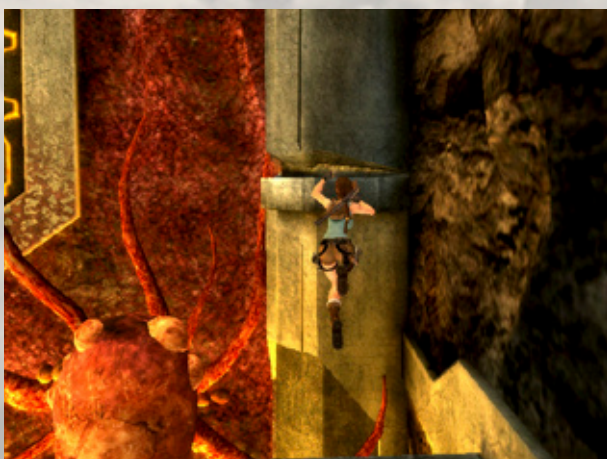




Further up you find the fifth target, shoot at it, and as before, take out the bat-monsters first. Do this before you shoot at the target again, to make two rings come out the wall. Jump to the corner slope and straight on, before you fall off, then grab the ring with your grapple hook and run the wall. Jump off at the corner to land on the slope, where you jump again, and do another wall run with your grapple hook. Jump off to the ledges of the corner pillar. Climb up, shimmy to the left and jump to the platform behind you. On this platform you find 50-calibre pistol ammo and a large medipack.

Artefact #1

Before you go into the corridor, look to the left. There is a ledge in the corner, jump to it, and shimmy to the left to pull yourself up into an inlet. The artefact lies a little to the right.



You can jump back directly to the platform where you came from, but watch for the bat-monster which will attack you. Walk through the exit and you arrive at some metal sliding doors and fire shooters in the wall. Around the corner there lies some shotgun ammo. Run past the first set of metal sliding doors, when all three just open. Near the first fire shooters there is a large medipack on the floor. When you want to pick it up you will have to be fast, and do it on the right moment so you don't get hit. After three shots, run past the fire shooters, and then stop just before the next set of sliding doors. Then run past them, just before the last one opens up. Repeat these tactics at the next combination of fire shooters and metal sliding doors, and then walk on to the next larger area. Slide inside the room and on the other side you see a character which seems like a mirror image of yourself – it does everything you do simultaneously and if you shoot it, you take the same damage immediately. Three monsters attack you and you have to take them out, but make sure that you don't hit the other creature as it does the same as you. From where you came down, you look in the right corner, next to the pillar, for some Mini SMG ammo; another sample is lying in the exact opposite corner. Now you are also on the right side of the room, which is important in the battle against your mirror image creature. In the centre of the room there is a turntable, rotate it counter clockwise and go to the wall on your left when you are standing with the exit behind you. Quickly climb up the platform below the ladder, before it retracts, and climb up using the ladder. Jump sideways to the right, and then quickly backwards, before you get pushed off the ledge by the pressure. In front of you there also lies a large medipack, pick it up and run straight on. A bat-monster comes out of the cocoon, take him out and walk on. You are on the right side, and further up is some 50-calibre pistol ammo, and a switch on the left of a gate in front of you. Turn the switch and a shaft opens on the other side of the bridge. The intention is to let the creature fall in it. It closes after a while, so jump down and rotate the turntable in the centre, to extend the platforms beneath the ladders. Now climb onto the other platform, and then the ladder above it. Quickly jump sideways to the right and then backwards. Normally you would land on the walking bridge when you are on the right side, but the creature which imitates you, falls into the opening of the walking bridge on the other side. If you did everything fast enough. Pick up the large medipack in front of you and some shotgun ammo on your way. Further on, you shoot another bat-monster that comes out of the cocoon. Turn the switch, to open the gate on the other side, and then repeat all your movements to get to



the gate, and leave the room by this passage. At the end of the corridor you arrive inside a room with a lava pit in the middle, and pistons on both sides, which slide in and out of the wall. On the left you can easily run past them when they slide into the wall, then eventually reach a switch. When you activate the switch, a bridge moves in the direction of the exit, which isn't open yet, also a bat-monster appears. Kill it before you move on past the pistons, then approach the ones on the other side. Here it's more difficult to get past them, because there is no ground underneath. Just before the pistons slide out you have to jump to the middle one and then straight on, to reach the other side with your second jump. Pick up the large medipack and activate the switch. Again another bat-monster attacks you. Now the exit is open, so head back, past the pistons, but don't leave just yet.

Relic: Torc of Embitterment

Near the exit you see a target on the ceiling, shoot it to let a part of the ceiling fall down and wreck the floor. Drop down onto the slope beneath and jump off, before the end, to grab the ring of the bridge, with your grappling hook. Swing onto the inlet. First pick up the large medipack and then climb up the ladder to find the Torc of Embitterment at the top.

By the passage on the left you can get back into the room with the pistons, then cross the bridge, and jump over the hole by the slope, to leave this level.



The Final Conflict

As soon as you run forward a cut scene is started, in which you find a large cocoon and you engage in a conversation with Natla. After the sequence, you face the boss that comes out of the cocoon.

Boss: Mutant

Fight this boss with your standard guns. The boss will follow you slowly and from time to time will attack with his arms or even whole body. Although his arms reach quite far, you can simply jump over them. Should he actually catch you, he'll swallow you and you're stuck in the abdomen of the monster. Then shoot as much as you can to get out as soon as possible. Like all bosses, this opponent has a Health bar and a Rage bar. As usual, you fill the rage bar by firing as much as you can non-stop, to provoke an attack which you can counter with Adrenaline Dodge. First do this with your back to the wall, and after the precise headshot, the mutant will hit the wall with his hand. It will remain stuck in the wall for a while, and a secondary shooting target will appear on his hand. Shoot that as much as you can and eventually, his arm will tear off. As you keep shooting, he'll hit the floor with his other hand, which interrupts your shooting. Just resume as soon as you can. Repeat this once more. Then provoke a rage attack again, but this time stand near the edge of the platform, so that when you dodge and shoot, the mutant will roll over the edge and will hang on its remaining hand. Since the other one is torn off, he can't pull himself up quickly. The shooting target is now locked onto his fingers as he's grabs the edge. Shoot as much as you can, and eventually he'll slip and fall down to meet his doom. You can pick up several items scattered over the platform: two Large Medipacks, two clips of mini SMG Ammo and some Shotgun Ammo.

As soon as the mutant is dead, the gate opens. Run through and jump to the platform in the lava flow. Turn to the right and jump to the next platform, where you can pick up a Large Medipack. Perch on the pillar beyond the lava waterfall, and then left to the next one, and finally to the platform. Here, you are attacked by a bat-monster, kill it and operate the switch on your right. The platform starts retracting slowly into the wall, but the next platform starts sliding towards you. Jump to it when it stops and turn around the corner after you pick up some Shotgun Ammo next to the platform.

Follow the corridor. When you see a niche ahead of you with an Artefact, a centaur appears from the chamber on the left. Be quick to kill it before it damages you too much. In that area you turn left to the gate to pick up a Large Medipack and some Shotgun Ammo. Activate the switch on the wall, which will close the entrance and another door in the room will open. A bat-monster appears; kill it before you walk through this new passage. As you reach the water pool in the next room, a bat-monster and another monster appear. Back off inside the corridor that you came from, to kill them one at a time. Pick up the items in this new chamber: Shotgun Ammo and 50 Caliber Pistol Ammo.

Artefact #1

Dive into the water and pull down the lever behind the pillar. It extends a platform on the wall, on the right of the passage through which you entered the room. Climb out of the water



and quickly mount this platform. A monster appears on the ground, which you can kill safely from here. Climb into the opening and pick up the Large Medipack. Run to the end of the tunnel, and push the cage off the edge. Turn around and you can see the artefact. Climb up on the ledge and collect it.

Artefact #2

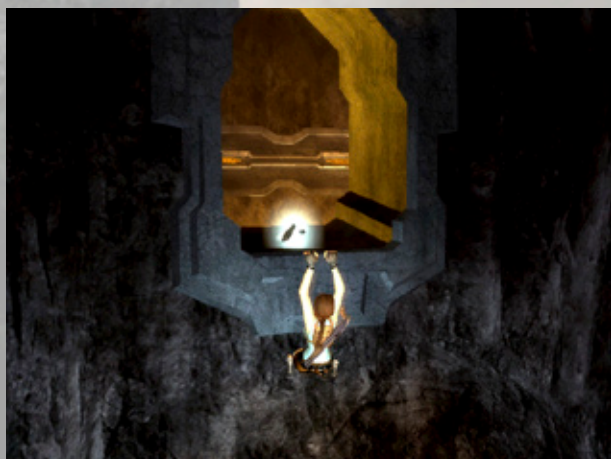
Jump down to where you pushed the cage; you're now in the previous room. Push the cage against the pillar and climb onto it, then onto the pillar, and deal with a bat-monster before you pick up the Small Medipack. Climb onto the higher platform and activate the switch to open the other exit beneath you. Descend to the floor and push the cage through this exit. Place it next to the wall on your left, under the niche in the wall. Use the cage to reach the niche and collect the Artefact.

Push the block back into the chamber and put it next to the pillar as before. Climb up, and you see on the wall on the left of the cocoon, three ledges glowing in orange. Jump to the first one and quickly shimmy left and jump over to the next one, before the steam coming out of the glowing opening pushes you off. Repeat this with the next two ledges, until you hang on a ledge in the corner, to the left of the last glowing ledge. Shimmy to the left, jump backwards, and use the grappling hook to run along the wall using the ring above, and jump straight ahead to the ledge in the other corner. Shimmy to the left, jump up to grab the opening above you, and pull yourself into it. Pick up 50 Caliber Pistol Ammo and the Shotgun Ammo in the corner, before you descend to the floor in the chamber with the water pool.

Below the opening you come from there's a decoration on the wall where you can hang. Do so and it slides down, revealing a shooting target. Jump back and shoot quickly, before the decoration covers it again. When you hit the target, one of three gates opens underwater. Climb over the rocks back to the water pool. You see other two decorations placed either side of the exit across the room. Behind these there are two more targets, which open the remaining gates. Before you proceed with them, run past the checkpoint on the way to the previous room, so you reload easily if you get killed. A bat-monster will attack you after you shoot the left target. Kill it and go to the decoration on the right. Make a long jump from the edge to reach this one, and jump backwards to shoot the target. Now you can dive in the water and swim through the tunnel.

Approximately halfway through, there's a Small Medipack on the floor, pick it up and swim to the end, then climb out of the water. Pick up 50 Caliber Pistol Ammo, and run further to the right of the lava flow. Watch out for the falling fire balls. Turn around the corner and jump to the left side of the lava, then turn right, and jump to the ladder further on the right wall. Climb up to the top and jump sideways to the ledge on the left, just before the fire coming out of the hole above it goes out. Quickly jump up to the higher ledge and shimmy to the right, before the flame fries you.

Grab the ledge above you and before the steam pushes you off, jump to the left to grab a safe ridge. Shimmy to the left and jump sideways to grab the ledge across. Then let go to grab a ledge further down. Pull yourself up onto it and collect the Large Medipack that lies there. Let yourself drop down once more to the ledge beneath you. Jump backwards to a distant,



lower ledge, and let yourself drop down by another ledge, to a safe platform.

Artifact #3

There are 2 platforms ahead in the lava river; these will start sinking as soon as you stand on them. Jump quickly from one to another and turn quickly to the right. Jump into the passage behind the lava waterfall. Follow it to the Artifact, on the left of the lava waterfall and go back the same route.


Jump over the sinking platform, to grab the ledge on the wall ahead. Climb up to the higher ledge, shimmy to the left around the corner, and jump backwards to perch on the pole which stands in the lava. Jump on, to the next pole when the fire flame is gone, and then quickly to the horizontal pole. Swing on it, jump towards the platform in the middle of the lava, and jump forwards quickly before it sinks. Around the corner you jump to another platform and then to a ladder on the wall.

Artifact #4

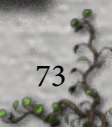
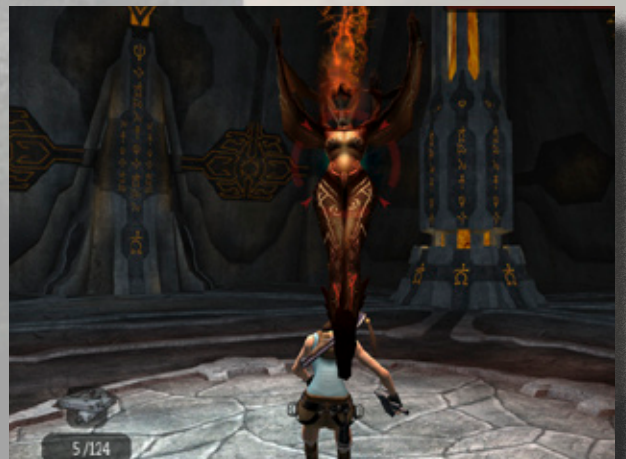
Turn around on top of the ladder and use your grappling hook to swing forwards, using the ring in the ceiling. Land on the other side, but watch out for the fire burner on the left, and pick up a Large Medipack in the corner. Go right and jump on the platform, pick up another Large Medipack, and then jump right to the niche across to pick up the last Artifact.

Go back via the same route. You don't need to swing, just jump across to the ladder. Walk further around the corner to start your battle against the final boss.

Boss: Natla

On the left side of the middle of the room there are four items, three of them are Mini SMS Ammo and the other item is Shotgun Ammo. Natla flies back and forth and shoots with fireballs at you, avoid them as much as you can. Natla sometimes hides behind the pillars, and teleports herself a lot, to show up again behind another pillar. Her body has three targets, the centre and the two wings. You have to aim with  and use the right analog stick to aim at her wings. Most damage will be done with your 50 Caliber Pistols. When you've dealt her enough damage you cut to another cinematic showing you Natla's vulnerable spot. After this cinematic, Natla will have a rage bar besides the default health bar. The intention is to fill up the Enrage bar, which will make Natla attack, and then you can counter it with Adrenaline Dodge. Once she's enraged, she'll do several rage attacks in a row, without you filling up her rage bar. Only when she is shooting the fireballs will you have to fill it up again. To hit the vulnerable spot on her back, you need to get behind her, which is possible if you run towards her and dive, not sideways like usual, but forward; this will make you somersault over Natla. The only thing left to do is to hit her when both targets join together and turn red, accompanied with a short beep. If you hit her well, on the weak spot, Natla will be stunned for a short while and you can shoot her more on the same target to bring faster damage to her. It's best to use your normal twin pistols for this, but when you avoid her rage attack with Adrenaline Dodge and shoot her vulnerable spot, it's better to do this with the 50 Caliber Pistols or your

Mini SMGs. Keep repeating this until the health bar of Natla is empty. The fight is done, but an interactive cut scene will now appear. Press **⬆** [Up] and **●** [Down] at the right moment, to jump over Natla, and to avoid her when she comes back. A bit later you dive with **●** [Down] towards the pistol and you press **RT** [Up] when prompted to shoot her. Next you press **⬅** [Left], which makes you pull over the pillar and eliminate Natla.





Artwork by KissBite



Croft Manor

Croft Manor



After reading Winston's note you can freely explore the mansion. Go to the other side of the table to read the open book on the stack, the most important word here is "bow". In the centre of the room there is a pressure pad which opens a niche behind the fireplace when you stand on it, but it closes again when the pressure pad is released. On one side of the room, there is a large collection of crates; the smallest one, with the red stickers, is movable. Put it onto the pressure pad so the niche behind the fireplace stays open. Climb the stack of boxes on the right until you reach the large painting on the wall. Jump to it to grab the top of the frame and shimmy to the left. Jump off to the crates on the left. You find the Sculpture Gear further up. Descend and then go up the stairs on the other side of the room. Go to the left and then up through the first door. You reach the library through the door at the end of the corridor. However, it locks behind you so you can't go back. When you look at the bookshelves on the left, you see a red book among the others; push it to open the bookcase on the right, so you can get to the Maze Map behind it. Climb up the stairs and follow the balcony to the other room. There you find three open books next to each other, read the middle one for another clue where "arrow" is the key word. In the bookcases on the left of these books you see again two red books which you push. This opens the bookcase between them, so go can grab your Dual Pistols.

Artefact #1

Follow the route back to the stairs and shoot the glass-case where you see a silver elephant statuette. Pick it up; it's your first artefact of this level.

Run back towards the room where you got the Dual Pistols, but before you enter, you see a painting in front of you. You can jump towards it, because there is an opening in the railing around the balcony. When you hang on the painting, it slides down, revealing a shooting target behind it. Jump backwards to the balcony and shoot at it to open up a secret passage next to the staircase. Climb down and go through the new opening. Follow the passageway to a pile of crates, on the left of where you find an item. It's important that you must pick up the Empty Bucket. You can shoot the boxes or climb on them to move on. Follow the passageway and go up the stairs. Press the button on the left to make the door open and enter into the next chamber. In this room are kept all of your collected relics. Go up the stairs and follow the route to another chamber. In the glass-case across the room, you find an item that you must take, the Sundial Gnomon, but you have to shoot the glass first. Read the book on the right, this also talks about a sundial, but the numbers written inside are more important: 11 2 7. Descend to the lower floor and go to the door next to the red-lit button. Press it and the door will unlock. Leave this room, follow the corridor next to it, and go on through the next door to come back to the main room where you started. Descend by the first part of the stairs and go straight up to the other balcony. Go through the door that's at the end of the balcony and follow the corridor to the end. Go through the door to enter Lara's bedroom. Turn left and you see two daggers, stuck in two pillars near the wall. Turn them both to open the round decoration on the wall between them, and take the Journal. Further to the right you find another open book, where "gears" is the most important word. Across the room you can find Lara's

wardrobe and change her outfit, if you've unlocked any. Leave the room the same way you came in, and return to the main room. Go down the stairs and turn right. Around the corner, further to the right, there's a door. Go through it and down the stairs, and then walk through the long corridor. Exit through the door and walk on through the long corridor until you see the sundial on your left. Place the Sundial Gnomon on the tip of the arrow. Now the sundial is operational and you have to dial in the numbers that you read in the book: 11, 2 and 7. The corresponding Roman numbers are XI, II and VII. By turning the sundial you have to aim at these numbers and also in that order. Point the arrow tip to XI and the number on the ground rises a little. Do the same with the two other numbers, first II and then VII. When the correct numbers are activated, the gate will open so you can enter the maze. Luckily you have the Maze Map; otherwise it would be more difficult to navigate.

Artefact #2

This artefact is hidden in the maze. On the left where you start, at the bottom of the map, you see a cross. Go to it according to the possible route on the map. Here you find the artefact, next to the grass that forms the cross.

Artefact #3

This artefact is hidden inside the maze. In the bottom right corner of the map you see a circle. Go to it according to the route, to find the artefact in the corner next to the statue.

Artefact #4

This artefact is also hidden inside the maze. At the top middle of the map you see a square containing a small minus symbol with four little circles, one in each corner. Go find the artefact precisely in the centre of this area.

When you have found all the artefacts you have to get to the large court in the centre of the maze by the northern entrance. On the other side you can find your Grappling Hook, on a ledge. You will need this to get to more locations and to collect items. To easily exit and return to this area, you open the gate back to the mansion. Do this by throwing your grappling hook to the ring and pull it. Run past the sundial, and go past the house on the right to get back to the door where you came in. Once you are back in the main room you can go up the stairs, along to the left, and then through the first door. Follow the corridor and go back inside the library.

Artefact #5

Throw your grappling hook to the chandelier in the middle of the room, pull it down and a secret place opens up in the corner, underneath the stairs. Here you find the fifth artefact.

This was the only interesting item left in the library, so leave the room, from where you came in, and follow the corridor back to the main room. Descend by the stairs and open the door on the right, to the left of the fireplace. Cross the courtyard and walk into the gym. Right next to the middle there is a blue pillar with number 1 on it. Use it to jump at a bar then onto a pole with four bars. This turns, after which, you can jump onto the ledge at the wall. Now grab the ledge on your left, jump backwards, and the pole with the bar will turn again. Grab the





ledge of the wall, jump to the climbing wall on your right, and jump backwards at the top to grab the platform. Here you find a small medipack. Use the button in the inlet to let the four poles in the gym go up. Descend carefully and look for the blue pillar with the number 2.

Artefact #6

Use this to jump at the ledge of the pillar, then grab the ledge above it and move to the left around the corner. Do a backwards flip to the first pole and jump onto the second, then grab the ledge on the rock at the left of the slope. Climb up one ledge, follow it to the end then left and jump backwards past the wall, to reach an inlet with the artefact.



Now go to the pillar with number 3. Use it to jump towards the ledge of the pillar, then the one above it. Shimmy around the left corner, grab the ledge above you and make a backwards jump. Use your grapple hook to wall run, and jump off at the other side onto a stone ledge. You are hanging above the inlet where you need to be, but to get there, you have to move to the left, let go and grab the ledge beneath you, and then jump on sideways to the right. Press the button here to turn a bar, then slide down by the slope and return to the same pillar with the number 3.

Artefact #7

Repeat the same actions to wall run. This time you don't jump off the wall, but you jump away from it, to land on a slope of a pillar. Jump straight onto the next slope, and jump again to grab the bar above the slope. This turns when you grab it, so turn around and jump to the inlet to grab the next artefact.



Descend and then climb up the rock pillar again by the number 3 pillar. Now move around the corner with the second ledge on the left, grab the one above you, and jump backwards to the corner pillar. Follow this ledge to the right and over the metal part, jump sideways to another ledge, and let go to grab the one beneath you. Shimmy along the whole ledge and jump backwards. Use your grapple hook to wall run, and jump off, straight to the ledge of the other pillar. Follow this ledge to the end and then jump backwards to the bar, this turns so you can jump in the inlet. Pick up the large medipack and press the button; this activates another bar turns somewhere else. Descend by the climbing wall on the right of the inlet, and return to the number 3 pillar. Repeat the same route, but when you reach the pillar on the left of the pool, you don't lower yourself to grab the stone ledge of the pillar. Instead you jump backwards to a bar that comes out of the pillar, and then on to the bar which you just turned. From here you can jump to two blue hanging poles, and then two high standing poles to a larger platform. Pick up the Wrench that you find here. Then jump onto the climbing wall on the left of the entrance and drop yourself to leave the gym. Cross the courtyard and go back to the main room. Leave area using the left door near the stairs; the corridor behind it will bring you to the garden and the maze. However, keep walking past the wall in the covered section, and past the wall fountains that aren't working yet. At the back corner of the garden you are walking towards a water installation. Enter by the open gate, and use the Wrench where you can, then pull it so the water starts flowing again. By doing this, all wall fountains will work again. Walk to one of them and place the empty bucket underneath it to fill it up,



so you get the Bucket of Water. Return by the usual route to the main room of the mansion. Now you can put out the fire by using the bucket of water, after which you can get to the Decorative Arrow. Don't forget when you pulled the box onto the pressure path. Now go through the door on the right of the fireplace, and go on to the construction room. Pull the red container a little more to the centre of the room, until it can't go any further. Towards the back of the room you see a crooked platform, shoot the chain that holds it that way, and then climb onto the boxes in the far right corner. Jump to the bar at the right, and then onto the ledge of the balcony. Shimmy to the end of it and jump backwards to the boards. Go around the corner and make a backwards jump to the scaffolding. Nearby there is a statue with a spear, there hangs a golden handle on it. Jump to this handle, the weight makes the spear go down. When you are back on the ground you get back on the scaffolding, but this time you can grab the spear itself and swing to the balcony behind it. Grab the red cart with bars, and move it to a round pressure pad next to the moveable statue. The intention is that you put the cart and the statue in a certain way, so the spear and the handles of the cart point in the same direction as the spears in the picture on the ground. This makes a target to appear. When you shoot at it, the first of the two grids under water open up. Look behind the boxes on the right to find a large medipack, and also shoot the cable of the pole to cut one of the three ropes that hold the statue in the air. Return to the platform with the scaffolding next to the spear, which you must pull down to hang on it. When you placed the container on the right spot, you can reach the pole of this container and get to the scaffolding on the other side. Look at the right and use your grappling hook, you can wall run and jump off in that direction. Look to the right and push down the moveable box, so you can use it to get back up here again. Approach the statue of Atlas, and pull the ring with your grappling hook. Now the globe rolls down the statue. Place it onto the round pressure path, right in front of the diving board, to open the second grid under water. Climb over the boxes and pick up a small medipack before you also shoot a cable to remove another rope. Now the statue hangs on only one. Return back to the area where you pushed down the statue, and jump to the moveable platform where you first shot the chain. Using this you get up onto the other side of the platform. So quickly run on and jump to the boards on the scaffolding. Shimmy around the right corner, jump backwards to some other boards, and then backwards again to the balcony. Here you shoot the last cable. This makes the statue falls down through the boards into the swimming pool. Now you can get there too. So dive into the water and first pick up the Decorative Bow near the broken statue on the bottom.

Artefact #8

Swim through the underwater tunnel, which opened when you were able to open the two grids. Right before the end you will find the artefact on the bottom.

Further up there is a handle on the wall, turn it to open the exit and swim through to get out of the water into the gym. Leave the gym, and cross the courtyard again, to get to the main room of the mansion. Go through the door on the left of the stairs to go to the garden, again using the corridor behind it. Move to the centre of the maze, where you see a statue on the platform. There are marks next to it, a bow and an arrow. You have a Decorative Bow and a Decorative Arrow, so place





these on the statue by standing on the right mark and use the item. At the front of the platform there is a ring on a panel, pull the panel away with your grappling hook and place the Sculpture Gear inn between the other gears. You find a handle in between the platform and the exit; turn it to make the statue do its work. The statue that gets hit by the arrow drops an item, walk towards it and pick up the Music Box Cylinder. Return back to the main room and go up the stairs. Climb up the second part on the right and go through the second door. Follow the corridor to the door at the end; place the Music Box Cylinder on the left to make it open up. When you enter this room, you have finished Croft Manor. You can still able to stay and read books, play on instruments and use the stereo to play music from the game. My house is your house, so have fun.

Lara xx





Simona Jankauskaite, 18, Lithuania

Kurt Stams

Interested in Tomb Raider since he was a kid, he created his first Tomb Raider website 5yrs ago, deciding to invest time in doing what he felt was his passion...

What's your favourite Tomb Raider game?

Difficult question, I would say TR Legend - because of the beautiful graphics and the investment placed into the music, but in terms of game play then I would have to say that TR3 is my favourite.

Why is this one your favourite?

I love the old games because the game play was longer. Seems like people concentrate more on the graphics these days than making a nice long game, maybe that's why Legend didn't win that trophy for me. Though I do understand as well that a first game or first movie is always the best in a series, hopefully TR8 will make me change my mind.

Have you completed all the Tomb Raider games?

blush no! I'm not sure, but I think I played only the first level of TR1 and a few levels of TR2. I definitely want more time to play the whole series again because I have forgotten about certain levels.

How did your love affair with Tomb Raider and of course Lara Croft, all begin?

My brother had a PlayStation those days and he rented the Tomb Raider game. I enjoyed playing it and when I got my first pc he bought me Tomb Raider 3, which was totally mine. Then I fell in love and that love became an addiction.

Why is Tomb Raider your favoured game above other games?

Another difficult question, it just fascinates me... I think it's the exploring together with a little bit of action which makes me adore this game so much.

Why did you decide to create a Tomb Raider Forum/Website?

My obsession with the game

became an addiction, and as there wasn't another Dutch website in those days I decided to share my love. My hope was that I would find some friends along the way who also shared my passion for Tomb Raider.

Can you give us a brief history of how it all started?

Our website was born in September 2002. I made a html website for the Dutch fans and soon I added a message board (forums) to the community. We had a great time on the forums, in fact so much fun that we didn't focus very much on the website. We just had some general information about Angel Of Darkness. After the first website Andy joined us and took care of the design of all the websites, we learned a great deal from him and are still learning new things. Then Amras found our community, he was a member of the Eidos forums and he brought us our first English member, Prelude. As she didn't have a clue what we were talking about, we created an English forum. Prelude invited her friends from Eidos to join a new online family at tombraider.be. As the amount of English members grew, our Dutch website was being redesigned into a more professional website. We decided it was time to start a new community together with the English members. We brainstormed together with all our members for a new name. It was Steve who proposed the name tombraiderinc.com, which everyone liked. We had our shared message board on the .be link which was difficult for English members to find, so we decided to move them also to their own .com place and tombraiderboard.com was born. At the end of last year we decided to have a new structure and the message board split up. Dutch members moved back to the .be domain and English members stayed at trb, which gave us more space for

new forums. Can't tell you much about our hosting as it's more something private about our board structure, but I would like to thank Diva for the support she gave with helping me to pay the bills.

Do you think that Crystal Dynamics did a good job on Tomb Raider: Legend?

Yes and no, first of all I like to say that they did a great job revitalising the game, mind blowing graphics, new features and new ideas. I think they are on the right track to keeping our favourite game and game heroine alive. But I'd said a no as well because, as with many of our members I was a little bit disappointed in the length of the game. They listened to their fans which was great, most of us wanted to have the vehicles back - but personally speaking one full level of riding a bike was too much. It doesn't make it special anymore, people want to have all the special aspects of Tomb Raider but they don't want to be given too much, us Tomb Raider fans are very easily bored.

How do you feel about the Tomb Raider movies?

I liked the style of the first Tomb Raider movie, it represented the game well enough for me. The style of the second movie, 'Cradle of Life', was different. I don't say it was bad, but not my style of Tomb Raider movie.

Who is your favourite Lara Croft model and why?

I honestly have to say that I didn't know them all before we did some research for the website recently, which showed me their faces. Another difficult one to answer but I'd say Karima as she's good looking, and Eidos have invested heavily both in time and money to make her look like our game heroine.

What are you most looking forward to in Tomb Raider: Anniversary?

The remake itself is very special to me. It is a unique comparison of the old game with the new one, I hope to have completed the original before the release of Anniversary.

"My hope was that I would find some friends along the way who also shared my passion for Tomb Raider."

The new features together with the correction of a few mistakes, for example making the game too easy in AoD with hints etc, are making me look forward to this game very much. Of course there are lots of other factors too. I hope the promise of longer game play than Legend holds true!

Where in the world would you like to see Lara travel to in the next instalment?

I always liked her exploring Egypt, so that would be nice to see again in the game. I don't like the London Rooftops, I prefer her to explore in nature, rooftops gave

me too much of an action feeling. Well it doesn't bother me if it's only one level, but maybe Belgium, Brussels would be good. Like a mission in the Atomium *laughs*.

Finally, if you could change anything about Tomb Raider what would it be?

I'm not the right person to give you an answer to that, I'm looking forward to the work of Crystal Dynamics and I fully trust what they are doing. But if I had to choose to change one thing I would bring back the mansion - as big as in the first games where you can explore the gardens.

"I'm looking forward to the work of Crystal Dynamics and I fully trust what they are doing."

Keir Edmonds

As the Tomb Raider Community Manager at Eidos he is the link for all the Tomb Raider fan sites out there in Cyber Space, so its time to find out a little more about who he is

...

At what age did you realize you had a real passion for gaming and what was the first platform you owned?

When I was really young, around 5 or 6, my older brother had a ZX Spectrum 48k. I used to play Jet Set Willy and Attic Attack on that until the keys overheated and stopped working. That gave me a taste for gaming and since then I've played on loads of different platforms, but the first console I owned was the Sega Master System. I used to love it. Then I got a Megadrive, a SNES (I can

beat ANYONE'S times on F-Zero), a PS One, and now I have a 360. At the moment I'm playing Battlestations: Midway, Rainbow Six Vegas, Pro Evo and TR Legend – naturally.

How many hours a week do you spend gaming?

It varies, I don't have as much time as I'd like to play now – work keeps me too busy during the week, but I normally put in a few hours at weekends to beat my friends.

How long have you worked in the gaming industry and in particular how long with Eidos?

I've been with Eidos for about six years now. I started work in the test department before moving to customer service and now community management. Eidos is a fantastic place to work.

What's your all time favorite game? (Is it other than Tomb Raider and why?)

Difficult to pick one... I'd probably have to say F-Zero on the Super Nes. The speed and control of the cars was second to none. I once tested a PC title called Anachronox which I loved. It was really underrated and I still fire that up from time to time for old time's sake. I'm playing a lot of Tomb Raider too, and now it's really interesting to see both sides of a game's development and production.

Do you have a personal favorite Tomb Raider game?

I'd have to say Tomb Raider Anniversary is my favorite. I've played a fair bit of it and the way CD have managed to squeeze so much out of the PS2 amazes me. We're going to release a video comparing parts of TR1 with the corresponding parts of Anniversary soon. The way they've retained the essence of the original but realized it on a much grander scale is fantastic.

What's your least favorite Tomb Raider adventure and why?

The Tomb Raider I've played most was Angel of Darkness; I was working in customer services for Eidos at the time. Although it was a lot different to other Tomb Raiders, and had a few...er... issues, it still found a place in my heart.

How did you first meet Lara ... were you already working for Eidos or was she an old acquaintance?

Well, she went to a school in Wimbledon where I was bought up, so we've known each other for quite a while ;)

Is there anything you'd like to see changed about Lara?

No way! I think Lara is perfect as she is.

How do you see the future of Tomb Raider evolving?

Longer. Harder. More beastly creatures. More exploration.

Why do you think Tomb Raider is the most popular game with Eidos and why do you think people have stayed so interested?

Because it's a classic. Tomb Raider is original and has always delivered a unique experience. There is no other game out there that gives you the same feeling. And of course Lara's character is unique and the first of her kind, she's already guaranteed her place in history. Tomb Raider is timeless and it's really my pleasure to be working with the community.

Do you think Eidos made a mistake by making this game homage to Sony and not creating competition for other platforms? Also why was the PS3 not included?

I can understand why some fans maybe a little disappointed, but I think as Tomb Raider Anniversary is a celebration of ten years of Lara, it was a fitting decision to keep it on the PS2. As Tomb Raider moves forward, we'll definitely see the next gen Lara – and it'll be breathtaking!

Tomb Raider must have taken you all around the world. Who is the most interesting person you've met and what's the most exciting thing that's happened to you through this?

Well, I've only been working with the Tomb Raider community for a short while so I haven't got to travel yet and I'm still waiting to go for dinner with Karima ;)

I've already met some great people like Justin from TRC and Chris and Dan from Planet Lara as well as Lude, who was lovely. I've met many more Tomb Raider fans online and I've made some great virtual friends already. I'll be visiting Crystal Dynamics in the US so I can see where the magic happens, and of course I want to have a beer with Kurtie and the Tomb Raider Inc guys in Amsterdam one day! And I get to do all this for my job, I'm a lucky guy!

How importantly are Tomb Raider Fan Sites view by Eidos?

The Tomb Raider community is one of the strongest and most dedicated computer game communities on the net with some really high quality fansites. Eidos are keen to listen to hear what the fans think, and when there is a community as devoted as Tomb Raider's they really do sit up and listen. We love to hear the community's views and see their art work, etc, and I pass this kind of thing onto everyone here so they can see what an active and enthusiastic community Tomb Raider has.

It's my job to serve as a link between the fans and Eidos and make sure the community gets their voice heard, so if there is ever anything the community needs or should get, I'm the man to ask!

Keir, on a final note, thank you once again for taking the time to do this for us. We have one final question to ask you. Who was the last person you spoke to on the telephone?

It's my pleasure, and as for the phone, the last person I spoke to was my friend from university called Rose, I'm meeting my old uni friends next weekend for the first time in years, so I'll be sure to tell them all about the nice people from Tomb Raider Inc!

"I'd have to say Tomb Raider Anniversary is my favourite. I've played a fair bit of it and the way CD have managed to squeeze so much out of the PS2 amazes me."

Lucas Metz

Firstly Treb, the Team at TombraiderInc would like to congratulate you once again for your recent 'Name in Credits Competition' win and can we also thank you for taking part in this interview.

How long have you been gaming?

I've been gaming for as long as I can remember. I don't know how old I was when I started, but I remember enjoying quite a lot of Hero on Atari many, many years ago. I've followed the Nintendo path ever since and made purchases of a NES, a Super NES, a Nintendo 64 and the GameCube shortly after their releases. I haven't had the opportunity to snag my Wii yet, but if all goes well, I might be able to get it for this Christmas.

Who first introduced you to Lara?

I was first introduced to Lara by a schoolmate of mine, back when Tomb Raider 2 was released. He – and at least half of the local magazines back then – kept praising it. Up until that point my favorite style of games was beat-'em-ups, such as Mortal Kombat and Street Fighter. When I first got my hands on Tomb Raider I barely could make the first few jumps in TR2. Then soon I learned the secret of the running jump I was hooked. Shortly after this time I went on to buy TR1, as it was just being reissued with the Unfinished Business levels. I've never looked back since, even though I still enjoy some Mortal Kombat matches every now and then.

Which was the first Tomb Raider game you ever played? Tomb Raider II, and that was on PC.

What platform do you play on?

Like I stated above, I follow Nintendo, and until recently Tomb Raider had only been available on Gameboy titles for me. I got Legend for the GameCube the day it was available. I've played the first six titles on PC.

When did you first start to collect Tomb Raider merchandise and what was the first item? Despite having been a fan since the day I met her, I only started seriously collecting when I got my own job. Then I was able to spend my own income on collectables. I think the first true collectable item, other than the games and magazine posters I had, was a deck of Tomb Raider cards in late 2002.

What's your most treasured Tomb Raider artifact? Oh, that's a tough one. I value all my collection with affection, not having a single specific favorite item. I suppose my signed Legend cover has to be one of my most treasured items.

How many items do you have in your collection? It's really relative and I wouldn't know how to count, but I do have a reasonably large collection. If we need figures, then I think that it'd be between the 150-200 items... Not nearly enough for me, once you see what's out there.

How many fan sites are you a member of and how many of them do you regularly visit? I'm registered to more sites than I can even remember, so if you ever stumble on a "Treeble" user, that'll most likely be me. I only check a few sites and forums though, usually the ones where I feel I have something to add, or where I generally have a fun time.

Which is your favorite Tomb Raider game to date? Do I have to choose only one! Really? Well, the original game is probably the one which had the most impressive impact on me, but I also love The Lost Artifact and last, but not least, Legend. I'm really excited about Anniversary, and having seen the direction Crystal is taking, I'm once again proud to be a Tomb Raider fan.

Do we need to ask your least favorite?

Unfortunately there has to be one, and it's Angel of Darkness, unsurprisingly. Funnily enough, I liked playing through The Action Adventure, probably because you don't have to control Lara at all. Here's hoping Bright Things gets to do some other TR-iDVD games.

Can you tell us how many hours a day on average you would spend gaming?

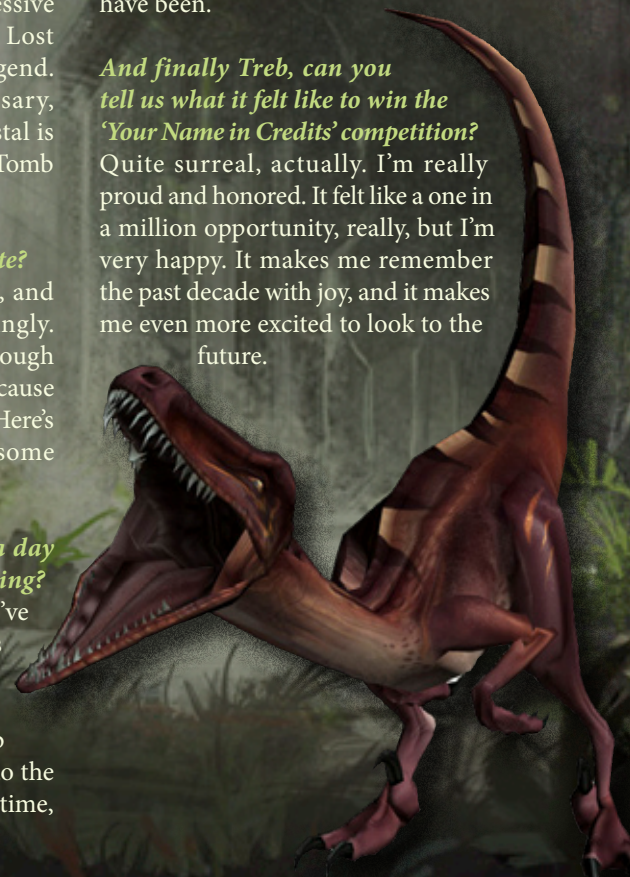
On week days, an hour or two, but I've spent entire weekends playing games non stop in the past. Not so long ago I spent around 30 hours straight playing and reviewing custom Tomb Raider levels. Heh, we're meant to do the things we enjoy the most in our free time,

isn't that right? ;-)

If you could take something from each game to make your perfect Lara/Tomb Raider, what would they be? Hmm, this is a tough one. I suppose that the gameplay and platforming would have to be inherited from Legend, as well as the control set up, including the cutscenes – interactive and otherwise. The actual storyline and maybe the wildlife variety of the original, coupled with a lengthy game ala The Last Revelation. All bound together with the storytelling style of Chronicles... now that could be interesting. You could also enhance further with vehicles, as in Adventures of Lara Croft, and some fun sea-bottom levels, like the ones in Dagger of Xian. That could really spice things up a bit.

What do you see in the future for Lara and how would you like to see the game evolve? I honestly hope that Tomb Raider, as a franchise, lasts for a few decades more. As long as they keep it fun to play, it will still be an interesting game, regardless of how revolutionary it once was, or could have been.

And finally Treb, can you tell us what it felt like to win the 'Your Name in Credits' competition? Quite surreal, actually. I'm really proud and honored. It felt like a one in a million opportunity, really, but I'm very happy. It makes me remember the past decade with joy, and it makes me even more excited to look to the future.





Nikki Kuppens

Nikki Kuppens, reviewer, guide writer and columnist for Playstation magazine, takes time out of his busy schedule to talk with us and share some thoughts...

How long have you been gaming?

I first got a 'Nintendo NES' for my Birthday when I turned eight, that's about fifteen years ago. I still own that console today, but I never bought another video game console until I got the first PlayStation. This was the time when my interest in gaming really took off.

How did you find yourself doing the job you do?

I had been using 'GameFAQs' for a long time, for the many kinds of games I owned. In the February of 2000, I decided I wanted to contribute something to their website myself. At that time I was playing 'The Road to El Dorado', from the creators of Broken Sword. This is one of my favorite series, and the game was easy, and linear enough to try and write my first walkthrough. A couple of games and guides later, I did one for The Getaway. Soon after I was contacted by the 'PlayStation Codebook' to have it published. At the beginning of 2004 I responded to a job opening with the Dutch Official PlayStation Magazine, as a guide writer. I started my first guide for them in the February. A lot of my work was published, but for the most of it, I still write for GameFAQs. For fun and for free.

What's your all time favorite game and why?

My favorite genre has to be the classic 'point and click' adventure. I already mentioned 'Broken Sword' as one of my favorite series, but Myst has to be the best one overall. Myst III: Exile, is the best one in that series, but it's not my

all time favorite game outside of this genre.

That place has to be taken by: Metal Gear Solid 3: Snake Eater. I greatly admire Hideo Kojima as a game designer, and the story in

this game is just unbelievable. It has so much depth, so many rich and interesting characters, and it fits perfectly into the rest of the series. There are still some things wrong with the game, like the camera previously, which was changed in Subsistence, but the presentation, setting and scale are simply non other than impressive.

How many hours per day do you spend gaming?

Since I also study Game Design & Development, playing and analyzing games is very much a working part of my education. Sometimes it sounds funny to say "I play games for homework", but that really is the truth! Sometimes it's not much fun at all really. The time I spend on games is divided across: playing for fun, without writing a guide, completing a game while writing a guide, and sometimes just to write a review, or maybe just to check something out for school. I guess it all comes down to about two hours a day on average. Much less play time during school days and a lot more at the weekends.

What drives you to write so many walkthroughs?

Writing walkthroughs combines two of my greatest hobbies. These are writing in general and playing games, so the combination keeps me happy. It's the writing itself which motivates me most, because sometimes I'm still able to write a complete guide for a game that I don't even like that much. By still playing a game I dislike, and writing down how stuff works, it really helps me to determine the strengths and flaws of a game. This makes me a better reviewer, and hopefully to be a better game designer in

the future. I have an electronic database of all the games I own, for all the platforms I have. I keep a game in my collection only if I'm going to write a walkthrough for it sooner or later. When the walkthrough is done, the game is gone.

How many walkthroughs have you written to date?

Currently I have about 80 walkthroughs hosted on GameFAQs and other websites. I'm always working on a couple of games at the same time, and have some unfinished work on my computer. If I was to include those and some published variations, I think at the last count, I'm almost at a hundred.

On average how long does it take you to create a walkthrough?

This really depends on the type of game, and how much interest is shown from a community. Shooters and adventures are usually pretty easy to write for, because they have a linear nature, while RPG's and more elaborate action adventures have more optional actions, which you need to check out and describe. Popular games usually have a larger user base, so information I can't find myself becomes available more quickly on message boards, or in other walkthroughs. The more interest in the game itself, the more motivation there is for me to finish a guide for it. Usually I write while playing the game, pausing every now and then to describe the actions performed.

This way it takes about 50% percent more time to finish the game, compared to when I'm not writing a guide. Sometimes one play through just is not enough. When looking at the bigger picture, I've written about a hundred guides over approximately seven years, so that's about fifteen walkthroughs a year.

Which would you say

“Writing walkthroughs combines two of my greatest hobbies, which are writing in general and playing games”

was your hardest game to beat?

I'd have to make a distinction between games I did and did not write a walkthrough for. Final Fantasy X-2 was absolutely the hardest game to write a guide for, because of its completion percentage. I had to play the game multiple times, check every increase in the percentage and make sure it was included correctly in the guide. The game itself isn't very hard, but its open ended structure and my determination to write a 100% completion guide made it a tough project. The hardest game to beat, and I still have to write a guide for it, was Call of Duty 2 for Xbox 360, on Veteran difficulty. Up until now I haven't encountered the same kind of challenge as collecting Gamerscore in Call of Duty 2.

You're studying as a game developer; could you tell us something of what this entails?

The course is named Game Design & Development, available at the Utrecht School of the Arts in Hilversum, The Netherlands. Its course which runs over four years and you can choose to graduate as a Master, or Bachelor. I'm currently in the latter half of my third year. The first two years consisted mostly of varied classes, assignments and smaller projects. You can choose from three areas, depending on what you wish to do later on in the industry. The first area is graphic design, which involves everything related to art and visual content. This covers details like 3D models, animations, interfaces and so on. The second area is technical. This covers anything from scripting to programming allowing you to be able to put the game together and make it work. The third one, which is the area I'm the most interested in, is content, or the actual game design. This means coming up with an idea, then shaping it into a prototype, while managing a team and steering the project in the right direction too. I just finished my internship and during this period I was a game designer at Soepel, a company formed by the first graduates from my school and course. I was in charge of writing and managing design documents. Currently I'm working on a project which will take up the latter half of

this year.

How do you see your career developing, is there a particular direction you would like to take?

I'm currently busy with a lot of activities related to games. I'm involved from the press angle, as a designer and as a hobby. It will always stay a big hobby for me and I hope I don't have to choose between designing and writing for games. Writing reviews and guides helps me to improve my own designing skills. It has also put me in touch with a lot of companies with interesting and influential people. Learning game design, theory and practice, also helps me to better determine why a game is good or bad. Then I am able to describe that in the press articles I write. My goal is to work for a console game developer for a couple of years after I graduate. Then maybe start my own development company with some talented people from school after that, but I also want to continue working as a journalist and writing guides for all those games to come.

What are your expectations of Tomb Raider: Anniversary?

The first Tomb Raider is still my favorite. I think Anniversary incorporates everything that was good about the later games into an atmosphere and setting of this excellent first game. Of course the graphics will be better, but I'm glad it still has the same charm as it did so many years ago. I'm looking forward to those

nostalgic moments, like meeting the T-Rex for the very first time, or turning into gold by stepping on Midas' hand. Also, visiting all the impressive locations, like the Coliseum and those creepy tombs. I do hope the last levels, including their enemies, get a better presentation, so that they'll fit in more with the rest of the game. Tomb Raider had a nice revival with Legend, but with the content of the first Tomb Raider, Anniversary should easily top that and become the best Tomb Raider to date.



	1996
	Tomb Raider
	1997
	Tomb Raider II
	1998
Tomb Raider Gold: Unfinished Business	
	1998
Tomb Raider III	
	1999
Tomb Raider: The Golden Mask	
	1999
Tomb raider: The Last Revelation	
	2000
Tomb Raider: Chronicles	
	2000
Tomb Raider: Game Boy Color	
	2001
Lara Croft: Tomb Raider	
	2003
Tomb Raider: The Cradle of Life	
	2003
Tomb Raider: The Angel of Darkness	
	2006
Tomb Raider: Legend	

TIMELINE

A HISTORY OF TOMB RAIDER

Tomb Raider (1996) - the birth of Lara Croft, British female archaeologist and budding game icon into the games industry. Released originally for PC, Playstation & Sega Saturn. Tomb Raider I is credited as one of the titles that boosted the original Playstation to its' huge success.

Tomb Raider II (1997) - an expanded range of weapons, items, and vehicles were introduced to emphasise the Raiding experience. Lara's appearance was given a makeover - a now moving pony tail, less edges, and a few new outfits accentuated her persona. Lara was definitely taking the steps towards becoming the gaming icon she is today.

Tomb Raider Gold: Unfinished Business (1998) - re-release of the original Tomb Raider game but with added bonus levels. Four new levels in two extra chapters called Shadow of the Cat and Unfinished Business.

Tomb Raider III (1998) - sprinting, crouch stance, monkey swinging were added to Lara's extending range of moves. Reality in the form of underwater swim-



ming for short bursts due to the freezing water and a burst of speed whilst running, which slowly drains away as Lara's stamina does so. More weapons and of course items. The choice of the gamer's path through the game was introduced, selection of the order that missions were played allowed a more three dimensional feel to enter Tomb Raider.

Tomb Raider: The Golden Mask (1999) – a selection of levels that were released together with later published copies of Tomb Raider II. This bonus edition differed from the first bonus edition, Unfinished Business, in that the storyline of the bonus levels did not tie into the original game. The Golden Mask plot is unique to its' levels.

Tomb Raider: The Last Revelation (1999) – Lara can now grab and swing on ropes hanging from ceilings. She can climb up and down these ropes/poles, and the shimmying round corners was first introduced. Lara has more options in her truly three dimensional world, allowing the gamer to return to levels already visited and pursuing different routes through some of these levels. The Last Revelation, unlike the previous episodes of Tomb Raider, takes place

in one country, Egypt, except for the training level which takes place in Cambodia.

Tomb Raider: Chronicles (2000) – Lara is still missing, presumed dead at the beginning of this episode, carrying on from The Last Revelation which left gamers wondering if their heroine was indeed dead at it's end. The game is based around memories of three of Lara's closest friends. Looking back on adventures gamers had no knowledge of gave this gave a surreal feel. The only movement introduced in this episode was Lara's ability to walk on tightropes or horizontal bars. Weapons were a mix of previous episodes, together with vehicles to suit the terrain. Chronicles was both praised and criticized. The graphics were praised as the best in the series so far. But the storyline was criticized as unoriginal.

Tomb Raider (2000) – Game Boy Colour – the first handheld episode of the series.

Lara Croft: Tomb Raider (first movie) 2001 – the introduction of Angelina Jolie portraying Lara Croft in movie format.

Tomb Raider: The Prophecy (2002) – Game Boy Advance – ad-

vance of Tomb Raider into the next generation of handheld consoles.

Tomb Raider: The Cradle of Life (second movie) 2003 – Angelina Jolie returns to the movie screen in Lara Croft's second movie role.

Tomb Raider: The Angel of Darkness (2003) – Lara's new moves include army-crawling, back flip, stealth, small hop, hand to hand combat and super jumping whilst sprinting. Strength upgrades and a role playing scenario – speaking to characters she interacts with - change the feel of Tomb Raider again. Although Lara's reactions don't actually affect the gameplay in any major way. The Angel of Darkness has been credited with being the biggest disappointment to Tomb Raider fans.

Tomb Raider: Legend (2006) – this episode of Tomb Raider presents the gamer with a truly standalone episode. There are very little references to earlier games and Lara is now the Next Generation Heroine that had almost been created in The Angel of Darkness. Beautiful graphics, smooth gameplay, and haunting themes truly bring Lara into the 21st century gaming world.

5yr Anniversary

Happy Birthday to ourselves! Our community has now existed for 5 years, and so we not only celebrate 10 years of Tomb Raider, but also our own birthday. Are you interested in how it all began? Then read our story below:

Many moons ago we had the idea to create a Dutch fan site, focusing on the famous game Tomb Raider. Tomb Raider: Angel Of Darkness was going to be released, and we thought it would be a nice idea to create the first Dutch Tomb Raider website. We had no knowledge of building websites, or creating a forum. We also had no idea where, or who, we could be with in touch with to get fan content. We basically started from zero. We needed new members and soon the first ones joined and started to help build our community. Six months later things started to settle down and soon we were joined by our first English member. She was so welcome! But we didn't have anything special to offer our English members. So we decided to create our first English forum, and before too long we received a sudden influx of Eidos forum members. We seem(ed) to be a caring family, which made us different from the rest. So expanding was the solution. More English forums and our board had soon become multi lingual. As for the websites, we started to think about making them look more professional, so we began to work on a new look, adding more content, not only in Dutch but also in English too, and very soon we had our very own thriving community. We all brainstormed together and chose the best name ... then suddenly, TombRaiderINC.com was born.

Time went by and in November last year we decided it was time to restructure both our communities. Both languages would get their own board and the websites were redesigned and rebuilt from scratch. We thought long and hard about how we could become even more special and separate from other sites. So we decided to start working on special projects. Our first one would be a fresh start, with a new perspective on how the future would look for our community. The Tomb Raider World Map was created to give people an overview on all locations Lara had visited in the games and movies, and give you information on their real life situations. Also we would offer people Live Support in our community, a solution to get your problem instantly solved.

Our community has had its up and downs, so I guess we're just like all the rest on that score. We also thought we'd come to a time when we'd run out of idea's. Then suddenly all that changed and it seems to be that Tomb Raider: Anniversary brought back the all old feelings and given us all a boost. We have a very balanced motivated team, complete with fabulous unique ideas, working very hard to share them with other members. As we always say 'Keep on raiding', because we have so much more to give you than these past 5 years. Make sure you're a part of it all too!

TombRaiderINC, TombRaiderBOARD and TombRaider.BE

Happy Birthday

Crystal

The Unofficial Tomb Raider Anniversary Fan Guide is a production of Tombraiderinc.com and Tombraider.be

Project managers:

**Andy Valgaerts
Kurt Stams**

Concept:

Andy Valgaerts

Author:

Nikki Kuppens

Localization Author:

Tess de Becker

Support Authors:

Tracey Jackson

Catherine McPhail Dalby

Editor:

Tracey Jackson

Editorial Support:

George Titkov

Art Director:

Andy Valgaerts

3D Designer:

Gaetan Brisson

Concept & Fan Art manager :

Simona Jankauskaite

Webmasters:

**Koen Beliën
Stephen Accetura**

Editors (Dutch version):

**Joachim Samyn
Tess de Becker**

Special thanks to our moderators at Tombraiderboard.com:

Steve, CyCro, VinDiGaTor, Simona, lady_tess, Laramaniac, Diva, Prelude, staticon, Blitz, Lic, Jacquino, Laralover, DjZ, Treb, Gaetano and Blitz

All material within this guide remains the property of TombRaiderInc.com and may not be reproduced, copied, or transmitted in any format using any medium without explicit permission. Any violation or infringement will result in a civil claim for damages and a criminal claim for copyright infringement. This Unofficial fan guide is not affiliated with Crystal Dynamics, Core Design Ltd or Eidos Interactive Limited. All rights reserved.

Lara Croft Tomb Raider, Lara Croft, Tomb Raider, the Tomb Raider logo, Eidos and the Eidos logo are all trademarks of Eidos Interactive Limited.



*“See you again in
Tomb Raider 8!”*