

# TOMB RAIDER

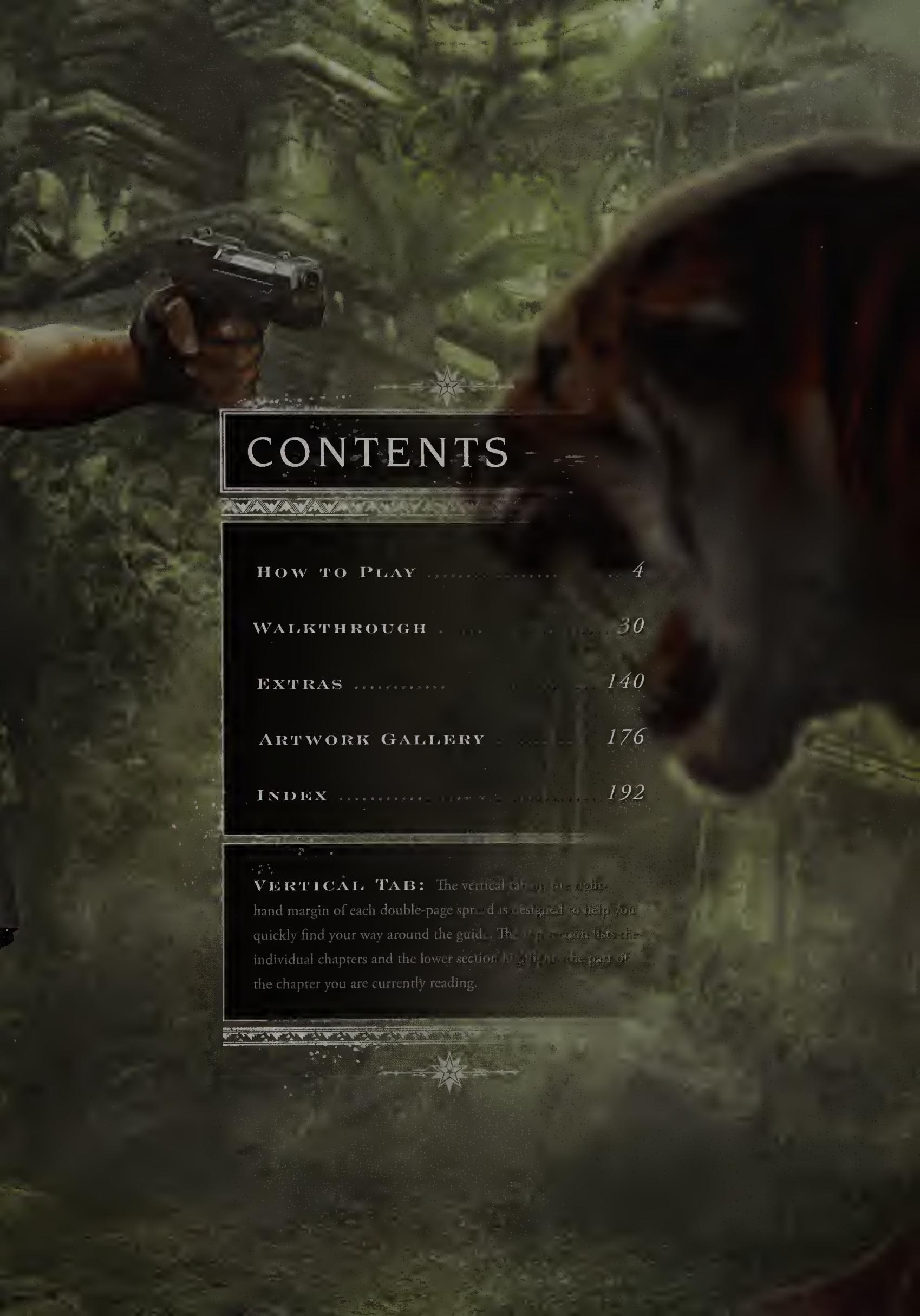
UNDERWORLD

THE COMPLETE OFFICIAL GUIDE

CRYSTAL  
DYNAMICS

eidos





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**VERTICAL TAB:** The vertical tab on the right-hand margin of each double-page spread is designed to help you quickly find your way around the guide. The tab section lists the individual chapters and the lower section lists the parts of the chapter you are currently reading.

# HOW TO PLAY

TOMB RAIDER: UNDERWORLD MAY START WITH A BAPTISM OF FIRE, PITCHING YOU INSTANTLY INTO THE FRAY BEFORE YOU'VE EVEN HAD TIME TO COCK YOUR TWIN PISTOLS, BUT ISN'T THAT WHAT YOU SIGNED ON FOR? EXCITEMENT, AND PLENTY OF IT? OF COURSE IT IS! REST ASSURED, THOUGH, THIS HOW TO PLAY CHAPTER EASES YOU INTO THE ACTION A LITTLE MORE GENTLY, OFFERING ALL THE INFORMATION YOU NEED TO GET STARTED BUT WITHOUT REVEALING TOO MUCH OF WHAT IS TO COME...



HOW TO PLAY

WALKTHROUGH

EXTRAS

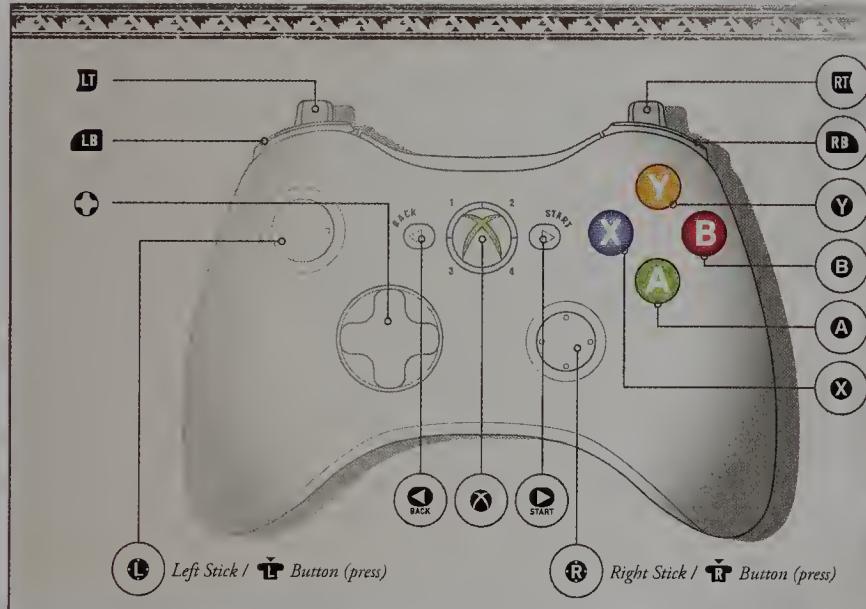
ARTWORK GALLERY

# BASICS

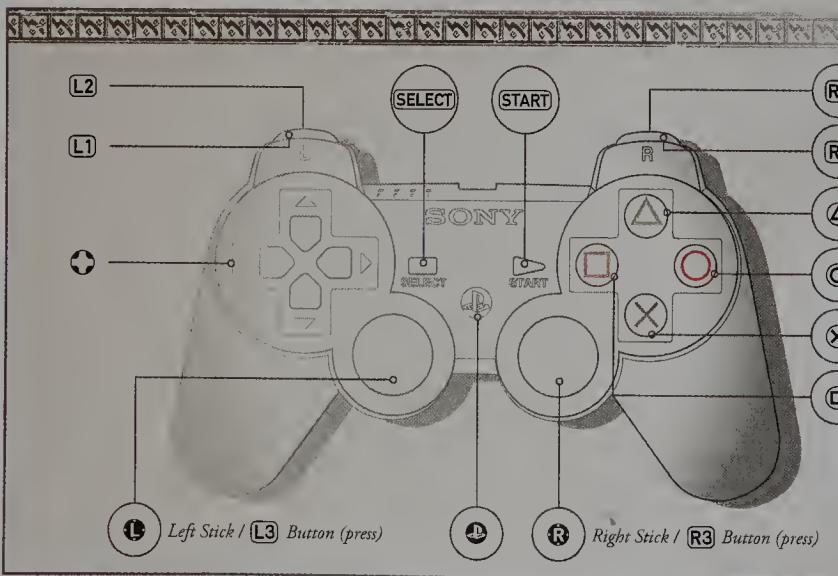
## COMMANDS

In the following tables you will find a comprehensive list of all commands that you can use in the game for Xbox 360, PS3 and PC.

### XBOX 360



### PLAYSTATION 3

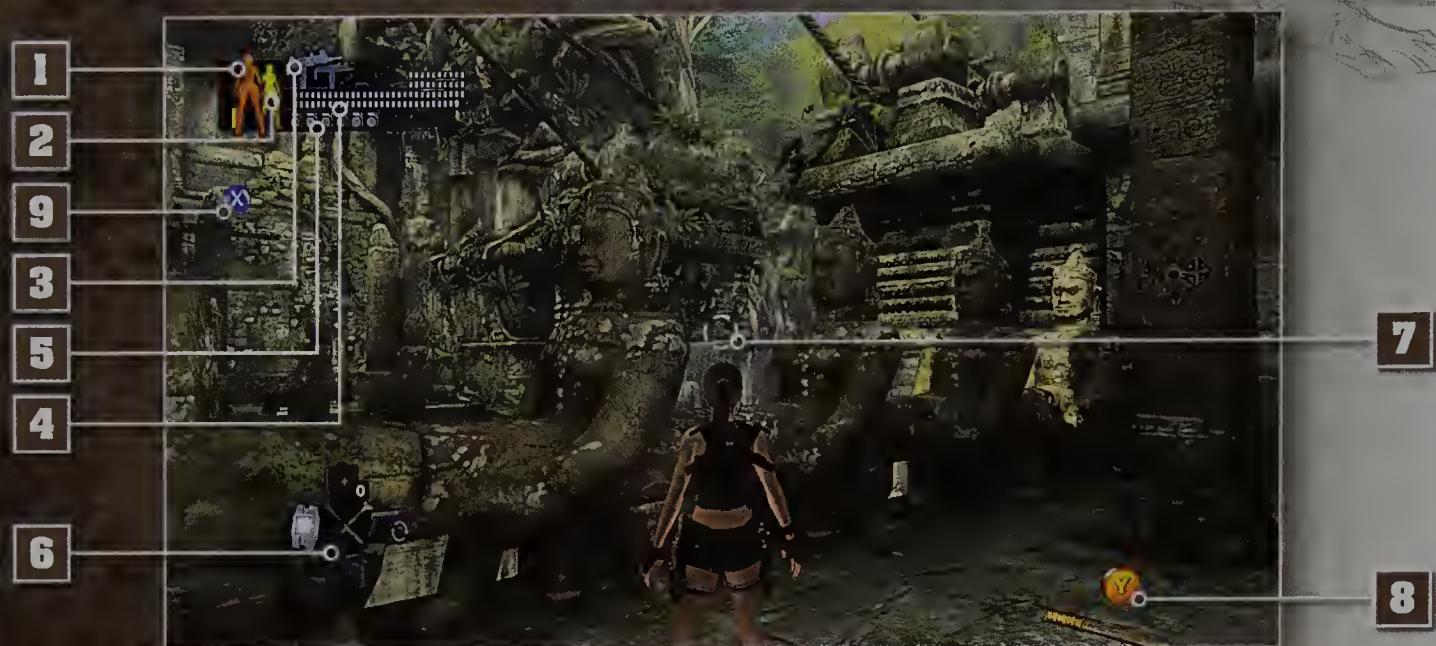


PS3	XBOX 360	PC	NORMAL GAMEPLAY	MOTORBIKE	
Left Stick	Left Stick	Left Stick	Move Lara	Steer	BASICS
Right Stick	Right Stick	Right Stick	Move camera	Move camera	MOVES
			Tap to switch between multiple targets when locked on		
+	+	+	◊: Select weapon ◊: Turn Utility Light on / off ◊: Use Health Pack ◊: Turn Field Camera on / off		TACTICAL INTEL
⊗	Ⓐ	JUMP BUTTON	Jump Vault (during combat when near enemies) Swim upwards	Skid Brake	
◎	Ⓑ	CROUCH BUTTON	Crouch (walking) Roll (running) Drop down Detach and retract Grapple Jump up quickly after being knocked down Swim downwards Drop object Prompt user if they want to Skip cinematics Dodge (during combat)	Skid Brake	
Ⓐ	Ⓨ	INTERACT BUTTON	Interact with objects Kick / Stomp Use melee weapon Brush off creatures Saving grab Fast traverse when climbing Pull Grapple Rappel (when used with Ⓜ while grappling)	Mount/Dismount	
Ⓑ	ⓧ	GRAPPLE BUTTON	Fire Grapple		
Ⓑ	Ⓑ	THROW BUTTON	Adrenaline Headshot (in combat)		
Ⓑ	Ⓑ	FIRE BUTTON	Throw Grenades and objects	Fire Pistol	
Ⓛ	Ⓛ	SPRINT BUTTON	Fire weapon	Accelerate	
Ⓛ	Ⓛ	LOCK ON BUTTON	Sprint (when running)	Fire Pistol	
Ⓛ	Ⓛ		Move / Swim faster		
Ⓛ	Ⓛ		Lock on to target	Brake/Reverse	
Ⓛ	Ⓛ		Draw weapons		
Ⓛ	Ⓛ		Reload		
Ⓑ	Ⓣ	PRECISION AIM BUTTON	Turn Precision Aim reticle on/off		
Ⓑ	Ⓣ		Enter adrenaline mode (weapons drawn)		
Ⓛ	Ⓣ	RESET CAMERA BUTTON	Reposition camera behind Lara		
START	▶	PAUSE MENU BUTTON	Pause Menu	Pause Menu	
SELECT	◀	PDA MENU BUTTON	PDA Menu	PDA Menu	
Ⓐ	ⓧ		PS3 Cross Media Bar / Xbox 360 dashboard	PS3 Cross Media Bar/Xbox 360 dashboard	

## NAVIGATING MENUS

When using the PDA and Pause menus, the commands are the same in both instances: press the Jump Button to make your selection, use Ⓜ to highlight an option, and press the Crouch Button to exit the menu. You can also use Ⓜ to highlight a selection in the PDA menu or to set options in the submenus of the Pause menu.

# ONSCREEN DISPLAY



**1** **Health Silhouette and Meter** – Lara's health is represented by both a vertical meter and a large silhouette. The color provides an instant, at-a-glance indication of her condition while the meter shows a more accurate measurement. At normal health, both meter and silhouette are colored bright green and the meter is full. As her health is depleted the bar of the meter will start to decrease and will turn yellow, as will the silhouette. When Lara is almost dead, the meter will be almost empty and colored blood red, as will Lara's silhouette. A clear warning that if she incurs any more damage, she'll die and you'll get to restart the game from the last checkpoint.

During the game Lara can discover gold treasures, referred to as Relics, that will permanently increase her maximum health. When Lara's health is over 100%, a secondary health bar appears on the meter and the indicators move into the blue color range. Collecting the Relics will boost Lara's health up to a potential 200% of normal health.

**2** **Adrenaline Meter** – A second, smaller silhouette indicates Lara's adrenaline level. It is grey when empty but can be filled by inflicting damage on enemies. As it increases it will change color from red to orange and is finally full when bright yellow. If Lara has a full meter when she is close enough to perform an Adrenaline Headshot on an enemy, then it will flash white to alert the player that the move is available.

**3** **Current Weapon** – When Lara draws her weapons, this icon shows the weapon type currently equipped. To switch to another, press **Ⓐ** to cycle through the weapons that Lara is carrying (whether or not the weapons are drawn). You can also equip different weapons via the PDA menu (see page 10).

**4** **Current Ammunition** – Shows you, at a glance, the type of ammunition in use as well as how many rounds are left in Lara's current weapon. The bullet icons will appear grayed out with each shot fired and Lara will reload automatically when the clip empties. Lara has an infinite supply of bullets for her default pistols, but other firearms have only a limited amount of ammunition available for each mission. You can check the remaining ammo for a specific weapon via the Weapon Selection option in Lara's PDA (see page 10).

**5** **Sticky Grenades** – Lara can carry several grenades, the maximum number depending on the difficulty setting. See page 27 to learn more about how to use explosives effectively.

**6** **Equipment** – Press the required direction on **○** to select one of the four different options here. Press **△** to use a Health Pack, if you have one: the number in the window indicates how many you have available. Press **□** to change weapons, **□** to take a look through the Field Camera and **○** to turn on the Utility Light.

**7** **Targeting Reticle** – Highlights the current enemy or enemies that Lara has targeted. The reticle changes appearance depending on the situation.

**8** **Interact Button** – When this icon appears on screen, it invites you to press the Interact Button. The action that Lara then performs will depend on the context: she may be prompted to smash an urn in search of treasures within, or to flip a switch.

**9** **Grapple Button** – When you see this button icon at the edge of the screen, it means that there is a nearby anchor point to which you can attach the Grapple. You can learn more about how to use the Grapple on page 29.

# THE PAUSE MENU

HOW TO PLAY

WALKTHROUGH

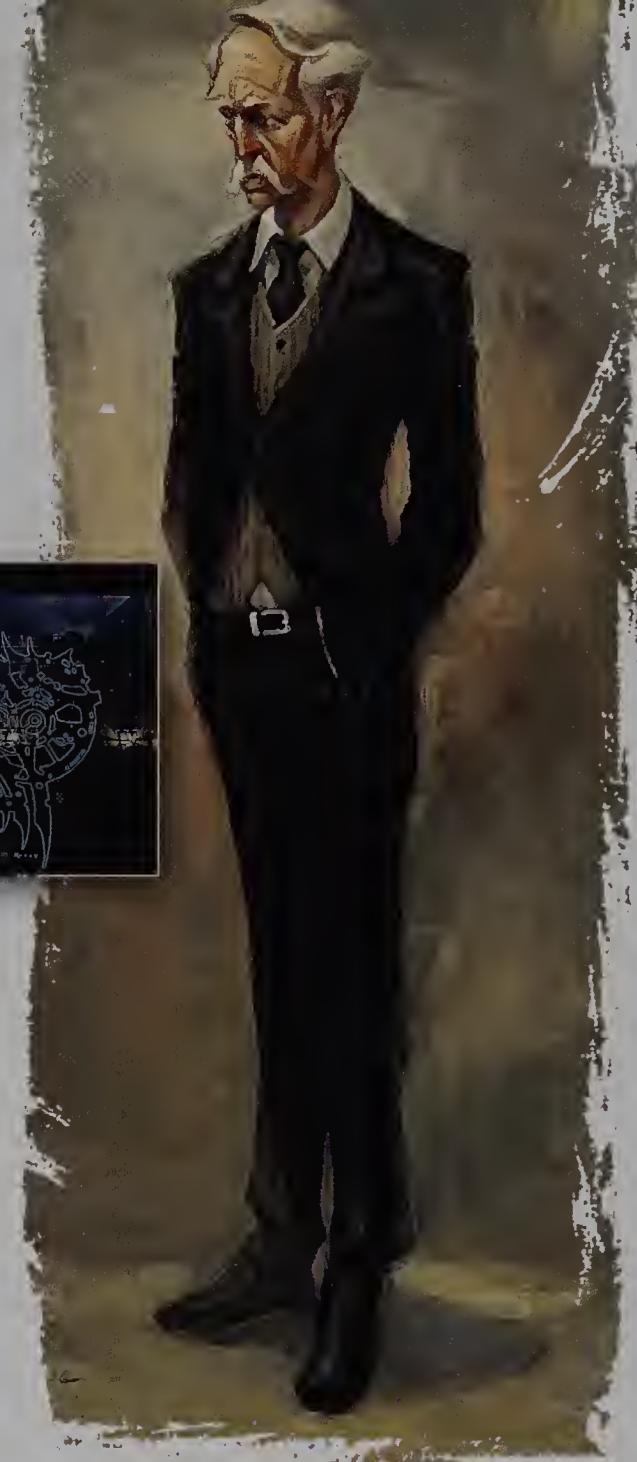
EXTRAS

ARTWORK GALLERY

BASICS

MOVES

TACTICAL INTEL



The Pause Menu is accessed immediately after you press **START** at the title screen, and also when you pause the game during gameplay. Calling up the menu gives you access to the following options.

- Start New Game/Resume Game
- Game Options
- Load Game
- Save Game
- Audio/Visual
- Extras
- Downloadable Content\*

\*Xbox 360 only



To make the most of your gaming experience, there are some interesting features that are worth examining in detail.

## START NEW GAME/RESUME GAME

When you access the menu, it will always default to the center field. If this is your first time playing the game, this will be the Play Game option. If you have already played the game at least once and saved your progress, you will see the Resume Game option; select it to load the game from your last checkpoint. If you have come to the menu during gameplay, selecting Resume Game will unpause the game, and you can resume from exactly where you left off. You can begin again at any time with the Start New Game option at the top of the semi-circular menu.

## GAME OPTIONS

All entries in this menu are very self-explanatory, although one of them – Player Tailoring – deserves a little more attention. This option enables you to adjust the following variables that were set by default when you selected one of the three difficulty levels at the very start of the game (see Difficulty Levels box-out on page 10).

**Enemy Health** – Determines how resilient your enemies are and how long it takes to kill them. Easy reduces them to 70% normal health; Hard bumps them up to 120% normal health.

**Ammunition Capacity** – How much ammunition and how many grenades Lara can carry.

**Damage to Lara** – How much damage Lara takes. Adjusting this setting affects the damage from fire and falls as well as combat damage. Less places her on 130% of normal health, but just 80% normal health if you're playing on Extra.

**Time For Saving Grabs** – When Lara doesn't quite make a jump, this setting determines the generosity of the time limit for saving her with the Interact Button. Normally set to 1.67 seconds, the Extra setting grants the player 3 seconds of grace, but just half a second on Less.

Note that if you selected Casual Explorer, all four options will be automatically adjusted to the easiest settings. If you chose Tomb Raider, they will all be set to Normal. If you went hardcore and opted for Master Survivalist, they will all be set for the toughest challenge. Don't worry if you change your mind, though. You can access the Player Tailoring menu at any time during the game and adjust each individual option to your liking. For example, if you find that you're struggling to beat the enemies and would like to reduce their effectiveness to make things a little easier, you can change the Energy Health setting at any point.



## EXTRAS

If you select any of the Concepts options (Environment, Character, Gear or Misc.), you can access a gallery of bonus content that is only available to those players who have unlocked it within the game. For more information on Unlockables, please refer to the Extras chapter of this guide. However, since it's full of spoilers, we strongly advise that you do not open this chapter until *after* you've played through the game at least once.

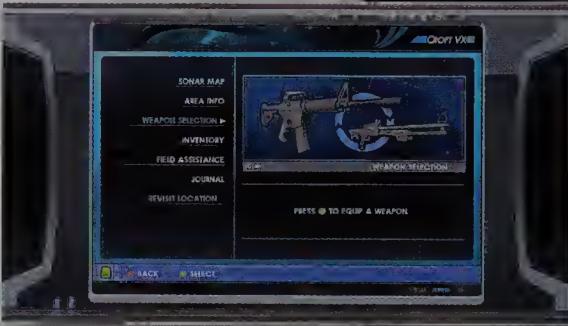
### DIFFICULTY LEVELS

*When you start a new game, you will be prompted to choose one of three difficulty levels: Casual Explorer, Tomb Raider or Master Survivalist. Your selection will have a direct effect on the Player Tailoring settings that are accessed via the Game Options menu.*

*In terms of your gameplay experience, the difficulty level that you select will impact four main aspects. To sum up, the higher the difficulty level, the more health enemies will have, the less ammo Lara can carry, the less damage it takes to kill her, and the less time you have to make Saving Grabs when Lara is hanging from a ledge by one arm.*

## THE PDA MENU

Press the PDA Button at any point to access Lara's PDA, her technical lifeline. Its entries are quite self-explanatory, but a couple of them deserve a few words.



**Sonar Map:** A 3D map of the surrounding area created by a sonar ping. Lara's position is represented on the map by a small character icon with a ring around the base and an arrow attached to the ring which points in the direction Lara is facing. Use **Ⓐ** to rotate the map so that you can view it from any angle; use **Ⓑ** to move around the map. Follow the other commands shown on the map to interact with it in even more depth. This impressive feature could help you in many situations, revealing concealed exits or locating your motorbike.

**Weapon Selection:** Here you can view Lara's available weapons, equip them, and check remaining ammunition. The list does not include any improvised melee weapons that Lara might have at her disposal.

**Field Assistance:** If you get stuck trying to solve a particular puzzle, then you can press the Jump Button to reveal a hint from Lara about what you should be focusing on next, or press the Interact Button to find out what your next task is in more detail.

**Revisit Location:** This option is only available after you have completed the game at least once. Selecting it returns you to a level that you have previously completed, and can be useful when you're trying to find all the treasures there. In that instance, you can also check the Area Info entry in the PDA menu to keep track of how many you still have to locate.





# MOVES

[HOW TO PLAY](#)[WALKTHROUGH](#)[EXTRAS](#)[ARTWORK GALLERY](#)[BASICS](#)[MOVES](#)[TACTICAL INTEL](#)

## BASIC MOVES



### RUN

**PS3** **XBOX 360** **PC**

Make Lara run by tilting firmly in the required direction. Running is vital throughout the game: as well as getting from A to B, you'll need speed to leap across wider-than-usual gaps, to dodge traps and, of course, to avoid gunfire and the gaping maws of angry monsters. You can move even faster by holding the Sprint Button while running.



### WALK

**PS3** **XBOX 360** **PC**

When approaching a suspicious person, creature or situation, you can make Lara walk or creep by tilting gently in the required direction. This is an ideal way to carefully approach the edge of a cliff face, or a guard who has his back turned to you.



### JUMP

**PS3** + **XBOX 360** + **PC** + JUMP BUTTON

Press the Jump Button with tilted to make Lara jump in that direction.



### MOVE CAMERA

**PS3** **XBOX 360** **PC**

More often than not, the trick to solving puzzles and finding the exit to a room is keen observation. By using , you can move the camera around, above and under Lara, enabling you to scan each location from almost every angle.



### RESET CAMERA

PS3

L3

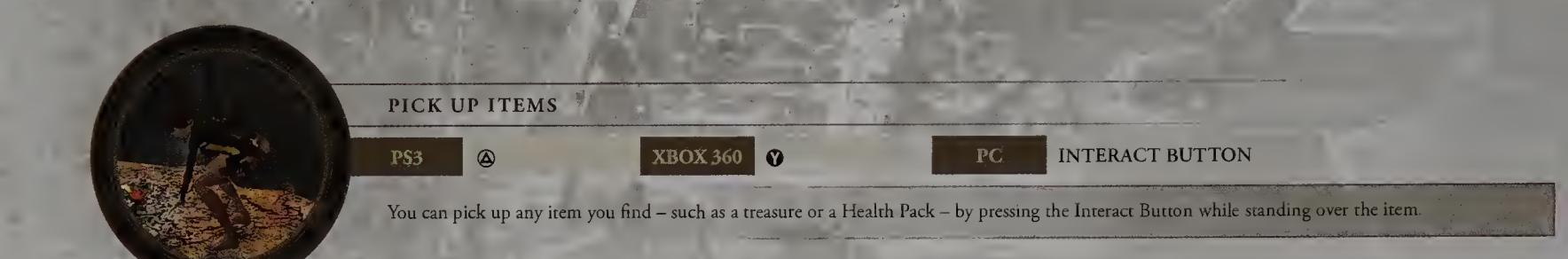
XBOX 360

Y

PC

RESET CAMERA BUTTON

Resetting the camera – that is, moving it back behind Lara – can be very useful when lining her up for a long leap, or if you've simply lost your bearings.



### PICK UP ITEMS

PS3

Ⓐ

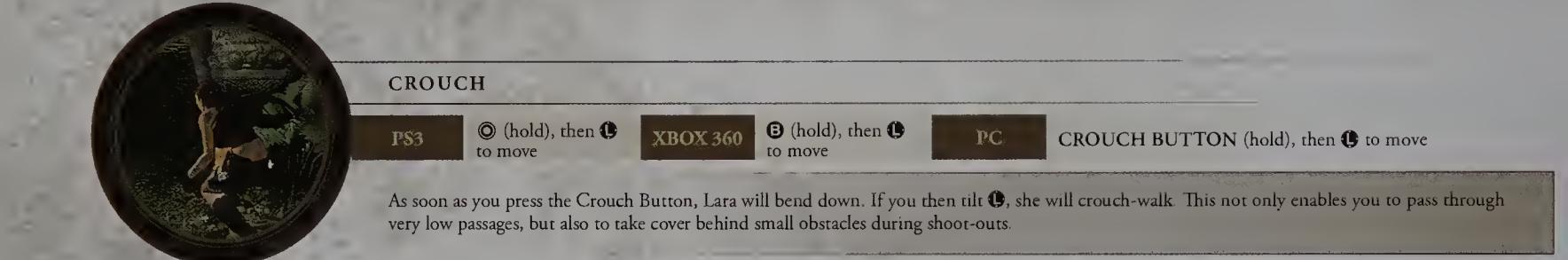
XBOX 360

Y

PC

INTERACT BUTTON

You can pick up any item you find – such as a treasure or a Health Pack – by pressing the Interact Button while standing over the item.



### CROUCH

PS3

Ⓐ (hold), then Ⓛ  
to move

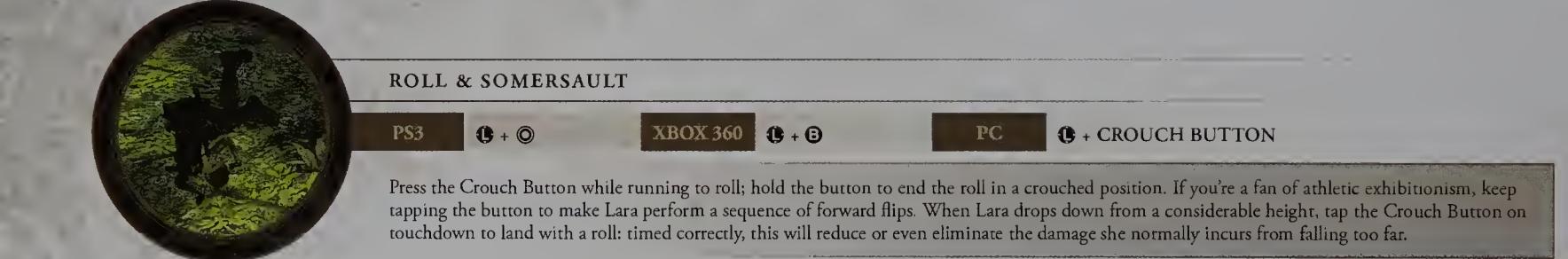
XBOX 360

Ⓑ (hold), then Ⓛ  
to move

PC

CROUCH BUTTON (hold), then Ⓛ to move

As soon as you press the Crouch Button, Lara will bend down. If you then tilt Ⓛ, she will crouch-walk. This not only enables you to pass through very low passages, but also to take cover behind small obstacles during shoot-outs.



### ROLL & SOMERSAULT

PS3

Ⓐ + Ⓛ

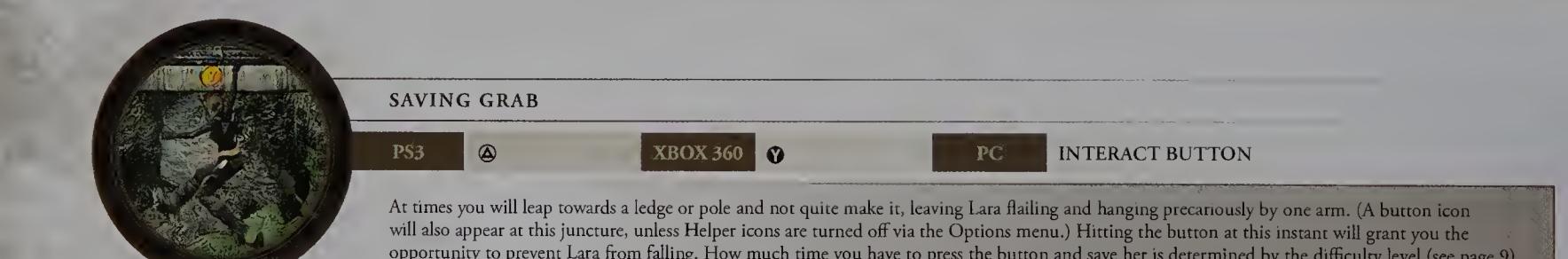
XBOX 360

Ⓐ + Ⓑ

PC

Ⓐ + CROUCH BUTTON

Press the Crouch Button while running to roll; hold the button to end the roll in a crouched position. If you're a fan of athletic exhibitionism, keep tapping the button to make Lara perform a sequence of forward flips. When Lara drops down from a considerable height, tap the Crouch Button on touchdown to land with a roll: timed correctly, this will reduce or even eliminate the damage she normally incurs from falling too far.



### SAVING GRAB

PS3

Ⓐ

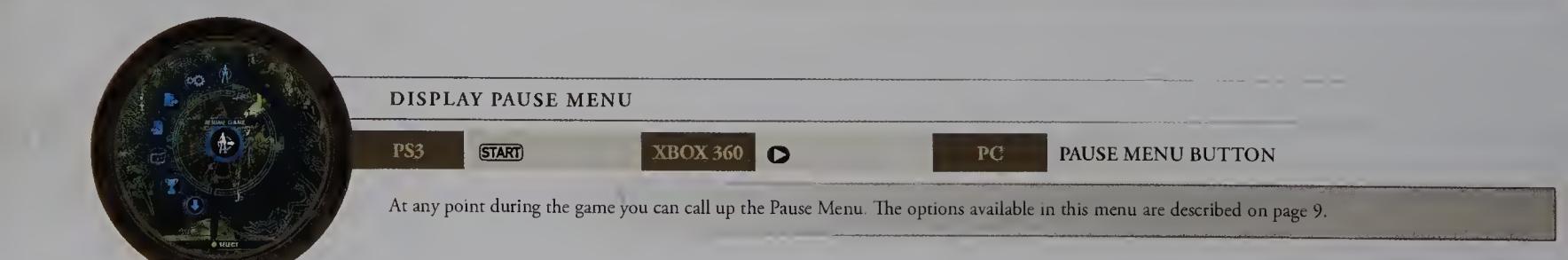
XBOX 360

Y

PC

INTERACT BUTTON

At times you will leap towards a ledge or pole and not quite make it, leaving Lara flailing and hanging precariously by one arm. (A button icon will also appear at this juncture, unless Helper icons are turned off via the Options menu.) Hitting the button at this instant will grant you the opportunity to prevent Lara from falling. How much time you have to press the button and save her is determined by the difficulty level (see page 9).



### DISPLAY PAUSE MENU

PS3

START

XBOX 360

▶

PC

PAUSE MENU BUTTON

At any point during the game you can call up the Pause Menu. The options available in this menu are described on page 9.

# INTERACTING WITH OBJECTS



## KICK OBJECTS

PS3



XBOX 360



PC

INTERACT BUTTON

BASICS

MOVES

TACTICAL INTEL

You can destroy objects such as urns by kicking them to check if they contain anything useful, such as a treasure.



## GRAB OBJECTS

PS3



XBOX 360



PC

INTERACT BUTTON

Press this button to have Lara take hold of a moveable object, such as a crate. Press the button again to release the object.



## MOVE OBJECTS

PS3



XBOX 360



PC



After grabbing an object, pull it or push it with **L**.



# SWIMMING



## SWAN DIVE

PS3

⊗, then ⊙

XBOX 360

A, then B

PC

JUMP BUTTON, then CROUCH BUTTON

To have Lara perform an elegant dive into the water, press the Jump Button followed immediately by the Crouch Button. The trick is to slide your thumb from one button to the other in one seamless movement. Note that you can also execute this move on dry land, where the Swan Dive's graceful finishing roll reduces the injury sustained when jumping from high places.



## SWIM

PS3

L and R

XBOX 360

L and R

PC

L and R

Simply tilt **L** to make Lara swim in that direction. Press the Sprint Button to make her swim faster. Steering with **R** will also change the point Lara's swimming towards - left, right, up, or down.

### DIVE

PS3

◎ (hold)

XBOX 360

Ⓑ (hold)

PC

CROUCH BUTTON (hold)

To swim deeper, hold the Crouch Button. Use **L** at the same time to move in a particular direction.

### COMBAT DODGE

PS3

Ⓛ + Ⓛ + Ⓛ

XBOX 360

Ⓛ + Ⓛ + Ⓐ

PC

Ⓛ + LOCK ON BUTTON + CROUCH BUTTON

Use this move to help Lara evade underwater enemies such as sharks.

### SURFACE

PS3

⊗ (hold)

XBOX 360

Ⓐ (hold)

PC

JUMP BUTTON (hold)

To make Lara swim rapidly to the surface, hold the Jump Button. Tilt **L** at the same time to move in a particular direction.

### EXIT WATER

PS3

Ⓛ

XBOX 360

Ⓛ

PC

Ⓛ

To exit the water, simply swim up to a suitable floating object, or any accessible platform. Lara will then automatically climb out.

## GRAPPLE MOVES



### USE GRAPPEL

PS3

◎

XBOX 360

×

PC

GRAPPLE BUTTON

As a rule, when you press the Grapple Button, Lara will automatically aim at any object within range that the Grapple can be attached to. When the Grapple is attached, you can move around within the range of the Grapple Line, although you'll note that Lara's moves are somewhat hampered by the "pull" of the cord. It's therefore best to avoid using the Grapple until you've dispatched any nearby enemies. Press the Crouch Button to detach the Grapple.

### PULL GRAPPEL

PS3

Ⓐ

XBOX 360

Y

PC

INTERACT BUTTON

Once the Grapple is attached to an object, you can tug on it by holding or repeatedly pressing the Interact Button. It may then be possible to pull the object towards Lara or make it fall over, depending on the circumstances. If it cannot be manipulated in this way, Lara will shake her head from side to side to let you know you're wasting your time.



## GRAPPLING SWING

PS3 then

XBOX 360 then

PC

JUMP BUTTON then GRAPPLING BUTTON

To use the Grapple to swing across a gap, connect to an available Grapple point and then jump. If she has enough clearance from the ground, Lara will then swing from the end of the line. Use to move her where you want her to go. Be careful, though; this can be a tricky maneuver. If the line is slack, Lara may hang too low and fail to make the swing, with potentially fatal consequences. This is where the next move comes in very handy...



## GRAPPLING EXTEND/RETRACT AND RAPPEL

PS3 or

XBOX 360 or

PC

INTERACT BUTTON + or

Lara can extend or shorten the length of her Grapple line while swinging and also use it to climb up or down walls and cliffs. Hold the Interact Button, then press up or down on to ascend or descend. You can also readjust Lara's orientation by tilting sideways.



## GRAPPLING WALL RUN

PS3

XBOX 360

PC

When the Grapple is attached to a wall ring, you can use it to run along the wall using . This is sometimes the only way to cross a particularly wide gap or reach a very high platform.



## WALL CLIMB

PS3

XBOX 360

PC

This is one of Lara's impressive new moves. She can now Wall Climb on appropriate surfaces. To leap from one climbing wall section to another, move in the required direction and press the Jump Button. You will see that Lara turns her head when you move the in the direction of a possible jump. Take note of this, as it's all too easy for her to fall to her death if she leaps blindly without checking where she's heading.



## WALL HUG

PS3

XBOX 360

PC

Lara can climb up onto and move along wider ledges by walking sideways with her arms outstretched on either side in a "hugging" movement. She can also jump up or away from these ledges as required.



## WALL JUMP / CHIMNEY JUMP

PS3

XBOX 360

PC

JUMP BUTTON

Lara can perform athletic wall jumps when two surfaces are close enough for her to leap between them. Simply jump towards one of the walls and quickly press the Jump Button the instant Lara makes contact to make her spring back towards the opposite wall. Repeat until she reaches the top. You don't need to move the stick after the initial jump, as she will turn appropriately, but it is important to get the timing right.

# COMBAT MOVES



## LOCK ON

**PS3****L2 (hold)****XBOX 360****LT (hold)****PC****LOCK ON BUTTON (hold)**

Lara will draw her weapon and automatically target the nearest enemy. The game camera will then track the target until the Lock On is broken, either when the opponent is killed or when Lara holsters her weapon.



## FIRE AND LOCK ON

**PS3****R2****XBOX 360****RT****PC****FIRE BUTTON**

Press the Fire Button to open fire and lock on to a target. When you release the button, Lara will automatically holster her weapon, unless you are also holding the Lock On Button.



## SWITCH TARGET

**PS3****R****XBOX 360****R****PC****R**

When facing multiple enemies you can switch your current target by tapping **R** in their general direction. Use this function when you need to dispatch a specific opponent before turning your attention to another, possibly less threatening, one.



## CHANGE WEAPON

**PS3****△****XBOX 360****△****PC****△**

To change Lara's weapon between pistols and the weapons carried on her back, simply press **△** until you have the firearm of your choice.



## PRECISION AIM

**PS3****R3****XBOX 360****Y****PC****PRECISION AIM BUTTON**

Use this when you want to aim at a specific point, such as a weak spot or an explosive container.



## MELEE ATTACK

**PS3****Ⓐ****XBOX 360****Y****PC****INTERACT BUTTON**

Though they obviously only work from close range, melee attacks are very useful as they often temporarily stun their targets, giving you a few seconds to finish them off. If Lara's holding a melee weapon, she'll use that instead.

## JUMP KICK

PS3 L +

XBOX 360 L +

PC L + INTERACT BUTTON

If you perform a melee attack while running towards an adversary, Lara will smash them with a flying kick. A hugely satisfying way to stun dangerous enemies.

## GRENADE TOSS

PS3 R1

XBOX 360 RB

PC THROW BUTTON

Face a chosen direction with (or click the Precision Aim Button), and then press the Throw Button to toss a Grenade. If you have an active lock on, the Grenade will automatically be directed at the targeted enemy. The power and blast radius of grenades make them the perfect weapon for dealing with groups of enemies or difficult opponents – though be careful not to get caught in the explosion. Press the Crouch Button to deactivate a primed Grenade if you have second thoughts. If Lara is holding a melee weapon, she'll throw that instead.

## DODGE

PS3 L + or

XBOX 360 L + or

PC L + JUMP BUTTON or CROUCH BUTTON

With Lara's weapon drawn, run in any direction using and press one of the respective buttons to perform an evasive maneuver. When you press the Jump Button, Lara will leap forwards, back or sideways in perfectly executed flips, all the while firing her weapon; she can also shoot at enemies when in mid-air. Although she can't shoot while rolling (when the Crouch Button is pressed), it's still an effective method of dodging enemies or diving behind cover.

## ENEMY VAULT

PS3 L2 + towards enemy +

XBOX 360 L + towards enemy +

PC LOCK ON BUTTON + towards enemy + JUMP BUTTON

This enables Lara to dodge or confuse enemies in close proximity by jumping off them.

## FOCUS FIRE

PS3 L2 (hold) + R3

XBOX 360 L (hold) +

PC LOCK ON BUTTON (hold) + PRECISION AIM BUTTON

When Lara's Adrenaline Meter is at least partly filled, this command enables her to enter an adrenaline-fuelled hyper state. This only lasts briefly, but gives you the chance to fire rapidly while your enemies are, in contrast, slowed down.

## ADRENALINE HEADSHOT

PS3 L2 (hold) + , then R + R2

XBOX 360 L (hold) + , then R +

PC LOCK ON BUTTON (hold) + GRAPPLE BUTTON, then R + FIRE BUTTON

This command can only be used at very close range on a locked-on target by pressing the Grapple Button when Lara's Adrenaline Meter is full. As soon as Lara jumps off the target in adrenaline mode, position the red aiming reticule over the target on the enemy's head and press the Fire Button for an instant kill.

## BRUSH OFF

PS3

XBOX 360 Y

PC INTERACT BUTTON

Press this button to brush off any pesky critters that are clinging to Lara, such as spiders. Repeated presses will prompt Lara to crush them under her boot or knock them far enough away to get a clear shot.

# USING EQUIPMENT



## USE UTILITY LIGHT

PS3



XBOX 360



PC



Press to turn the Utility Light off and on. This is often your only means of navigating your way through pitch-black tunnels or caves.



## USE HEALTH PACK

PS3



XBOX 360



PC



Press to use a Health Pack. As each one replenishes Lara's Health Meter by a large amount, be careful not to waste one when she is only slightly injured. The Health Pack that you squander at the beginning of a level could be the very item that you will later desperately need in order to avoid certain death...



## USE FIELD CAMERA

PS3



XBOX 360



PC



Press to use your Field Camera. Zoom in and out with the Fire and Lock On Buttons.

# HANGING FROM LEDGES



## LEDGE GRAB

PS3



XBOX 360



PC



To drop over and grab a ledge at Lara's feet, simply walk (or crouch walk) towards it. To grab a ledge on the other side of a gap, run and jump in its direction.



## SHIMMY

PS3



XBOX 360



PC



While hanging from a ledge, use to move sideways. If you press the Interact Button repeatedly, Lara will move at a faster rate.





## VERTICAL JUMP

PS3

⊗

XBOX 360

A

PC

JUMP BUTTON

While hanging from a ledge, jump vertically: if another ledge or a platform is within reach, Lara will grab it.



## HANDSTAND

PS3

⊗ (hold)

XBOX 360

A (hold)

PC

JUMP BUTTON (hold)

Hold this button while hanging from a ledge if you want Lara to climb up onto the platform with a graceful handstand.



## JUMP SIDEWAYS FROM LEDGE

PS3

L (hold) + ⊗

XBOX 360

L (hold) + A

PC

L (hold) + JUMP BUTTON

Move sideways until you reach the end of a ledge and keep tilting L. Lara will look in the corresponding direction: if she can see another surface to grab, a useful visual cue is that she will drop her arm in readiness. This is a good indication of a safe jump. When you feel confident, press the Jump Button to make your move.



## JUMP BACKWARDS FROM LEDGE

PS3

L (hold) + ⊗

XBOX 360

L (hold) + A

PC

L (hold) + JUMP BUTTON

Place Lara at the desired spot on a ledge, and then tilt L towards her back; again, she will look in that direction to indicate that she's ready to jump and will drop her arm if there's something to grab.



## LET GO

PS3

◎

XBOX 360

B

PC

CROUCH BUTTON

While hanging from a ledge, press this button to make Lara let go. Before you leap, make sure that the drop is not too great, or that there's another platform or ledge directly underneath. Plummeting from great heights has an extremely adverse effect on Lara's general well-being...



# CLIMBING FIXED ROPES, POLES AND LADDERS



## CLIMB UP OR DOWN

**PS3****XBOX 360****PC**

While holding a fixed vertical element, such as a ladder, pole, or pillar, move **L1** up or down to ascend or descend. Pressing the Interact Button repeatedly will enable you to move faster if you're in immediate danger. Move **L1** left or right to make Lara shift position around the pole or climbable element.



## JUMP

**PS3****XBOX 360****PC****JUMP BUTTON**

While holding a fixed vertical element, move Lara to the required position, press **L1** in the desired direction, then press the usual Jump Button. Bear in mind that without **L1** input, Lara will jump backwards from a fixed vertical element to reach another pole or ledge.



## PILLAR PERCH

**PS3****XBOX 360****PC****JUMP BUTTON**

Lara can jump to, or climb up on, the top of pillars. Press the Jump Button to leap to a perch position (like any other platform), or simply climb to the top of the pillar (where possible). Rotate her with **L1** and hop from perch to perch by tilting **L1** in the required direction and pressing the Jump Button.



## LET GO

**PS3****XBOX 360****PC****CROUCH BUTTON**

Press this button if you want Lara to let go of anything she is currently climbing. Again, be sure to check that a safe landing awaits before you do so...



## MOVE SIDEWAYS

**PS3****XBOX 360****PC**

While hanging from a horizontal pole, move Lara along it using **L1**. This enables you to make positional adjustments that are sometimes necessary to reach certain ledges.



# HORIZONTAL POLE MOVES





## SWING

PS3 (hold)

XBOX 360 (hold)

PC (hold)

While holding a horizontal pole, tilt and hold in the direction in which Lara is facing to make her swing athletically around the pole like a circus trapeze artist. If you hold in the opposite direction, Lara will stop, turn around, and swing that way instead.



## JUMP

PS3 (hold), then

XBOX 360 (hold), then

PC (hold), then JUMP BUTTON

While swinging on a horizontal pole, press the Jump Button to make Lara leap forward from the pole.



## PERCH

PS3

XBOX 360

PC JUMP BUTTON

While hanging from a horizontal pole, simply press the Jump Button to haul Lara up and have her balance on the pole, opening up all manner of new possibilities (such as jumping from a higher point). You can achieve the same result by swinging around the pole and stopping when Lara is at the apex of the swing.



## BALANCE BEAM

PS3

XBOX 360

PC

Lara is now capable of balancing on a narrow beam like an Olympic gymnast. Once standing on a beam, move along it with ; press the Sprint Button to move faster, or tap the Crouch Button while moving slowly to perform an elegant Front Walkover. When traversing beams, restore balance by tilting in reaction to Lara's movements. To drop to a hanging position, move Lara so that she is facing the required side of the beam and press the Crouch Button.



## REMOVE/PICK UP PORTABLE POLE

PS3

XBOX 360

PC INTERACT BUTTON

You will sometimes find poles that Lara can pick up and carry, either lying on the ground or placed in sockets. When Lara is close enough, she can pick them up or remove them by pressing the Interact Button, and then insert them elsewhere with the same button. Once in place, they operate in exactly the same way as any other similar pole. Note that you can pick up poles lying on the ground with flair by pressing the same button while tilting upwards.



## LET GO

PS3

XBOX 360

PC CROUCH BUTTON

While hanging from a horizontal pole, press this button if you want Lara to let go.

# MOTORBIKE CONTROLS



## USE MOTORBIKE

PS3 

XBOX 360 

PC

INTERACT BUTTON

Mount or dismount the motorbike.



## STEER

PS3 

XBOX 360 

PC



Tilt  sideways to steer the motorbike.



## ACCELERATE

PS3 

XBOX 360 

PC

FIRE BUTTON

To accelerate while riding the motorbike, hold the Fire Button.



## BRAKE / REVERSE

PS3 

XBOX 360 

PC

LOCK ON BUTTON

To brake or reverse while riding the motorbike, hold the Lock On Button.



## POWER SLIDE

PS3 

XBOX 360 

PC

CROUCH BUTTON

Press this button while moving to skid with the motorbike.



## FAST START

PS3 

(hold) and 

XBOX 360 

(hold) and 

PC

CROUCH BUTTON (hold) and FIRE BUTTON (hold)

To get off to an extra fast start, hold down the Crouch Button and the accelerator at the same time to rev the engine, then release the Crouch Button.



## DONUT

PS3

◎ (hold);  
then hold R2 + □

XBOX 360

□ (hold);  
then hold RT + □

PC

CROUCH BUTTON (hold);  
then hold FIRE BUTTON + □

To make the motorbike spin round on the spot, perform a Fast Start, but when you do so, tilt and hold □ either right or left.



## FAST TURN

PS3

◎ (hold);  
then hold R2 + □

XBOX 360

□ (hold);  
then hold RT + □

PC

CROUCH BUTTON (hold);  
then hold FIRE BUTTON + □

Once you've tried the Donut, you'll have learned the correct moves for a Fast Turn. Hold the Power Slide (Crouch Button) and then hold Accelerate (Fire Button) while moving □ left or right to perform a Fast Turn. Performed from a stationary position, this is also the quickest way to align the bike in confined spaces.



## USE HEADLAMP

PS3

○

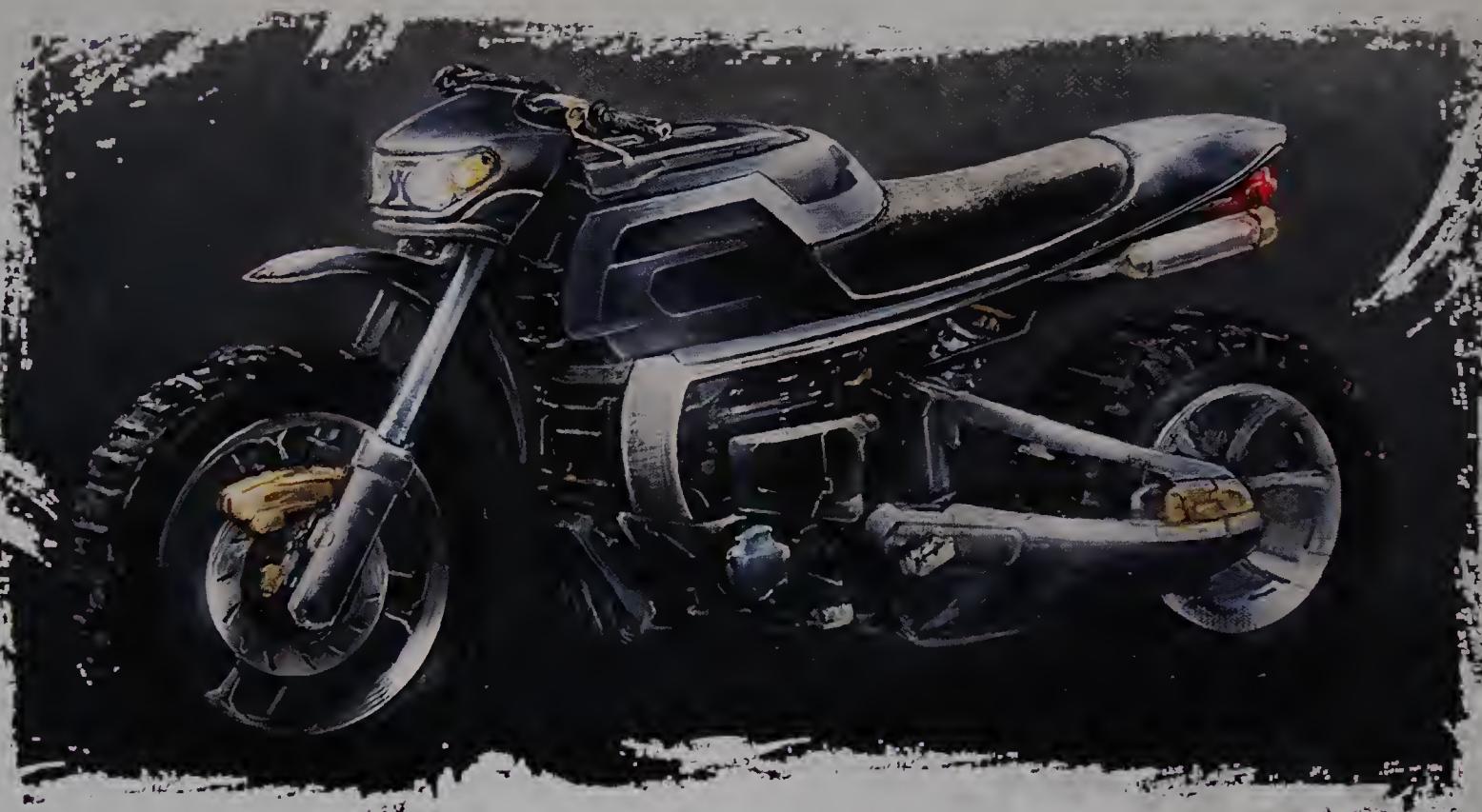
XBOX 360

○

PC

○

Press ○ to turn the motorbike headlamp off and on. This substitutes for Lara's Utility Light while in vehicle mode.



## SITUATIONAL ADRENALINE

At key points during the game Lara will automatically enter adrenaline mode. This usually occurs at a moment of extreme danger, when Lara must act immediately or suffer dire consequences. As with a regular adrenaline state, time slows down and her heightened senses grant a few vital extra seconds to focus on whatever is required to save her. The controls you use to perform actions during a Situational Adrenaline episode are exactly the same as you would normally use in the game, but with the advantage of having slightly more time to take evasive action.

# TACTICAL INTEL

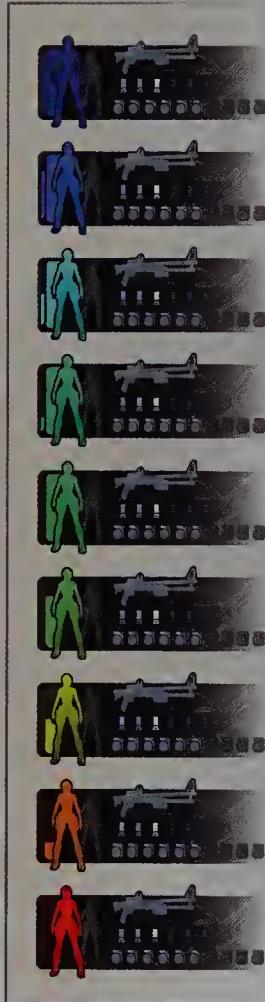
## METER MANAGEMENT

### HEALTH AND FITNESS

The Health Meter appears in the top left corner of the screen as a silhouette of Lara's body, with a slightly less alluring but still very useful health bar to the left of Lara's frame. The health bar empties according to how much damage Lara takes, with the silhouette also reflecting her current health status. If Lara's silhouette is bright green, then you can guarantee she's in good shape. If it's red, then she hasn't got much time left and you must act quickly. The most immediate and drastic measure that you can take is to use a Health Pack. However, you should only do so when Lara's Health Meter is extremely low. If you use a Health Pack when Lara still has most of her health left, you really are squandering resources that you may need later on.

If Lara's health is very low but she isn't in immediate danger, you can simply wait: although she won't heal completely, she will regenerate a small amount of health automatically over time. Avoid confronting enemies or risking falls in this period.

Another more satisfying long term solution is to find the gold Relic hidden in all but one of the levels to make things easier for you in the more challenging latter stages of the game. Not only will this instantly fully replenish Lara's Health Meter, it will also permanently increase her maximum health. The exact location of every gold Relic will be revealed during the course of the Walkthrough.



### ADRENALINE RUSH

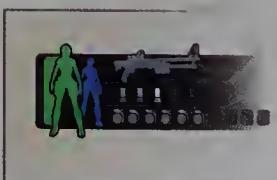
Inflicting damage on enemies causes Lara's Adrenaline Meter to start filling up. She must cause enough successive damage to fill the meter completely or it will start to drain away rapidly. A full meter grants the choice of two adrenaline moves, both switching the action to slow motion. The first, Focus Fire, gives Lara an opportunity to keep shooting with 25% more damage and greater pushback from successful hits. The second is the Adrenaline Headshot: aim the smaller red reticle over the gray target and fire within the time limit for a guaranteed instant kill.



Occasionally, Lara will also experience Situational Adrenaline episodes. You can learn more about these on page 23.

### BREATHE DEEP

At a certain point in the game, Lara must swim underwater without her Diving Gear. When this happens, the Breath Meter will appear next to the Health Meter as a smaller blue silhouette of Lara. This gauge progressively empties itself as long as Lara remains underwater; essentially, the more Lara moves, the more oxygen she burns. Swimming fast with the Sprint button also drains her oxygen more quickly. As her air starts to run out, you must rapidly return to the surface – once it is exhausted, you will have only a few seconds to avoid sudden death.





# MAKING THE MOST OF LARA

## MULTITASKING

In order to successfully make your way through the game, you will soon find that you must become an expert in multitasking. Lara will frequently be called upon to perform several different actions at once, often at lightning speed, in order to survive. If that sounds a little daunting, don't panic! The controls in *Tomb Raider: Underworld* are so instinctive and easy to use that you'll soon master the moves without consciously thinking about which buttons to press, and as the actions become second nature, you'll find yourself aiming, shooting and somersaulting simultaneously with impressively choreographed ease. Should this be your first experience of a Tomb Raider game and you're having a little trouble getting the hang of running and jumping or targeting and dodging, simply practice as much as you can on the first level, which is perfect for introducing you to the basic moves that you must master in order to successfully complete the game.

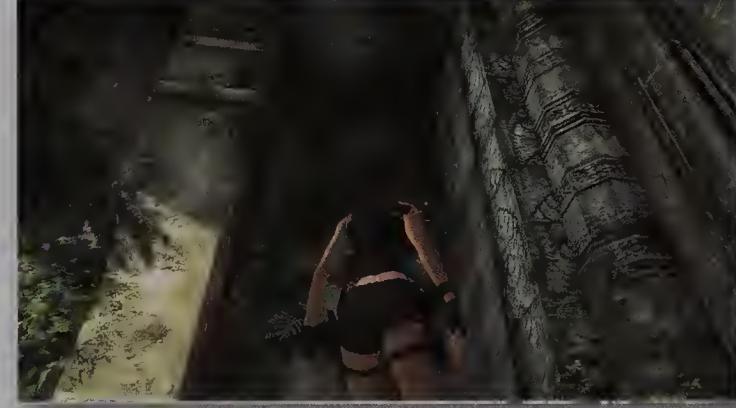


## THINK CREATIVELY

Observation is paramount in *Tomb Raider: Underworld*. If you find yourself "stuck", the solution is probably right in front of your eyes and you simply have to think a little more laterally and look a little closer. If you find yourself trapped in an area with no apparent means of escape, carefully study the surface of the walls, or simply try jumping up against a wall, in order to see if you grab onto anything solid. If there is greenery or vegetation on a cliff face, it may be possible to climb up it using the new Wall Climb move. More often than not, you will find that the Wall Jump is the way out of an apparent dead end. Look up to see how high you'll have to jump in order to clear the area. Turn on your Utility Light to inspect any dark corners where you might find a suitable wall jumping spot.



Clues can come from anywhere, even a detail in a cinematic cut scene or an unseen area spotted on the Sonar Map. And don't forget Lara herself: she will often give you plenty of hints via her body language, so watch her closely to see how she's responding. If she glances to the side, it means that she's noticed something of interest – maybe a collectible or a useful gadget or switch.



## HEALTH PACKS

Health Packs come in two forms. The First Aid Kit can be recognized by its distinctive symbol and is commonly encountered in the field. However, Lara's exploits frequently take her into places untouched by modern civilization, so look out for Natural Remedies, depicted as goblets of a medicinal concoction. Both types will add to your Health Pack inventory, accessed via , and both add 100% Health.

Lara starts without any Health

Packs; she can carry as many as she finds, but they won't be carried over to the next level.



## TREASURE

You will find numerous treasures and Health Packs hidden throughout the game. On all but one of the levels you can also find a gold Relic, which is always very well hidden, as these rare items permanently increase Lara's maximum health. Some treasures and Health Packs are very easy to find, being placed right in front of you, while others are hidden in urns and other containers, so you'll have to smash each urn you find just in case one contains some treasure. You can check how much treasure you have left to find in each level by accessing Lara's PDA (see page 10). It's often the case that you won't find all the treasure on a level until you've played it several times. And, of course, we will show you how to find all these items in the pages of this very guide.



# COMBAT SITUATIONS

HOW TO PLAY

WALKTHROUGH

EXTRAS

ARTWORK GALLERY

## COMBAT BASICS

As soon as you hear or see an enemy approach, press and hold the Lock On Button. Lara will draw her weapons and target the enemy. If an enemy is within range the target reticle will turn red, with the enemy's health represented by a line of red pips on the left of the reticle. Press the Fire Button to shoot at the enemy.

You will notice that whenever you are near possible targets, a white targeting reticle appears over them when the Lock On is engaged. This is just an indication that they can be targeted.

When your aim is blocked by an object, the target reticle will turn grey. Only fire when the target is red to avoid wasting bullets.

Switch between several different targets in Lock On Mode with a flick of **R**. Note that when

Lara is using her one-handed weapons, she can automatically target two enemies at the same time in Dual Fire. Simply hold down the Lock On Button to aim at them both and fire away. Furthermore, even if Lara is climbing up a cliff, she can still shoot at enemies with a one-handed weapon while hanging on. This new ability can be exploited when she is attacked from the air, or finds herself facing a new breed of enemies who can cling to sheer walls and reach areas that were previously thought safely unassailable.

You can also manually target an enemy to achieve a more precise result by clicking the Precision Aim Button. When you move the target reticle over the enemy (using **R**), it will change from a broken white circle to a solid red target with an aiming dot in the center. Keep an eye out for explosive containers and use an aimed shot to detonate them at the precise moment for maximum effect.

Conserve the limited ammunition of your supplementary weapons. Stick to your pistols until you really need heavier firepower. Running out of ammo in the middle of a firefight can be rather dangerous, so release and press the Lock On Button to reload manually in a running battle. Otherwise Lara will reload automatically when the clip empties.

Sticky Grenades are a highly effective new weapon at Lara's disposal. In fact, they can often be the best way to dispatch a particular enemy, with certain provisos to bear in mind. If you have limited space, lobbing a Grenade is unwise. If you score a direct hit with the Grenade, it will stick to your quarry and emit a series of beeps before exploding, achieving an instant

kill. If it's a human opponent, you will see him frantically trying to dislodge the Grenade before it explodes. However, you should take care when throwing a Grenade in this way, as your opponents can take you down with them if they run at you when the Grenade is stuck to them. It's therefore unwise to use this method on charging animals that are pursuing you. Incidentally, Grenades can also be used to destroy large objects such as crates or trigger chain reactions in explosive containers.

Consider the range of your weapons and the space for maneuvering when entering combat. The effectiveness of your weapons can vary dramatically over distance and the damage inflicted is reduced when the target is further away. Choose the right tool for the job: a high-velocity rifle round can still pack a punch at mid-range and can be used to target enemies from beyond the range of their own weapons. The shotgun is worthless in the same scenario but, up close and personal, it can deliver an unrivaled kick and stop a marauding beast in its tracks. At very close range, there's the option to augment your firepower with melee attacks or the instant kill of the Adrenaline Headshot. For more information on specific weapons and advanced tactics, see page 145.

As much fun as it is to use Lara's powerful weapons to blow her enemies away in a glorious hail of gunfire, you'll also find that melee attacks can be just as good, and sometimes even better in combination. As you rapidly bear down on an enemy with both guns blazing, seamlessly unleash a flying kick for a spectacular stun or knockdown. You can also use melee attacks to push enemies over the edge of high areas, hurting or even killing them instantly. And if Lara just happens to be caught with a heavy item in her hand, such as a stone block, she can always use it to pound the enemy. Hard.

You'll also encounter organised enemies working in groups. Because your dodge actions during Lock On relate directly to the movement of your chosen target, this can leave you vulnerable to strikes from other assailants and you may be all too easily blindsided when surrounded.

There are two tactics to employ here: one is to draw out your foes individually and take them on in a one-on-one fight, gradually whittling down the numbers. Venture in far enough to attract attention and then retreat, luring them away from their friends. Where that's not possible, you should attempt to keep a clear mental image of the position of your enemies and focus on doing damage to one in particular. Pay attention to the enemy health shown on red targeting reticles. If you've already landed a few hits, start with the weakest and take them out first before settling on the next target. As enemy numbers reduce and the odds level out, your combat dodges are more likely to succeed.



BASICS

MOVES

TACTICAL INTEL



## “MOVE OR DIE”

You'll soon discover that one of the finest weapons in Lara's arsenal is not an explosive, nor incendiary, but her incredible athleticism. Instead of concentrating solely on shooting, pay good attention to her combat dodges and rolls to foil enemy attacks. A well-timed vault confounds a charging beast and places her in a prime position for close-range blasting from behind while it recovers and turns.

“Move or die” has been one of the key tactics of Tomb Raider

players over the years, and it remains the case. The moment Lara stands still, she is a marked target. But if she can keep delivering damage without taking any herself, she's guaranteed to be the last woman standing.



## ENEMIES

Learn to recognize enemy attack patterns and animal behavior. Underwater creatures like to circle before striking, while those on land favor a straight charge or pounce. Once you know their form, you can read their movements to anticipate their next action and react accordingly. It will also stop you making foolish mistakes – when a tiger rears prior to swiping with its claws, that's not the moment to be getting in close.

Smarter human adversaries will use the environment to their advantage, taking cover and exploiting the range of their firearms to keep you pinned down. They will run back from direct confrontation and edge around obstacles to come at you from different sides. And they're not slow to change tactics themselves, striking out with the butt of a gun if you attempt to get in close for some hand-to-hand action.

You can also use their human intelligence (or lack of it!) to your own ends: even if it can't be placed to hurt them directly, the sudden appearance of a grenade counting down to detonation can flush the most recalcitrant snipers out of their foxholes and place them firmly in your sights. Wild creatures won't distinguish Lara from any

other human beings when it comes to their next meal, so if the opportunity presents itself, stay hidden and let your enemies fight among themselves before you engage.



Finally, keep your ears open as well as your eyes. Not only does the game's dynamic musical score give you advance warning of moments of impending danger, but the shouts of human enemies and the growls of beasts can be heard while they are still hidden from sight or on sentry duty around a corner. Guards may reveal their intention to charge in when barking orders to their comrades. The clues are there: if you intend to stay alive and make it through to the end of the game, learn to read them.

# MAKING THE MOST OF YOUR GADGETS



## GRAPPLE

Lara's Grapple can be used for a variety of purposes, including swinging across wide gaps or pulling objects towards her to make them topple over. She can even wind the Grapple around obstacles. To use the Grapple, press the Grapple Button when you see the relevant icon appear on the screen indicating that there's an anchor point within range. It will then automatically attach itself to the anchor point. To detach the Grapple, press the Crouch Button. To swing across a gap on the Grapple line, simply jump up and let the momentum carry you. Should you need to build up a swing from scratch, move **L1** back and forth to start Lara rocking.



To climb down a steep wall using the Grapple Rappel move, jump over the edge (having ensured that the Grapple is attached first, of course!), then hold the Interact Button and tilt **L1** up or down as required. This method can also be used to take up any slack in the line when swinging across a gap. Press the Interact Button to make Lara either climb up the line or lower herself further when swinging.

The Grapple Wall Run is another very spectacular move that can be performed by attaching the Grapple to a wall-mounted ring and using **L1** to move left or right along the wall. Release the **L1** and press the Jump Button while wall running to detach your grapple and jump off the wall.



## FIELD CAMERA

Lara's weather-resistant Field Camera has a high-powered zoom function with digital enhancement for high detail view-finding at long distances. It can therefore be used for spying on distant enemies, or to scout out the possible paths ahead.

As well as granting the chance to admire the wildlife or examine objects with magnification, the Field Camera's first-person perspective view can sometimes reveal things that the in-game camera may not.



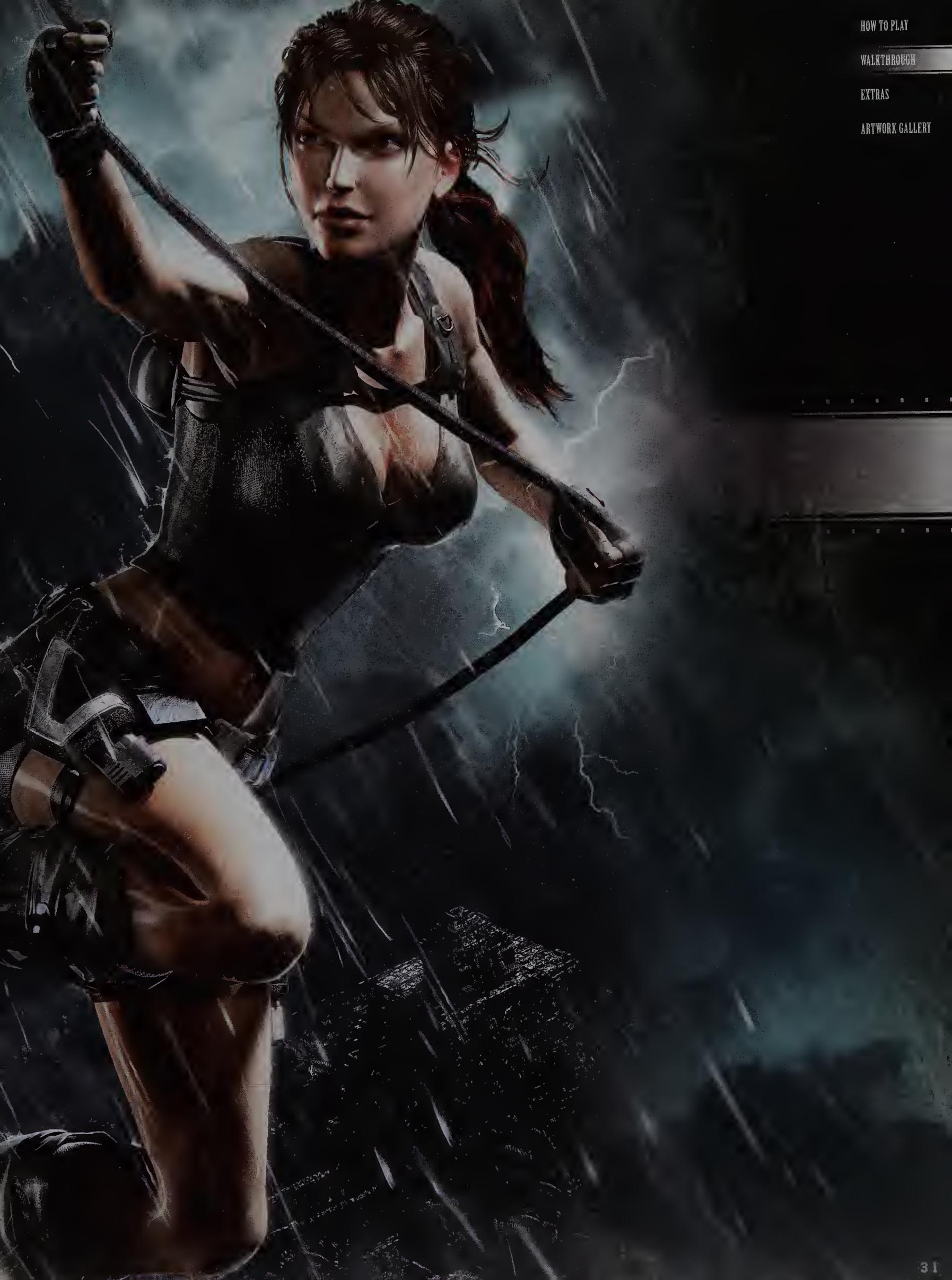
## UTILITY LIGHT

This handy light source is mounted on Lara's chest. All you have to do to activate it is press **Q**, and the same again to turn it off.



# WALKTHROUGH

THE FOLLOWING CHAPTER PROVIDES IN-DEPTH GUIDANCE ON HOW TO COMPLETE EVERY LEVEL OF TOMB RAIDER: UNDERWORLD. ALTHOUGH IT REVEALS EVERY TRAP AND TREASURE, IT ALSO AIMS TO ENHANCE YOUR GAMEPLAYING EXPERIENCE WITH SMART SOLUTIONS AND TECHNIQUES. TO MAKE OPTIMUM USE OF THE INFORMATION PROVIDED, WE SUGGEST THAT YOU FAMILIARIZE YOURSELF WITH THE VISUAL LAYOUT BY CONSULTING THE BRIEF INTRODUCTION OVERLEAF.



HOW TO PLAY

WALKTHROUGH

EXTRAS

ARTWORK GALLERY

# USER INSTRUCTIONS

Because the Tomb Raider series has always appealed to a wide variety of gamers, from fresh-faced novices to expert explorers, this walkthrough has been designed to accommodate players of all abilities. If this is your first time playing a Tomb Raider game, then the walkthrough can take you every step of the way. Seasoned veterans of previous adventures might prefer to work alone, overcoming the challenges themselves until requiring a map check or treasure location. This chapter has been devised to suit either approach.

The following example demonstrates how the walkthrough is organized for each level of the game. The opening pages feature an overview map of the level, divided into sections that are dealt with in greater detail on subsequent pages. Having located Lara's position on the map, you can turn to the section of interest for fully annotated maps and directions on overcoming the puzzles and pitfalls in that location.

## 1 OVERVIEW MAPS

Each overview map provides a top-down view of the entire level. The map is divided into numbered sections, with each Roman numeral indicating the corresponding double-page spread where the walkthrough focuses in detail on the challenges facing Lara in that area. It also facilitates in-game navigation by showing how each section is connected to the next.

## 2 DETAILED MAP SECTIONS

These enhanced, magnified sections of the area map appear on the left of each double-page spread. Clear icons reveal the location of all collectibles and interactive objects, as well as directing you to any helpful corresponding text on the right-hand page. Even if you're trying to solve the game yourself, you can instantly refer to that section of the walkthrough should you get stuck or disorientated.

## 3 KEY MOMENT

This chronological sequence of screenshots on the left-hand page is designed to provide a brief, primarily visual solution to the most vital or difficult activity in this part of the game. An arrow points to the exact location on the map in which the action takes place.

## 4 MAIN WALKTHROUGH

The right-hand page features a detailed, step-by-step walkthrough to take you through the entire game. Each paragraph has an identifying letter that corresponds to the letter icon on the map section to the left, ensuring that you never find yourself in the wrong place. Additionally, key points of the text may include a (Fig. X) reference to a screenshot that further illustrates the action.

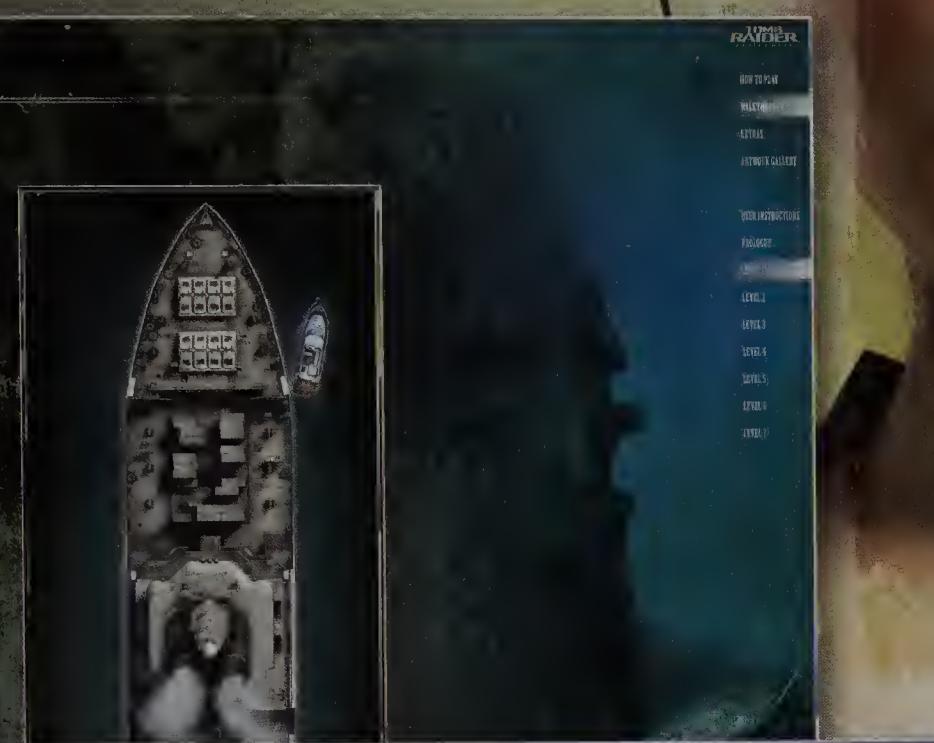
## 5 HIDDEN TREASURES

This panel displays the game's secret collectibles with numbered icons that take you straight to the map location. For every single treasure in the game, including all gold Relics, a screenshot shows its exact location with a small silver arrow and clear instructions on how to find it. With even the most elusive of treasures revealed, you should have no trouble collecting them all.

## 6 TIPS

When Lara acquires a new piece of hardware or encounters previously unknown perils, these focus boxes deliver specific information and guiding insights. You may also be able to consult them for combat tactics, background facts, enemy weaknesses and advanced playing tricks.





## MEDITERRANEAN SEA I



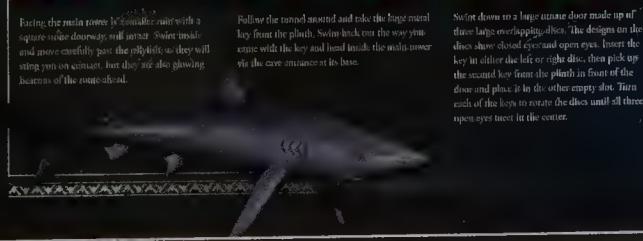
### **OCEAN FLOOR DOOR PUZZLE**



Facing the main tower is another ruin with a square stone doorway, still intact. Sprint inside and move carefully past the stalactites; as they will sting you on contact, but they are also glowing because of the sunlight.

Follow the tunnel around and take the large metal key from the plinth. Swim back out the way you came with the key and head inside the main tower.

Swing down to a large ornate door made up of three large overlapping discs. The designs on the discs show closed eyes and open eyes. Insert the key in either the left or right disc, then pick up the second key from the plinth in front of the door and place it in the other empty slot. Turn each of the keys to rotate the discs until all three open eyes meet in the center.



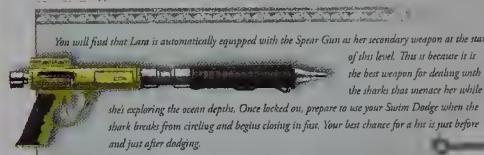
32

**A** Dive into the water from the back of the boat and swim straight down until you come to what looks like ruins on the ocean floor. Among the moss-covered rocks you'll see a main tower – the puzzle door cave – and a stone path with outlying structures. Note that Lara's diving gear enables her to stay underwater for as long as she likes without having to worry about regularly resurfacing.

Once you reach the ocean floor, you can set about solving the first puzzle (see the Ocean Floor Door Puzzle) to unlock your path forward.

If you're interested in collecting the various artifacts scattered throughout the game, note that this optional quest starts here. Follow the *Secret: Hidden Treasures* tips to find out where to obtain the first six.

 SPEAR GUN



SE-BET HOMESTEAD BEASLEY



1 Number search to find recalling sheet main tower. This leads up the sheet.

A small blue butterfly with white spots on its wings is perched on a dark surface.

10

# PROLOGUE

## CROFT MANOR



### THE BURNING CORRIDOR



Start the sequence by standing at the edge of the broken floorboards. Leap diagonally across the gap to the rail on the right wall, then shift along to the left.



Jump up to grab the higher rail when prompted. Shimmy along some more on the upper rail before dropping back down.



Move left as far as the lower rail allows, then jump backwards to land on solid ground. To line up the perfect leap, reposition the camera behind Lara and pull back for the jump.



01

**A** As you relish the experience of taking control of Lara for the first time, run towards the end of the corridor and follow the onscreen prompts to navigate the obstacles blocking the blazing passageway. These flames aren't just for show, as you'll see when Lara flinches: if she comes into contact with them for any great length of time, she will die. Follow the corridor around and pull yourself up and over the wall, then head up the stairs. Press the Interact Button to pull the lever on the fuse box. Go through the door and crouch or roll under the fallen pillar. Jump up and over the next mound of debris (Fig. 1), then drop down. When you see the Grapple Button icon, fire the Grapple at the door, then press the Interact Button to wrench the door out of its frame so that you can pass through. Alternatively, shoot the Grapple from the mound of debris to avoid the falling door.

VALKERRIDGE

PROLOGUE



02

**B** Pick up the Health Pack that's directly in front of you, then turn your attention to the corridor to the left with the burnt-out floor (see The Burning Corridor opposite). Once safely over the other side, approach the ornate block and press the Interact Button to grab it. Push it along to the end (Fig. 2). Release the block, then jump up on it and up again onto the rail above. Shimmy along to the right as far as you can go. Tilt **L1** in the direction of the corridor and jump down there to safety. After the door bursts open and smashes through the floor, take a running jump across the gap to reach the main hall.



03

**C** Run down to the end, then look up and over to your right across the blazing remains of the hall. When you see the Grapple Icon, stand on the edge of the landing and fire the Grapple at the ring. When you are sure that it is securely attached, jump up and swing across the hall (Fig. 3) and leap off at the other side. Go right and drop down through the gap in the balustrade to end the level.

## CONTROLLING LARA



*Lara is incredibly easy to control and the Prologue level allows you to familiarize yourself with all of her basic movements and skills. You'll get to practice walking and running using **L1** and looking around with **R1**. Next you'll get to use the Jump Button and the Crouch Button, as well as the Interact Button to perform all manner of tasks. Finally you'll learn how to use the Grapple to escape from a dangerous situation. Despite the roaring flames, there is no time limit for escaping from Croft Manor. Feel free to shoot weapons and smash vases if you just wish to get a feel for the controls. If you need a refresher course in these moves at any time, turn to page 11 in the How To Play chapter.*

# MEDITERRANEAN SEA

## LEVEL 1





# MEDITERRANEAN SEA



## OCEAN FLOOR DOOR PUZZLE



Facing the main tower is a smaller ruin with a square stone doorway, still intact. Swim inside and move carefully past the jellyfish, as they will sting you on contact, but they are also glowing beacons of the route ahead.



Follow the tunnel around and take the large metal key from the plinth. Swim back out the way you came with the key and head inside the main tower via the cave entrance at its base.



Swim down to a large ornate door made up of three large overlapping discs. The designs on the discs show closed eyes and open eyes. Insert the key in either the left or right disc, then pick up the second key from the plinth in front of the door and place it in the other empty slot. Turn each of the keys to rotate the discs until all three open eyes meet in the center.

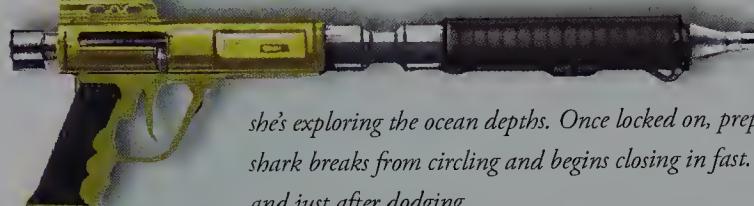
**A**

Dive into the water from the back of the boat and swim straight down until you come to what looks like ruins on the ocean floor. Among the moss-covered rocks you'll see a main tower – the puzzle door cave – and a stone path with outlying structures. Note that Lara's diving gear enables her to stay underwater for as long as she likes without having to worry about regularly resurfacing.

Once you reach the ocean floor, you can set about solving the first puzzle (see the Ocean Floor Door Puzzle) to unlock your path forward.

If you're interested in collecting the various artifacts scattered throughout the game, note that this optional quest starts here. Follow the Secret: Hidden Treasures tips to find out where to obtain the first six.

### SPEAR GUN



*You will find that Lara is automatically equipped with the Spear Gun as her secondary weapon at the start of this level. This is because it is the best weapon for dealing with the sharks that menace her while she's exploring the ocean depths. Once locked on, prepare to use your Swim Dodge when the shark breaks from circling and begins closing in fast. Your best chance for a hit is just before and just after dodging.*

### SECRET: HIDDEN TREASURES



**1** Facing the Ocean Floor Door from its chamber, search up and right of the plinth to find a ceiling shaft that leads back outside the main tower. This treasure is on a ledge half-way up the shaft.

**2** See how the main tower looks like a face or helmet on the Sonar Map? Swim up the outside and look in the small alcove of the 'eye' on the left, close to the top.

**3** You'll find this treasure on the floor of the chamber where you found the first key. Just as you enter the room, pass under the fallen stone beam to the left and look in the back corner.



**4** The entrance to the cave that contains this treasure is a little hard to find as it is covered by kelp. It is located in the prominent structure to the left of the puzzle door cave entrance. The treasure is in the chamber to the left, above the part of the cave with the empty plinth. Swim to the roof of the cave to find the entrance to the chamber.

**5** You'll find this treasure underneath four jellyfish in a small cave, far out to the right of the puzzle door cave. The entrance is marked by four rectangular stone slabs.

**6** This treasure is underneath a lone jellyfish in a cave a long distance out to the left of the puzzle door cave. Again, the entrance to this cave is hidden by kelp and faces away from the main tower.



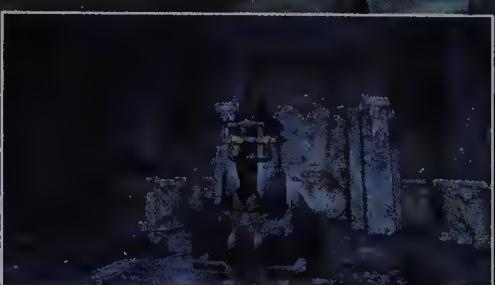
## NIFLHEIM DOOR PUZZLE



Start by firing the Grapple at the serpent statue's head to the right of the door. Tug on the Grapple to make the head come off and onto the floor switch.



Place both of the small stone blocks on the left floor switch to weigh it down.



Head for the center plinth in front of the door and pull the lever to raise the door.



01

**B** Once through the door, swim ahead and up, past yet more jellyfish, and then follow the tunnel around. Swim through the hole in the wall up ahead and then straight up to surface in a cave. Climb out of the water, then scale the large rocks on the left and drop down the other side. A little further along, dive into another pool and exit via the ramp on the left. Climb up yet more large rocks, then jump up and grab onto the ledge and work your way around to the right until you can't go any further. Jump up to the next ledge and shimmy around to the right again. Backwards leap onto the pole and swing on it before jumping off onto the opposite ledge (Fig. 1). Go around the corner, then drop down two levels to reach the floor.



02

**C** After opening the door (see the Niflheim Door Puzzle), go up the stairs and climb over the rocks. Jump across the gap and drop down on the other side. Go up more stairs, then crawl under the boulders and shimmy along the ledge to the left and drop down into the pit. Crawl along the small passageway leading off from the pit (Fig. 2). Drop down into another pit, then climb out and head up the stairs.

## SECRET: HIDDEN TREASURES



**7** After swimming through the puzzle door, you'll find the tunnel becomes narrow at places where it has been choked by fallen debris. The treasure is on the other side of the third debris choke point, on the floor to the left.



**8** After climbing out of the water in Niflheim, go right and you'll find the treasure in the corner, inside an urn.



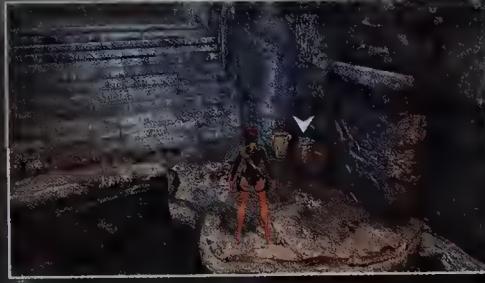
**9** In the pool in the room with the serpent's head statue, swim to the far corner to the left of the entrance and dive down to get the treasure.



**10** From the same pool, climb up the ramp, jump up onto the block, then clamber your way up and around the ledges to spin across three horizontal poles. On a corner platform you'll find urns to smash. Follow the ledges to drop back down safely or dive for the pool.



**11** After the Niflheim Door Puzzle, the corridor turns tight. Look left on the second pile of blocks here to spot a high alcove with three urns.



**12** Before climbing up the stairs to the Kraken room, check the urn on the right side of the wall to find this treasure.

# MEDITERRANEAN SEA III



## KRAKEN CRUSHER



Fire the Grapple at the ring above the tentacle and pull it to cause the Kraken some pain. Climb back up the way you came and pull the lever to retract the first of the two metal bridges holding the sunsphere. Go through to the Kraken's lair and around to the right of the big stone head.



Leap from the hand to the sunsphere and then go all the way across, past the other stone head. In the next room, fire the Grapple at the anchor ring and pull the giant cog towards you as far as it will go until you hear it click into place, then pull the lever to damage the other tentacle. This will retract the other bridge securing the sunsphere. Go back out to the lair and around the giant statue's left arm.



Jump to the ledge on your left and shimmy around the corner, then jump backwards to reach the central platform. Pull the lever and shoot out each of the broken chain links to drop the sunsphere and finish off the Kraken.



03

**D** When you arrive at the top of the stairs, check the alcove on the left for a Health Pack. Approach the end of the corridor where you will be prompted to view the Kraken in all its glory via the Field Camera.



04

**E** When Situational Adrenaline kicks in, immediately leap off the walkway in the direction of the horizontal pole (Fig. 4). Swing on the pole and jump onto the next walkway, then go right. Work your way across the gap in the floor in the far left corner via the ledges on the left wall, jump backwards onto the pole, then swing back from that and slide down the ramp to the floor.

After giving the Kraken an almighty headache (see the Kraken Crusher), fix the Grapple to the anchor ring and rappel all the way down to the bottom of the chamber. Pull the lever on the right to open the door.

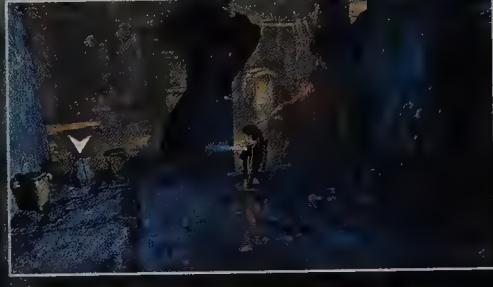
## SECRET: HIDDEN TREASURES



**13** As you approach the Kraken for the first time, look for a torchlit room on the right side of the hallway. The treasure is in one of four urns.



**14** Turn right after looking at the Kraken and slide down into the second pit. Turn left at the intersection and drop down to the stairs. Head to the left and find the treasure in one of the three urns.



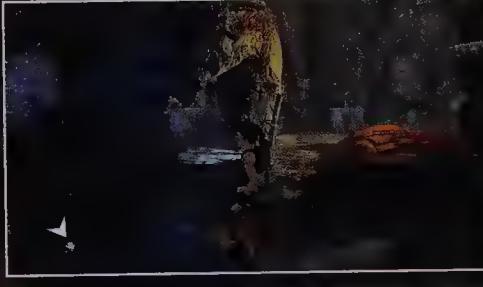
**15** Slide down the ramp into the second pit. Instead of turning left, continue straight ahead and smash the urns at the end of the passage.



**16** After firing the Grapple at the cog to injure the second tentacle, drop down to the lower floor and go through the exit. Follow the passageway and turn right at the intersection and you'll see four urns at the far end.



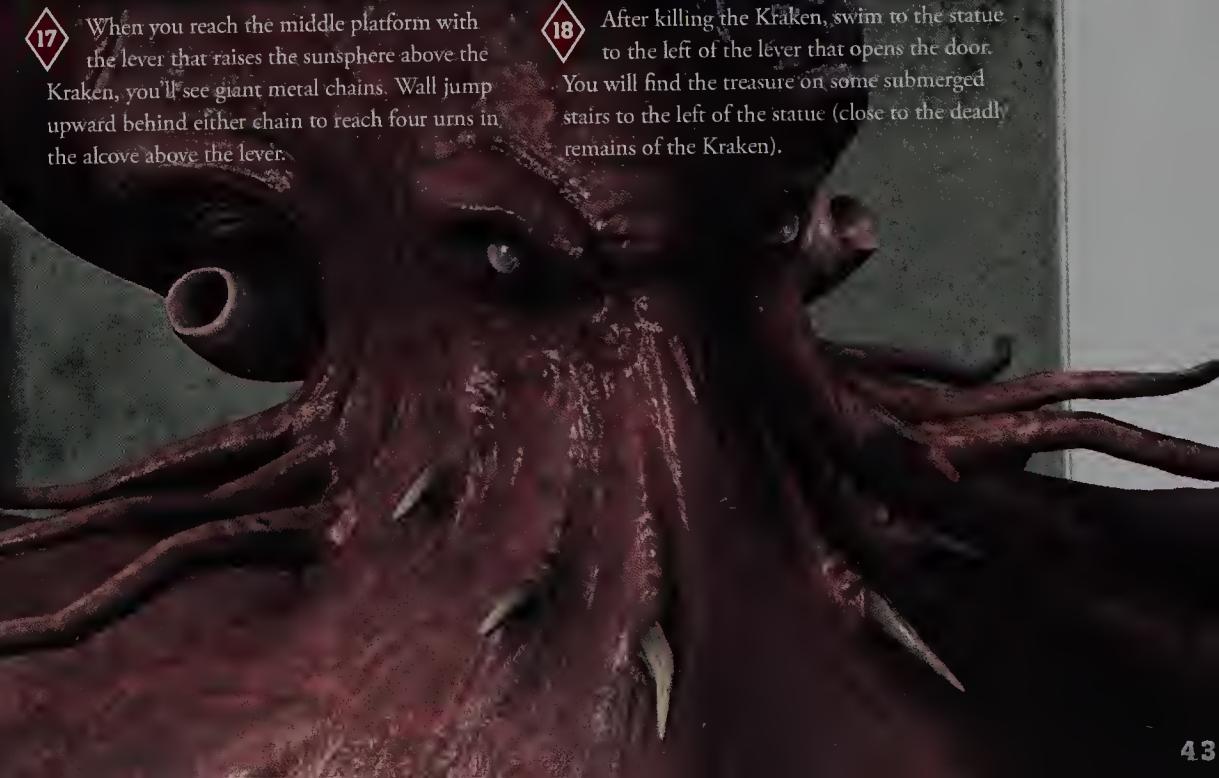
**17** When you reach the middle platform with the lever that raises the sunsphere above the Kraken, you'll see giant metal chains. Wall jump upward behind either chain to reach four urns in the alcove above the lever.



**18** After killing the Kraken, swim to the statue to the left of the lever that opens the door. You will find the treasure on some submerged stairs to the left of the statue (close to the dead remains of the Kraken).



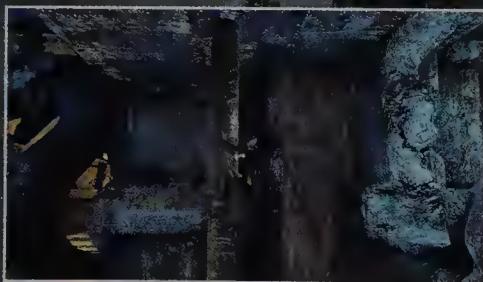
**19** After killing the Kraken, run down the stairs that lead to the lever that opens the door. Continue straight ahead until you are at the same height as the Kraken. Dive into the water to find the treasure on the ground.



# MEDITERRANEAN SEA IV



## GAUNTLET CHAMBER DOOR PUZZLE



Climb up the pillar on the right, leap through the gap and drop down. Pick up one of the stone blocks and step on the floor switch to open the door.



Throw the stone through the door and pick up the second stone and repeat the same procedure. Quickly run through the door before it closes and put both stones on the nearest floor switch. This will retract one of the metal brackets securing the gate.



Now attach the Grapple to the anchor ring on the main door and move Lara onto the other floor switch, pulling the Grapple Line around the pillar. With both metal brackets fully retracted, tug on the Grapple to bring the door crashing down.



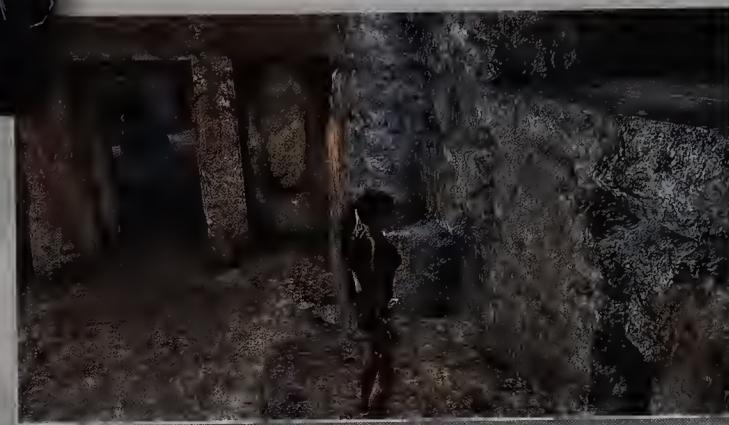
05

**F** Go through the door and up the stairs until you come to a hole in the floor. Wall climb across the wall on the left (Fig. 5), drop down, then continue up the stairs to the next hole in the floor. Balance-walk carefully across the beam and crawl under the rubble, then keep going up more stairs.

WALKTHROUGH

**G** After opening the door to the Gauntlet Chamber (see box-out opposite), enter the room to trigger a cutscene. You must now get back to the surface. Exit the chamber and go right, where the blast has opened a new tunnel. Climb up the stone blocks (Fig. 6) and through the gap to emerge in a room with lots of broken pillars.

LEVEL



06

### ★ THOR'S GAUNTLET

*If you're frustrated not to have owned Thor's Gauntlet long enough to find out what it could do for you, you'll be happy to hear that you will encounter it again very soon in the adventure. And it's certainly worth the wait...*



### SECRET: HIDDEN TREASURES



20

This treasure is in one of the urns in the room where the blast has opened a new tunnel.



21

You can find this treasure in one of the three urns to the left of Thor's Statue in the Gauntlet Chamber.

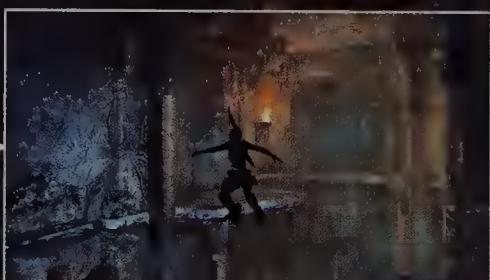


The maps for the sections leading back to the surface can be found on pages 38 and 42 respectively.

## PILLAR ROOM ACROBATICS



From the entrance, climb up the pillar on the right, then leap to the second pillar and jump backwards off that onto the platform.



From the edge of the platform, jump diagonally across to the broken pillar on the left of the room and then over to the next bit of floor.



Leap across and perch on the top of the first of two broken pillars, then carefully jump to the next one and from there over to the doorway.



07

**H** After successfully crossing the pillar room (see Pillar Room Acrobatics), crawl under the rubble to the left. Continue along the murky passageway until you reach the main chamber where you killed the Kraken.

WALKTHROUGH

Go right and Grapple-swing over to the opposite platform. There's another Health Pack to the left of this platform. Climb up onto the rubble and jump across to the pole and swing over to the next platform (Fig. 7). Slide down the ramp on the right, and run around to the left. Jump up to the ledge on the left wall and shimmy right, then drop down three levels.

LEVEL 1

**I** The rest of the path leading back to the surface should all look very familiar as it's exactly the way you came in.

Head down the steps, then jump up twice and proceed along the ledge that takes you across the broken floor. Keep going right until you can go no further, then drop down to the lowest ledge and shimmy around the corner. Haul yourself up and crawl under the rubble, then go down the stairs. Climb up the rubble on the left of the passageway, jump across and drop down. Go down more stairs and through the doorway. Jump into the pool and exit it to the left. Climb up on the rubble and drop down, dive into the pool and swim out exactly the way you came in with the jellyfish guiding your path until you reach the exit. Swim out and up to the surface and approach the boat to trigger the cutscene.

## SECRET: HIDDEN TREASURES



**22** Before entering the room with the broken pillars, check the urn to the left of the door.

**23** You'll find this treasure in one of three urns in the far left corner of the room with the broken pillars.

**24** Look for this treasure in one of the three urns on the left after crawling under the rubble.



**25** After you've Grapple-swinged your way back across the Kraken's chamber, check the urns to the right of the pile of rubble.

**26** After sliding down the ramp on your return trip through the Kraken's chamber, drop down from the ledge and shimmy across to the right, above the entrance, then climb up and smash the two urns.

**27** To get your hands on the gold Relic, after finding the previous treasure, take a running jump to the right and crawl under the rubble. The Relic is on the left side of the small room.

# MEDITERRANEAN SEA VI



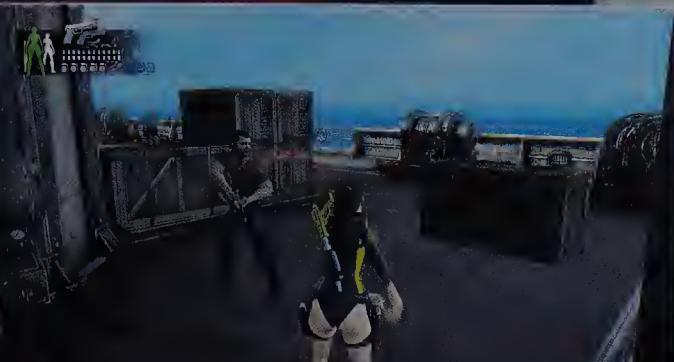
## HOP, SHIP AND JUMP



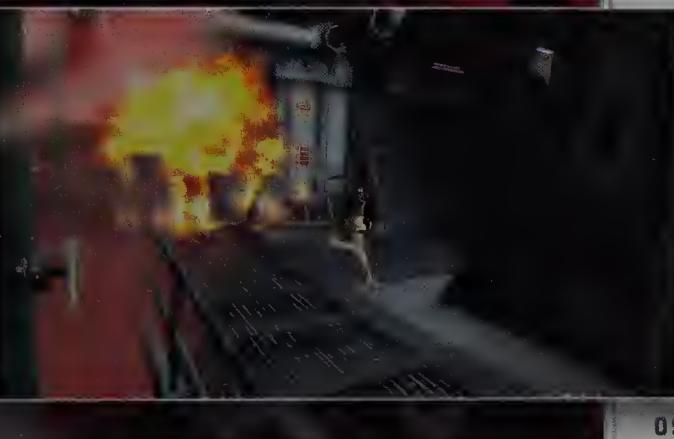
Start this sequence by wall jumping between the stacked containers on the deck as shown in the picture.



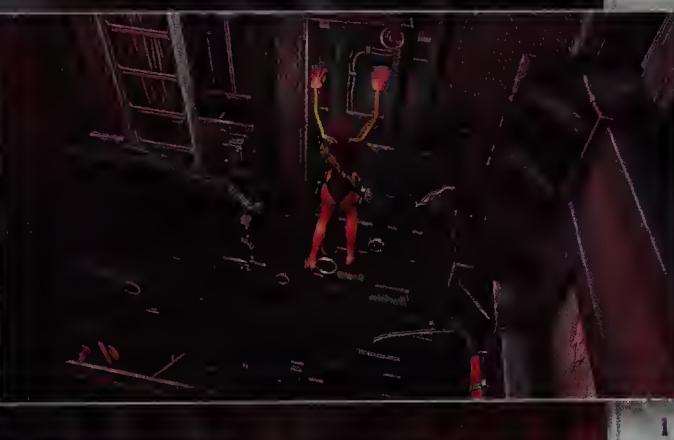
Pull yourself up and jump to the blue container right behind you. Perform one last jump to reach the upper walkway.



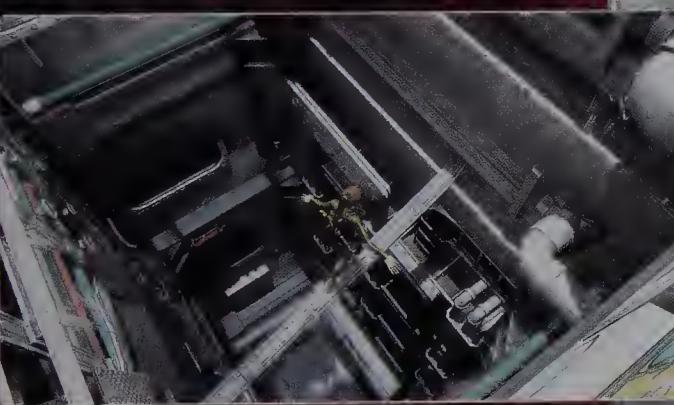
08



09



10



11

**J**

Leap across from the boat onto the anchor and climb up the chain.

Jump up from the chain and over the side of the boat. After you've dispatched all the enemies on this deck, you can attempt to make your way over the containers to reach the upper deck (see Hop, Ship and Jump).

Once on the upper deck, keep heading towards the rear of the ship. Take out the enemies you encounter here, either one by one with a combination of gun blasts and melee attacks, or by using grenades where they are tightly grouped. Remember the golden rule and keep moving, especially when surrounded by enemies. Run down the steps past the first chopper to the lower heli-pad and down two more flights of steps. From here, head towards the back of the boat, but chuck a grenade around the corner before running ahead as there are more mercenaries waiting for you (Fig. 8).

Go through the center doors and follow the series of passageways around, using the available cover to dispatch the enemies on the way. When you reach the engine room, a cutscene will kick in, after which you should continue down the next corridor. Head left when you come to the fork.

**K**

You must now escape the rapidly sinking ship. Head out of the room and go left, then right and right again and through the next door.

When the ship lurches, move right to avoid tumbling cargo. Head around the corner and a Situational Adrenaline episode will kick in. Sprint or roll to the right and out of the way of the blazing barrels (Fig. 9).

**L**

Make your way to the end of the passage and climb up the wall on the left. You can achieve this by mixing normal climbing, wall climbing and vertical jumping (Fig. 10). Keep moving sideways or upward – the exposed pipework provides a steady route of hand-holds, ladders and ledges to grab.

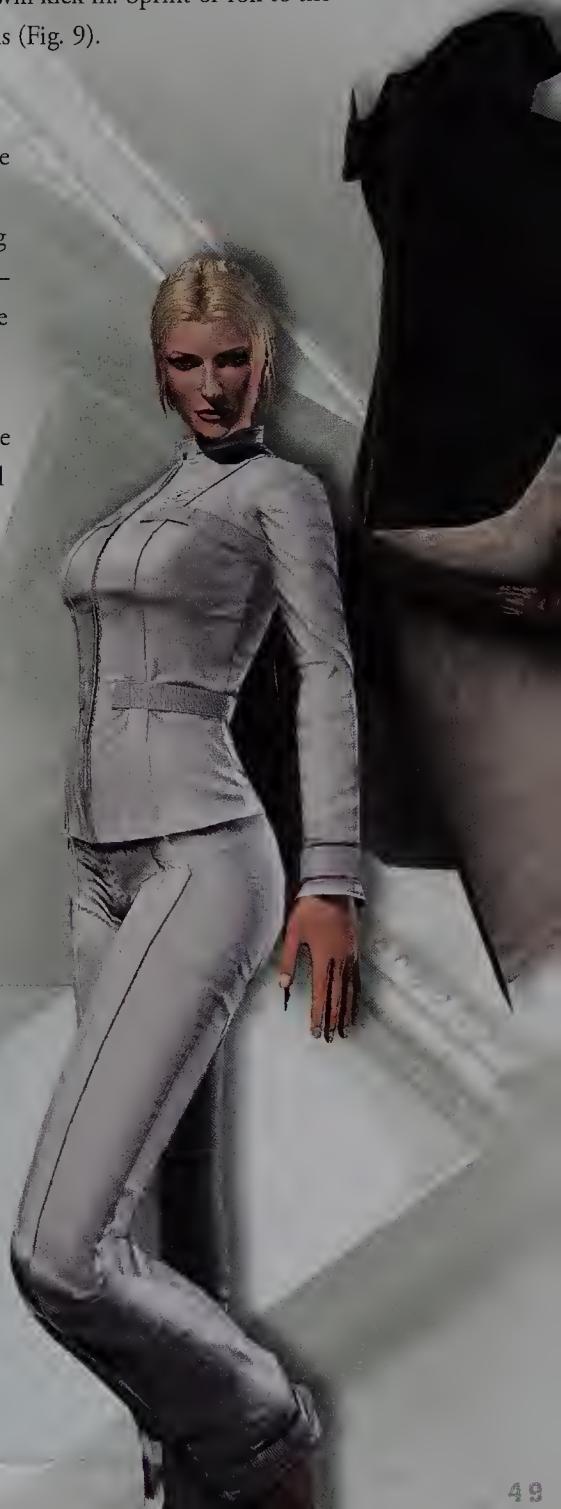
**M**

At the top, go along the next passage and up the ladder on the right. Wall climb your way to the top, then shimmy along to the left and backwards jump over the beam to the other side of the corridor (Fig. 11). Jump up and over to escape the sinking vessel and end the level.

## FLASHBACK

How lovely it is to see old friends from the past. Sometimes. For those a little hazy on where the paths of these women crossed previously, Jacqueline Natla, the CEO of Natla Technologies, hired Lara to find a Peruvian artifact way back in the first *Tomb Raider* game. Things took a nasty turn when Jacqueline double-crossed Lara and ordered her death. In the dramatic events that followed, it was revealed that Natla is the immortal Queen of Atlantis on a diabolical quest to usher in the apocalyptic Seventh Age. She would have succeeded had she not been buried beneath an Atlantean pyramid after it exploded at the climax of her encounter with Lara.

Amanda Evert's relationship with Lara goes back even further. She was one of Lara's best friends at university, a cultural anthropologist with an unhealthy interest in mysticism. Left for dead in a tomb in Peru during a terrible accident, she blamed Lara for what happened. She has been determined to wreak her revenge but did so unwittingly in *Tomb Raider: Legend* by telling Lara that her mother was not dead, but in Avalon.



# COASTAL THAILAND

LEVEL 62



USER INSTRUCTIONS

PROLOGUE

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

LEVEL 6

LEVEL 7



# COASTAL THAILAND I



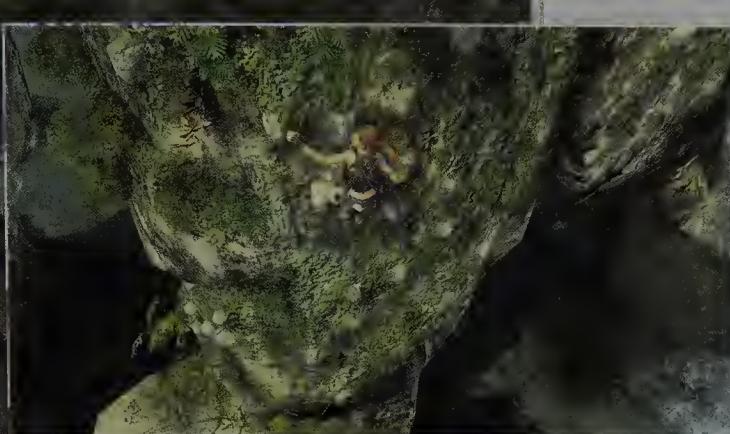
## A LEAP IN THE CLOUDS



Start off this sequence by shimmying to the left along the ledge under the balustrade until you can't go any further.

There is now a large ruin behind you. Make a backwards jump to turn and grab its stone ledge.

Have Lara stand up and move around the corner, hugging the wall until she is facing the steps on the other side, then leap across.



01



02

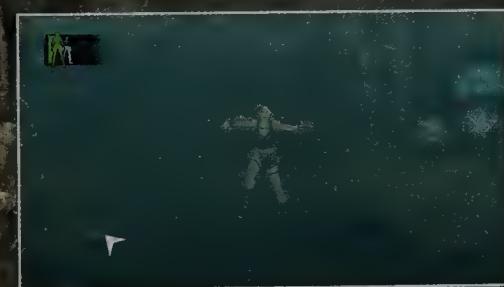


**A** Swim from the boat and climb out of the water when you reach the rock platform close to the cliff, as highlighted by the cut scene. Wall Climb up the mossy rock, then go left (Fig. 1). Jump up to grab the ledge and edge left along the balustrade. The next section is tricky to spot, so check A Leap In The Clouds to see exactly how it's done. When you've cleared it, make your way up the two flights of steps and look for a Health Pack on the landing at the top.

LEVEL 2

**B** Turn towards the gap and slide down the slope. You can try to jump straight for the horizontal pole, or else keep sliding and let Lara automatically catch the ledge at the bottom of the slope; from down here you can use the central ledge to climb around below the pole. Swing across to the sheer wall facing you, then shift right and jump up to pull yourself onto the next set of steps. Follow the corridor. When you emerge in the open, you'll notice that you can only go a few feet further before the ground drops away. But if you look back to your left, you'll see a ledge that you can reach. Stand up on the next ledge and jump across to the shelf opposite. Leap up and haul yourself to safety. Walk around to the right, deeper into the jungle. Make your way through the undergrowth until you see an anchor ring. Use the Grapple to swing across the pit (Fig. 2), then keep going until you reach the stone pile that is blocking your path. Crawl or dive through the tiny hole under the fallen masonry to reach a clearing with an ancient temple gate.

## SECRET: HIDDEN TREASURES



**1** Swim from the boat to the small circular cove just to the left of the waterfall. Dive down to find this treasure on the sea bed close to the cliff face.

**2** After swimming from the boat, exit the water and Wall Climb up the mossy rock. Work your way around to the right to see a ledge above you. Use it to leap across to the small cave behind the waterfall, where you'll find this treasure and a Health Pack.

**3** After swinging across the gap via the pole, go up the steps a little way and drop over the edge around the corner. Drop again and Wall Climb diagonally down to the very bottom left. Pull down on the stick to make sure that Lara is reaching out in readiness before you then jump to the lip of the niche containing this treasure.

**4** When you reach the cliff top, turn towards the sea in the direction of the boat and you'll see a free-standing pillar of rock below. Your Field Camera will pick out the treasure on top. Be warned that Lara may hurt herself when she jumps down, so aim to land with a roll, which reduces falling damage. You can jump from here to the lower cliff section overlooking the sea.



# COASTAL THAILAND II



## TEMPLE APPROACH



Leap across to the pillar on the left. Jump up, then go around to the right and jump backwards to the right-hand column as shown. Go around to the left and drop down to the horizontal pole.



Swing to the next pole and then to the ledge beyond that. Move right, then backwards jump to the pillar behind. Shimmy left, then drop down and leap across diagonally to the horizontal pole.



Make your way to the end of the pole and drop down the series of ledges to reach the stream.



03



04

**C** The temple gate is sealed shut, so Lara must go over the top. There is a raised step to the left of the stone doors: from here you can Wall Jump up between the wall and the nearest pillar to get a higher grip. Shift around and spring out to the second pillar to climb even higher, then jump back to reach the lintel over the gate (Fig. 3). Shimmy all the way over to the right, then jump backwards and use the ledges on the right-hand pillar to climb outside and up. Now climb all the way left, crossing the gap, and pull yourself up to reach the edge of the grassy path that leads to the temple.

**D** To find out how to climb down from the path to the stream at the bottom, see Temple Approach. Once safely down, head right along the stream. Take out the three tigers, then head for the temple ruin at the far end (Fig. 4).

LEVEL 2

## ★ POSITION OF STRENGTH

*There's a very easy way to dispatch the tigers that ambush you in this level – simply evade their attacks until you can jump up to safety on a ledge or a platform. This way you will be out of danger, while enjoying a clear view that will enable you to get rid of the wild beasts. A more daring approach is to engage them with the enemy vault maneuver: move very close with Lock On activated and hit the Jump Button to somersault from the tiger's head, then shoot from behind or keep running. The trick to using this technique effectively is to vault only when the creature has stopped to turn or bite, as a pounce or moving attack will interrupt it. Remember that Lara can recover from knockdown more quickly with Jump / Crouch presses.*



## SECRET: HIDDEN TREASURES



5

This treasure is in one of the three urns to the right of the temple gate steps.



6

Leap over the low wall on the right of the stream to find an urn containing this treasure.



## THE FALLEN PATH



There was once a building spanning this gap, but now only an avenue of broken columns links the main temple to the ruined shrine. Grab the Health Pack at the base and jump up onto the lowest beam, then turn around and leap diagonally onto the broken beam on the right.



Grab the ledge on the column above. From here you can use your chimney jump to ascend between the columns to the right, with the aim of reaching the highest outer ledge on the roofed column on the left.



To carry on to the temple, shimmy to the right, drop to the broken beam and make pillar perch jumps over to the steps.



05

**E** Leap from The Fallen Path and pull yourself onto the temple steps. Bear left and crawl under the giant tree root. Drop down over the edge and shimmy left, then haul yourself up to the plateau of the temple entrance. Be ready to survive another encounter with the tropical forest's inhabitants, using the statues and walls to evade: Lara can run straight over the low walls and put space between her and the tigers. Proceed inside to the rubble-strewn passageway, then jump onto the broken beam on the right of the pit. Leap from there to the ledge on the left and shimmy along to the right. Backwards jump to the ledge on the other column, then shimmy all the way along to the left. Drop down until you reach another broken beam. Leap across to the other side, then walk to the end of the beam, drop down to its left (Fig. 5) and shimmy along before shifting a few inches left to reach safety.

LEVEL



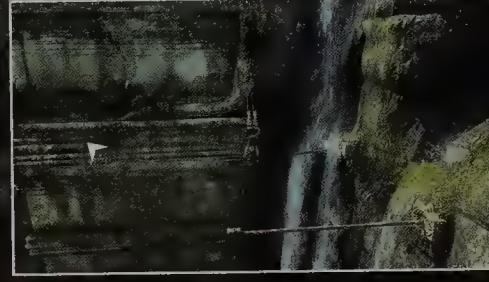
06

**F** Drop down into the next spider pit, go right and leap up to the platform above. The beam above may seem to be out of reach, but you can wall jump off the left wall to grab it. Jump across the series of broken beams to reach the horizontal pole. Make a swinging jump from it (Fig. 6) to fly over the top of the slippery slope. From this end of the pit floor you can run right and jump up to the ledge around the corner. Take the stairs to reach the Bhogavati Courtyard.

## SECRET: HIDDEN TREASURES



►



**7** Once you're hanging from the highest outer ledge at the top of the three roofed columns as described in The Fallen Path, jump to the left from column to column. Drop to the beam, then drop down again on its left side. Shimmy left and leap to the ledge to the left. Pull yourself up to reach the platform and find this treasure. To make a safe return, take a diagonal jump to the other row of columns and climb to the top of the pole to make a pillar perch jump.

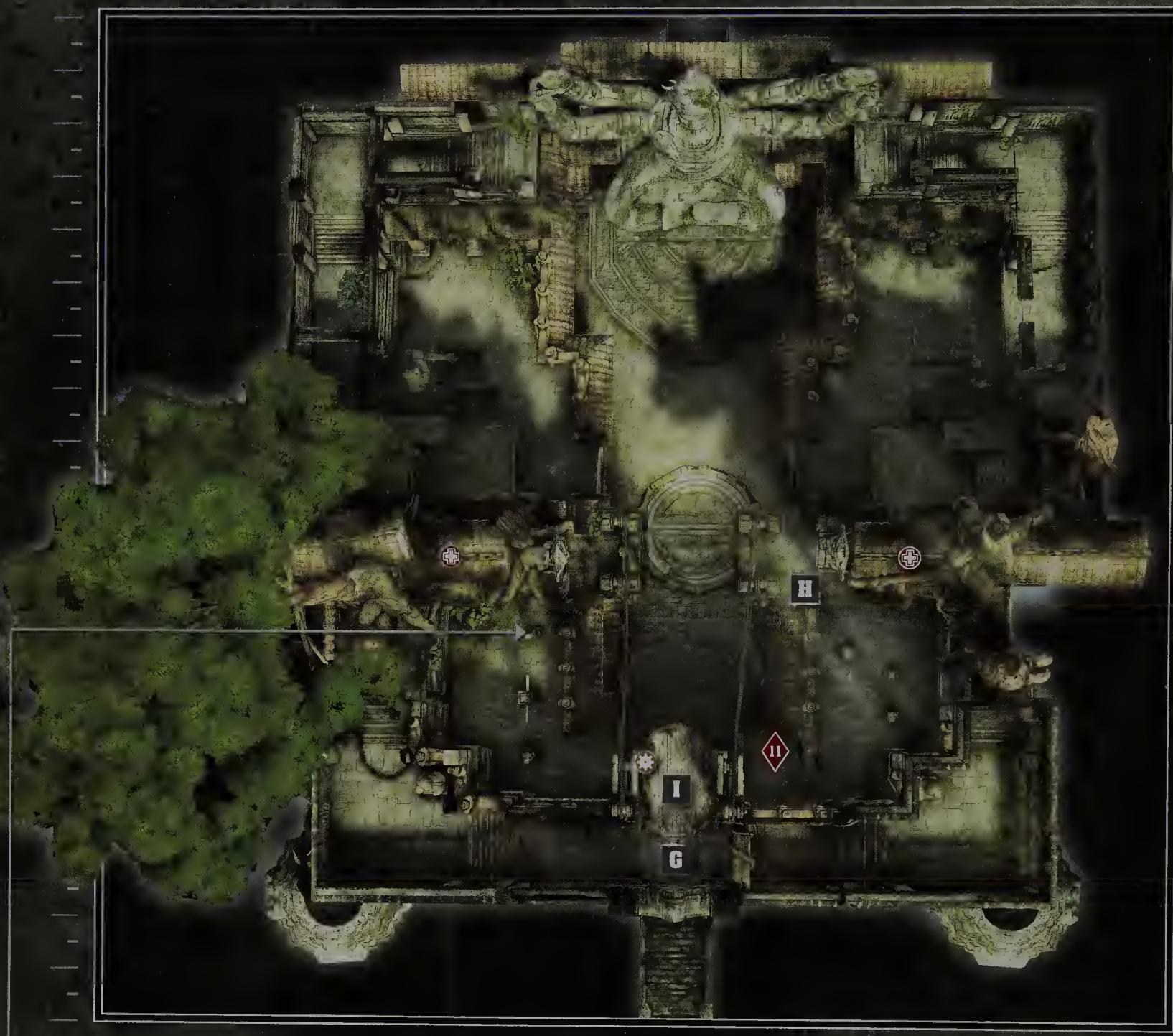
**8** Before hauling yourself up to the temple steps from The Fallen Path, you'll see a lone urn to the right. Remain hanging and shimmy past the elephant statues. There's also a Health Pack to the left of the steps.

**9** Climb up to the left of the temple entrance and swing to the far ledge via the horizontal pole. Work your way left past the waterfall on the series of ledges and more poles. You need to swing from the tips of the poles to be lined up with the far ledge. Clamber left to get this treasure. Leap from the jutting beam above, aiming for the beam opposite, to return safely to the temple entrance.



**10** After reaching the first beam on the right as described in F, smash the urns at the back to get this treasure.





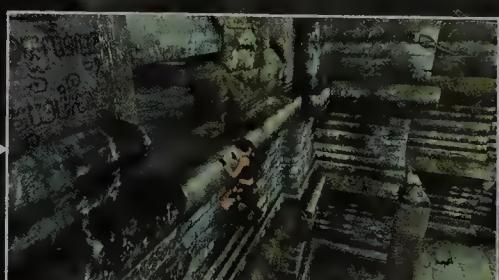
## ■ BHOGAVATI ELEVATOR PUZZLE



Leap across from the platform to the first pillar, then onto the broken beam.



Drop down and shimmy around to the right and onto the next beam.



Jump from the end of the beam to the top of the next pillar, then from there to the ledge. Go left to reach safety.

**G** The wooden elevator has a switch to lower it to the courtyard, but the ropes are snagged on both sides. You're going to have to free the mechanism.

WALKTHROUGH

First go right, up the steps and around the corner and crawl under the balustrade. Drop down to the floor. Pick up the portable pole and jam it in the nearby pillar, then stand on it to leap across to the next pillar. Jump across to the pillar on the right, then jump to the ledge on the right. Shimmy to the left, then climb up to the handholds above the ledge. Jump up to the next ledge, then backwards leap to the pillar perch (Fig. 7). Spring across to the next pillar, then jump diagonally to the ledge of the next platform and pull yourself up. Here's the first blockage: the rope is twisted around a horizontal pole, so jump up and grab it. Face the wall and press the Interact Button to remove the pole from the cable housing. You can discard the pole as you won't be needing it.

LEVEL

**H** Drop back down to the open area you just climbed up from and crawl through the hole in the corner closest to the elevator. There is an anchor ring underneath the wooden elevator that will enable you to Grapple-swing across the gap. Jump up to the ledge on the right, then across to the next ledge. Shimmy around the corner, then climb up the handholds and over to the other side. Drop down and shimmy around until you are opposite a wall. Stand up on the ledge and wall jump up to safety (Fig. 8). Turn and fire the Grapple at the Grapple ring and tug on it to free the cable. See the Bhogavati Elevator Puzzle box-out opposite to find out how to get back to the entrance.

**I** When both cables have been freed, return to the wooden elevator and pull the central lever to activate the mechanism. Unfortunately, it's slightly too ancient to work as predicted and sends the elevator crashing down to the ground. When the Situational Adrenaline kicks in, quickly fire the Grapple before Lara falls to her death (Fig. 9). You can then rappel down to the bottom.



### SECRET: HIDDEN TREASURES

11

Follow the steps in H, but before swinging across on the Grapple, look right to find the urn that contains this treasure.

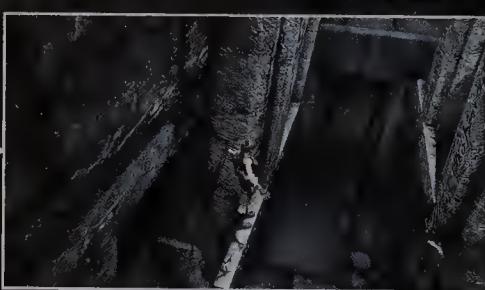




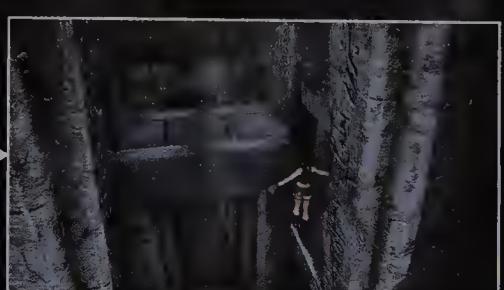
## ■ PROTO-NORSE HALLWAY



The gate is firmly locked, but only obstructs the lower half of the corridor. Look to the left wall for a set of climbable gaps in the stonework. Jump up to the ledge and stand up on it to reach the ledge above. Leap up to the third ledge. Shimmy to the left, then leap across the hall to the beam.



Move left to the other side of the beam, then stand up and jump across to the opposite beam. Walk along to the end, then diagonally jump across the room again.



Repeat this pattern until you reach the end beam on the right. Spring from there to the top of the gate and drop down using the handholds on the other side.



10



11

**J** When you drop down, deal with the lizard-like Naga, then go down the steps to the right or left -- both end up in the same place. Follow the passageway until you come to a pit below an anchor ring and use your Grapple to rappel to the bottom of the shaft (Fig. 10).

**K** Once you make it safely to the ground, your goal is to reach the stairs at the other end of the passage. However, to do so, you must find a way to get over the closed gate that is blocking your path (Fig. 11). You will find the solution to this in the Proto-Norse Hallway box-out. As soon as you make it to the other side, go up the stairs to emerge in a very large open area.

### ★ NAGA

*If you're not prepared for this deadly enemy, resembling a basilisk lizard, then Lara will be savaged to death in an instant. There are two types that appear in the game: green ones can blend in with their surroundings and like to spit globules of poisonous bile over a fairly long distance; red ones are extremely tough and will jump at you with unerring accuracy. Both enjoy ripping at Lara's flesh with their razor-sharp teeth. They move quickly and several will swarm Lara at once if you're not careful, so use the vault move to get clear when surrounded. They can also climb walls and ceilings, but a bullet can knock them off the wall. Sometimes they announce their presence with a reptilian shriek; at other times the first you'll know is when they bite down hard.*

*So now that you know what you're dealing with, how do you kill them? Start by equipping either the shotgun or submachine gun for increased damage at close range. Several blasts from either should do the trick, and remember to keep moving and jumping out of their way. Melee attacks work very well, with a good kick stunning them while you shoot or retreat, although such proximity obviously puts you at risk. Both types of Naga can be tranquilized with a dart. If you see one on a far wall -- especially a red specimen, as they are the most robust -- you could try lobbing a Grenade, but be very careful doing so if the lizard is moving towards you, as the consequences won't be good if it reaches you too soon.*

### SECRET: HIDDEN TREASURES

12

After rappelling down to the Proto-Norse Hallway, you'll find this treasure in one of the two urns just in front of you.



# COASTAL THAILAND VI



Shiva's Palm Gem 2 and the treasures 15 to 19 are covered in detail on the following double page spread.

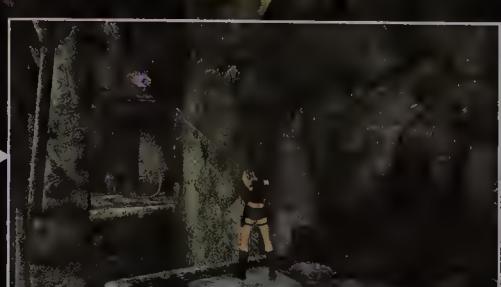
## SHIVA'S PALM GEM



Head for the dark corner on the left and wall jump up to the ledge. Shimmy right, then jump across to the platform.



Go left and drop down and hang from the platform, then jump left to the other side of the pillar. Climb up the same pillar, then shimmy round to the right and jump up on top of it.

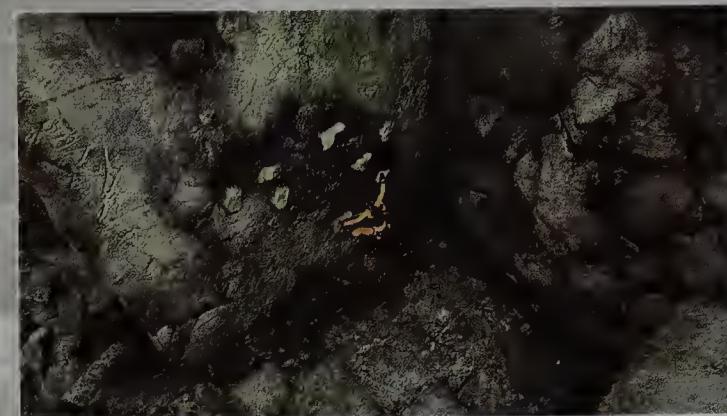


Grapple-swing over to the gemstone and pick it up. Note how the elaborate device housing the gemstone also functions as an anchor for your Grapple.



**L** There are several Health Packs in the vicinity, some of which you can collect by following the description for how to get the treasures. Once you're ready, take care of all the lizards, then proceed to the far left corner of this area. Wall Climb up and right (Fig. 12) and jump over to the platform on the right. Run around to the right-hand corner where you can grab a Health Pack. To proceed from here and obtain Shiva's first Palm Gem, follow the box-out opposite.

WALKTHROUGH



12

**M** Once you have the first gemstone, attach the Grapple to the gemstone housing and rappel down to the room below (Fig. 13). Drop down over the right edge and jump right. Climb and jump your way back down to the ground.



13

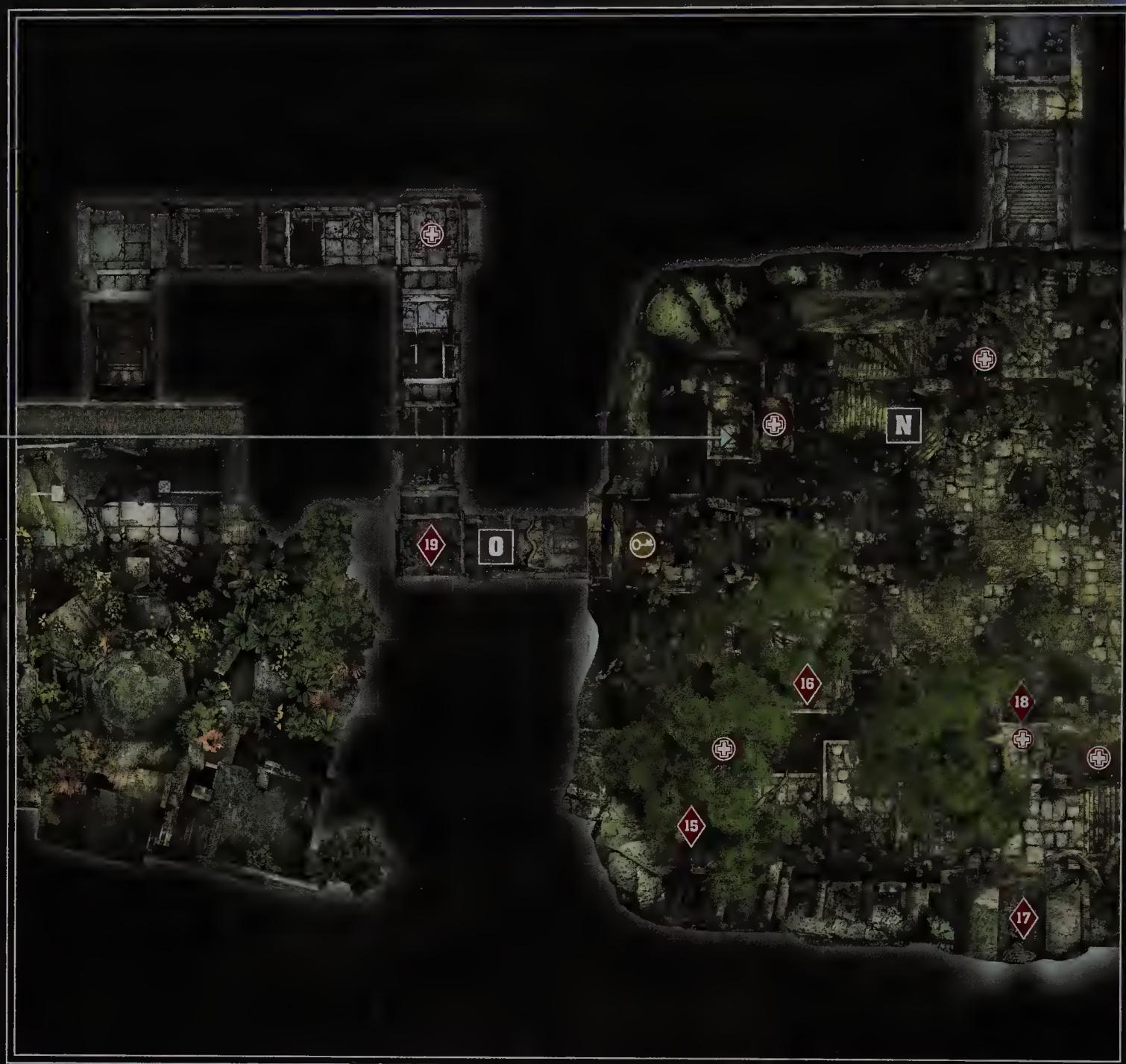
### SECRET: HIDDEN TREASURES



**13** Go to the far left corner of the area and Wall Climb up and to the right. Jump right, onto the ledge, to find this treasure in one of the urns.



**14** After getting the first of Shiva's gemstones, attach your Grapple to the gemstone housing and rappel down the opposite side from where Lara came (you can see the treasure below from here). Swing away from the wall to jump to the platform rather than sliding down the ramp. Wall Climb up the pillar here and jump right to grab the ledge. Climb up into the alcove on the right, then wall jump up to the left to claim this treasure from its niche.



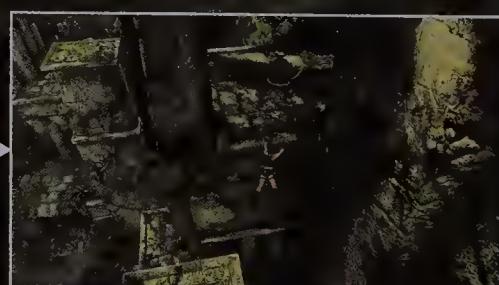
## SHIVA'S PALM GEM 2



Go left around the corner and jump onto the beam. Leap onto the ledge on the pillar on the left, then across to the ledge opposite.



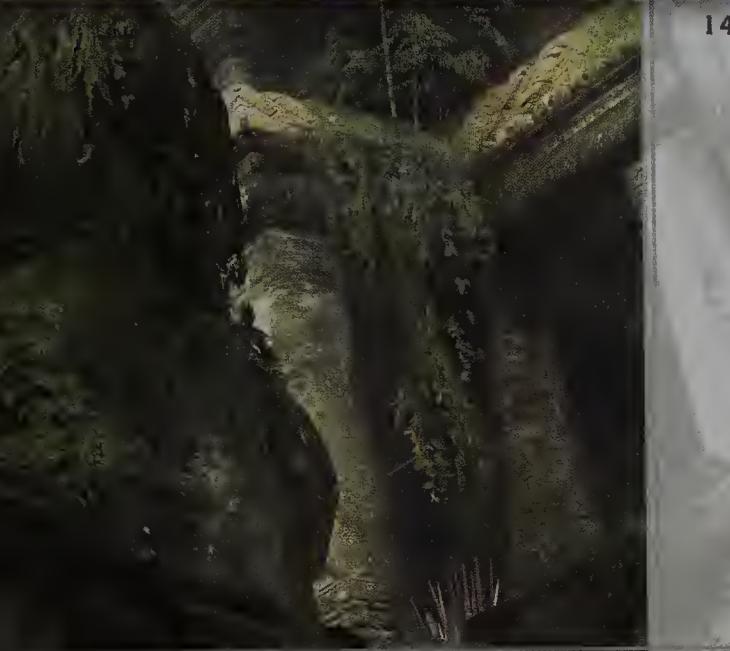
Stand up, then jump up on top of the pillar you just came from.



From here, jump up to reach the second gemstone. Removing this one opens the gate directly below.



14



## SECRET: HIDDEN TREASURES



**15** Go across to the opposite wall from the stairs and climb up via the two short ledges to the left of the pillar. Go around to the other side of the pillar, Wall Climb up to the ledge and shimmy to the right. Leap across to the platform on the right, then drop down and shimmy right to reach this treasure in an alcove.



**16** Do the same as for the last treasure, but instead of shimmying right, climb up to the platform on your left, then Wall Climb all the way over to the right, then drop down and shimmy right. Climb up onto the platform where you'll find a Health Pack. Turn around and jump to the top of the pillar to get this treasure.



**17** Do the same as for the last treasure, but only Wall Climb halfway to the right and look for a higher set of handholds leading back left to a short set of steps. Drop down to the steps and get this treasure from the alcove on the right.



**18** From the last treasure, turn around with your back to the alcove and you'll see a ledge in front. There's a Health Pack here. Drop down over the edge and fall to catch the ledge below. Haul yourself up to get this treasure.



**19** From the ledge above the horizontal pole that you reach in **1**, carry on right instead of turning around and jump onto the beam on the right. Jump diagonally across to the left beam and walk along it to the end. Negotiate one more set of beams and jump across to claim this treasure.

N

Now head over to the far steps and climb up the wall (Fig. 14). Refer to the box-out opposite to find out how to obtain the second gemstone. Once you have it, rappel down to the room below and go through.

WALKTHROUGH

0

Follow the passageway around, then Grapple-swing across the pit. Keep going until you reach another pit. Climb up on the horizontal pole and stand on it to reach the ledge above. Jump across to the left (Fig. 15), then pull yourself up onto the platform, where you'll see a Health Pack. Turn around to face the passageway you just came from. Swing across two poles and then Grapple-swing across the pit. Go up the stairs to reach the Tower Room.

LEVEL 7



15

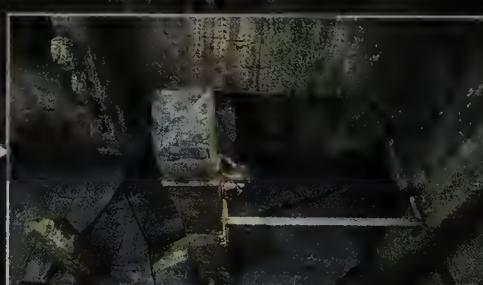
B A C K E R E V E R



## TOWER CLIMB



At the top of the steps, leap up to the opposite ledge as pictured. Shimmy right, then jump across to the platform. Go around to the right and climb up onto the low ledge on the far wall.



Jump right from there and work your way along to the beam. At the end of the beam, jump up and go around the left side of the pillar.



Spring backwards to perch on the top of the pillar and leap from there to the next square pillar as pictured. Climb onto the broken beam and jump across to the passageway.



16

**P** Climb up on the low platform in front of the tower, then up onto the ledge and around to the left. Stand up and leap on top of the first pillar, then onto the second one. Leap over to the ledge on the tower, go left, then drop down and shimmy along as far left as you can, before standing up and wall jumping up to the next level. Go right and get the Health Pack. Drop down here and again to the ledge below, then make your way right and stand on the broken beam. Jump across to the ledge opposite and shimmy left. Drop down from here to the ledge next to the tower wall (Fig. 16). Jump across to the beam opposite and walk along it, then leap across to the beam on the right. Jump to perch on the square pillar, then aim for the ledge on the wall and work your way left. When you reach the end, spring up to the horizontal pole and swing around to reach the ledge on the left. Climb all the way up to the steps on the left. From here, follow the Tower Climb to reach the top of this area.

WALKTHROUGH

LEVEL

**Q** At the top, jump on the ledge on the left wall of the pit. Shimmy right and jump to the next ledge further ahead. Walk across to the other side of the pit on the balance beam, leap onto the next beam, then back over to the ledge on the left side. Jump up to the higher ledge, then onto the horizontal pole. Swing onto the next pole, then jump to the last one (Fig. 17) and drop down. Follow the passage around until you reach the temple area.



17

## SECRET: HIDDEN TREASURES



**20** You'll find this treasure in one of the three urns in the far right corner of the Tower Room.

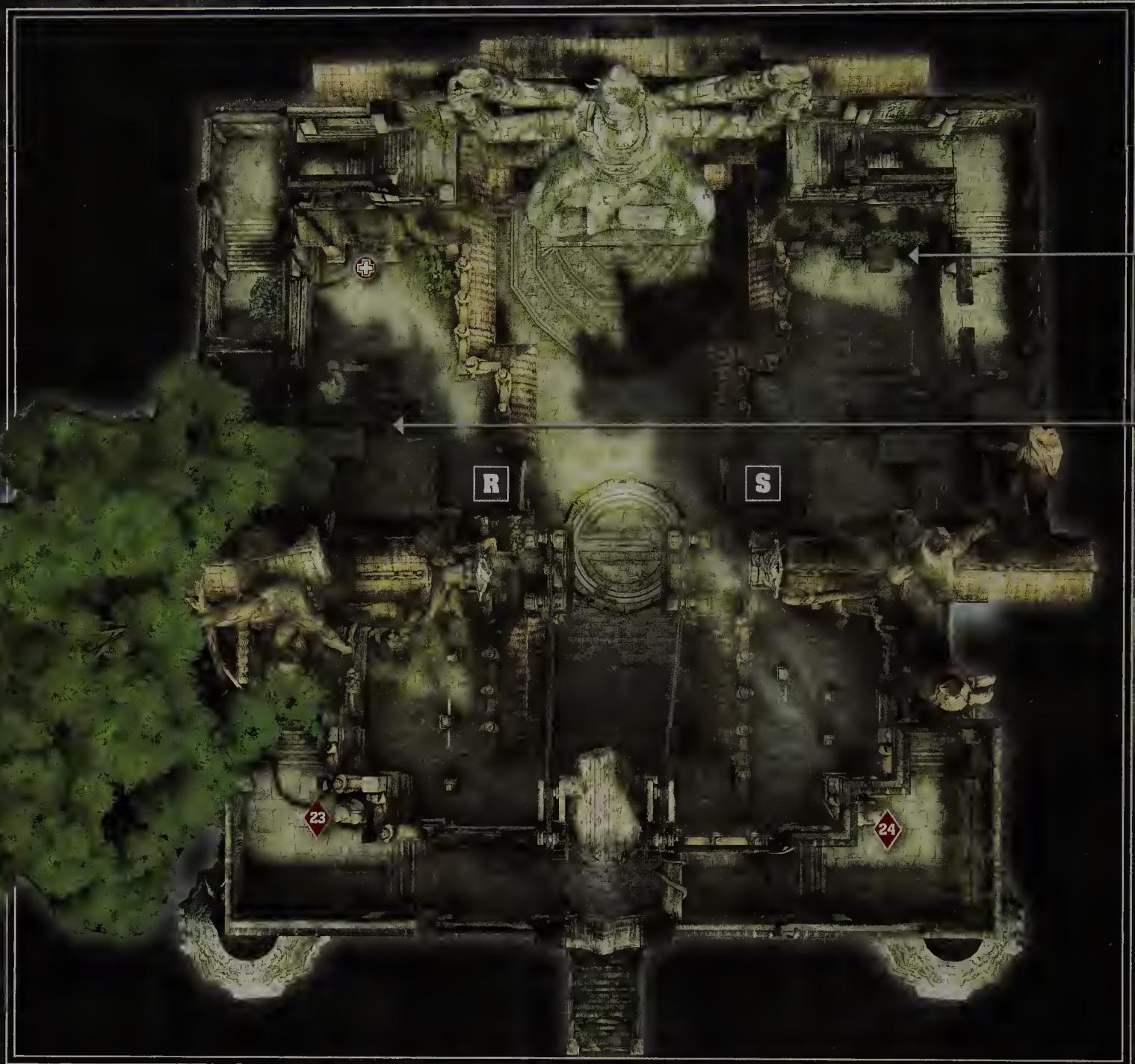


**21** When perched on the second pillar in the Tower Room (as described in **P**), jump up to the left, and then onto the platform to get this treasure.



**22** After balancing on the pillar on the right of the tower, instead of going left as you do in the main walkthrough, go along the ledges to the right until you reach this treasure on the platform on the far right.

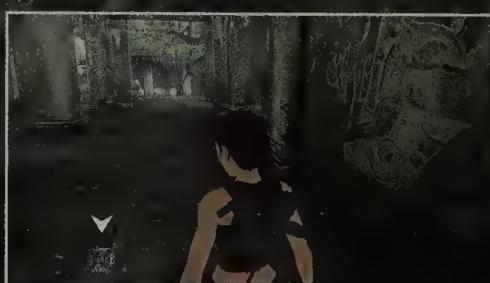
# COASTAL THAILAND IX



## SECRET: HIDDEN TREASURES



23 You will find this treasure on the right when you first enter Shiva's hall. It is guarded by Naga.



24 In a mirror image of the previous treasure, this one is to be found when you've crossed to the other side of the courtyard, in an identical alcove at the end of a hall of pillars.



18

**R** After completing the Shiva's Right Hand puzzle as shown in the box-out, attach the Grapple to the ring above the chasm to lower the Grapple point.

Rappel down to the bottom, then run across and fire the Grapple at the corresponding Grapple point on the other side (Fig. 18) before climbing up the Grapple line to the top. You can now solve the Shiva's Left Hand puzzle (see box-out).



19

**S** Once you have placed both the gemstones, there should be two beams of light shining from Shiva's palms. Attach the Grapple to the Grapple ring and rappel down to the courtyard. Push the right statue (when facing the Kali statue) all the way around the semi-circle in an anti-clockwise direction to position her so that her mirrored fan catches the sunlight. Do the same with the other statue and the second beam of light (Fig. 19) to open a door underneath the Kali statue. Run down and through the exit.



LEVEL 1

### ■ SHIVA'S RIGHT HAND PUZZLE



Step onto the scale platform to lower the Shiva statue's arm.



Run all the way up the steps on the left and use the Interact Button to place the gemstone in the empty setting.



Go back down and jump on the second scale platform to raise Shiva's arms to the correct position.

### ■ SHIVA'S LEFT HAND PUZZLE



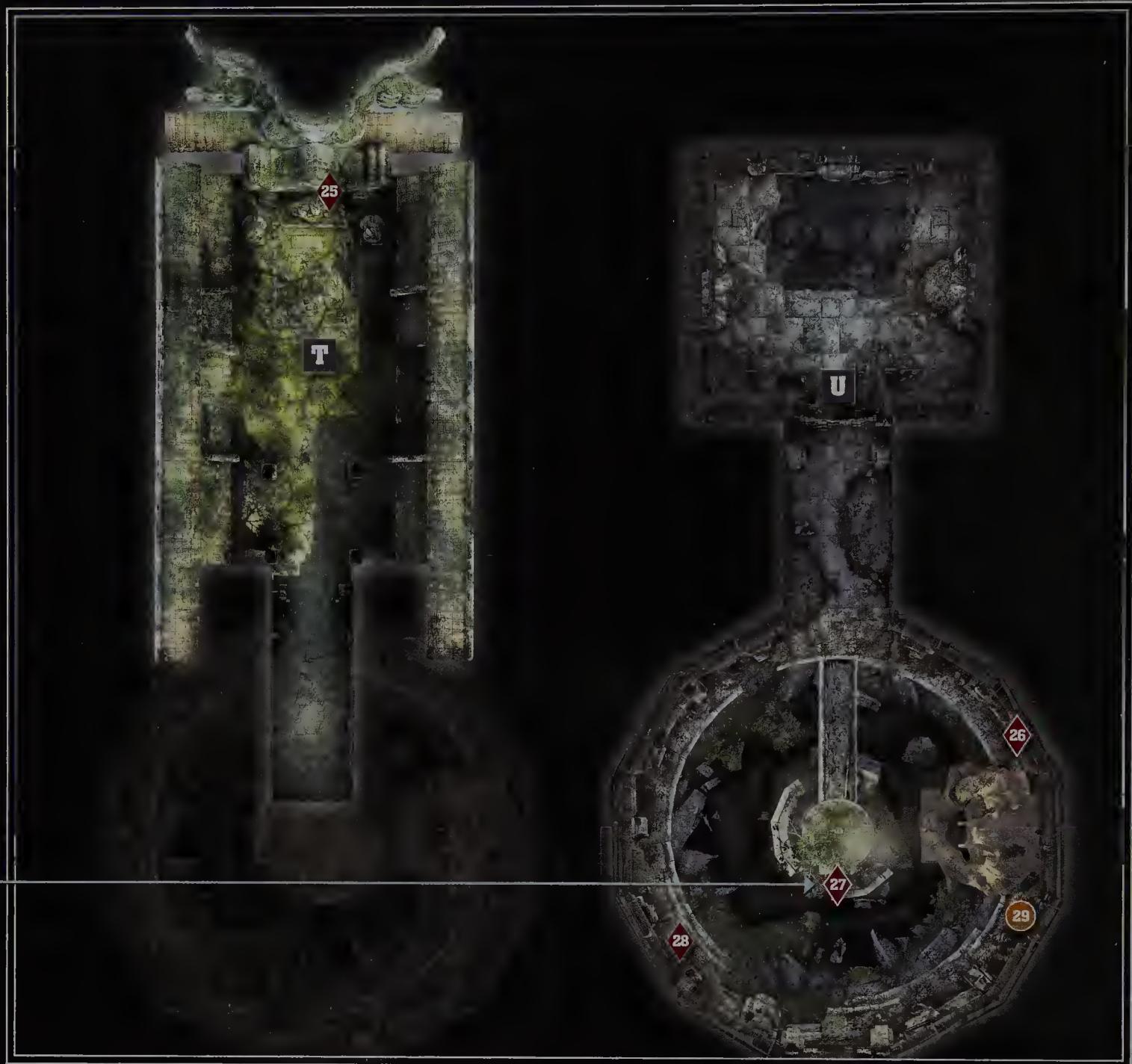
Drag the cage in the far corner over and place it next to the scale platform. Run up the steps until you reach the pillar pictured here and climb up it.



Swing along to the third horizontal pole to lower Shiva's left arm, then drop down and very quickly push the cage under the platform.



Go back up the steps and insert the gemstone, then go back down and pull the cage out from under the platform.



## MAP ROOM BRIDGE PUZZLE



Push the glowing blue stone and move it right as far as it will go. Jump to the platform on the left and use the high anchor ring on the side of the bridge to Grapple-run across the gap to the outer walkway.



Pull the blue stone backwards a little so that you can step around the outside on this outer walkway, then run around to the other side of it and push it as far as it will go.



Grapple-run back across to the central pivot point from this side of the stone block. Go left and move the stone to the right, then climb up to the top and leave.

Pull down the Naga statue with the Grapple, then drop down to the bottom ledge of the pit. From here, drop and quickly fire the Grapple so that you don't fall to your death (Fig. 20). Swing and drop from the Grapple.

Approach the door and slide it to the left to enter the Map Room. Walk to the central platform and drop down the other side after the cutscene (Fig. 21). From this point, follow the Map Room Bridge puzzle solution in the box-out opposite.

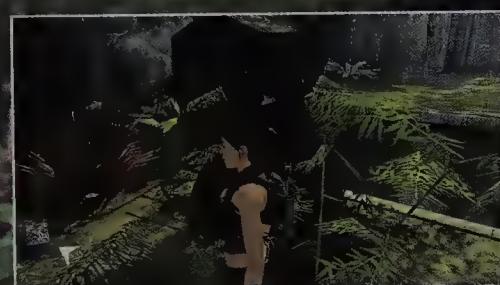
20



21



## SECRET: HIDDEN TREASURES



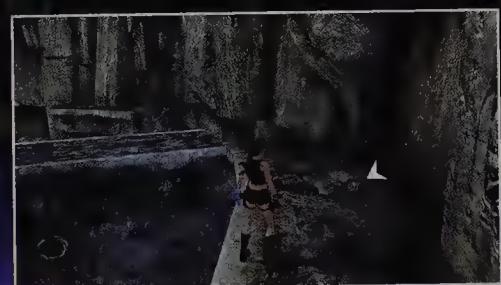
25 This treasure can be found behind the Naga statue.



26 When you first enter the Map Room, rappel down the wall on the left via the Grapple ring to reach this treasure at the right end of the ledge.



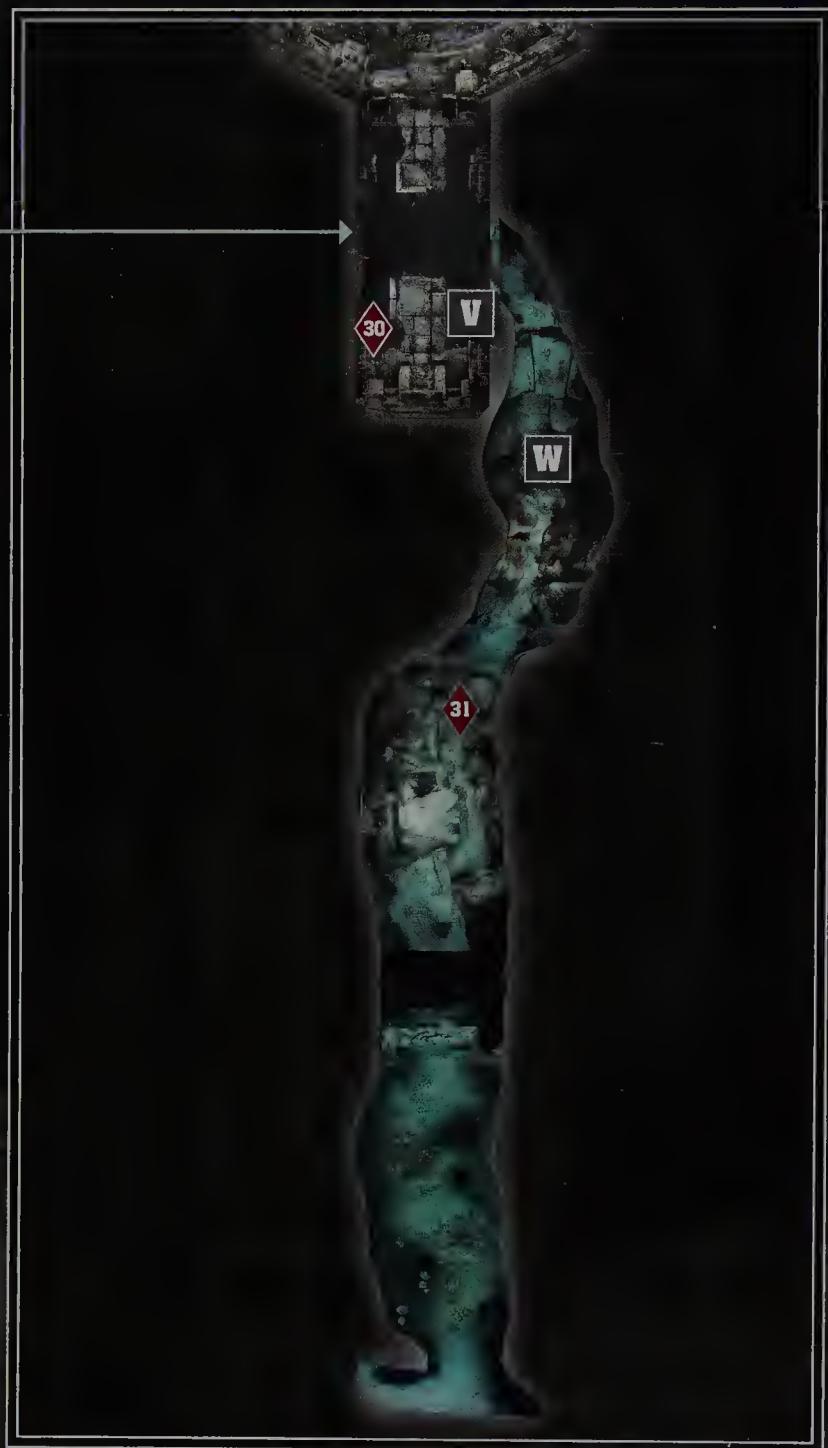
27 When you move the glowing blue stone block to the right, this treasure is in the alcove that is revealed.



28 After Grapple-swinging back to the center from the outer walkway, climb back up and cross the bridge. You'll find the treasure on the platform to the right, next to the tree root.



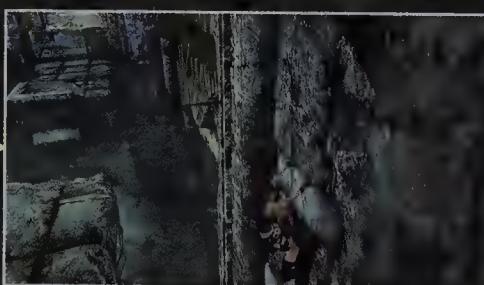
29 Before exiting the Map Room, go left along the ledge. Face the bridge and fire the Grapple. Jump off to the right and wall run to the outer walkway below the exit. Pull the bridge anti-clockwise, stepping around it so you can keep pushing it as far as it will go, then go back up to the top and look behind the Thor statue's left shoulder to get the gold Relic. You'll need to realign the bridge to escape safely with the Relic, so start by pulling the bridge back until it is flush with the protruding section of the outer wall behind Lara, then Grapple-run back to the pivot point, jump across the gap to the left, jump onto the ledges, and climb up and out.



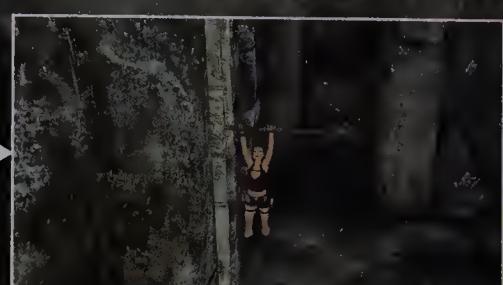
## ■ BACK TO THE LIGHT



Grapple-run across the wall to your right, then jump off to the left (this can be achieved by pressing **Q** away from the wall and pressing the Jump button).



Climb up the two narrow ledges on the left, then jump left to the horizontal pole.



Lara's weight will automatically lower the pole and open the exit door.



### SECRET: HIDDEN TREASURES



**30** After exiting the Map Room, dive into the water and swim down to the far right corner to get this treasure.



**31** Swim down to the very deepest part of the tunnel after the air pocket to find this treasure.

**W** After opening the underwater door (see Back To The Light), drop into the water and swim down through the exit. Lara has no diving gear, though, so keep an eye on her breath gauge on the left (Fig. 22). Once the gauge is empty (all gray), it means that she's in danger of running out of air and needs to surface.



22

**W** After swimming down the first tunnel, head up towards the light where you can get some air (Fig. 23). Now swim down deeper and keep going until you see a gold key shining at the end of the tunnel. Pull it to open the door, then swim towards the light and then over to the boat once you reach the clear ocean waters.



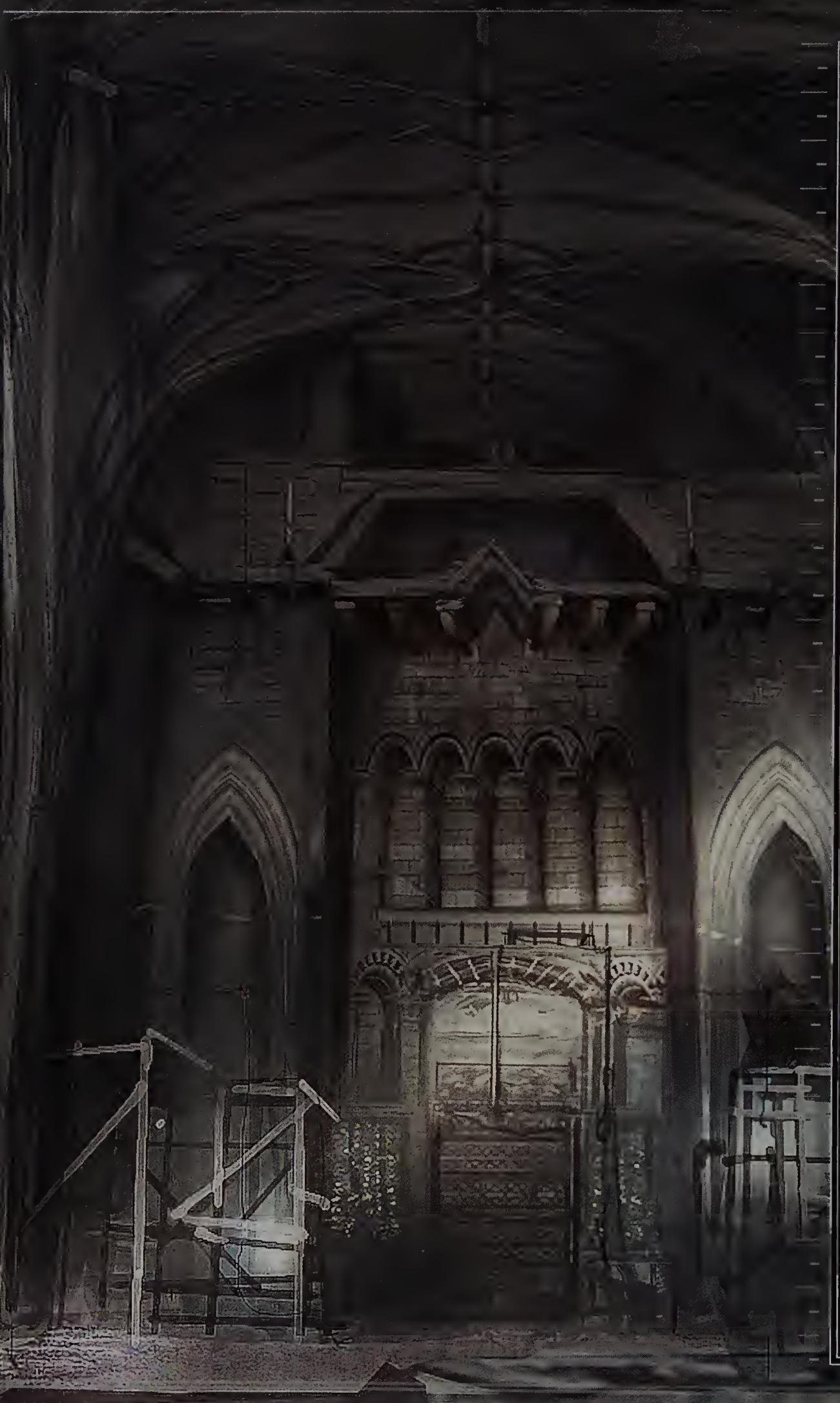
23

WALKTHROUGH

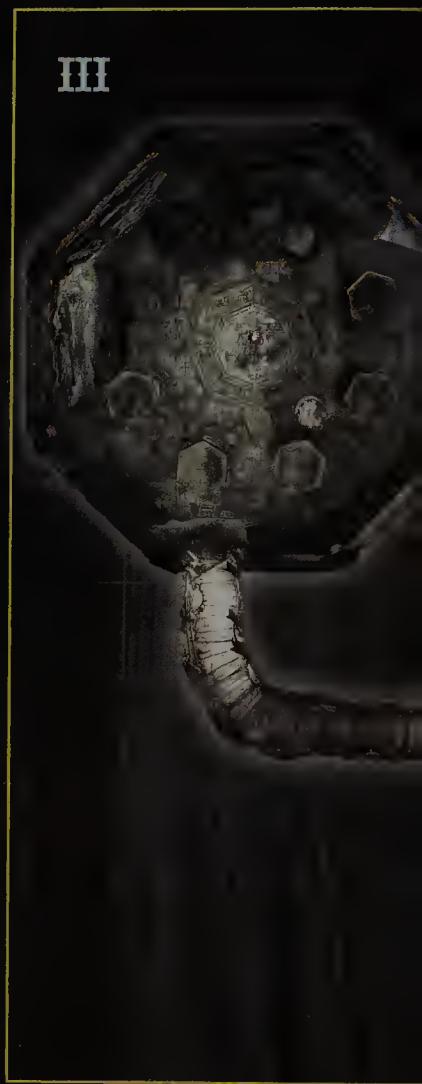
LEVEL

# CROFT MANOR

LEVEL 3



III



USER INSTRUCTIONS

PROLOGUE

LEVEL 1

LEVEL 2

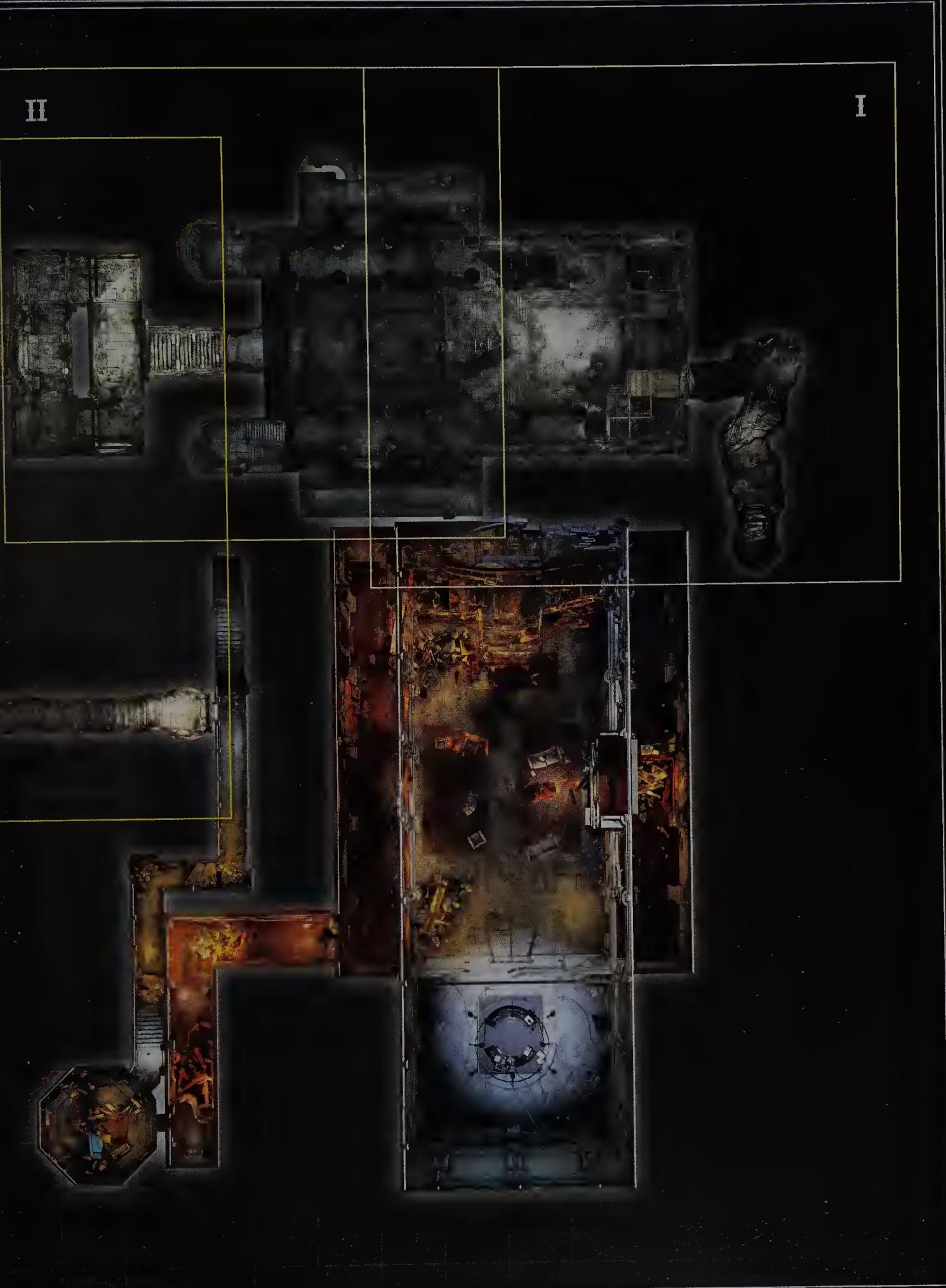
LEVEL 3

LEVEL 4

LEVEL 5

LEVEL 6

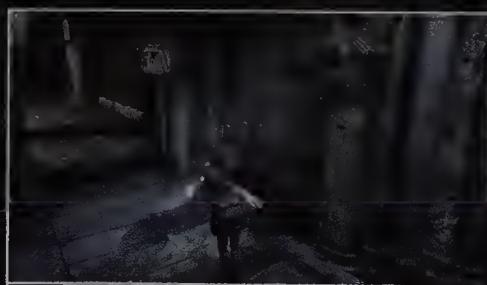
LEVEL 7



# CROFT MANOR



## SIDE DOORS PUZZLE



Go left at the bottom of the stairway and pick up the stone block from just around the corner. Carry the block to the end of the passage and step onto the pressure plate, standing as close to the door as you can. When the gate rises, throw the block through the doorway.



Go back past the staircase you just came down and into the large chamber. Pick up the stone block on the left and do exactly as you did with the last block, hurling it through the doorway while you are standing on the pressure plate. After throwing the block, quickly run or roll through before the gate closes.



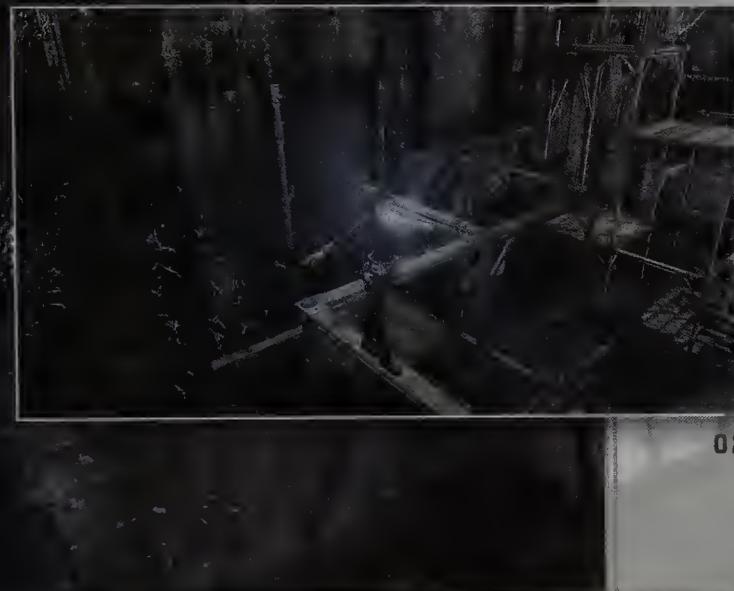
Place each of the two blocks on the pressure plate behind the statue.



01

**A** When you find yourself in what looks like an old mine tunnel, take the steps and straddle the vertical pole to climb up. Perch on top to align yourself, then leap across to the wooden platform in front. Continue climbing steps to emerge high up, overlooking the Chapel. Before going any further, take a few moments to target and shoot all the bats attracted by your presence (Fig. 1) to prevent them distracting you later on when you're precariously balanced or about to take a leap. Once they're dispatched, drop down over the edge of the platform to the one in front. From there, drop down again to the platform behind and safely alight on the ground.

WALKTHROUGH

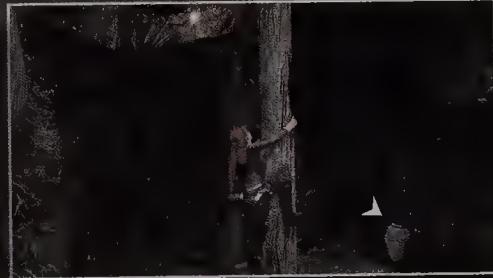


02

**B** Climb up the scaffolding on the right and walk along the planks (Fig. 2). Jump across from the last plank to reach the stone balcony. From there, leap onto the horizontal pole in front. Climb up on top of the pole and leap forward to reach the higher pole. Now swing to the third and final pole, then swing and jump off to reach the end platform. Go through the doorway and down the stairs. To find out how to open the two side doors, see the opposite page.

LEVEL 3

## SECRET: HIDDEN TREASURES



**1** At the very start of the level, check the urn on Lara's right to find this treasure.

**2** Also at the start, this treasure is in the urn next to the vertical pole.

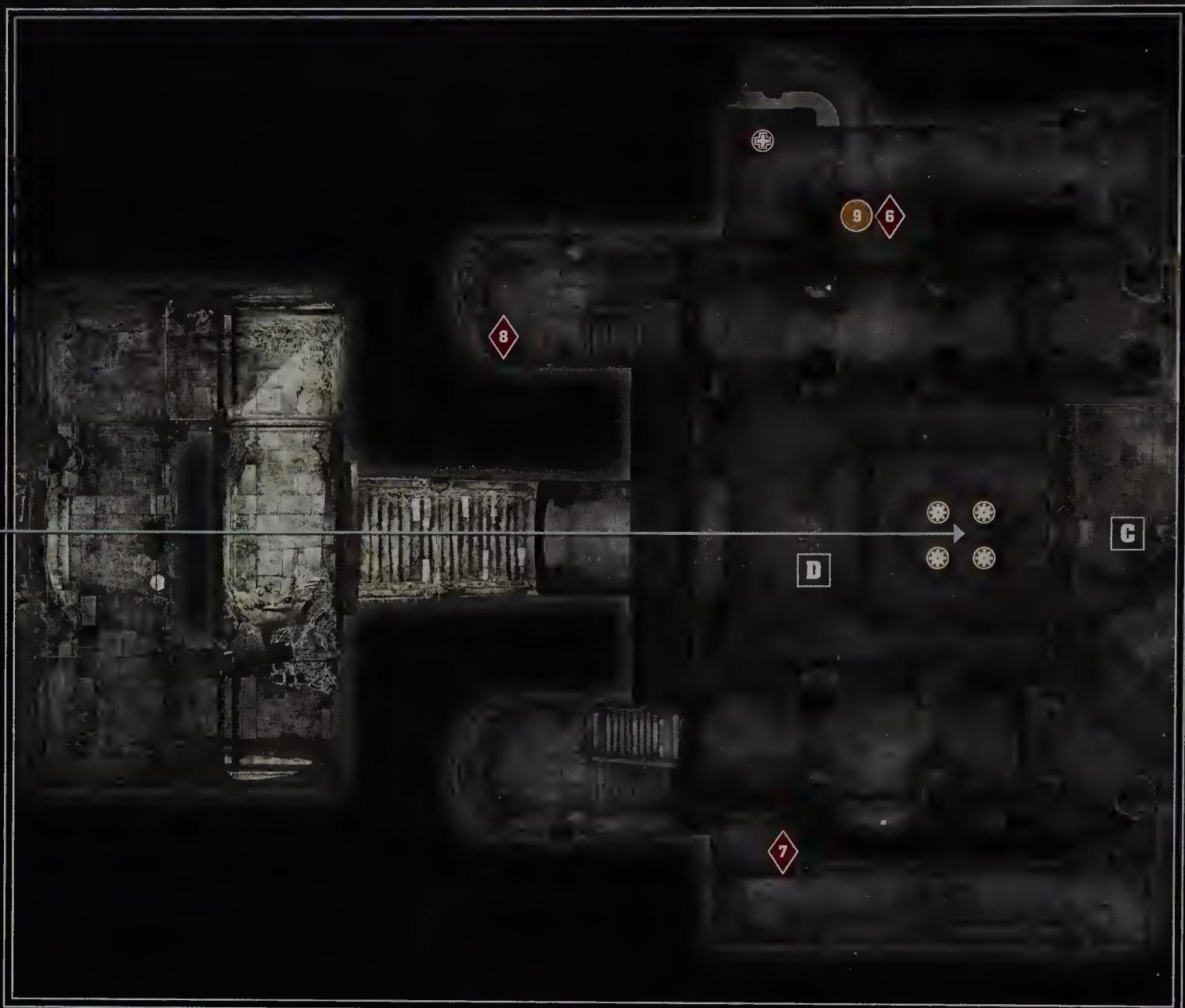


**3** On entering the Chapel, jump down to the scaffolding on the left and work your way across the planks. Jump from the last plank to the stone balcony where you will find this treasure.

**4** Follow the steps to get the previous treasure, then jump up and swing on the horizontal pole to reach the next stone platform for this treasure.



**5** After you've climbed down the scaffolding to the Chapel floor, smash the urn on the right to find this treasure.



## CHAPEL DOOR PUZZLE



The four levers rotate metal shapes that cast shadows on the stained glass. Pull the lever shown three times.



Walk around and pull the lever diagonally opposite the first one twice. Do it right and you should illuminate two angels of light on the stained glass, whereupon the locks on either side of the main door will slide open.



Push or pull the bar in the middle of the chamber counterclockwise to open the door. You have only a short time to escape after releasing the bar.

**C** Go back through either of the (now open) doors to the central chamber (Fig. 3). Your next goal is to open the Chapel's main door, which you can do by following the instructions on the opposite page.

WALKTHROUGH

03

**D** Once you've opened the door by rotating the lever, note that you only have a limited amount of time to get through it before it slams shut. So sprint over and climb up the series of ledges on the central column next to the iron fence; shimmy quickly to the right side with the Interact Button when you reach the top (Fig. 4); then climb up and Grapple-swing across to slip through the main door.

04

## ★ SPIDERS

The Chapel area is infested with these poisonous pests. They crawl from walls, drop down from ceilings and generally fix themselves to Lara at every opportunity. Though easily killed, they strike in number and are at their most dangerous when she is precariously balanced. If a spider bites, stand still and brush it off. Your standing Kick move will become a Spider Stomp in the presence of any nearby arachnids. Alternatively, retreat and let loose with both pistols in Dual Fire.

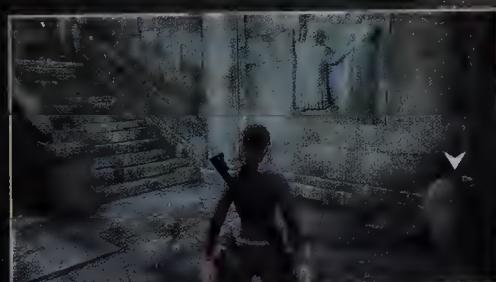
## SECRET: HIDDEN TREASURES



**6** In the hallway after you've just swung on the three horizontal poles, climb up on the horizontal pole on the right. Stand up on it to reach the first ledge, then move sideways and jump up to grab the lip of the alcove where you'll find this treasure.



**7** If you look across the Chapel hall from the previous treasure, you'll see an identical alcove on the other side. Remove the pole from the wall and carry it across via the passageway at the bottom of the stairs. Slam the pole in the hole and climb up as before to reach the alcove.

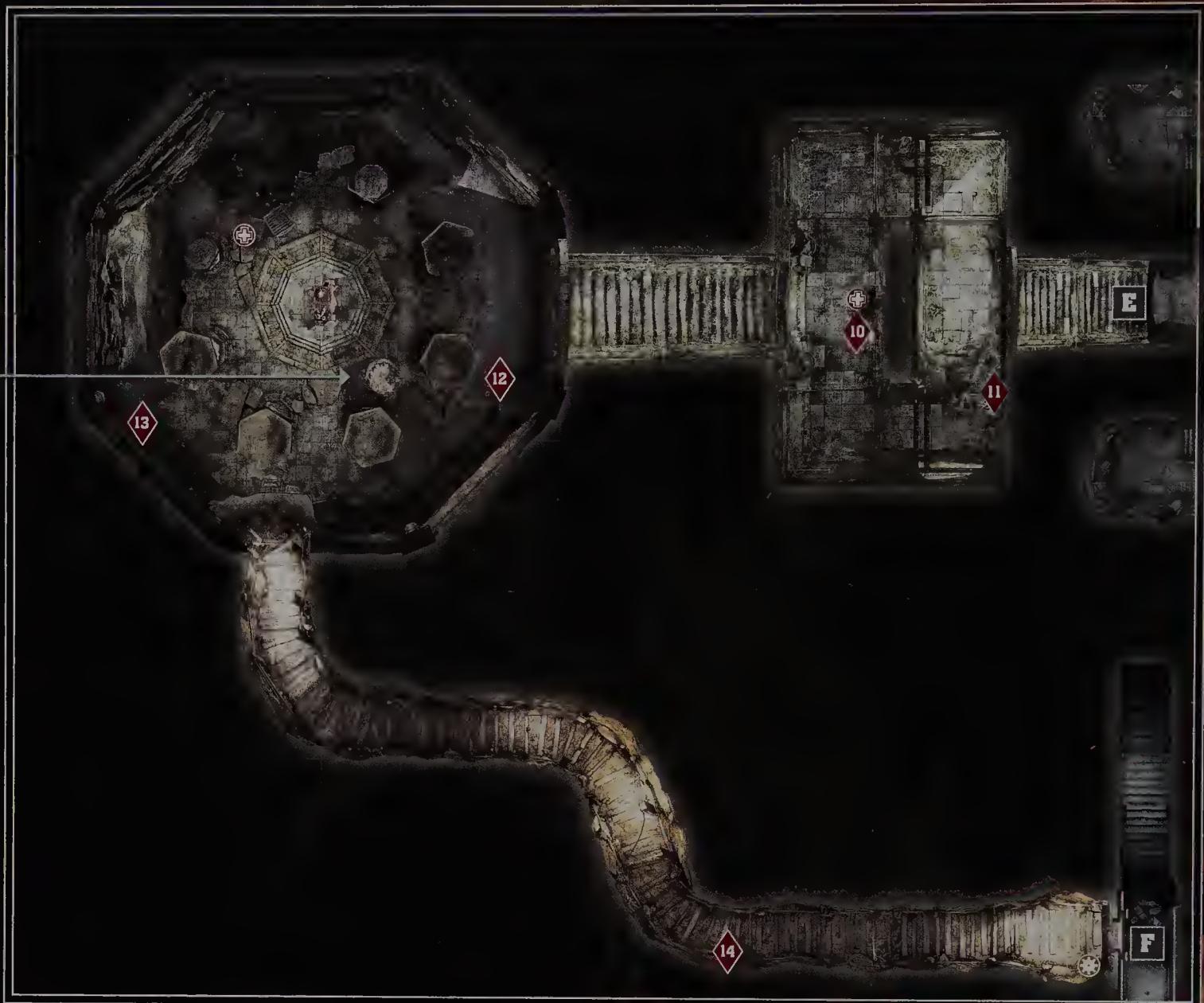


**8** From the hallway where you pulled the pole out of the wall, go down the stairs to find this treasure in a turn on the landing.



**9** Before completing the Chapel Door Puzzle, place two blocks on the pressure plate in the first passageway you went through (you will find one block in the opposite alleyway, the other one can be found on the upper floor where you picked up the last but one treasure), then check the metal grate in this passageway to find the gold Relic.

# CROFT MANOR III



See page 34 for the rest of the map of this section.

## RUNE PILLAR PUZZLE



Your gauntlets are glowing for a reason. Push or pull the Rune pillar all the way left, past the entrance, until it's on the left side of the broken metal cage.



Climb up onto the Rune pillar via the metal cage (or pillar ledges), then jump from the top of the Rune pillar to the higher pillar in front.



From here, leap onto the balance beam on the pillar to the left, then shimmy all the way right to the beam on the other side. Jump from there to the broken pillar, then backwards jump to the high exit.

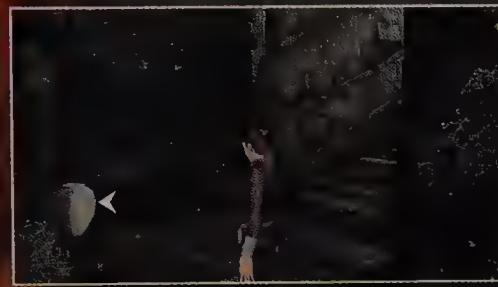


05



06

## SECRET: HIDDEN TREASURES



10 Smash the urn at the bottom of the steep staircase to find this treasure.



11 Go left just beyond the urn you just smashed to find this treasure in the dead end.



12 Push or pull the Rune pillar between the two pillars that flank the chamber entrance. Jump up on either pillar and then on top of the Rune pillar. Jump from the Rune pillar to the ledge above the entrance to get this treasure.



13 Follow the instructions for the Rune Pillar Puzzle until you reach the balance beam. Instead of shimmying all the way right, jump backwards from the pillar onto the broken ledge to get this treasure.



E After swinging through the Chapel door, go up the steps and keep climbing the staircase to enter Lara's father's secret chamber. Solve the Rune Pillar Puzzle with the assistance of the tips opposite to reach the exit. Head on along the tunnel until you come to the fuse box (Fig. 5). Pull the lever to open the door and go through.

WALKTHROUGH

F Déjà vu, anyone? You are back in the same burning corridor that you had to escape in the Prologue. Simply proceed through this sequence exactly as you did the first time around (see page 35 if you need assistance). It's only when you drop down through the gap in the broken bannister that the action deviates (or rather, continues) from the flashback at the start of the game.

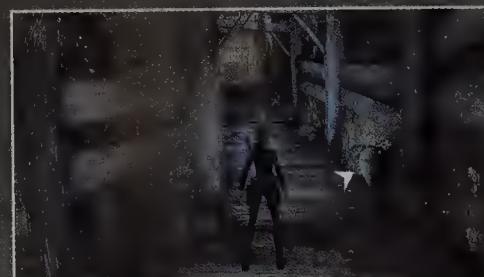
Once you've landed in the main hall, cross the room and climb up the pillar on the right of the fireplace (Fig. 6). Jump up three more ledges, then shimmy right and drop down onto the balcony. Go forward to the end of the balcony and jump onto the horizontal pole. Climb up on the pole, then from the pole to the top of the glass wall and drop down into the Tech Room to trigger the cut scene that ends the level.

LEVEL 2

## TIGER THRALLS

These remorseless hunters have been reanimated to protect the secret that Lara wishes to uncover. Unlike their past forms, the undead beasts are immune to Tranquilizer darts. They're not as hard to kill as they look, provided you keep moving (as always) and use a powerful weapon such as the Shotgun. But they possess the ability to keep rising from the dead, again and again.

To defeat them, you must destroy their bodies after putting them down, and there are two ways in which you can shatter their bones. One is by stomping on them when you initially 'kill' them, by targeting the corpse and hitting your Kick Button when up close for a somersault smash; the other is by blowing them up with a Grenade. Of course you can also smash them in one blow using the Adrenaline Headshot move.



14 Check in the breakable urn on the right of the tunnel after leaving the Rune pillar chamber.

# SOUTHERN MEXICO

LEVEL 4



HOW TO PLAY

WALKTHROUGH

EXTRAS

ARTWORK GALLERY

USER INSTRUCTIONS

PROLOGUE

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4

LEVEL 5

LEVEL 6

LEVEL 7



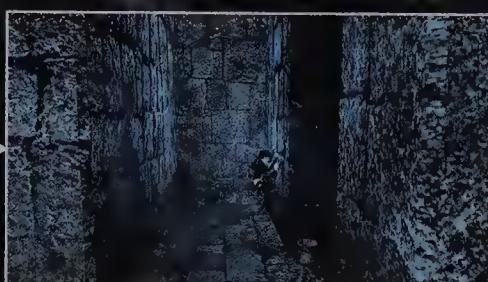
# SOUTHERN MEXICO I



## ■ STONE JAGUAR HEAD TEMPLE CLIMB



Fire the Grapple at the ring and step back out of the window to rappel down a few feet, then swing over to the right and jump through the doorway.



Take the stone Jaguar Head from the pedestal, then wall jump up the right side of the room to reach the upper floor. There's a Health Pack near the base of the shaft.



Drop down from the window and backwards leap from the ledge to the balance beam on the pillar outside. From here it's a safe drop to the ground.



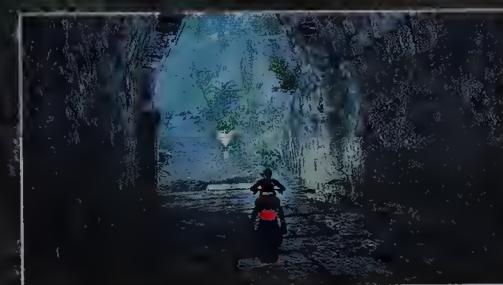
01



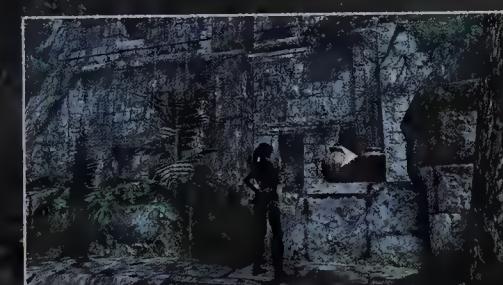
## SECRET: HIDDEN TREASURES



**1** You can find this treasure in one of three urns in the tunnel just before the first mototbike jump.



**2** You'll find this treasure in an urn on the right of the path immediately after jumping the first pit on the motorbike.



**3** You can find this treasure in an urn on the right, just above the steps leading to the first temple.



**4** Smash the two urns on the left of the room where you got the stone Jaguar Head to find this treasure.

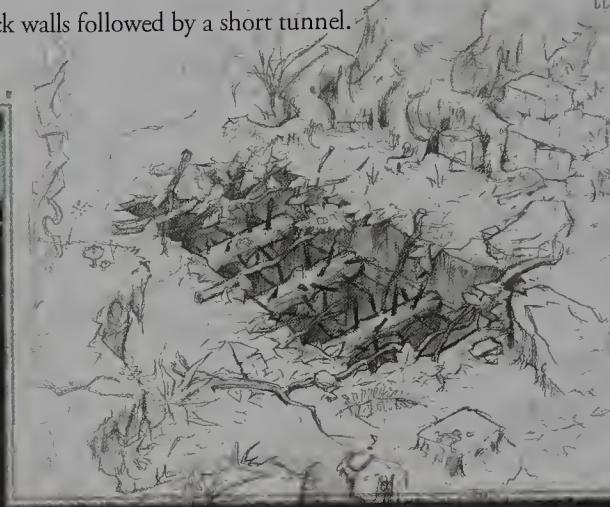
**A** Ride along the trail from the start until you reach the first temple. After the brief cinematic, climb up onto the small pillar in front of the ruin. From there, jump to the ledge on the next pillar. Jump up to the next ledge and shimmy left, then jump across to the ledge on the front of the temple. Stand up and jump up to the ledge above, then up three more ledges (Fig. 1). Shimmy left, then jump across the gap and drop down to the ledge below. Shift a few feet to the left and drop down. Pull yourself up and through the window.

WALKTHROUGH

**B** The Grapple point you have in front of you is, in fact, the trigger that opens the gate at the front of the temple. To find out how to solve this puzzle, follow the instructions in the box-out on the left.

When you exit the temple with the Jaguar Head, take out the two panthers before getting back on your bike and hitting the open road to the left leading away from the temple. You will soon come to a maze of low brick walls followed by a short tunnel.

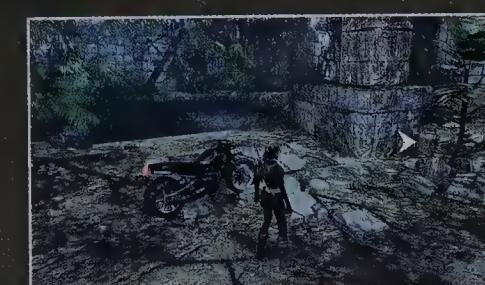
LEVEL



**5** Ride your bike a little way to the left after leaving the first temple until you come to a maze of low brick walls. The treasure is hidden a little further into the network in a corner, close to the temple's right wall.



**6** From the last treasure, head a few steps back, away from the temple's corner, to find this treasure in an urn to the left.



**7** This treasure can be found after you've left the first temple and just before you ride down the steps into the tunnel. It's in an urn next to the pillar on the right.

# SOUTHERN MEXICO II



## JAGUAR HEAD CALENDAR PUZZLE



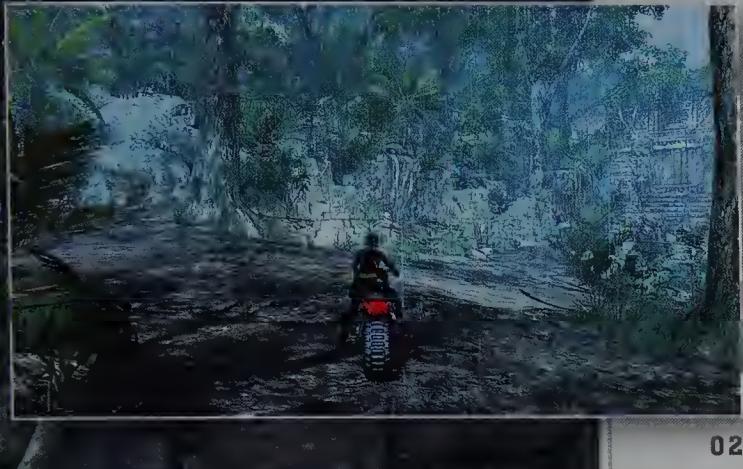
Start by placing the stone Jaguar Head in the center of the Calendar (face the statue from the front and press the Interact Button or you'll hold the handle instead). Grab the handle and rotate the rings until they reach the point shown, with the two outermost marker tiles lined up, then release the handle.



Walk to the skull statue on the outer ring and grab it from the outside. Push it to rotate the outer ring anti-clockwise and you'll see the central ring slide free. Now return to the Jaguar Head handle and pull or push until you have lined up the obsidian marker tiles on the two innermost rings.



Move the skull statue back to its original position. As the outer ring rotates, the central ring will slot back into place. When all three rings are aligned, you'll be rewarded with a cut scene as events unfold on the ball court. But there's still more to do, and a glance to the other side of the court with your Field Camera should give a clue.



02



03

## SECRET: HIDDEN TREASURES



**8** This treasure can be found in an urn on the left, in the ruins just before the first Calendar entrance.



**9** This treasure can be found in an urn on the left, next to the first Calendar entrance.



**10** Smash the urn on the steps on the right, in front of the arched gateway you pass through after you've cleared the two pits following completion of the first Calendar puzzle.



**11** After collecting the last treasure and passing through the arched gateway and then a short tunnel, head up the high path on the left of the main path and look for this treasure in an urn halfway along.



**12** After finding the last treasure, continue on the higher path until you see two urns next to the end wall, on the left, just before rejoining the lower path. The urns are hidden behind a tree and very difficult to see.

C

Ride the bike along the trail until you come to a fork in the path (Fig. 2). Go right to reach the entrance to an ancient building overlooking the Mayan ball court. In Lara's world, a trail of dead bodies on the steps should tell you that she's on the right track. Leave your bike in front of the building and crawl under the half-open door. See the opposite page to learn how to solve the Jaguar Head Calendar Puzzle.

D

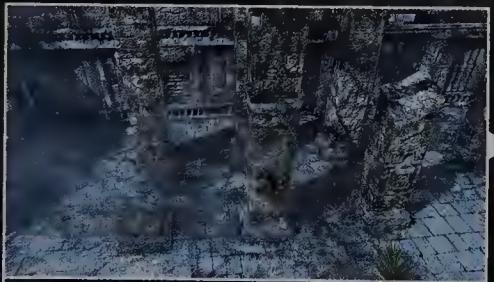
Once you've set things in motion in the ball court, go back outside to face a panther ambush. When you're ready to leave the temple area, take the right-hand path and jump from the log ramp when you come to it. You'll need to be going reasonably fast in order to clear the spike pit dug by Poachers. There's no ramp at the next pit, so take the left-hand dirt track and drop down when you're clear. If you come back this way, remember to switch from ramp to side-track again. Follow the bend in the road around to the right and go up the stairs and through the arched gateway. When you reach the crossroads, go left through the tunnel (Fig. 3). Keep going until you reach some steps that force you to leave the bike. Dismount and go through the tunnel on foot. Continue until you reach another ancient building.

LEVEL 4

# SOUTHERN MEXICO, III



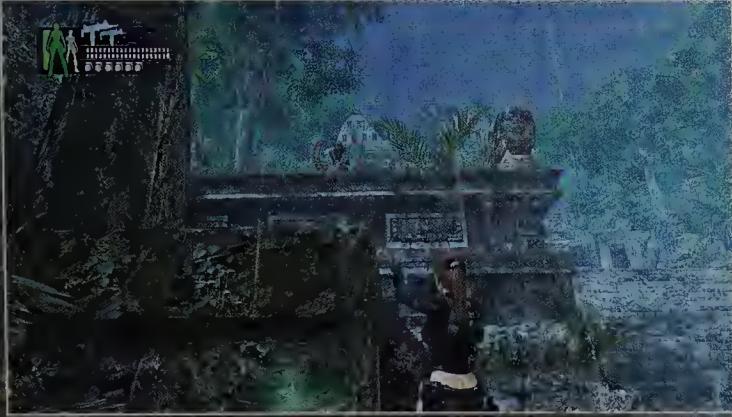
## STONE HEADDRESS TEMPLE EXTERIOR CLIMB



Climb up on the pillar on the far left to reach the horizontal pole and yank it out of its housing (alternatively, you can also find a free one at the base of the steps). Go around to the pillar on the right and slam the pole in the hole. Climb up on it and jump to the ledge above. Shimmy left, then jump up to the next ledge.

From there, jump across to the pillar on the left, shimmy around and then backwards jump over to the handholds on the wall. Free wall climb your way over to the right, then backwards jump onto the balance beam opposite.

Walk along the beam, then drop down to hang from the outside, edging along until you can make a backwards leap to the pillar just behind it. Climb up onto the balance beam, then jump from there to the balance beam on the left. Drop down and shimmy left, then leap across to the beam in front. Jump from there to the ledge above, then shimmy around the corner to drop down.



04

**E** Upon arrival at the temple, take advantage of the ongoing carnage between Poachers and Panthers. Reconnoiter with your Field Camera to locate the Poachers. When you finally make your move, use the available cover wisely (Fig. 4) so that you can concentrate on picking off one enemy at a time. Your next goal is to climb the temple exterior. You can find assistance for the Exterior Climb on the opposite page.

WALKTHROUGH

**F** Once inside the temple walls, climb up on the horizontal pole to reach the one above it, then swing across from there to the longer metal bar in front. Stand up on this bar and jump to the platform that leads to the next area. Go left, fix the Grapple to the Grapple point and rappel down (Fig. 5).



05

## SECRET: HIDDEN TREASURES



**13** When you arrive at the temple, smash the urn on the left side before the steps to find this treasure.



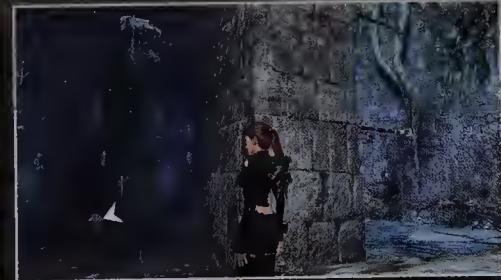
**14** Head up the steps to the Stone Headdress temple entrance and explore the upper level to the right. There's an urn on the edge of the drop, overlooking the lower area.



**15** At the top of the steps you'll see two pillars on the right. Climb up to the top of the right-hand one using one of the portable poles in this area and smash the urn.



**16** You'll find this treasure outside the Stone Headdress temple in the urn on the left next to the pillar with the pole in it.



**17** Right after the Exterior Climb, look for an urn on the floor below the metal bar.



**18** After jumping up from the bar to the platform to enter the second area of the temple, turn around and look back to the pillar opposite. Leap across and smash the urn to get the treasure.

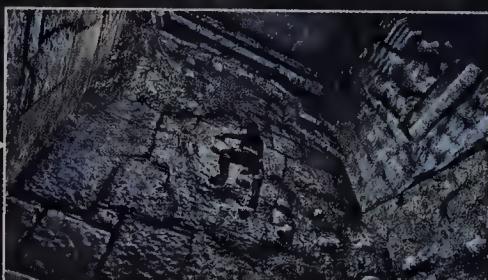
# SOUTHERN MEXICO IV



## STONE HEADDRESS TEMPLE INTERIOR CLIMB



Climb up the taller of the two broken vertical poles and perch on the top. Jump up to the ledge on the wall to the right of the altar, then up again, then shimmy along the series of ledges on the left.



Drop down to the ledge below, then go left along that ledge and drop down to the handholds. Free wall climb left and jump up to the next set of handholds. Go around the corner to the left, then leap across to yet more handholds.



Work your way down and left and jump to grab the vertical pole on the left. Jump across from there to the handholds opposite, then leap up to the ledge and across to the next ledge on the left. Shimmy along to the left corner where you entered and climb up onto the roof.

G

Climb up onto the first stone platform at the back of the chamber, then jump right to the higher platform and climb up to the right from there. Standing on the very left at the top, fire the Grapple across the room so that it attaches to the anchor point, then walk to the right until the Grapple Line is stretched around the block on top of the pillar. Tug on the line with the Interact Button to pull the block over (Fig. 6). After dealing with the sudden swarm of bats, you can head down to the hole you just smashed.

Examine the hole in the floor to see a slightly lower section chipped away in one corner (Fig. 7). Walk over the edge to drop down. It's a long way to fall, so be ready for Saving Grabs throughout this section. Drop down again from there to the handholds. Backwards jump from the handholds onto the left pillar and slide down to the floor. Climb up to the altar and take the Stone Headdress.

H

Once you have it, take care of all the spiders and follow the Stone Headdress Temple Interior Climb to get back up to the roof through which you initially arrived.

LEVEL 4

One of the two stone doors to this enclosure is broken at the top (Fig. 8), so climb up and crawl through to reach the outside, where you'll face more Poachers. Run back to your motorbike and ride out until you get back to the main crossroads.

06

07

08

## SECRET: HIDDEN TREASURES

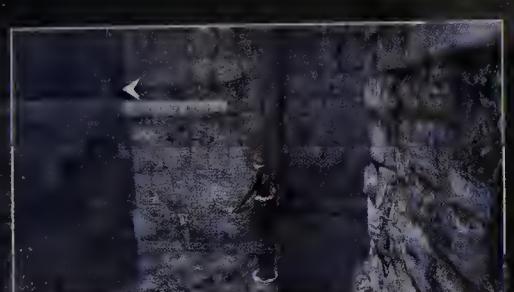
19

This treasure is hidden in an urn tucked away in the little alcove right under the point where you stand to topple the block.



21

After getting the Stone Headdress, climb up on the small broken vertical pole and jump towards the ledge opposite the altar. Shimmy left and jump across to the alcove to get this treasure.



20

Climb up on the second slab to find this treasure in one of two urns in the corner.



22

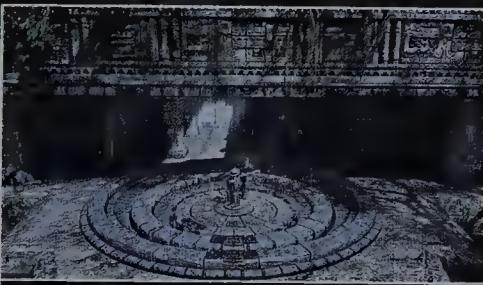
Smash the urn on the top right of the steps that lead down to the lower ball court to get this treasure.\*



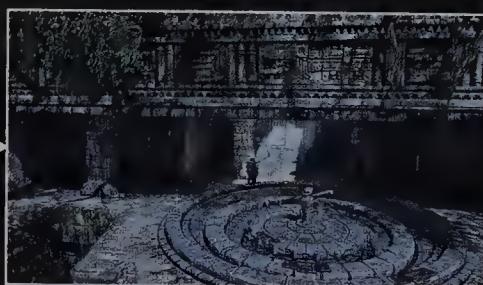
\*This treasure can be found on the map overleaf.



## STONE HEADDRESS CALENDAR PUZZLE



This Calendar puzzle works just like the previous one. Pull the center handle clockwise until the obsidian marker tile of the central ring is aligned with the outer one as shown.



This time, place the Stone Headdress in the outer ring's empty slot to raise the skull statue that controls it. You may now move the outer ring anti-clockwise to free the central ring.



Go back to the center and push the handle until the inner obsidian marker tile lines up with the middle tile. Finally, push the skull statue and return the outer ring to its former position so that all the marker tiles are in alignment.



09



10

**I** When you come to the crossroads, facing the ball court entrance, follow the left-hand path and speed up for the log ramp that takes you over the Poachers' pit trap. Continue driving along the trail until you reach another ruin, which is actually the other side of the ball court from the first Calendar. Dismount from the bike, then dispose of the Panthers and Poachers who attack you. It would be a smart idea to park your bike in readiness for a speedy exit (see **J**). Go to the far end and climb the steps leading up to the second Calendar entrance. Push the moveable block on the right until it's beside the sliding lever, then pick up the nearby portable pole and climb onto the block. Put the pole in the hole (Fig. 9) and hold on to raise the door on your left. Lara's weight will pull the lever down, but the door will start to close as soon she lets go. Don't worry if the block is too close to the pole: remember that you can stand on top. When the lever is at its lowest point, jump or drop off and run through, using the Crouch Button to make a rolling dive under the door.

WALKTHROUGH

LEVEL 4

**J** Follow the instructions opposite to complete the second Calendar puzzle. The instant you successfully crack it, the entrance to Xibalba will be revealed in the ball court below -- but the clock is ticking. Head back outside via the hole in the wall on the left; leap onto the motorbike (hopefully you'll have parked directly below the hole or nearby) and race back the way you came, remembering to get your speed up for the log ramp jumps. Take a sharp left at the crossroads to enter the ball court. Drive straight down and under the statue (Fig. 10), maintaining speed to clear the obscured pitfall here. Be warned that if you're too slow in getting here, or if you crash into the pitfall, the entrance will close and you'll have to repeat the first Calendar puzzle to make it open again.

## SECRET: HIDDEN TREASURES



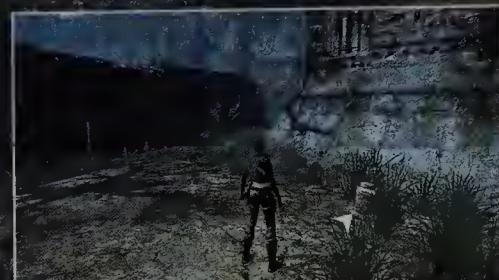
**23** To collect the ball court treasures, you'll need to look for them before solving the second Calendar puzzle. Look for this first treasure in an urn at the bottom of the steps, on the right as you enter the ball court.



**24** From the previous treasure, head right along the wall of the ball court to find an urn in the near corner, hidden in bushes.



**25** Carry on to the far right corner of the ball court for another urn with this treasure, hidden in tall grass.



**26** Keep following the wall around the ball court and look for an urn near the far left corner to find this treasure.



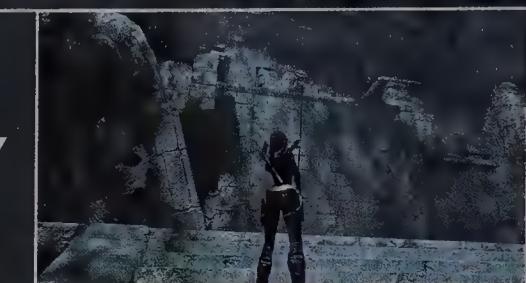
**27** You'll find this treasure in an urn just to the left of the side entrance to the Stone Headdress Calendar.



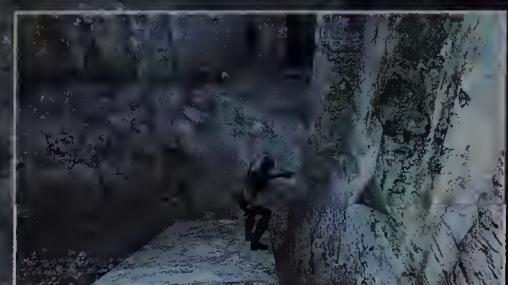
**28** Upon rolling through the door to the Stone Headdress Calendar, check the opposite right corner of the room for an urn with this treasure.



## JAGUAR HOUSE KEY



Fire the Grapple at the Grapple ring on the outer wall on the right and climb up the line to the ledge.



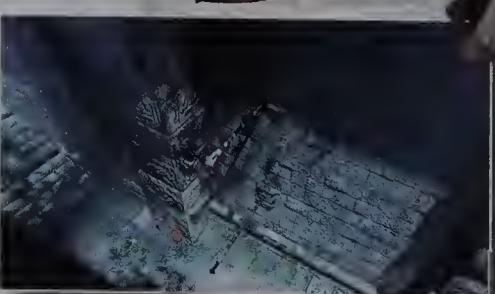
Jump across to the platform to the left of the ledge and slide down, then jump off to the right at the end and go through the doorway.



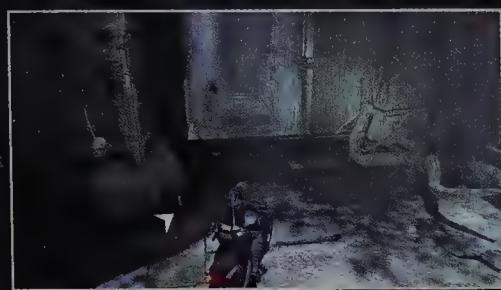
Crawl under the rubble and take the blue Jaguar House Key from the altar.



When you skid and slither your way into the lost underground city of Xibalba, the Mayan land of the dead, simply keep riding your bike down the passageways. Use the Fast Start to clear any jumps in a confined space, and note that you can smash open urns by driving over them. Jump across the first two pits, then stop just in front of the pit without a log ramp. Get off the bike and jump up to stand on the horizontal pole here. Make a wall jump to the left to reach the higher horizontal pole (Fig. 11), then jump to grab the ledge. The entire column is a weight-operated lever that will raise the next ramp.



## SECRET: HIDDEN TREASURES



**29** You'll find this treasure in one of two urns on the corner just before you jump the first pit on your bike.



**30** This treasure can be found in an urn to the left of the doorway that leads to the Jaguar House Key.



**31** You'll find this treasure on the right immediately after crawling under the rubble in the Jaguar House Key chamber.



**32** You'll find this treasure in an urn on the left of the Jaguar House Key chamber.



**33** Climb up the rubble in front of the altar in the Jaguar House Key chamber and do a sprinting jump to the alcove to get this treasure.

**L** Get back on the bike and drive up the ramp and over the pit. Keep riding all the way down and through into the Council Chamber.



**12**

There are seven seated statues here; two of them are missing a staff in the right hand. Your first task is to replace these staves. Go to the top of the intact staircase (leading to the Rattling House entrance) and pick up the first staff. Place it in the hand of the statue to the right of the stairs (Fig. 12). Pick up the second gold staff on the ground next to the statue opposite and place it in its hand. This will prompt a cut scene that shows four other statues released from their shackles.

You will now find that you can grab the thrones of these four statues and turn them around to face the four doors of the chamber. Doing so is the means to unlocking each of their respective trap room challenges. Once each challenge has been beaten, return with the tile key and place it in the central plinth. You can then push the relevant throne towards the plinth. When all four thrones have been centered, you will have passed the deadly challenges of Xibalba and the pathway to the next section will open.

To start, turn the statue opposite the blue slot (Fig. 13) to face the other way and open the first door. Follow the instructions in the Jaguar House Key Puzzle opposite, and when you have the blue Jaguar House Key, return to the Council Chamber.



**13**

## ★ GIANT SPIDERS

**★** There had to be a reason for those enormous webs that decorate the murky tunnels under the ball court, and here it is. Although these vile beasts can move very quickly and leap great distances in an instant, it's possible to predict their movements. As soon as a spider lands after a pounce – but before it can attack – step forward and use the enemy vault move to somersault behind it and start blasting. As you shoot, back away to a distance just beyond pouncing range and invite the overgrown arachnid to leap again. Then repeat. Tranquilizer Darts will stun them so that you can tackle a group of Spiders individually, and Lara's deadliest single weapon attack is a cartridge from a Shotgun pressed to the abdomen. Grenades can also be very effective, but you're probably better off saving your explosives on this level. Giant Spiders will ably clatter up sheer walls to reach you, possibly necessitating a Saving Grab if their attacks make contact while you're climbing, so look for horizontal and vertical poles that will offer safer vantage points for one-handed shooting.

# SOUTHERN MEXICO VII



## 1 RAZOR HOUSE KEY



From the doorway, roll across when the first row of spikes retract.



Stay crouched and roll under the blades and across the second set of spikes when the Situational Adrenaline kicks in.



Remain crouched and repeat the rolling/SA action to reach the altar and get the yellow Razor House Key.



14

**M** Place the Jaguar House Key in the blue space on the plinth in the Council Chamber. Push the reversed statue towards the plinth (Fig. 14), then turn the statue in front of the yellow slot on the plinth around to face the other way. WALKTHROUGH



15

**N** Head over to the area behind the vertical poles with the skulls on them and wall jump up to the ledge (Fig. 15). Stand up on the ledge and jump across to the handholds opposite. Climb up and left, then jump across to the right. Work your way across the handholds, then jump to the right and climb up using more handholds. Jump across to the broken pole on the right, climb up to the top of it, then jump to the next pole and on to the one after that. From here, jump on top of another broken pole, then onto the ledge on the square pillar. Work your way around the ledge until you reach the two hook poles (Fig. 16). Jump up on the first and move along it and onto the second one – you can pass easily between the two hooks if you’re hanging underneath and moving hand over hand – then drop to the ledge and work your way around to the right. Stand up and jump across to the balance beam and then from there to the doorway that leads to the altar room. LEVEL 4

To find out how to get the next key, check out the Razor House Key opposite. Once you have it, turn around and climb up the wall on the right. Use the top of the first blade as a balance beam. Drop down on the other side and go back to the Council Room.



16

## SECRET: HIDDEN TREASURES



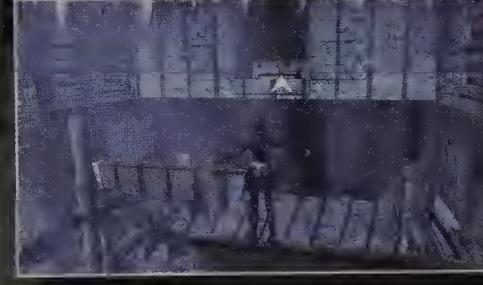
**34** Smash the urn on the right (when facing the door) of the entrance to the Council Chamber to find this treasure.



**35** Jump up the series of ledges on the left side of the Council Chamber door. At the top, jump to the right, over the doorway, then jump up to the next ledge on the right. From there, jump to the left to reach the alcove containing this treasure.

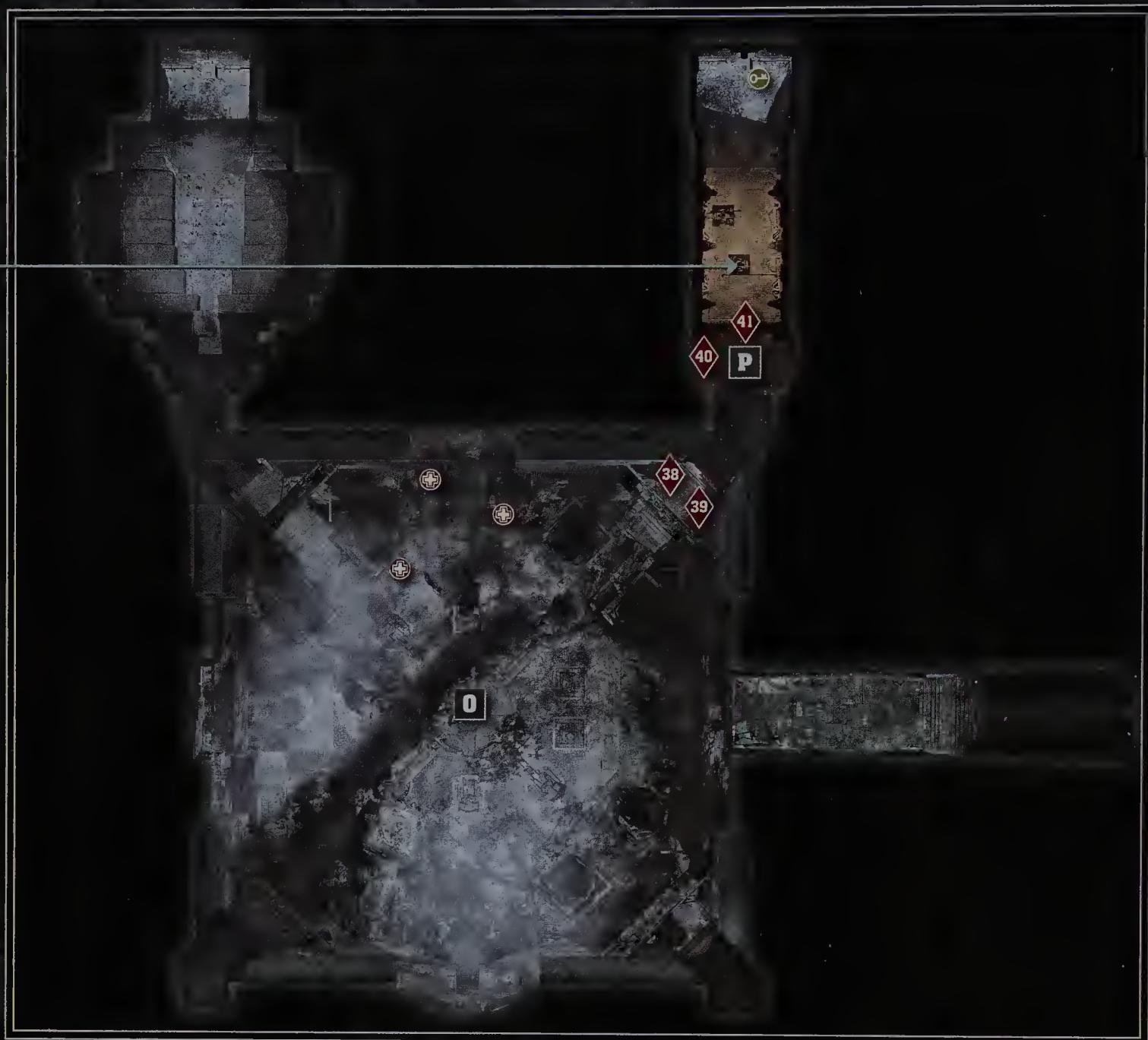


**36** To get this treasure, follow the climbing path described in **N** as the route to the Razor House Key until you jump from the handholds to the first vertical pole, but then jump left while holding onto the pole near the top, onto the nearest platform with what looks like a monster paw underneath.



**37** After obtaining the Razor House Key, turn around from the altar and climb up the wall on the right, then use the tops of the blades as balance beams and jump from one to the other diagonally across the room to reach this treasure in the alcove above the doorway.

# SOUTHERN MEXICO VIII



## FLAME HOUSE KEY



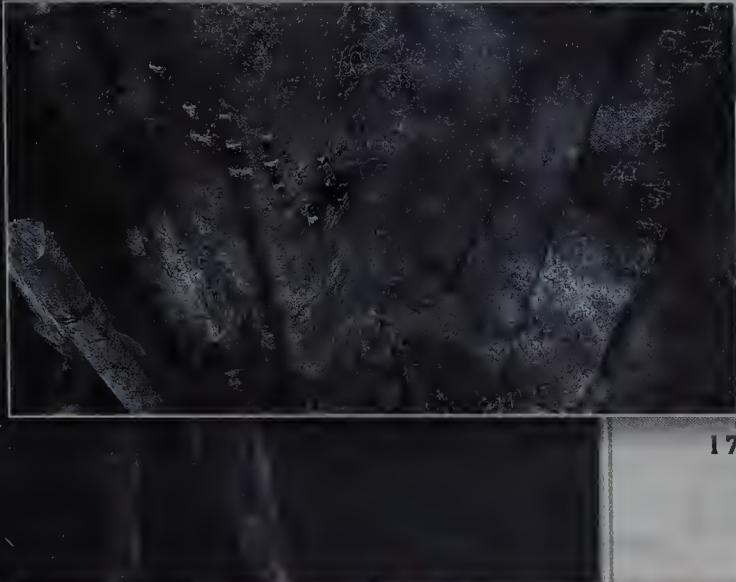
Once inside the chamber, wait until the flame jet on the right momentarily subsides, then jump up on the lowest horizontal pole and stand on it.



Leap across to the pole on the left of the room the instant the flame under it subsides, then quickly move right and stand up on the safe, non-flaming part of the pole.



When the flame subsides again, go back left along the pole and leap up onto the one above. From there, jump off to the next pole when the flames to the left subside and drop down to get the red Flame House Key.



17



18

**O** Place the Razor House Key in the yellow slot on the plinth in the Council Chamber. Push the reversed statue towards the center, then turn the throne in front of the red slot for the Flame House Key puzzle.

WALKTHROUGH

Climb up the main staircase and jump across to the beam on the right. From there, leap to the square pillar and shimmy left, then stand up and jump forward onto the round pillar. Jump from the round pillar onto the handholds on the wall and wall climb to the right. Jump backwards from there to the horizontal pole (Fig. 17), then swing onto the next pole. Carefully stand up on that pole and spring over to the ledge just in front. Shimmy around the corner, then backwards leap to the round pillar. Leap from the round pillar to the square pillar and shimmy around to the other side, then stand up and cross over the two hooked poles to the next square pillar. From there, jump onto the balance beam and then to the doorway.

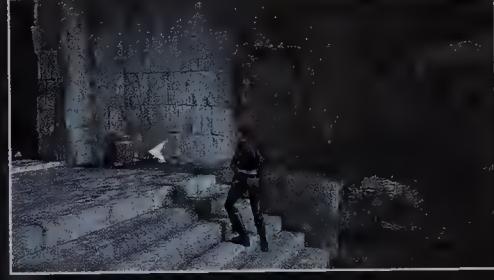
LEVEL 4

**P** Follow the Flame House Key opposite to see what you must do to get the item you need from the altar. Once you have it, jump up onto the pole on the left and stand up on it to reach the pole above (Fig. 18), then move along to the pole on the right. Swing on the pole and leap to the next one when the flame jet subsides. Swing to the exit from there.

## SECRET: HIDDEN TREASURES



**38** This treasure can be found in an urn on the left of the doorway that leads to the Flame House Key room.



**39** This treasure can be found in an urn on the right of the doorway that leads to the Flame House Key room.



**40** Look for this treasure in an urn on the left of the Flame House Key room.



**41** After grabbing the Flame House Key, swing across the series of horizontal poles to reach the alcove above the door to get this treasure.





## RATTLING HOUSE KEY



Fire the Grapple at the ring and tug on it to pull the block down. If the crushers break the contact with your Grapple Line, just keep firing and trying.



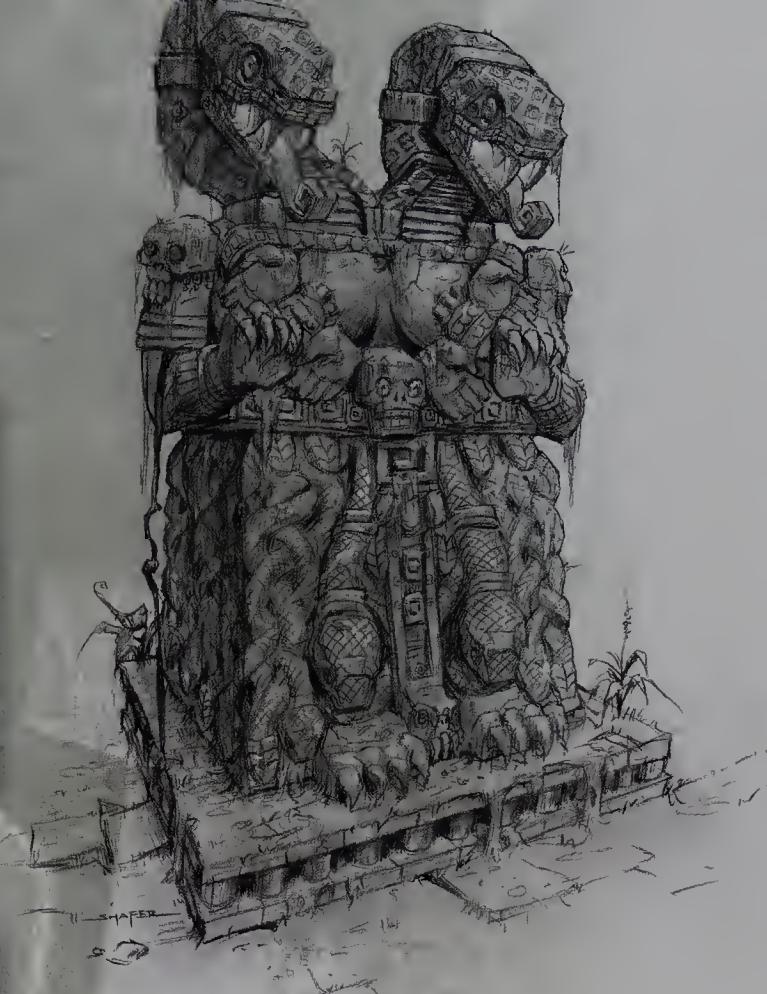
Pull the block towards you with a series of Grapple tugs until it settles into a groove on the floor. This will stop the nearest set of stone crushers from closing fully.



Stand on the block and wall jump up the side of the crushers when they are close together. Run along the top of the moving slabs and take a running jump down to exit the room.



19



LEVEL 4

**Q** Once you're back in the Council Chamber, place the Flame House Key in the red slot. Push the corresponding statue towards the plinth, then turn the statue on the right to open the door (Fig. 19).



20

**R** Go up the stairs just behind this statue and through the door. Sprint through the center when the blocks move aside to get the Rattling House Key (Fig. 20). To find out how to exit the room, check the Rattling House Key tips on the left.



21

**S** When you have the key, place it in the plinth and push the corresponding statue towards the plinth.

With all four trap room keys in place, you're finally able to open the chamber exit. Retrieve your motorbike and drive it onto one of the two pressure plates on the floor. Dismount and stand on the other plate to open up the pathway below the plinth (Fig. 21). Take your bike again and ride through to the next section.

### SECRET: HIDDEN TREASURES

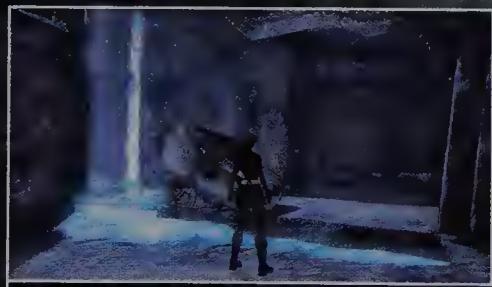
**42** Simply follow the instructions in the Rattling House Key section, but instead of jumping down at the end, jump up into the alcove above the doorway to get this treasure.



# SOUTHERN MEXICO X



## DRAINING JÖRMUNGANDR'S POOL LEVEL 1



Head all the way around the outside of the pool, leaping over the gap on the right to reach the back of the serpent statue.



Climb up on the rock to the right of the serpent's head. Jump from the very edge of the rock to catch the horizontal pole.



Stay hanging from the horizontal pole to turn off the flow and drain the first level of poison. The serpent's head is a tap and will be turned on again if you pull or hang from the Grapple ring under its mouth, so leave it alone for now and simply swing straight back from the pole to the rock.

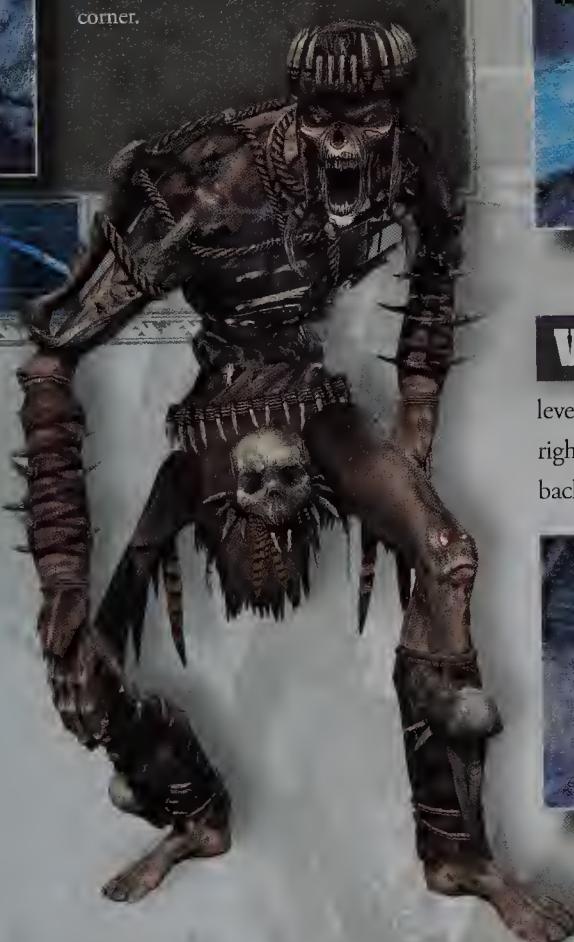


**43** After escaping from the Council Chamber via the motorbike, ride it all the way down the tunnels until you reach some stairs that lead to a makeshift ramp. Look to the right just before the stairs to find this treasure in an urn.

**44** Jump the aforementioned ramp, then turn around and look on the right to find this treasure in an urn.

**45** After climbing through the rubble and jumping down, turn back to face the rubble and you'll see this treasure in an urn on the right.

**46** After Lara views the mural in a cut scene, you'll find this treasure in an urn in the opposite corner.



## MAYAN THRALLS

Resurrected to protect the ruins, Mayan Thralls are similar to Panther Thralls in that you can only finish them off by stomping their bones or blowing them apart. However, these ancient warriors have two different attacks – melee blows that they perform at close range, as well as globules of poison that they spit over a wide area.

Thralls are at their most dangerous when in groups, as their fast movements mean that you can easily be outmatched. They are vulnerable to melee attacks, with a flying kick delivering a knockdown (enough to push them into Jörmungandr's Pool, here), so the best way to deal with them is to bring them down methodically one by one and stomp them as soon as they fall. If you can't avoid confrontation against a large group, try to toss a Grenade in the pack and harass those that survive with constant fire, switching to melee attacks the moment they're close enough. Don't miss the chance to stomp any fallen bodies: the red pips on your targeting reticle will show their health regenerating where they lie and they will rise again at full strength after a few seconds.

**T** Drive down the long winding passageway until you can't go any further on two wheels. Pick up the stone jaguar head (Fig. 22), then climb up and crawl through the gap. Proceed on foot until the cut scene kicks in.



22

WALKTHROUGH

LEVEL 4

**U** When you enter the chamber with the glowing blue pool, take care not to fall in: this is Jörmungandr's poison, as described in the myth, and contact is instantly fatal. Get rid of the Thralls that attack you in the usual way (Fig. 23), but rein in your evasive moves to make sure that you don't end up in the pool. Now would be the best time to make use of your Grenade allowance for this level. Once the revenants are dusted, follow the advice on Draining Jörmungandr's Pool Level 1 to find out how to explore further.



23

**V** Turn around and swing back from the horizontal pole after draining the first level of water and clamber up the rocks on the right. Jump up on the ledge and shimmy left, then backwards jump to safety (Fig. 24).



24

# SOUTHERN MEXICO XI



## DRAINING JÖRMUNGANDR'S POOL LEVEL 2



When you land from the Grapple swing over the pool, attach your Grapple to the gold ring on the shield on Thor's left arm and pull it towards you.



Jump onto the groove in the shield and shimmy left, then backwards jump to the pillar on the left. Keep moving left along the ledge and jump backwards to safety. Climb up on the slab to the right of the serpent's head and from there to the ledge on the left.



Jump up to the next ledge above, shimmy right, then jump forward and grab the horizontal pole below. Hang here to switch off the flow from the serpent's head and lower the level of the pool once again.

W

Drop down to the ledge right in front of the entrance from which you arrived (Fig. 25), then down three more ledges. To save time, ensure that you're on the right side of the pillar when doing this.

WALKTHROUGH

X

The pillar will start to crumble beneath you, so quickly work your way around to the other side (Fig. 26) and jump across to the pillar on the right. From there, jump right to safety. Climb up on the big rock, leaping from there to the balance beam. Go all the way across the next beam, which will also start to disintegrate. Spring from there to the next beam, finally dropping to the floor.



25

Y



LEVEL

26

Z

Go straight ahead, jumping up onto the ledge on the far right pillar to shimmy left. Stand up (Fig. 27) and wall jump up to the ledge on the top left of the next pillar. Shimmy left and backwards jump to the balance beam. Walk along and drop down.

Z

Climb up on the rock behind the Thor statue and Grapple-swing across. You must now drain the pool a second time to access the lower levels. To find out how to do so, consult the opposite page. Once the pool is drained again, turn around on the pole and swing back. Hang from the floor and shimmy to the right (Fig. 28).

27



28

### SECRET: HIDDEN TREASURES

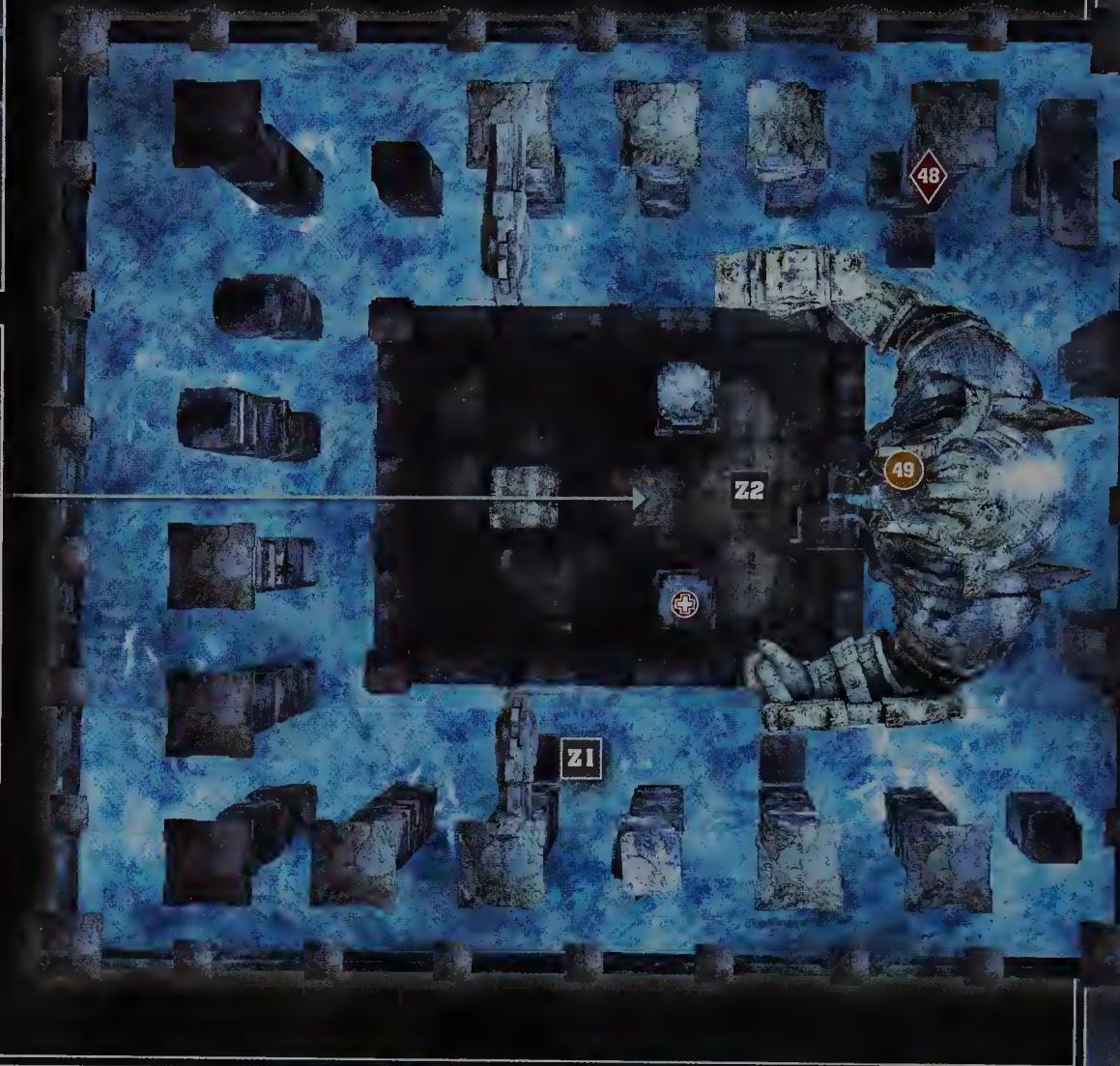
47

On the second level of the pool, after climbing across Thor's shield and jumping down, check the urn next to the pillar for this treasure.



29

# SOUTHERN MEXICO XII



The maps for the sections leading back to the surface can be found respectively on pages 104 and 102.

## THOR'S BELT



Attach the Grapple to the large stone screw in the center and wind the line around it in a clockwise direction.



Tug the Grapple to pull the screw all the way down as shown, until it moves the hammer held by the Thor statue.



Climb up on top of the pillar on the right of the statue and leap across to the steps. Enter the alcove to get the belt.



29



30



31



32



33

Z1

From the side, drop down the series of ledges underneath the serpent's head to reach the ground. Take care of the Thralls that attack here (Fig. 29), then follow the steps in the Thor's Belt box-out to get your hands on this precious artifact.

WALKTHROUGH

Z2

Drop back down to the central platform after you've got the Belt and push the Rune stone forward (parallel to Thor's statue). It will find a slot in the ground. Now climb up on the shorter pillar. Fire the Grapple across at the ring underneath the lower serpent's mouth and Grapple-jump diagonally across to the corner ledges on the pillar on the far side of the serpent's head (Fig. 30). Swinging on the ring opens the tap and makes the pool rise again, so quickly jump up and head for the relative safety of the second level before the poisonous liquid reaches you.

Z3

Once safely back up on the second level, head for the wall opposite Thor's statue and climb up the series of ledges to the right (Fig. 31). Jump across from the last ledge to the platform on the right, then climb up onto the balance beam and work your way along there, again to the right. Jump across to the broken balance beam, then drop down.

LEVEL 4

Z4

Climb up onto the block that juts out over the edge and leap from there across to the top of the Rune stone that you moved earlier. Jump to the pillar in front, and from there to the Thor statue's hammer (Fig. 32). You can then try to turn around and Grapple-swing via the ring underneath the upper serpent's mouth back to the pillar below the exit, then climb up and over the ledge to complete your escape from the shimmering pool. However, a much easier solution is to climb up the grapple line from the Rune stone to the upper snake head statue, then swing onto the rock slab on the top level. Either way, do not waste time here, as the toxic pool will be rising to its original level the moment your Grapple-swing opens the serpent's mouth.

Z5

Once you've safely made it to the top of the pool, all you have to do is to retrace your steps all the way to the surface, so start by running up the stairs and climbing through the rubble. Sit back on your motorbike and hit the throttle to ride up the tunnel. When you reach the rubble barrier, dismount and move the Rune stone on the left so that you can drive through. Ride the bike back up and out through the main exit of the Council Chamber and all the way back up to the top, using the log ramps. You will have to raise the final one in order to proceed. To do so, dismount from your motorbike and jump up and stand on the horizontal pole. Go to the far right side of the pole, against the wall, and make a wall jump to reach the higher horizontal pole. Shimmy to its left end and stand up and leap to the pole on the left. From there, jump to the ledge ahead to lower another weight-operated lever that will raise the ramp. Continue along the passageway on the motorbike (a Fast Start will help you jump safely over the pit) and pull the lever on the left side of the chamber to exit (Fig. 33), after placing the Jaguar Head on the body on the right. Finally, mount your bike and make sure you build up enough speed from a Fast Start to clear the last pit before freedom.

## SECRET: HIDDEN TREASURES



48 Once on the lowest level of the pool, head for the corner to the left of the hammer and jump across to the small square platform. You'll find this treasure in the alcove above.



49 After you obtain Thor's Belt and move the Rune stone forward, use the Grapple to rotate the stone screw anti-clockwise and move Thor's hammer back to its original position. Follow the previous instructions as if you were making your escape via the hammer: only this time the hammer is in a different position, enabling you to stand on it and examine the statue's right eye, where you will find the Gold Relic.



50 51 When you make it back up to the top level of the pool room, move the Rune stone in the corner to the left of the exit to find two treasures underneath.

# JAN MAYEN ISLAND

LEVEL 5



I



II

USER INSTRUCTIONS

PROLOGUE

LEVEL 1

LEVEL 2

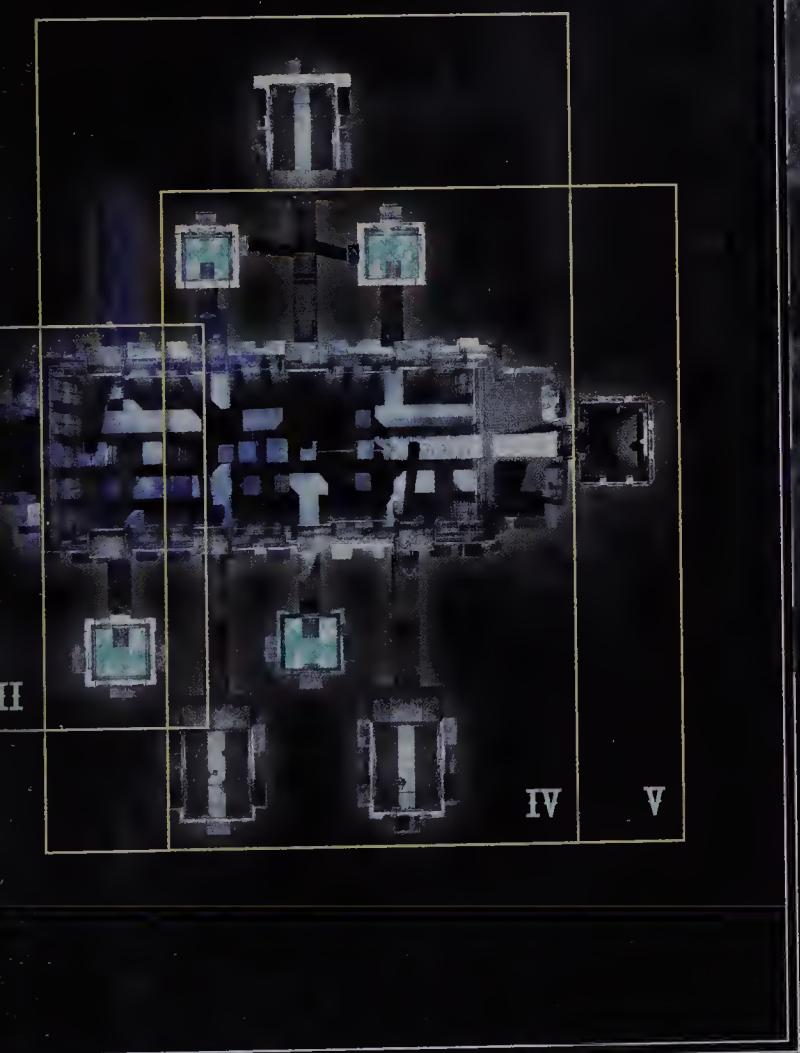
LEVEL 3

LEVEL 4

LEVEL 5

LEVEL 6

LEVEL 7





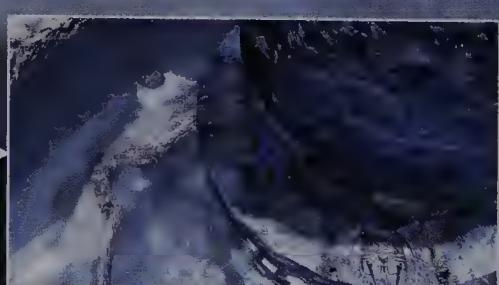
## VALGRIND TOWER CLIMB



Walk around the base of the Tower until the glow of your Thor Gauntlets reveals a rune panel. Hold and rotate the panel until its blue rune matches up with the pattern on the floor. Once in place, a cut scene will show a ray of light beaming down on the approach to the Gate of the Dead.



Jump up to one of the narrow ledges, then from there to one of the ledges on the revolving section when it passes overhead. Next, leap up to one of the horizontal poles. Keep climbing until you reach the second series of horizontal poles. Hanging by her hands, Lara can move away from the Tower as shown here, so that she can perch on the pole and jump up to the fixed platform above.



When you reach the platform, you will find another rune panel to rotate so that it matches up with the corresponding floor pattern. Another ray of light will be activated. Essentially, the entire Tower is a giant combination lock. Proceed to climb to the third and fourth rune panels, doing the same as before. When all four beams are lit, the Gate of the Dead will be unlocked.



01



02

**A**

Before you even hit the throttle, dismount and turn around to find a handy Health Pack behind you at the start of the level. Ride your bike down the long winding tunnel until you reach the rune door. Dismount again and open the door by moving the skull handle to the right, then cruise through. After the cut scene get back on your bike and keep going until you reach the bottom of the corkscrew shaft. Where the track drops away, maintain a fair speed and ride up onto the outer walls to skirt around the worst of the holes (Fig. 1). When you finally reach the bottom, Lara will be ambushed by a gang of Viking Thralls. Happily, you've got lots of room to run around and dodge them while you kick and fire, but there are easier ways to take them down. After all, nobody said you couldn't get back on your bike right after the cut scene.

**B**

When the Thralls are all dusted, approach the Tower in the center and pick up one of the stone blocks from around the edge. Place it in one of the sockets in the Tower wall (Fig. 2). Repeat this with the other two blocks to power up the Tower and set it in motion. From here, follow the instructions in the Valgrind Tower Climb opposite. When you've successfully completed that ascent and descent, push the Gate of the Dead to the right to open it, then get back on your bike and ride through.

## ★ CLIMBING HINTS

*Although you should be more than adept at swinging on poles and jumping on ledges by this stage, the Tower in Valgrind introduces moving platforms and hazards. You'll also have to contend with jets of steam shooting forth as you make your way up, so be ready to make a few Saving Grabs. Lara remains the focus on screen, so the trick to dealing with this ascent is to look at what's ahead of her. The Tower works to a strict mechanical rhythm, so you can observe the pipes and see if they've just stopped steaming or are due to vent again. If in doubt, keep climbing; if you're sure you're about to get blasted, drop down or haul yourself up until you're out of imminent danger. As you'll find on the route down, it's much easier – and quicker – to fall and find a handhold. Oh, and one more rule? Don't look down.*

## SECRET: HIDDEN TREASURES



1 This secret can be found in an urn at the top of the corkscrew slope, on the right after you pass through the first rune door to Valgrind.



2 This treasure can be found in one of three urns underneath the ramp at the bottom of the shaft.



3 This treasure can be found in one of the two urns to the left of the Gate of the Dead.



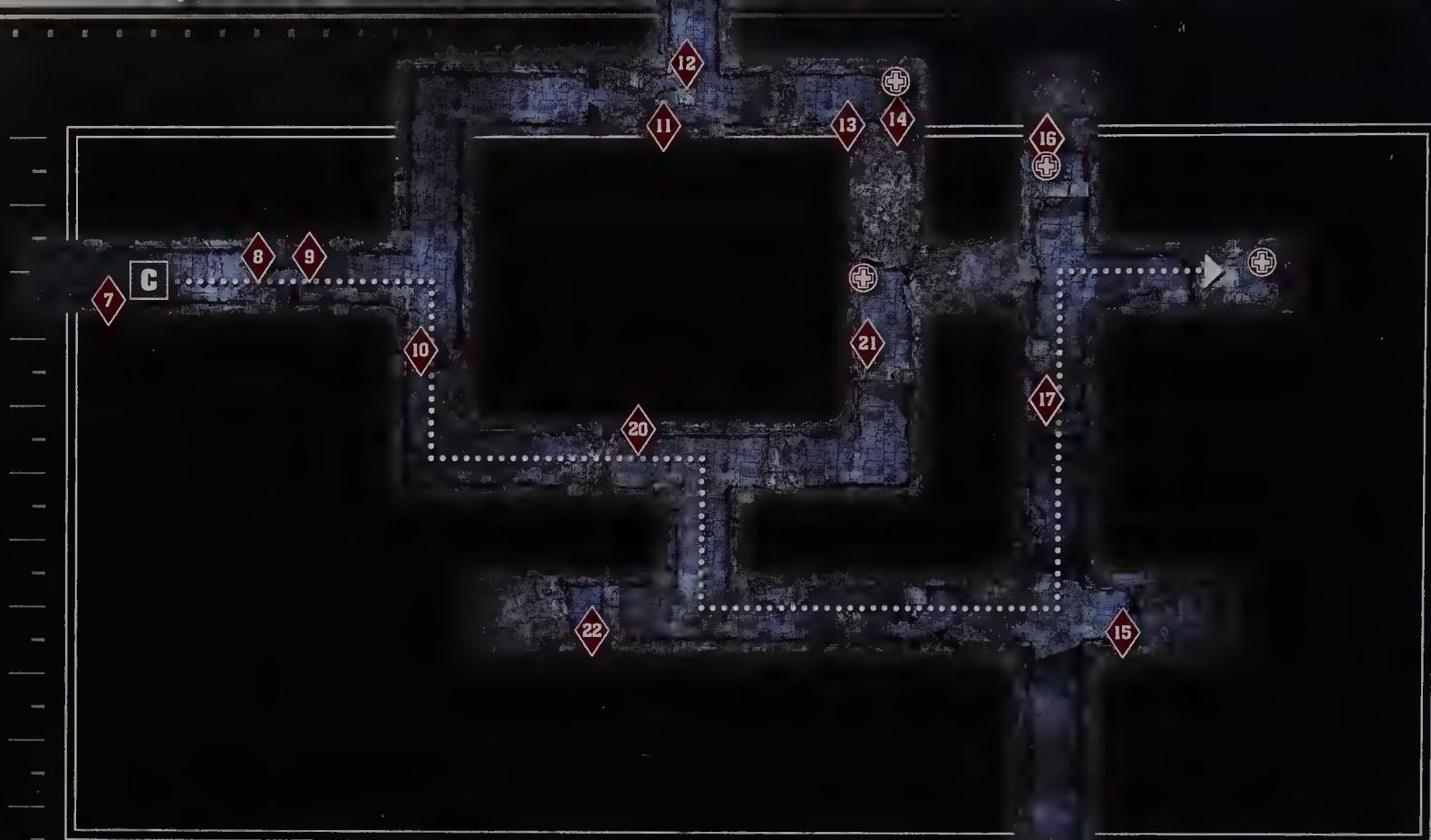
4 Look for this treasure in an urn on the Tower's central platform.



5 This treasure can be found in an urn on the top platform with the fourth rune panel on the Tower.



6 Look for this treasure on the top platform with the fourth rune panel, just to the right of the panel.



## SECRET: THE GOLD RELIC



**18** You can obtain the gold Relic in the maze beyond the Gate of the Dead. Go right at the first and second intersections and left at the next two. Just after the fifth intersection, move the stone block that's currently next to the ramp to underneath the horizontal pole slot.

Place the nearby pole in the hole and jump up to hang from it. Now race all the way back to the intersection before the Gate of the Dead on your bike. Go straight ahead instead of left (towards the door) and follow the path as it turns right.

Hang a left at the next intersection. Dash through the door before it closes to find some Thralls and the gold Relic on the floor in the middle. Pull the lever to open the door again.

## SECRET: HIDDEN TREASURES



**7** Drive through the Gate of the Dead, then smash the urns on the right to get this treasure.



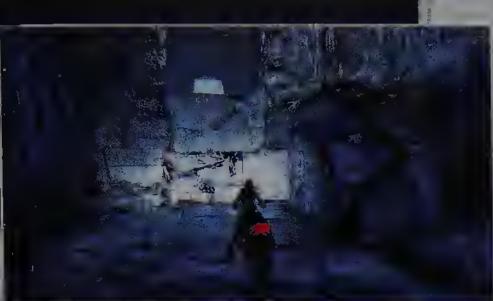
**8** This treasure is placed between two urns to the left of the first downward ramp in the tunnel.



**9** You'll find this treasure in an urn on the left, just after the first downward ramp.



**10** You'll find this treasure behind two urns on the right of the first intersection that you come to in the tunnel.



03

## WHEELS OF STEEL



*In the first stages of this level, Lara's two-wheeled transport is also her deadliest weapon. Thralls normally need to be blasted or stamped on to ensure their eternal rest, but a head-on collision with the motorcycle is enough to scatter their bones for an instant kill. There's always the risk of piling the bike into the steep walls of Valgrind, and Lara will take damage from crashes, but you can still administer a Health Pack while mounted. You don't even need to ride straight through your enemies, as a slap with the tires from a 180° or 360° in a Powerslide is enough to catch them and grind them under your wheels. Don't dismount to tackle pests, either. Fire the pistol from your seat to take out Bats and pull a Donut to crush anything on the ground.*

### SECRET: HIDDEN TREASURES



11 Turn left at the first intersection and you'll find this treasure on the right just after the downward ramp.

12 Turn left at the first intersection and go left again at the bottom of the ramp. You'll find this treasure next to two urns.

13 Turn left at the first intersection and continue forward. This treasure is in an urn on the right in the dead end.

14 Follow the instructions for the previous treasure. You'll find this one in an urn on the right at the far wall of the dead end.



15 Go right at the first two intersections, left at the next one, then to the wall of boulders at the end of the corridor. This treasure is in the urn at the base of the rubble.

16 Go right at the first two intersections, then left at the next two. Crawl under the rubble at the end and smash the urn to get this treasure.

17 Turn right at the first two intersections, then left at the next two. On your way to the fifth intersection, you will find this treasure in an urn on the left side.

18 Just before the fifth intersection, move the stone block next to the ramp to underneath the horizontal pole. Hang from it to open a door at the fourth intersection. Quickly ride back through the door before it closes and pick up this treasure. Simply pull the lever to exit.



19 Go right at the first intersection and follow the path until you find this treasure in an urn on the left at the bottom of the next ramp.

20 Go past the second intersection on the right and over the next ramp. Turn the corner to find this treasure in an urn on the left.

21 Go right at the first three intersections. Crawl under the rubble on the right and you'll see this treasure in the corner.

HOW TO PLAY

WALKTHROUGH

EXTRAS

ARTWORK GALLERY

USER INSTRUCTIONS

PROLOGUE

LEVEL 1

LEVEL 2

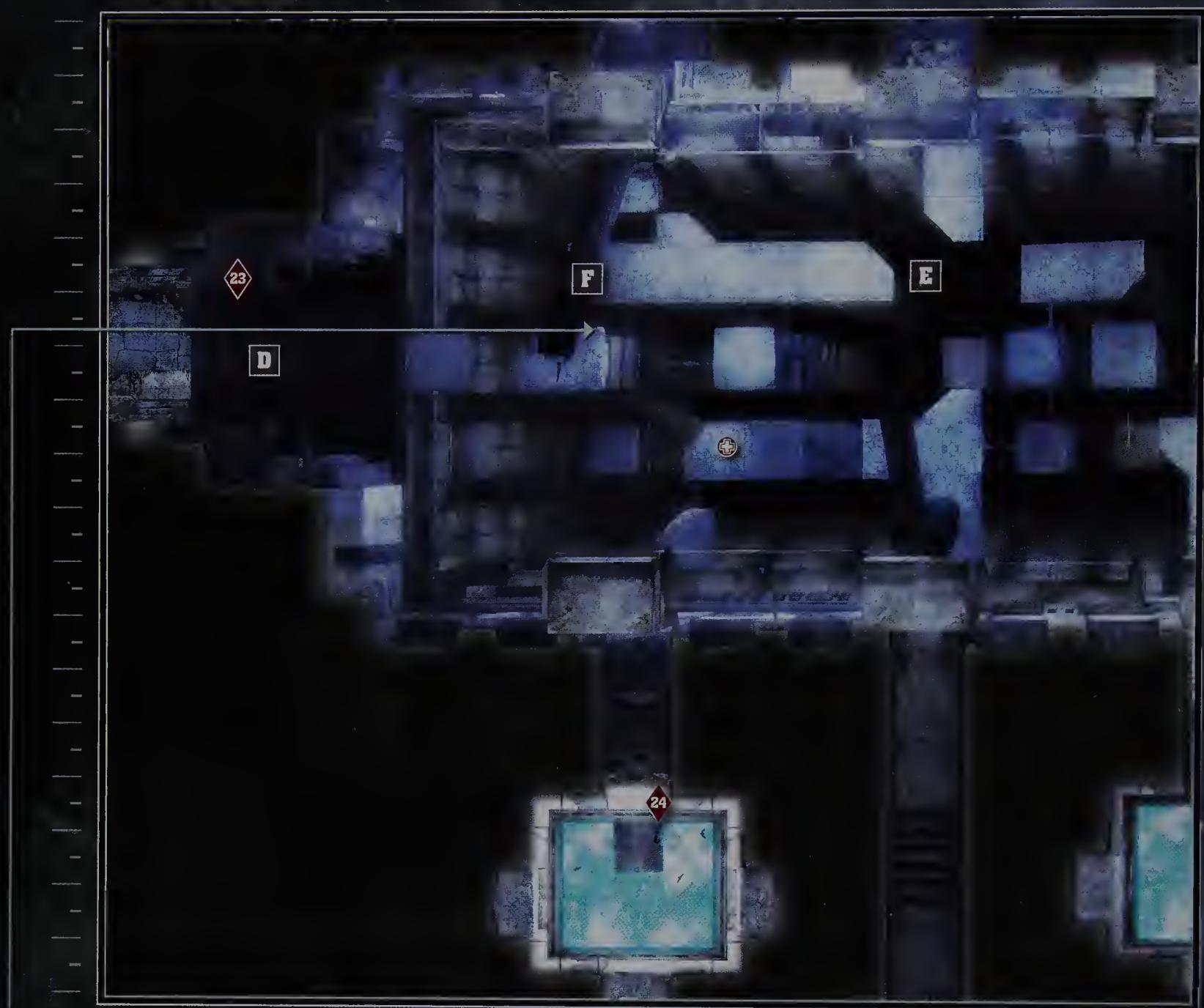
LEVEL 3

LEVEL 4

LEVEL 5

LEVEL 6

LEVEL 7



## PILLAR ACROBATICS



Jump across to the pillar on the right and shimmy around the corner. Drop down two ledges, then stand up and jump across to the ledge on the pillar on the left. Drop down onto the balance beam.



Leap up onto the pillar at the end and shimmy to the other side. Drop down onto yet another balance beam. Walk along to the end and leap across to the balancing pole just in front of the pillar.

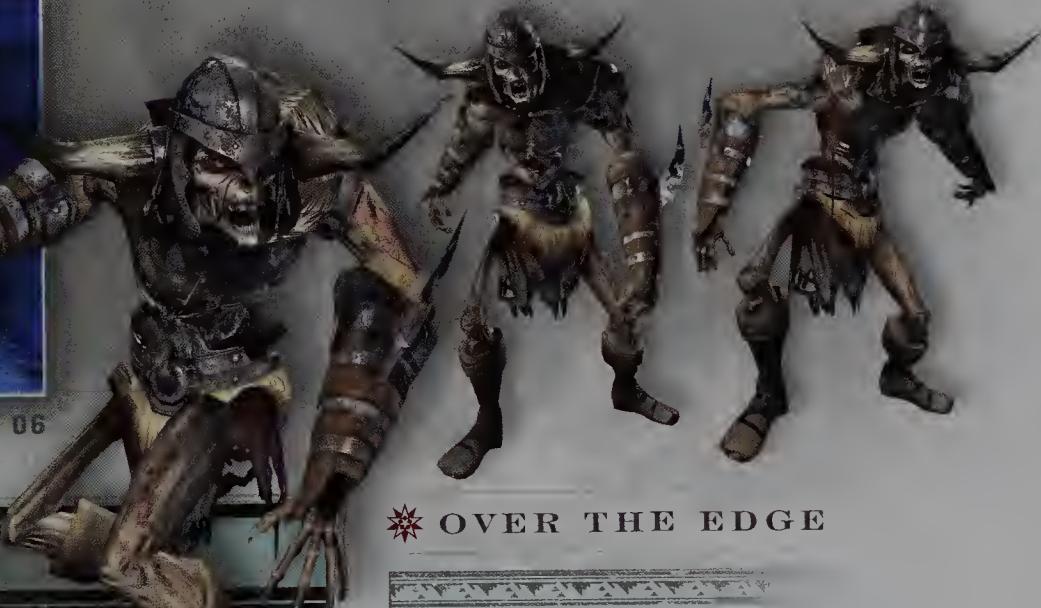


Jump up onto the pillar ledge and shimmy left. Stand up on the ledge and wall jump up to the top of the pillar. From here, leap up onto the walkway.

**D** Walk along the bridge until the swinging hammers start smashing it to smithereens. When the Situational Adrenaline kicks in, leap across from the falling platform and onto the ledge on the pillar. Crumbling debris and dust are signs that should tell you the next couple of resting places aren't permanently safe either, so keep moving. Very quickly, shimmy left and jump over to the next ledge. From there, drop down to the horizontal pole below (Fig. 4). Work your way along the pole, then drop down to the ramp underneath. Slide down the ramp and leap off at the end onto the narrow balance beam. You can Sprint along balance beams, and may find it easier to steady Lara's balance left or right when moving at speed.

**E** Walk along the beam, then jump up to the ledge and work your way around to the other side of the pillar. Drop down onto the next beam and walk along. Keep your eyes (and ears!) open for Giant Spiders here (a quick test of Lock On will tell you if Lara's seen something off-screen) and try to shoot them off the walls for an easy kill. Jump up to the ledge on the next pillar and work your way around to the rear. Stand up on the ledge when you reach the gap and jump across to the other side (Fig. 5). Ledge-walk around the corner and wall jump up to the relative safety of the walkway on top.

**F** See the opposite page to find out how to complete the remainder of this tricky section. Once you've made it to the top, go left to enter the next area (Fig. 6).



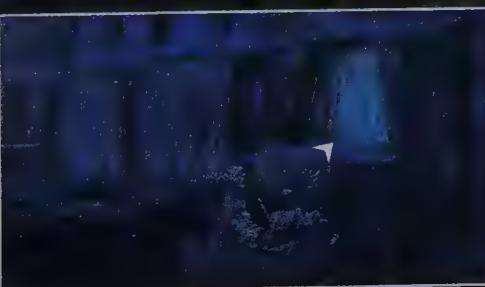
## OVER THE EDGE

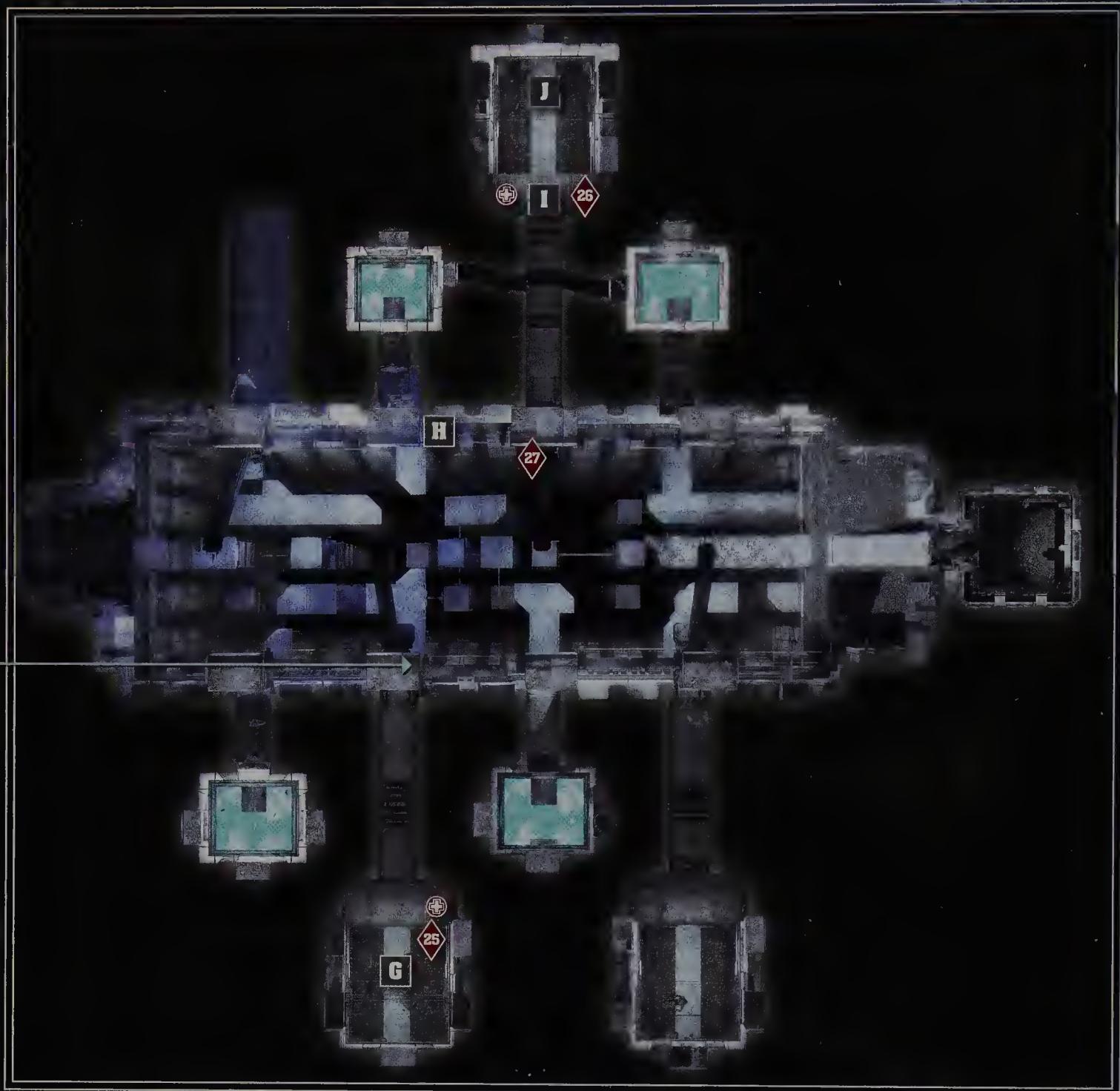
The high walkways in the main hammer hall are a gift for melee enthusiasts. Despite all the firepower that Lara has at her disposal, there's nothing quite as satisfying as knocking a rampaging Thrall over the edge of a walkway with just one kick. Viking Thralls are tougher than Mayans and even more resistant to bullets, withstanding an entire clip from the Assault Rifle, so it makes a pleasant change to be able to get rid of them with so little effort. Try knocking a few over the edge or into the poisonous goo that you'll find in some rooms as you explore the vertiginous heights of Valhalla.

## SECRET: HIDDEN TREASURES

**23** This treasure is in an urn on the left when you enter the great hall of Valhalla.

**24** After climbing up the pillars to reach the second walkway (as described in Pillar Acrobatics), go forward across the walkway. It will fall away beneath you, so be ready for it. Jump across to the path on the left, where you'll find an urn containing this treasure a little further along on the left.





## RIDING THE HAMMER



Stand up on the bar in front of the hammer and jump from there to the bar directly above where the hammer swings in.



Stand up on the bar or start spinning around it. When the hammer swings in close enough, jump from the bar onto the ledge at the top of the hammer.



Shimmy around to the right to the middle of the hammer, but don't try and jump to the other side of it or you'll fall. Instead, jump off to the ledge on the right when the hammer touches the far wall.



07



08



09



10

**G** In the room with the grinding cogs and the thumping counterweights, go to either of the far corners and get ready: jump onto the top ledge of the counterweight when it touches the ground and ride it up to the ceiling. From there, backwards jump onto one of the rotating bars (Fig. 7). When it's safe for Lara to leap, she'll look behind her and drop her arm, so don't jump until she does. Position her directly under the chain running across the ceiling. When the bar reaches its highest point, stand up and leap to grab it. Let the chain carry you along to the platform. Swing over the grinders on the two bars, then check out Riding the Hammer to see how to clear the next stage.

**H** After leaping from the hammer, climb to the long ledge and shimmy all the way along to the right. Leap onto the stuck hammer on the right (Fig. 8) and drop down to the passageway on the left. Jump over the grinders on the floor (use your Utility Light where the passage is dark) and crouch down when you land to avoid the rollers above. Crouch-walk forward and leap over the next set of grinders to enter another cog room.

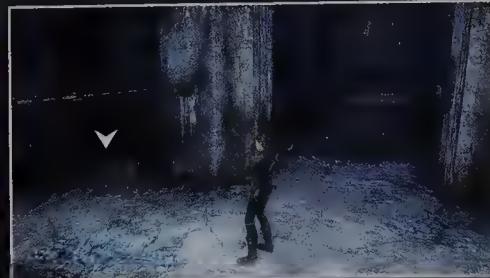
**I** This time you must reach the ground from the top rather than the other way around, so simply do the opposite of what you did in the previous cog room – that is, swing across on the chain, drop down to the bars, and leap onto the counterweight (Fig. 9). The main difference here is that the bars and counterweights are stationary, so be sure to drop down onto the bar nearest the counterweight from the chain – unless you want to try to reach the counterweight by swinging from the highest bar directly underneath the chain. When you land on the counterweight, it will automatically move down and come to rest. Watch out for the Giant Spiders that will rush you when you reach the ground.

**J** Once on the ground, pull out the big stone block (Fig. 10) to free the cog. The mechanism will start to work again, driving the stuck hammer up above. All you have to do now is get back up there. To do so, pull the stone block over to one of the counterweights and use it as a step to jump on when the counterweight hits the ground (experienced players may find a timed wall jump gives them enough height). Ride the counterweight back up and make a backwards jump onto one of the rotating bars. Now jump up and ride along the chain as before. Leap over the first set of grinders, crouch-walk under the next set and jump over the third, then leap onto the now moving hammer from the higher pole as you did previously. Shimmy around the right side of the hammer and leap across to the ledge on the right once you reach the opposite wall. Drop down and shimmy left to safety.

## SECRET: HIDDEN TREASURES



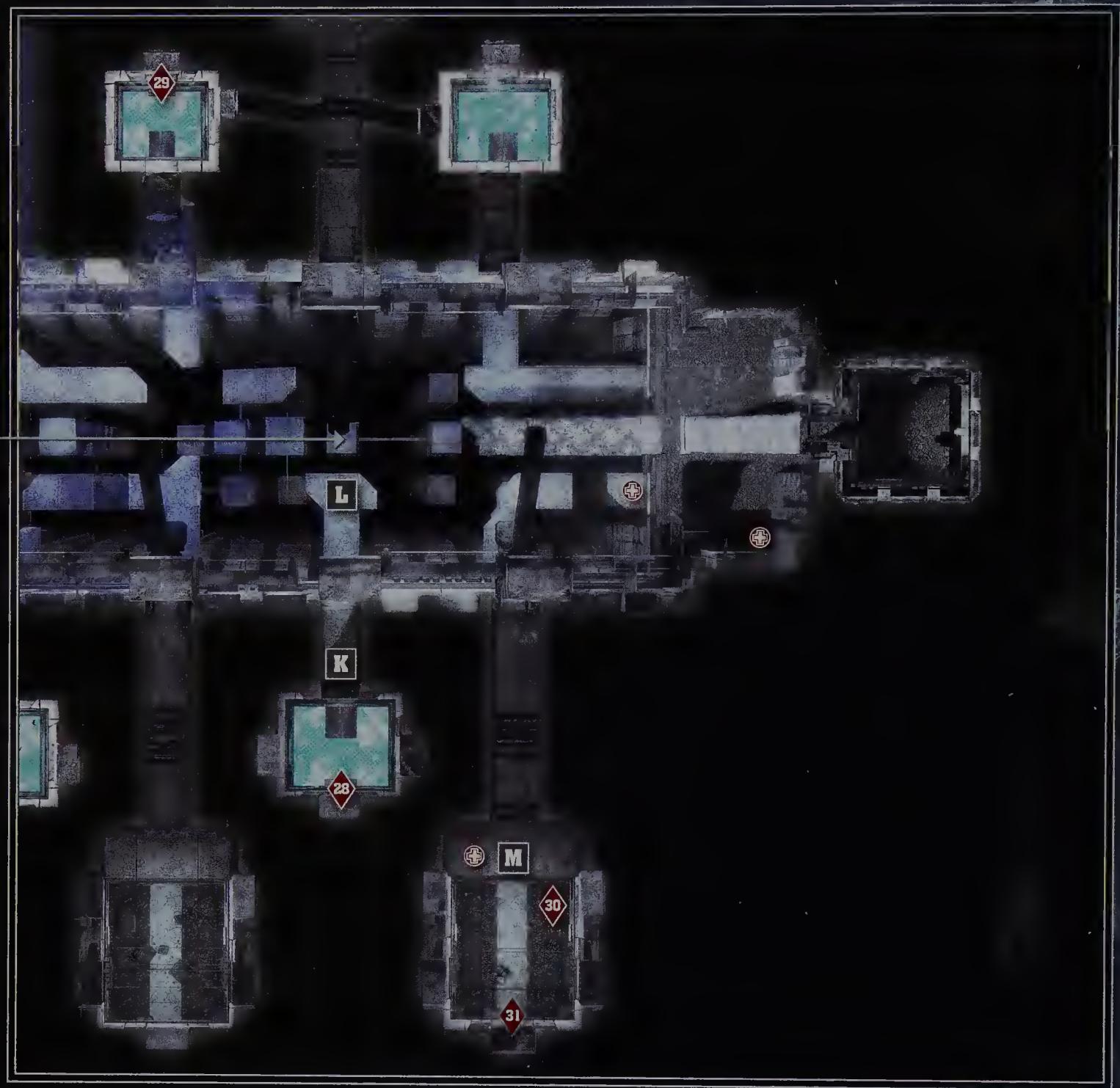
**25** You'll find this treasure in one of two urns on the left in the first room with the moving cogs.



**26** After dropping down into the passageway from the stuck hammer, pass the grinders and look for this treasure in one of two urns in the right corner in the next room.



**27** After freeing the block that was caught in the gears of the stuck hammer, drag it out to the collapsed corridor. Climb up on the block and over the rubble. Check the ledge at the end to find this treasure.



## SWINGING YOUR WAY OUT OF HELL



Jump onto the closest ramp from the walkway and slide down onto the balance beam below. Walk along the beam and climb up on the ledge. Shimmy around the left corner, then stand up and jump on top of the pillar on the left.



Jump onto the two perches and up onto the pillar ledge. Shimmy right along the pillar ledge, then stand up and wall jump up to the walkway.



Fire the Grapple at the ring on the left and make a wall run over to the far side. Carefully drop down onto the ledge, then jump over the gap and into the next room.

**K** In the next room, fire the Grapple at the ring and rappel down as far as the line lets you. Wall run over to the right (Fig. 11) and jump onto the ledge. Drop down to the ledge below, leap over the next two ledges, then jump down to the alcove. Spring across to the passageway from the alcove and head through.

**L** When you arrive back in the main room, your goal is to reach the walkway in the corner to your right. You'll find all the assistance you need to do so in *Swinging Your Way Out of Hell*, opposite.

Once you've reached your destination safely, approach the sleeping Yeti Thrall, inevitably waking it up (consult the Yeti Thrall info to learn more about this battle). When you've emerged triumphant, wall jump and ride up the counterweight in the corner, then jump onto one of the bars and up to the chain. The chain will be moving in the opposite direction, so repeatedly press the Interact Button to keep swinging forward from hand to hand (Fig. 12) or you'll be carried backwards and rudely knocked off at the end.

11

12

## SECRET: HIDDEN TREASURES

**28** You will automatically reach the alcove containing this treasure if you follow the instructions in **K**.



**29** Instead of wall running using the ring on the wall, go left and Grapple the ring in the ceiling. Grapple-swing forwards so that you're against the far wall and wall run over to the ledge on the left. Jump left from here and then up into the tunnel above, which you can crawl through. Drop down to the ledge on the other side and follow the series of ledges on the left to reach the platform containing this treasure.



**30** After killing the Yeti Thrall, you'll find this treasure in an urn in the corner of the room.



**31** You'll find this treasure between the two counterweights after killing the Yeti Thrall.



**M** Drop onto the platform when you make it to the other side, where you can jump and swing your way across the grinders – immediately jump off the horizontal pole as you reach it to swing across the second set of grinders, or else the grinders above it will knock you down. Jump onto the hammer exactly as you've done previously, then drop down when it swings over the walkway (Fig. 13). Run across the crumbling platform and climb up the steps to end the level.



13

## ★ YETI THRALL

*This huge, hulking beast can be quite a formidable opponent in a tight space, as its thick skin endows it with significant armor protection against bullets and even explosives. Melee attacks are risky, as blows from the creature's huge arms can be devastating, but they are also more damaging, so be brave and try and get a few hits in. In this context, against such a tall creature, your enemy vault move becomes a useful flip kick for knocking the Thrall backwards and putting distance between Lara and those oversized fists.*

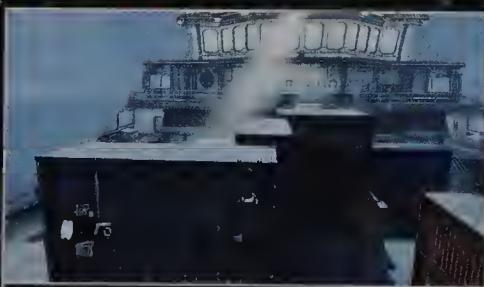
*When the Yeti's health bar is depleted and he sinks to the floor, jump on him to finish him off as you would any Thrall. A slicker means of victory here is to enter the battle with a full adrenaline meter, or to build one quickly, and then waste no time in getting up close. Employ the Adrenaline Headshot to target the brute with a precise slow-motion assault and watch the pieces scatter.*

# ANDAMAN SEA

## LEVEL 6



### THE WAY TO THE UPPER DECK



Take the left steps down, climb the low blue container and jump to the gray container behind you for the Health Pack. From here, you can jump to the three-high stack of freight containers.



Use the tops of the tallest containers to cross the deck. If you fall or are diverted by combat, you can wall jump up between the containers. Leap across to the upper deck to reach the first checkpoint.



Be careful using Thor's Hammer here, as there are flammable barrels on either side and the Hammer's ground smash will detonate them.



01

**A**

This level is really a chance to enjoy your hard-won new powers and divine artifacts. Nevertheless, there are enough heavily armed mercenaries here to whittle away your health meter if you get too cocky. Make your way to the back of the ship, using Thor's Hammer to send the guards hurtling overboard (Fig. 1). New guards will keep respawning until you get to the first checkpoint, so eliminate those in your way, but press on. Note that you can find a Health Pack by destroying the wooden crate to the left of where Lara begins the level.



02

**B**

Follow the instructions opposite to reach the upper deck, then go either left or right until you can see the covered access tube to Natla's 'specimen jar'. Use the range of the hammer to blast the guards coming up the steps, and don't forget that you still have grenades and adrenaline moves to aid you. When the coast is clear, go down the steps to the helipad and the next checkpoint. You'll see the third and final Health Pack of this level directly in front of you, which you might need if you've taken a few unlucky hits. When you're ready, go all the way down the steps to the aft deck, where more guards are ready to spring from behind the crates. When the area is clear, head inside (Fig. 2).

LEVEL 6



03

**C**

Follow the corridor around and go down the steps. Keep moving methodically, taking out the last of the ship's defenders. Be careful of using the Hammer pound move indiscriminately in these confined spaces, as there are combustible barrels in the corridors (Fig. 3), but you can use them to your advantage if you detonate them at the edge of the shockwave's range. Go left when the passage forks to trigger the cut scene and end the level.

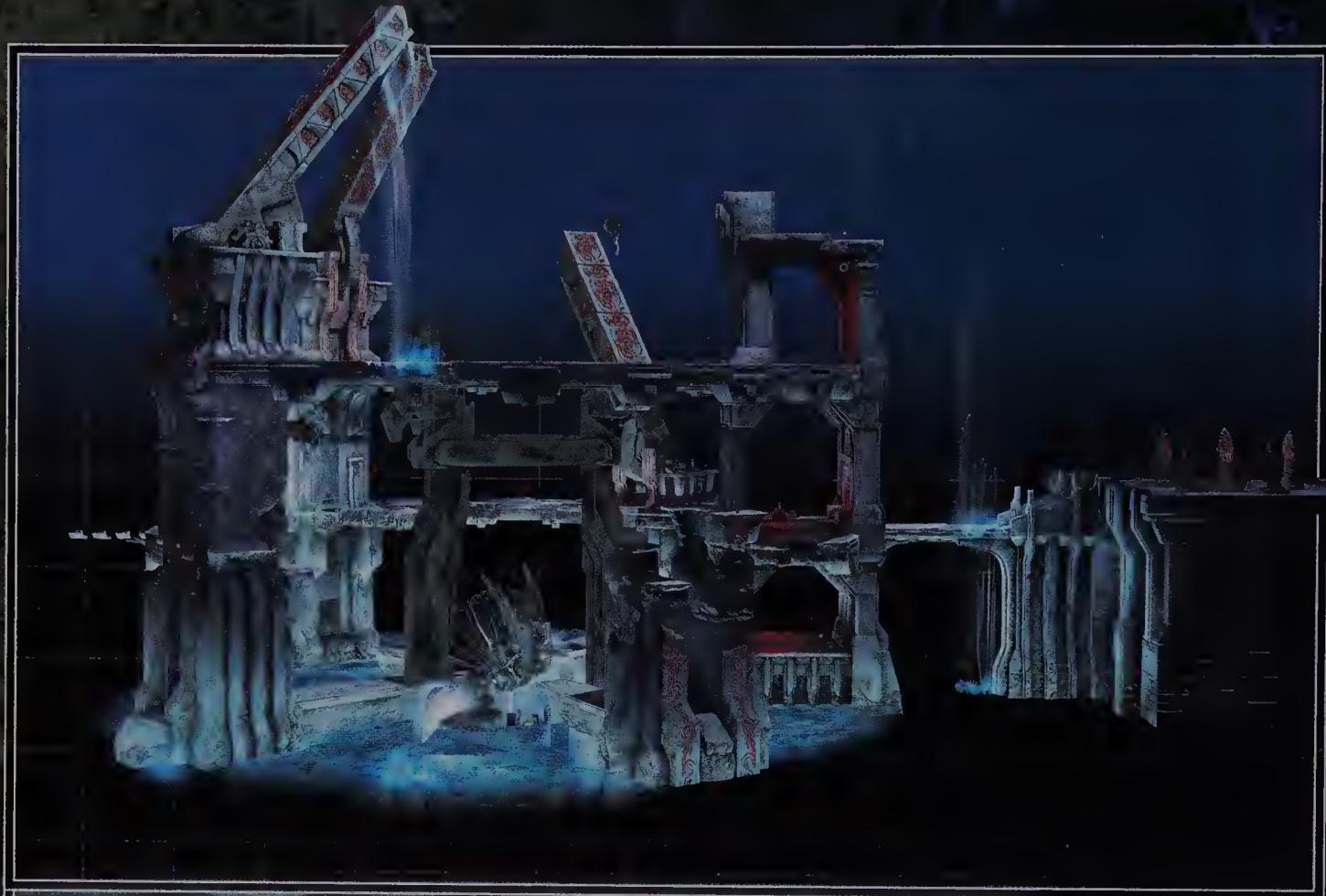


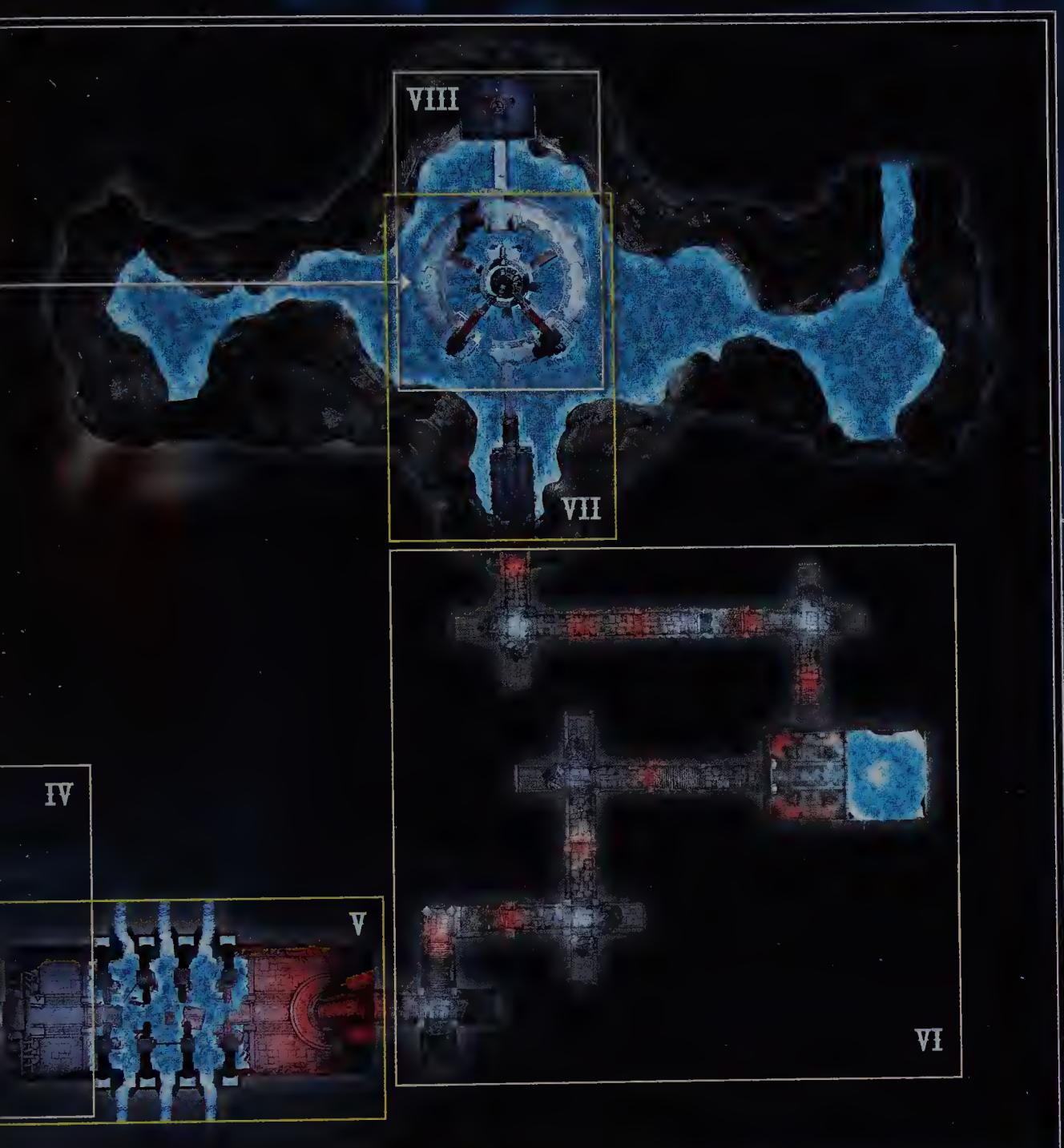
### THOR'S HAMMER

When you begin this level, you'll notice that you can now access three weapons instead of the usual two, with the third being the mighty Thor's Hammer. Don't hesitate to equip it and start causing mayhem straight away. It never runs out of lightning bolts, so you don't have to worry about ammunition, and will fell enemies within a wide radius without even targeting them. Simply hold the Lock On Button and press the Interact Button to pound the Hammer on the ground, sending a shockwave of destruction radiating outwards. This attack strikes every target within a short radius, including those around corners, behind cover or on lower decks. Used as a targeted projectile weapon with the Fire Button, the Hammer shoots lightning and catches enemies with a force that will hurl them, screaming, into the air. Thor's lightning also has the longest range of any weapon, so you will find – just for divine amusement, mind – that you can target and smite enemies or barrels on the furthest deck with Precision Aim.

# ARCTIC SEA

LEVEL 7







## RIGHT TOWER POWER STONE



Swim up inside the tower and surface. Climb the ladder and grab the ledge on the left, then shimmy around and hug the wall. Stand up and jump up to the broken beam as shown.



Jump onto the ladder from the broken beam. Climb up and backwards jump to the ledge behind (just tap Jump without holding any direction). Go up the ladder to the next story and backwards jump onto the balance beam, or use the ledge to the left.



Jump across to the broken beam and use the wall ledge above it to make your way up to the top from there. Pick up the red Helheim Power Stone. Feeling brave? If the climb down looks too slow, turn and take a running jump to the far right corner to plummet all the way back to the water.



01

**A** Swim down to the ancient road flanked by giant statues. Your first goal is to raise the swords of three of these colossal warriors. You do so by pulling switches that are hidden inside their heads. Stay alert for prowling predators while you work – though you don't need to engage them, these sharks are hardier than their Pacific cousins and will strike silently with a more powerful bite.

Starting with the row to the left of the drawbridge, swim into the back of the helmet of the first statue and pull the switch (Fig. 1). Do the same to the next statue on the same row.



02

**B** Now swim over to the opposite row and examine the warrior nearest the drawbridge. Pick up the giant gear from the ocean floor and insert it in the exposed mechanism of this statue where you see the Interact Button icon (Fig. 2). Do the same with the other gear that's also close by, then swim up to the back of the statue's head and pull the switch to set the wheels in motion.



03

**C** Now that the chains are free to move, you will need to power the device that lowers the drawbridge. Swim over to the tower to the right of the drawbridge and through the small doorway at the top of the steps (Fig. 3). Follow the instructions for the Right Tower Power Stone to find out how to get the first Helheim Power Stone. You will need four of these in total to open up the entrance to Helheim. Once you have retrieved the first, swim across to the left tower.

LEVEL 7

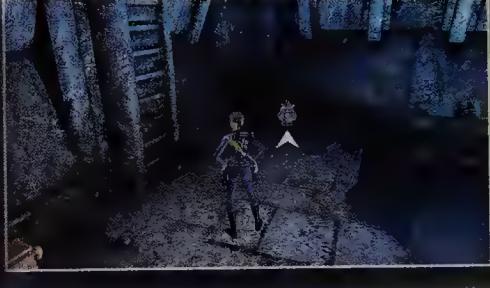
## SECRET: HIDDEN TREASURES



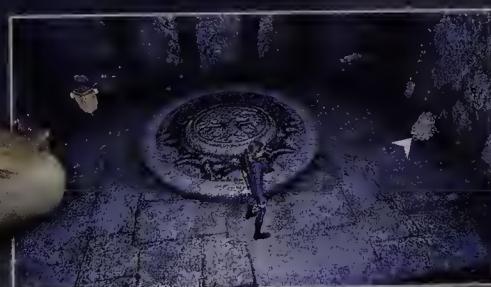
**1** This treasure can be found in the top of the broken statue.



**2** You'll find this treasure outside the right-hand tower if you swim along the base.



**3** You'll find this treasure in an urn next to the ladder when you surface in the right-hand tower.



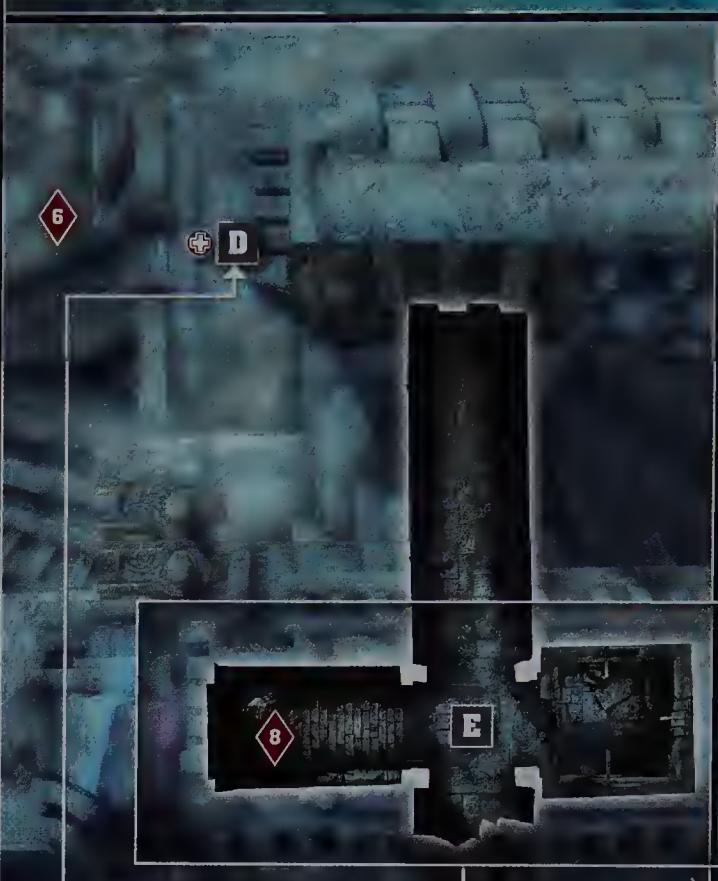
**4** When you reach the top of the right-hand tower, you'll find this treasure in an urn on the right.



**5** Leap to the narrow ledge at the top of the right-hand tower to find this treasure in one of two urns.

# ARCTIC SEA II

#### LEFT TOWER: INSIDE (FRONT VIEW)



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**CENTRAL SECTION: TOP FLOOR**

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## ■ LEFT TOWER POWER STONE



When you enter the left-hand tower, swim up until you can surface. Climb up on the block in the corner to reach the ledge. Stand up to hug the wall and leap up to the short balance beam.

Jump to the long balance beam that crosses the room and again to the ladder. Climb up, then backwards leap to the ledge.

Pick up the Power Stone, then drop into the hole in the floor, hang from the edge nearest the middle of the tower, and drop from there to the water below.



04



05

D

The left-hand tower contains two Power Stones. To obtain the first one, follow the instructions opposite.

WALKTHROUGH

After retrieving it, swim down to the bottom of the tower and along the passageway that leads deeper into the building (Fig. 4). You're likely to need your Utility Light here.

E

Turn left, then swim upward until you see a passageway that branches off from the main shaft (Fig. 5). Head along it and grab the third Power Stone from the room at the far end. You can now exit the left-hand tower and swim towards the main switch, above the drawbridge.



LEVEL 1

## SECRET: HIDDEN TREASURES



6 This treasure can be found to the left of the steps leading up to the left-hand tower.



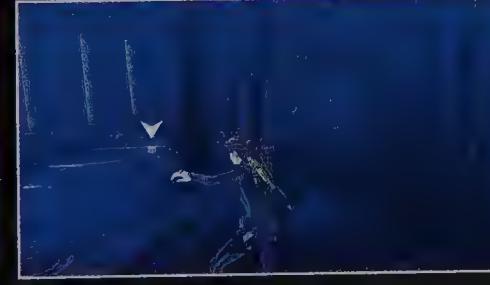
7 You can find this treasure in an urn on the ledge where you find the second Power Stone, at the top of the left-hand tower.



8 Swim down the hallway on the right in the left-hand tower and turn right again. You'll find this treasure lodged in some rubble at the top of the steps.



9 This treasure can be found in the room with the third Power Stone.

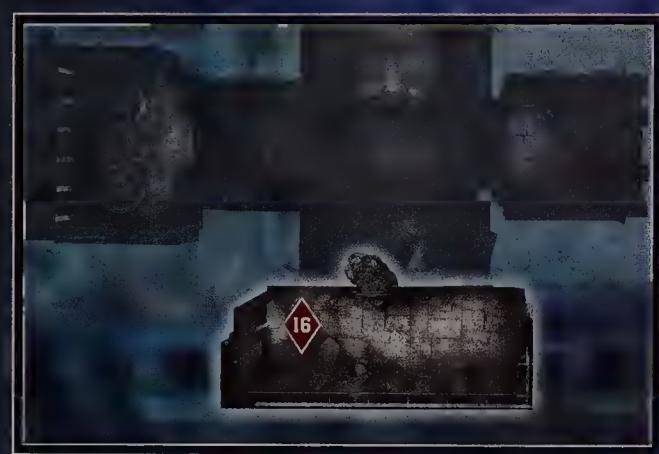


10 Swim upwards to follow the ladder in the passageway that leads to the third Power Stone. This treasure sits in a side-chamber at the top.



11 When exiting the side-chamber, look across to the other side of the corridor to see this treasure lodged in the rubble.

# ARCTIC SEA III



CENTRAL SECTION: TOP FLOOR



## ■ LOWER THE DRAWBRIDGE



The two upright structures to each side of the main switch are the Power Nodes. Insert one Power Stone in each of the two slots on the left-hand side of the main switch.



Swim around to the other side of the building and insert the remaining two stones in the identical slots of the right-hand Power Nodes.



Swim back to the center and pull the main switch between the two dragon head statues to lower the drawbridge.



06



07

**F** Once you have the three Power Stones from the towers, swim back outside and over to the main switch. You will find the fourth and final Power Stone next to the two upright Power Nodes (Fig. 6) to the left of the main switch, which completes the set of four you need to solve the puzzle.

**G** All you have to do now is lower the drawbridge. To find out how to do so, follow the instructions opposite. Once you've completed this task, swim down and through the doorway to enter Helheim (Fig. 7).



LEVEL 7

### SECRET: HIDDEN TREASURES



**12** Follow the bones down to the bottom of the deep, dark trench below the drawbridge to find this treasure near a Health Pack.



**13** Swim to the left end of the trench below the drawbridge to find this treasure on the ocean floor.



**14** Now swim to the right end of the trench to find another treasure by the trench wall.



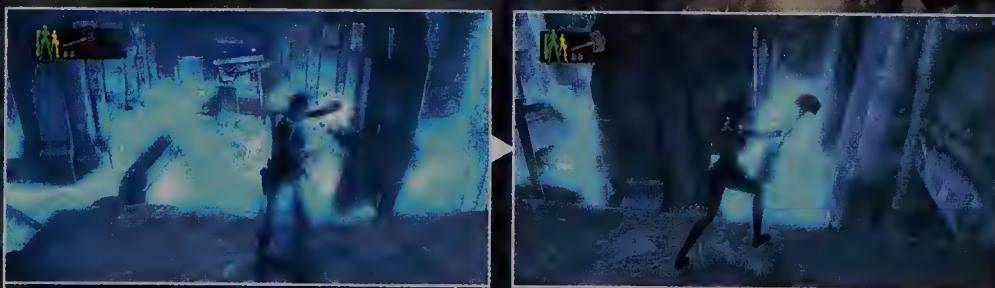
**15** This treasure can be found just behind the Power Nodes on the right of the main switch.

**16** Swim to the right side of the main building, opposite the right tower, until you see broken stonework near the top. Enter the dark chamber to find this treasure in the gloom on the left.

# ARCTIC SEA IV



## DESTROYING THE THRALLS



Use Thor's Hammer to take out as many enemies as possible from the safety of your perch - but bear in mind that they will keep respawning. Take advantage of the whole width of the platform to locate any creatures lurking nearby before you go down.



08

**H**

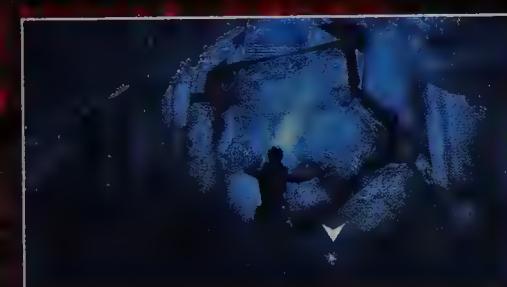
Swim through the small gap on the right at the top of the rubble (Fig. 8), then through the gap in the left side of the next rubble pile. When you reach the intersection, go right. Swim through the gap and turn left at the next intersection. Swim up the stairs and along.

WALKTHROUGH

## SECRET: HIDDEN TREASURES



**17** When you first enter the underwater passage to Helheim, swim straight ahead through the gaps in the rubble until you hit a dead end. You'll find this treasure resting on the floor.



**18** After swimming up the first long, broken staircase, head on to where the path turns left and swim over the top of the rubble to the right, opposite the shorter staircase. The treasure is on a fallen slab of stone.



**19** Swim forward from the start and turn right, then left. Swim up the broken stairs, turning left again to take that shorter staircase. When you reach the next intersection, swim through the rubble on the left to find this treasure.



**20** Immediately after swimming through the rubble to the third staircase, stop and look down to the right to see the treasure on the lowest steps.



**21** After swimming up the third staircase, carry on through the gap at the top of the rubble ahead to find this treasure on the steps of this dead end.



**22** Take the broken fourth staircase and pass through the rubble. At the next intersection, look for a square hole in the rubble on the right and check on the floor.

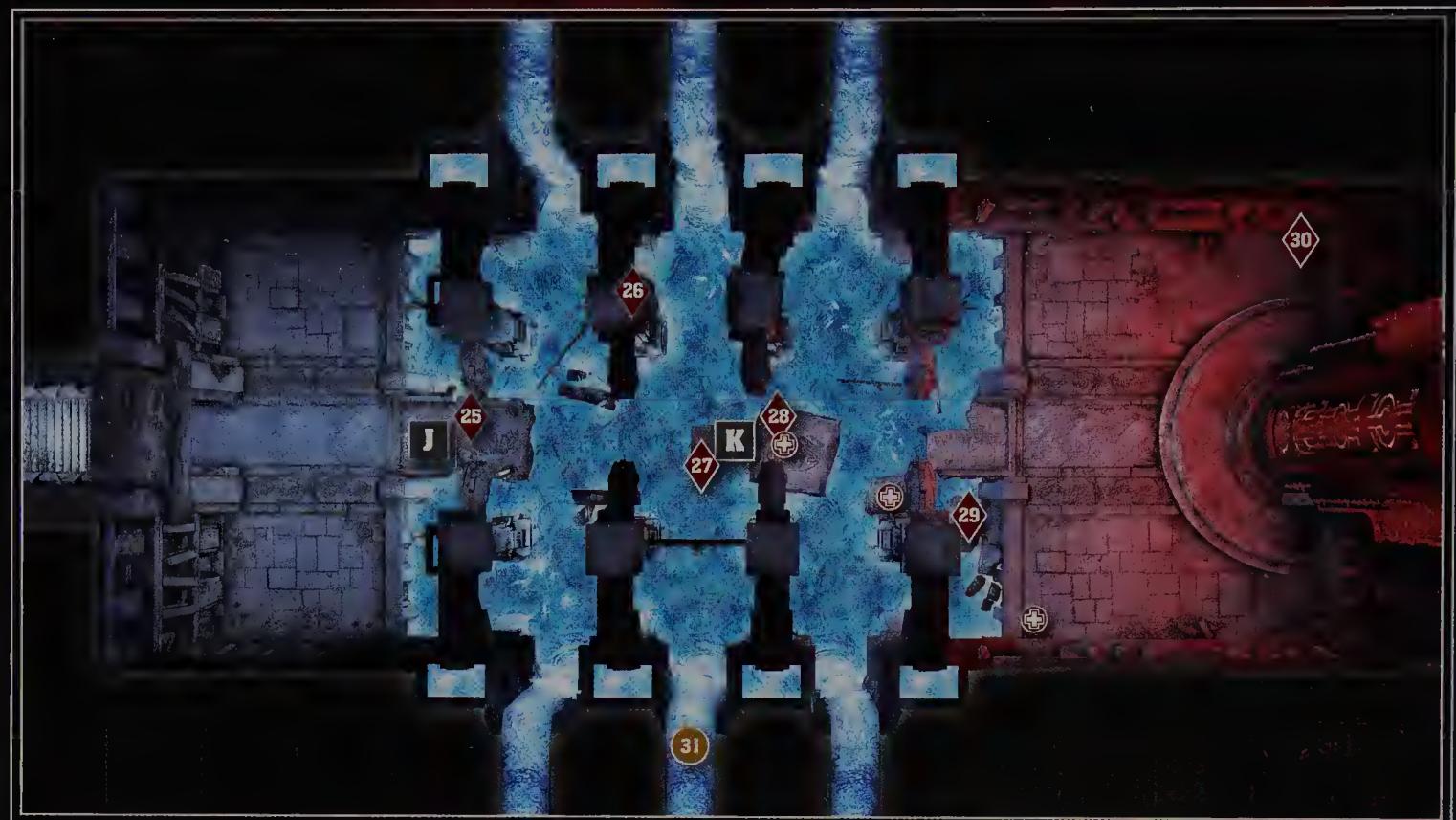


**23** You'll find this treasure in one of five urns in the near left corner, after surfacing and witnessing the cut scene with Natla.



**24** You'll find this treasure in the urn ahead and on your right, after surfacing and witnessing the cut scene with Natla.

LEVEL 1



### SECRET: THE GOLD RELIC



**31** From the the main hall entrance, head to the rune on the right of the doorway and activate it. Drop down to the platform and cross the balance beam on the left. Spring to the next platform and activate the rune there.

Make your way over to the lopsided platform and slide down onto the next platform via the pillar. Jump to the small platform in front and activate the next rune. Jump back to the previous platform and onto the balance beam on the left. Climb up via the slab to the exit archway and activate the rune on the left of the archway.

Activating all four runes shuts off one of the Eitr cascades, revealing a high alcove behind it. Speedily return to the lopsided platform and Grapple -swing towards the wall, shortening the Grapple Line slightly for extra height. You can now safely swing up to reach the alcove and claim the last gold Relic. There is a time limit, however: if you're not quick enough, the Eitr will resume its flow and you'll have to reactivate all of the runes.



09

**J** From the first platform overlooking the hall, jump and perch on top of the pillar rising from the rare piece of solid ground below. Leap from there to the much shorter pillar stump in front, then onto the wall on the right (Fig. 9) so that you catch hold of the top. Shimmy along to the left and you'll see that the wall turns a corner at the end. From here you can jump backwards and straddle the next pillar. Climb to the top and leap across to the lopsided platform.

WALKTHROUGH

**K** Jump to the next pillar and slide down. Leap onto the slanted beam on the left. You may find it easier to stay on if you hold Sprint to run across, jumping before Lara has a chance to lose her balance. Leap from the top of the beam to the slab in front (Fig. 10), then jump up to the right from there to reach safety. After the cut scene, you can go straight through the exit.



10

## SECRET: HIDDEN TREASURES



**25** Drop down to the platform at the front of the main hall to find this exposed treasure.



**26** Drop down to the platform at the front of the main hall and walk along the balance beam on the left to find this treasure in an urn.



**27** Follow the instructions in J and you'll find this treasure when you land on the lopsided platform.



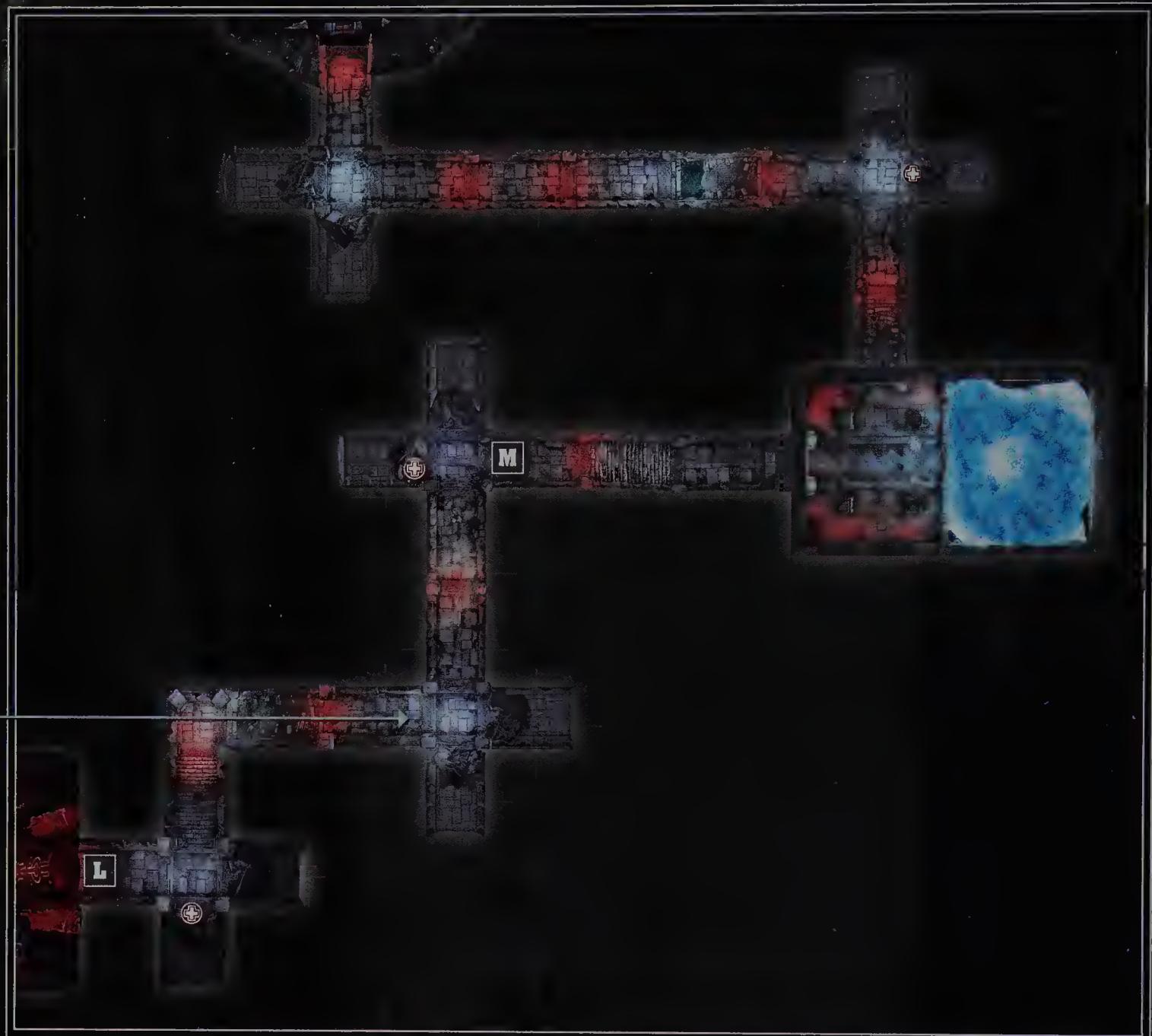
**28** After jumping from the lopsided platform and sliding down the pillar, you'll find this treasure in one of the urns on the platform.



**29** Jump to the platform in front of where you got the last treasure, then onto the next platform after that to find this treasure in an urn.



**30** You'll find this treasure in an urn in the darkness of the far left corner after the cutscene where Lara uses the Hammer to open the exit.



## THE HORDES OF HELHEIM



Thralls spawn at a truly alarming rate in the corridors of Helheim and there's little space to dodge or retreat, so make sure you use the two types of attack offered by Thor's Hammer – long distance shots to destroy lone targets from afar, and the more defensive floor pounds to slow down and dispatch foes who get too close. Some enemies may take more than one strike before they collapse, but if you keep attacking continuously, then their bones will start flying without the need for finishing stomps.

It's possible to use the Hammer for adrenaline moves if you start to get overwhelmed, and the massive damage of Thor's bolts will quickly refill Lara's adrenaline meter for repeated use. If hemmed in, you can effect a quick elimination of Yeti Thralls with the Adrenaline Headshot: the Hammer works just like your other weapons, but lights up the lumbering Thrall with a crackle of electricity.

**L** Head down the steps and follow the corridor around. Once you slide down the slope (Fig. 11), there's no turning back. You will encounter the hordes of Helheim in these passages, so Thor's Hammer will grant you the best chance of survival against these Thralls if you deal with them as they appear. However, it would be a shame to bring those Grenades all the way to the Arctic for no reason. The corners of the corridors make good trap points, so plant a Grenade on the wall or floor after you first attract attention and retreat. If you need further assistance, check out the tips opposite.

11

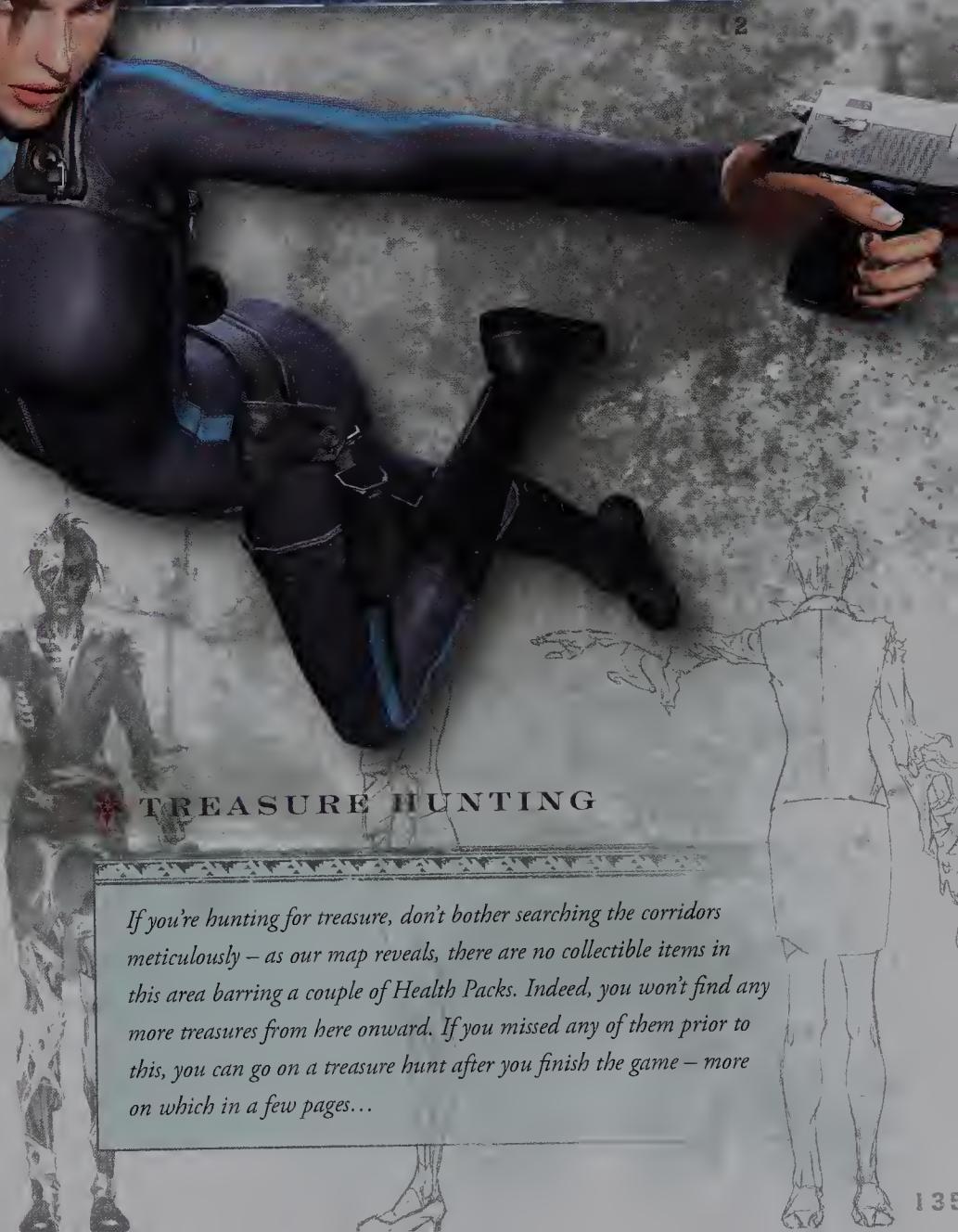
**M** Keep following the corridor around until you come to more steps. Go down and through the doorway. After the cut scene, go left at the next intersection. As you slide down the next slope, be sure to jump at the bottom to clear the pit (Fig. 12). Carry on around the corner until you reach the subterranean cavern.



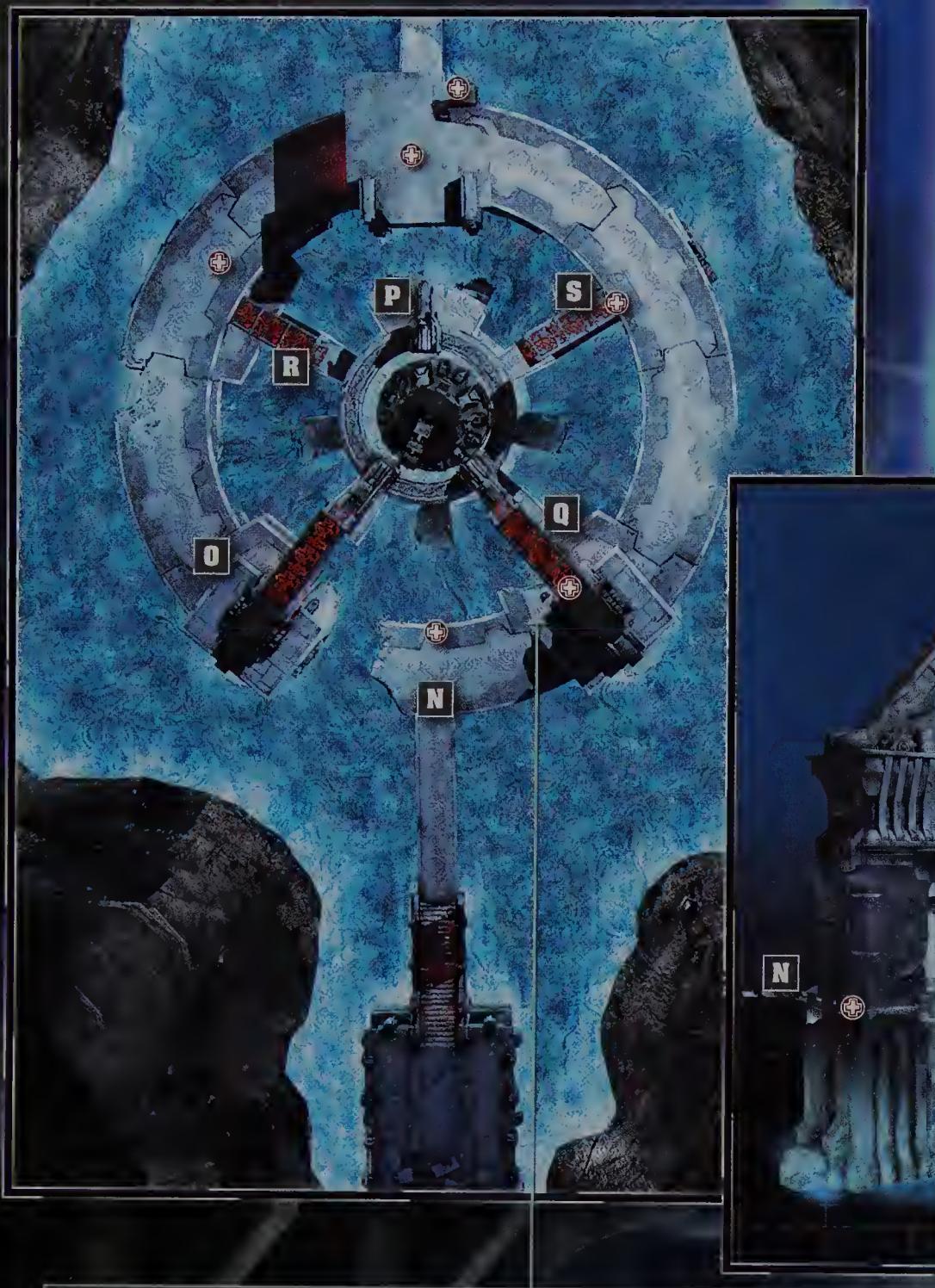
LEVEL 7

If you're hunting for treasure, don't bother searching the corridors meticulously – as our map reveals, there are no collectible items in this area barring a couple of Health Packs. Indeed, you won't find any more treasures from here onward. If you missed any of them prior to this, you can go on a treasure hunt after you finish the game – more on which in a few pages...

### TREASURE HUNTING



# ARCTIC SEA VII



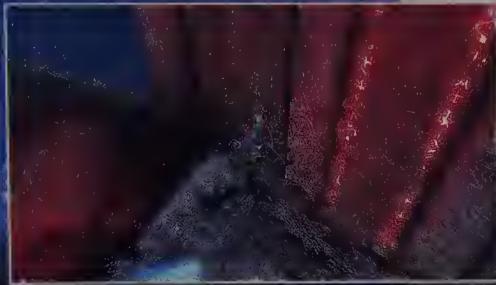
## FROM LOWER TO UPPER WALKWAY



This buttress can be recognized by its two dragon head gargoyles. Go to the inside edge of the lower walkway and jump across to the small ledge on the edge of the rock. Climb up, then shimmy left and jump up to the handholds above when Situational Adrenaline kicks in.

Keep going up until you can go no further, then jump up to the small ledge and shimmy around the corner. Jump left across the glowing runes to the far ledge below, where Lara's flailing arms will prompt you to make a Saving Grab.

Edge around the corner. When Natla attacks again, jump up or drop once. Climb up the handholds and jump to the ledge on the left. Shimmy around and climb up onto the platform. Finally, leap forward and haul yourself onto the upper walkway.



13

**N** Cross the bridge to enjoy another cut scene and collect the Health Pack. Throughout this final stage, the Health Packs will act as a trail of crumbs to indicate viable routes and confirm you're on the right track. Despite the threat, Natla's attentions can also be a good sign that Lara has reached a new area.



14

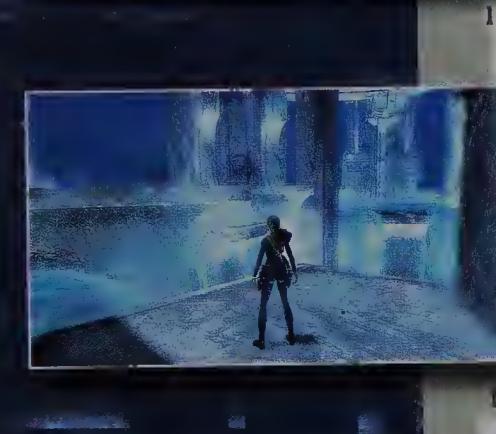
Your first task is to push out the three remaining buttress stones, so begin by climbing to the upper walkway of this infernal machine. Head anti-clockwise along the lower walkway to the buttress with two dragon heads. Follow the sequence opposite for detailed advice.



15

LEVEL 7

When you've successfully completed this climb, proceed anti-clockwise along the walkway and be ready to face Natla's missiles. When you reach the red wall with the Grapple ring, swing or wall run across to clear the gap in the floor (Fig. 13). Sprint along the next stretch of walkway and push the first buttress stone inwards. You can identify this later as the buttress with one dragon head.



16

**O** Double back along the walkway to the Grapple ring and use it to lower yourself down to the central ledges on the wall. From here you can drop down and shimmy to the side to drop again safely. There's another anchor point here, so attach your Grapple and drop over the edge. Rappel down to the red platform below (Fig. 14) for another Health Pack before taking a big leap to the platform in the Eitr underneath – landing with a roll will help minimize any damage.



17

**P** You're now on the lowest set of platforms that radiate out from below the core. From down here, you can reach the next two buttress stones by heading clockwise and jumping from one platform to the next. They are narrowest at their closest points, however, so take care of Thralls from a distance before they leap up from the Eitr (Fig. 15). If you don't do this you run the risk that they'll knock you off or trap you when you're pushing the stones.



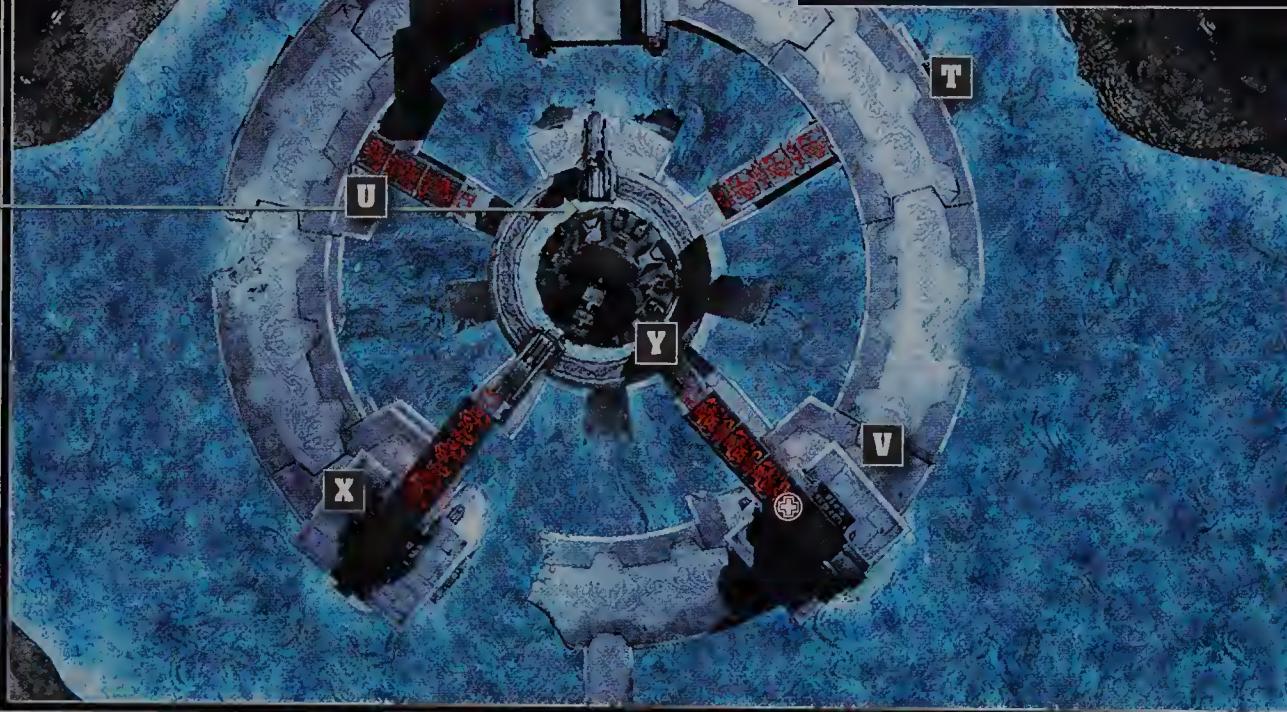
18

**Q** Head clockwise around this lowest ring of platforms to the second buttress stone (Fig. 16). Push it in to expose the Power Node, far above, of the buttress with two dragon heads.

**R** Keep moving clockwise around the lowest ring of platforms to the third buttress stone (Fig. 17). Push this final rune stone to expose the weak spot of the buttress (this is the lowest of the three, with no dragon head gargoyles).

**S** Once all three rune stones are pushed out, it's time to access the Power Nodes at the top. By which we mean that Lara must smash them to pieces. To get back to the upper walkways of the machine, continue going clockwise over the Eitr, full circle, until you pass the red Grapple platform. Examine the next platform ahead and you'll see a shaft at its outer end (Fig. 18) with a Health Pack at the base. Chimney jump up the sides of this shaft until you grab a high ledge. Jump right to the adjacent ledge and follow it out around the corner. Jump upward two more ledges and cross the gap. Climb up and jump across to the left edge of the highest platform to find yourself on top of the broken buttress from the initial cut scene.

# ARCTIC SEA VIII



## CLIMBING THE CORE



Jump onto one of the outer moving platforms, then to one of the middle ones as it passes. It can help to look backwards and watch them catching up to gauge your jump. Leap up again to reach the inner circuit of moving platforms.

From the circling platform, leap and grab for the lowest of the rotating cylinders of the central core. Jump up to the next cylinder when the moving handholds pass overhead.

Wait until the ledge-ladder moves into position above you and clamber on. When you find there are no more ledges at the front, shimmy around to the right and jump up the two side ledges to continue climbing. There's one more cylinder to jump for at the top if you wish to avoid Natla's volley of fireballs.



**T** Take a swan dive from the platform of the broken buttress down to the red platform with the Grapple ring and the lower walkway. Cross over this area and jump across the gap to the other side. Use the low block to climb up on top of the lowest buttress (Fig. 19) and destroy the first blue Power Node with Thor's Hammer.

WALKTHROUGH



Confident players can also reach the lowest buttress from the broken buttress by jumping to the lone circling platform and being ready to leap off towards the Health Pack on the right-hand corner.



**U** To get back to the upper walkway from here, head anti-clockwise and use one of the moving platforms to bypass the Eitr cascade blocking your route. You can now reach the buttress with two dragon heads, where you'll find that moving its rune stone has also made another shaft with a Health Pack inside (Fig. 20). Jump down and take a chimney-jump shortcut up to the right-hand ledge. Follow the instructions from the previous climb to get from lower to upper walkway.

Again, accomplished players can board the highest circling platform and make a long leap to the ledge under the right dragon head.



**V** When you've made it to the walkway, head around and use the Grapple to swing up to the ledge on the right (Fig. 21). The key to success here is to shorten the length of the Grapple Line and then start a wall run back and forth so that Lara can leap to grab the ledge. Again, the Health Pack is a target to aim for.

LEVEL 7



**W** Climb up to the top of the platform over the Grapple area. Walk to the inside edge and drop down, waiting for one of the circling platforms to move directly underneath you, then drop again to land on it. Ride the block around to the next buttress with one dragon head and leap to the platform on top (Fig. 22). You can now reach the second Power Node and destroy it.



**X** As soon as Lara smashes the second Power Node, the collapse of the buttress will cause the circling platforms to rearrange into a moving staircase that leads to the central core (Fig. 23). Rappel down the left side of the structure to return to the walkway below. Follow the instructions opposite to climb the central core and reach the final Power Node.



**Y** Once you're at the top of the central core, hold onto the rotating ledge until the runed surface of the last buttress beam looms into view (Fig. 24). When it's directly below, drop from the ledge and slide all the way down. Finally, destroy the third and last Power Node to bring both the ancient doomsday device and this colossal adventure to its fateful conclusion.

If you're finishing the game for the first time, rest assured that there's plenty more to see and do – as we reveal in the Extras chapter that follows.

## NATLA

*The Atlantean queen is too smart and underhanded to tackle the wielder of Thor's Hammer in a straight fight, but she will strive to interrupt Lara's progress throughout. Her attacks always occur in the same locations, so it's possible to anticipate her appearance and be ready to dodge or retaliate.*

*Natla's first trick is to attack Lara while she is vulnerable, aiming fireballs to knock her off walls during a climb. This will prompt a Situational Adrenaline test, in which Lara must jump or drop to an adjacent handhold. Natla will also appear overhead when Lara reaches certain exposed areas, hurling fireballs until she is repelled. Even if they miss, the fireballs remain on the ground as patches of flame until they burn out. Finally, Natla will sometimes attack during an assault of Yeti Thralls. The Thralls should be your priority, but use them as tall cover. Put them between Lara and Natla so that the fireballs strike them rather than you, which will also cause them some burn damage.*



# EXTRAS

SPOILER WARNING! ONCE THE FINAL CREDITS ROLL, THIS FEATURE-PACKED CHAPTER WILL WHET YOUR APPETITE FOR A SECOND PLAYTHROUGH WITH REVEALING GAMEPLAY ANALYSIS, A RECAP AND INTERPRETATION OF THE TOMB RAIDER: UNDERWORLD STORY, AND AN ILLUMINATING BEHIND THE SCENES SECTION. IT ALSO CONTAINS A USEFUL CHECKLIST FOR THOSE HUNTING FOR FINAL TREASURES AND RELICS, DETAILS ON UNLOCKABLE REWARDS, AND TIPS ON HOW TO GET A FULL 1000 GAMERSCORE WITH THE XBOX 360 VERSION.

HOW TO PLAY

WALKTHROUGH

EXTRAS

ARTWORK GALLERY



# TREASURE HUNT

## TREASURE HUNT MODE

After you complete *Tomb Raider: Underworld*, the standard Resume Game option encountered at the Main Menu is replaced by a new feature: Treasure Hunt. You can also access this mode by manually loading a specific Treasure Hunt save file that you created after the final credits. This enables you to revisit any location where Lara still has Treasures and Relics to track down, granting further chances to collect any prizes you may have missed. Acquiring these collectibles is the requirement for unlocking certain secrets and Xbox 360 Achievements (see pages 144 and 154 for more details).

When you enter a Treasure Hunt game, you can switch between locales with the Revisit Location option in Lara's PDA menu. An interesting feature of this mode is that you will find each level in much the same shape as you left it. Puzzles will be in their solved state; doors will be unlocked; containers will be missing if previously smashed; and the only enemies you will encounter are those that you didn't kill during your original playthrough. There are some common sense exceptions to the rule, so that Lara can still physically reach any moving bridges and platforms required to access all areas of the level. Broadly, though, you'll find the environments are geared to the challenge of 100% completion.

## RELICS & HEALTH

Collecting all of the six Relics hidden in *Tomb Raider: Underworld* increases Lara's maximum health to twice its standard level. The individual boost of each Relic is cumulative, so you'll enjoy a 16.6% (approximate) extension to the secondary bar of her health meter for each one you pick up. This is especially useful during a Master Survivalist playthrough, when Lara's enemies become more powerful while her own resistance to damage is decreased. Even if you aren't engaged in a treasure hunt in your current game, Relics are always worth the time it takes to secure them. Furthermore, the act of collecting a Relic for the first time will also restore Lara's health to its new limit.

## TREASURES & RELICS CHECKLIST

### MEDITERRANEAN SEA

◆	LOCATION	PAGE	◆	LOCATION	PAGE	◆	LOCATION	PAGE	◆	LOCATION	PAGE
1	Sea Floor	39	8	Niflheim	41	15	Kraken Room	43	22	Before Pillar Room	47
2	Sea Floor	39	9	Niflheim	41	16	Kraken Room	43	23	Pillar Room	47
3	Sea Floor	39	10	Niflheim	41	17	Kraken Room	43	24	After Pillar Room	47
4	Sea Floor	39	11	Niflheim	41	18	Kraken Room	43	25	Kraken Room (Upper)	47
5	Sea Floor	39	12	Niflheim	41	19	Kraken Room	43	26	Kraken Room (Upper)	47
6	Sea Floor	39	13	Kraken Room	43	20	Gauntlet Chamber	45	27	Kraken Room (Upper)	47
7	Submerged Tunnel	41	14	Kraken Room	43	21	Gauntlet Chamber Exit	45			

1 Cliff Climb	53	9 Temple	57	17 Gem Room	65	25 Naga Statue	71
2 Cliff Climb	53	10 Temple	57	18 Gem Room	65	26 Map Room	71
3 Cliff Climb	53	11 Bhogavati Elevator	59	19 Second Hallway	65	27 Map Room	71
4 Cliff Climb	53	12 Proto-Norse Hallway	61	20 Tower Room	67	28 Map Room	71
5 Temple Approach	55	13 Gem Room	63	21 Tower Room	67	29 Map Room	71
6 Temple Approach	55	14 Gem Room	63	22 Tower Room	67	30 Exit Tunnel	73
7 Temple	57	15 Gem Room	65	23 Shiva's Hall	68	31 Exit Tunnel	73
8 Temple	57	16 Gem Room	65	24 Shiva's Hall	68		

EXTRAS

EXTRAS

TREASURE HUNT

## CROFT MANOR

1 Caverns	77	8 Chapel	79
2 Caverns	77	9 Chapel	79
3 Chapel	77	10 Tunnel	81
4 Chapel	77	11 Tunnel	81
5 Chapel	77	12 Rune Pillar Chamber	81
6 Chapel	79	13 Rune Pillar Chamber	81
7 Chapel	79	14 Exit Tunnel	81

## SOUTHERN MEXICO

1 Trail Start	85	8 Jaguar Head Calendar	87
2 Trail Start	85	9 Jaguar Head Calendar	87
3 Jaguar Head Temple	85	10 Trail	87
4 Jaguar Head Temple	85	11 Trail	87
5 Trail	85	12 Trail	87
6 Trail	85	13 Stone Headdress Temple	89
7 Trail	85	14 Stone Headdress Temple	89

&gt;&gt;&gt;

## SOUTHERN MEXICO

15 Stone Headdress Temple	89	25 Ball Court	93
16 Stone Headdress Temple	89	26 Ball Court	93
17 Stone Headdress Temple	89	27 Stone Headdress Calendar	93
18 Stone Headdress Temple	89	28 Stone Headdress Calendar	93
19 Stone Headdress Temple	91	29 Staircase	95
20 Stone Headdress Temple	91	30 Council Chamber	95
21 Stone Headdress Temple	91	31 Jaguar House	95
22 Trail	91	32 Jaguar House	95
23 Ball Court	93	33 Jaguar House	95
24 Ball Court	93	34 Council Chamber	97
35 Council Chamber	97	45 Tunnel	103
36 Council Chamber	97	46 Tunnel	103
37 Razor House	97	47 Jörmungandr's Pool	105
38 Council Chamber	99	48 Jörmungandr's Pool	107
39 Council Chamber	99	49 Jörmungandr's Pool	107
40 Flame House	99	50 Jörmungandr's Pool	107
41 Flame House	99	51 Jörmungandr's Pool	107
42 Rattling House	101		
43 Tunnel	103		
44 Tunnel	103		

45 Tunnel	103
46 Tunnel	103
47 Jörmungandr's Pool	105
48 Jörmungandr's Pool	107
49 Jörmungandr's Pool	107
50 Jörmungandr's Pool	107
51 Jörmungandr's Pool	107

## JAN MAYEN ISLAND

1 Valgrind	111	9 Valhalla Tunnels	112
2 Valgrind	111	10 Valhalla Tunnels	112
3 Valgrind	111	11 Valhalla Tunnels	113
4 Valgrind	111	12 Valhalla Tunnels	113
5 Valgrind	111	13 Valhalla Tunnels	113
6 Valgrind	111	14 Valhalla Tunnels	113
7 Valhalla Tunnels	112	15 Valhalla Tunnels	113
8 Valhalla Tunnels	112	16 Valhalla Tunnels	113

17 Valhalla Tunnels	113
18 Valhalla Tunnels	112
19 Valhalla Tunnels	113
20 Valhalla Tunnels	113
21 Valhalla Tunnels	113
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25 Valhalla	117
26 Valhalla	117
27 Valhalla	117
28 Valhalla	119
29 Valhalla	119
30 Valhalla	119
31 Valhalla	119

## ARCTIC SEA

1 Arctic Sea	125	9 Left Tower	127
2 Arctic Sea	125	10 Left Tower	127
3 Right Tower	125	11 Left Tower	127
4 Right Tower	125	12 Arctic Sea	129
5 Right Tower	125	13 Arctic Sea	129
6 Arctic Sea	127	14 Arctic Sea	129
7 Left Tower	127	15 Arctic Sea	129
8 Left Tower	127	16 Arctic Sea	129

17 Helheim Entrance	131
18 Helheim Entrance	131
19 Helheim Entrance	131
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21 Helheim Entrance	131
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28 Helheim	133
29 Helheim	133
30 Helheim	133
31 Helheim	132

# SECRETS ANALYSIS



## UNLOCKABLES

The Extras menu contains an enormous wealth of visual rewards for dedicated adventurers. The following table reveals the unlock conditions for all of these.

UNLOCKABLE	CONDITION
• Zip Concepts	Complete Prologue
• Winston Concepts	
• All Environment Concept Art for Med Sea	Complete Mediterranean Sea Expedition
• Amanda Concepts	
• All Environment Concept Art for Coastal Thailand	Complete Coastal Thailand Expedition
• Alister Concepts	
• All Environment Concept Art for Croft Manor	Complete Croft Manor Expedition
• Doppelganger Concepts	
• All Environment Concept Art for Mexico	Complete Southern Mexico Expedition
• All Men Concepts	
• All Environment Concept Art for Jan Mayen Island	Complete Jan Mayen Island Expedition
• Gear & Artifacts Concepts	
• All Environment Concept Art for Ship	Complete Andaman Sea Expedition
• Nata Concepts	
• All Environment Concept Art for Arctic Sea	Complete Arctic Sea Expedition
• Amelia Concepts	
• Game Flow Storyboards	Complete the entire game on the Master Survivalist difficulty level
• Creatures Concepts	Collect every single Treasure
• Lara Concepts	Collect all six Relics

### LARA'S BATHING SUIT

Once you complete *Tomb Raider: Underworld* for the first time, you can choose the rather fetching swimsuit pictured here on subsequent visits to the Mediterranean Sea. Note that this option only appears if you choose the Treasure Hunt option from the main menu, or jump to the destination via the Revisit Location option in the PDA menu. If you start a new game, the option to pick Lara's attire prior to her journey into Niflheim will not appear.



# WEAPON ANALYSIS

You may have acquired an affinity for certain weapons during your first playthrough, but the heightened demands of a Master Survivalist session will turn you into a true connoisseur. The following table provides valuable information and advice on all forms of attack available to Lara.

EXTRAS

SECRETS & ANALYSIS

Weapon	Capacity				
	DPS Near	DPS Far	CE	TR	MS
Pistols	87.77	63	∞	∞	∞
Submachine Guns	117.52	53.08	400	240	160
Shotgun	168	N/A	90	72	42
Assault Rifle	104.76	81	300	210	120
Tranquilizer Gun	N/A	N/A	25	15	10
Spear Gun	125.99	57.41	40	25	15

DPS = Damage per second CE = Casual Explorer TR = Tomb Raider MS = Master Survivalist

## PISTOLS



- They may lack the raw punch of other weapons in her arsenal, but Lara's signature Pistols are a reliable fallback.
- Perfect for dispatching swarms of Bats or Spiders rapidly.
- Unlimited ammunition. If a clip runs dry while using another weapon, you can instantly switch to the Pistols to finish off a wounded opponent.
- On the Master Survivalist difficulty setting, your priority is often to put individual foes out of a battle quickly and with a minimum of fuss. This makes the Pistols less suited to fights against multiple assailants – Lara will aim for two enemies at once, prolonging the time that your primary target stays on its feet.

## SUBMACHINE GUNS



- A clearly superior alternative to Lara's Pistols at close distances with a greater rate of fire, though their accuracy drops alarmingly with range.
- Lara can wield this weapon in one hand while climbing or hanging from a pole.
- As with the Pistols, Lara's tendency to aim for two separate targets in Dual Fire can reduce their effectiveness on the Master Survivalist difficulty setting.

## SHOTGUN



- Boasts outstanding close-range stopping power, with a high chance of knocking adversaries off their feet.
- Slow rate of fire and very slow reload.
- Using it from anything more than a few feet away is a waste – you'll probably inflict marginally greater damage by hurling strong language at your targets.

## ASSAULT RIFLE



- With a generous clip capacity and the best ranged damage of all firearms, the assault rifle is a great all-around choice.
- That effectiveness at range enables Lara to target enemies before they get close enough to target her.
- Less effective against bullet-resistant creatures such as Thralls.

## TRANQUILIZER GUN



Tranquillizer darts take effect in moments and induce temporary unconsciousness. This lasts for 67 seconds in humans and 60 seconds in animals.

- Has no effect on supernatural entities barring the pushback; kills Bats and Spiders outright.
- This gun is very slow and inaccurate, so it pays to fire darts from close range and when the target is stationary.
- Against groups of enemies, the Tranquillizer Gun proves immensely powerful. Reducing the number of opponents increases Lara's effectiveness in dealing with the remainder.
- It would be remiss of us not to mention that it's possible to tranquilize troublesome foes, then slay them at leisure before they wake. Distasteful? Yes. Unsporting? Yes. Efficient? Try it and see.

Weapon	Capacity				
	DPS Near	DPS Far	CE	TR	MS
Grenades	1000 (max)	300 (min)	10	6	4
Thor's Hammer	1000	1000	∞	∞	∞
Melee Attacks	60	N/A	N/A	N/A	N/A
Portable Items	100	N/A	N/A	N/A	N/A
Motorbike	Variable	N/A	N/A	N/A	N/A

DPS = Damage per second CE = Casual Explorer TR = Tomb Raider MS = Master Survivalist

## SPEAR GUN



- Primarily designed for underwater combat, the Spear Gun isn't without its uses on dry land. Though overshadowed by the Shotgun, it's a powerful alternative in a tight corner due to its high close-range damage, pushback and brief stun effect on most enemy types.
- Each spear needs to be loaded individually, leaving Lara vulnerable between shots.
- Size and encumbrance greatly limits the number of spears that can be carried.

## STICKY GRENADES



- The adhesive properties of these explosives make them utterly lethal. With the exception of Yeti Thralls, all other enemies can be dispatched with a single grenade.
- Due to their (not inconsiderable) blast radius, you can stick grenades to walls or floors to offer groups of onrushing assailants a warm welcome.
- Mastery technique: grenades can be detonated by bullets. For truly devastating effects, use Lock On or keep it held after you've attached a grenade to your opponent. Your next Lock On shot will target the grenade itself for an instant explosion.

## THOR'S HAMMER



- Only Yeti Thralls (and, of course, Natla) can withstand more than one direct blow from this peerless weapon.
- If the Hammer has a weakness, it's a slow fire rate that enables enemies to shoot or close in between shots. Exploit its excellent range to stay safe.
- Anyone can beat Mercenaries and assorted Thralls into submission with Thor's Hammer, so we would judge that it's the style in which you use it that really matters. Just because Lara has a world to save, there's no excuse for skimping on artistic expression. If you're not spectacularly throwing foes overboard, blasting them over ledges or crunching them into walls and ceilings, you're just not trying hard enough...

## MELEE ATTACKS



- Though close-range engagements put Lara in greater danger, melee attacks are a good way to finish off opponents quickly – especially when combined with Pistol or Shotgun blasts.
- If you corner individual enemies (Yeti Thrall excepted), melee attacks can be used to pummel them senseless with little risk of reprisal due to their short stun effect.

## PORTABLE ITEMS



- Any item that Lara can pick up and carry (such as boxes and poles) can be employed as a melee weapon.
- This doesn't mean that you necessarily should, though – carrying items robs Lara of her legendary agility, which is far from ideal during pitched battles.

## MOTORBIKE



- During the Southern Mexico and Jan Mayen Island expeditions, the bike is often Lara's most potent weapon. Direct contact at full speed usually results in instant death for the target.
- Donuts and Powerslide turns also inflict damage, but not as much as high-speed collisions.

# ENEMY ANALYSIS

It really is a dangerous (under)world out there. Given that the merest sight of Lara can drive indigenous fauna to a killing frenzy and prompt hired guns into risking their lives, it pays to be prepared. Over the following pages, we'll study all potential aggressors in detail.

## SHARK

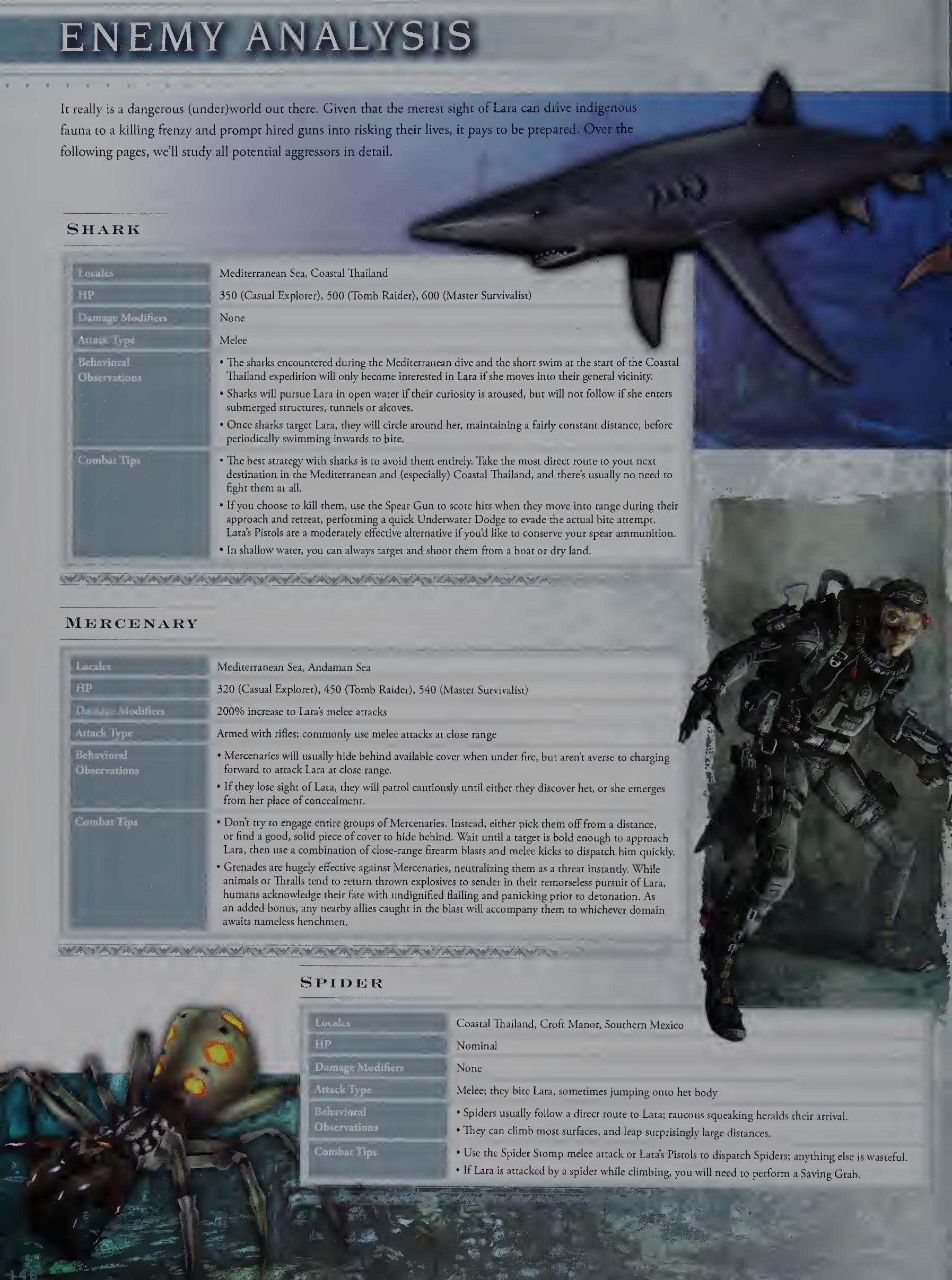
Locales	Mediterranean Sea, Coastal Thailand
HP	350 (Casual Explorer), 500 (Tomb Raider), 600 (Master Survivalist)
Damage Modifiers	None
Attack Type	Melee
Behavioral Observations	<ul style="list-style-type: none"><li>The sharks encountered during the Mediterranean dive and the short swim at the start of the Coastal Thailand expedition will only become interested in Lara if she moves into their general vicinity.</li><li>Sharks will pursue Lara in open water if their curiosity is aroused, but will not follow if she enters submerged structures, tunnels or alcoves.</li><li>Once sharks target Lara, they will circle around her, maintaining a fairly constant distance, before periodically swimming inwards to bite.</li></ul>
Combat Tips	<ul style="list-style-type: none"><li>The best strategy with sharks is to avoid them entirely. Take the most direct route to your next destination in the Mediterranean and (especially) Coastal Thailand, and there's usually no need to fight them at all.</li><li>If you choose to kill them, use the Spear Gun to score hits when they move into range during their approach and retreat, performing a quick Underwater Dodge to evade the actual bite attempt. Lara's Pistols are a moderately effective alternative if you'd like to conserve your spear ammunition.</li><li>In shallow water, you can always target and shoot them from a boat or dry land.</li></ul>

## MERCENARY

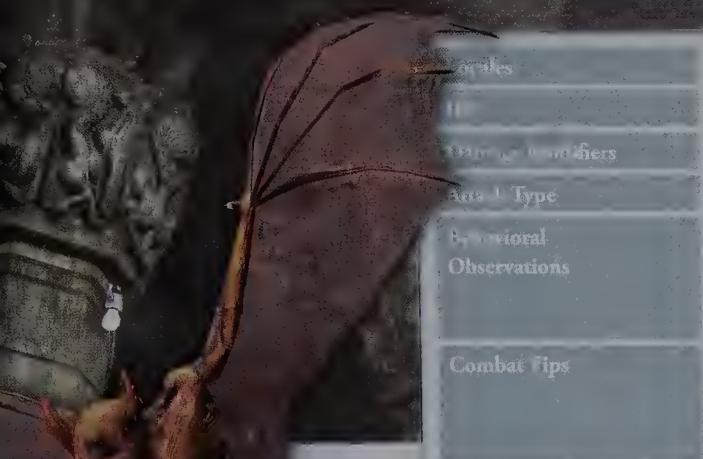
Locales	Mediterranean Sea, Andaman Sea
HP	320 (Casual Explorer), 450 (Tomb Raider), 540 (Master Survivalist)
Damage Modifiers	200% increase to Lara's melee attacks
Attack Type	Armed with rifles; commonly use melee attacks at close range
Behavioral Observations	<ul style="list-style-type: none"><li>Mercenaries will usually hide behind available cover when under fire, but aren't averse to charging forward to attack Lara at close range.</li><li>If they lose sight of Lara, they will patrol cautiously until either they discover her, or she emerges from her place of concealment.</li></ul>
Combat Tips	<ul style="list-style-type: none"><li>Don't try to engage entire groups of Mercenaries. Instead, either pick them off from a distance, or find a good, solid piece of cover to hide behind. Wait until a target is bold enough to approach Lara, then use a combination of close-range firearm blasts and melee kicks to dispatch him quickly.</li><li>Grenades are hugely effective against Mercenaries, neutralizing them as a threat instantly. While animals or Thralls tend to return thrown explosives to sender in their remorseless pursuit of Lara, humans acknowledge their fate with undignified flailing and panicking prior to detonation. As an added bonus, any nearby allies caught in the blast will accompany them to whichever domain awaits nameless henchmen.</li></ul>

## SPIDER

Locales	Coastal Thailand, Croft Manor, Southern Mexico
HP	Nominal
Damage Modifiers	None
Attack Type	Melee; they bite Lara, sometimes jumping onto her body
Behavioral Observations	<ul style="list-style-type: none"><li>Spiders usually follow a direct route to Lara; raucous squeaking heralds their arrival.</li><li>They can climb most surfaces, and leap surprisingly large distances.</li></ul>
Combat Tips	<ul style="list-style-type: none"><li>Use the Spider Stomp melee attack or Lara's Pistols to dispatch Spiders; anything else is wasteful.</li><li>If Lara is attacked by a spider while climbing, you will need to perform a Saving Grab.</li></ul>



## BAT



Coastal Thailand, Croft Manor, Southern Mexico, Jan Mayen Island

Nominal

None

Melee

- Bats home in on Lara, but are perhaps less aggressive than Spiders.
- Listen for the screeching that almost invariably foreshadows a bat attack. Individual Bats in a group may occasionally linger out of range; listen for further audio cues (particularly flapping wings) to discern when these decide to start their attack run.
- Like Spiders, Bats are more nuisance than direct threat. Their arrival often coincides with Lara gripping a tenuous handhold above a dizzying drop. The trick is not to panic: just stay still, draw your Pistols and fire until the last one falls.
- Contact with Bats while climbing may force Lara to make an emergency Saving Grab.

## EXTRAS

## SECRETS & ANALYSIS

## TIGER

Locales

Coastal Thailand

HP

350 (Casual Explorer), 500 (Tomb Raider), 600 (Master Survivalist)

Damage Modifiers

25% reduction on melee kicks; 20% chance to evade Lara's attacks

Attack Type

Melee

- Tigers are blindingly fast, usually attack in groups, and exhibit little subtlety. Their favored (indeed, only) tactic is to attack relentlessly.
- They can vault low obstructions and walls, but are easily confounded by obstacles and have no interest in climbing.
- Tigers can rear up on their hindquarters to perform a withering swipe.
- Tigers are easily evaded by climbing to a high vantage point.
- They can be silenced temporarily with a single Tranquilizer Dart. This usually gives you ample time to escape their territory.
- If a fight to the death is unavoidable, the Shotgun is your most effective weapon.

Combat Tips



## NAGA (GREEN)

Locales
HP
Damage Modifiers
Attack Type
Behavioral Observations
Combat Tips

Coastal Thailand

315 (Casual Explorer), 450 (Tomb Raider), 540 (Master Survivalist)

None

Spits venom at range; bites in close proximity

- The green variety of Naga rear up onto their hindquarters to spit venom. This can be dodged fairly easily, but try not to move too soon – they're adept at adjusting their aim.
- Naga are capable climbers, and very swift. If you seek refuge when up high, you'll find them hot on Lara's heels. They make rapid transitions from scaling a wall to running on a flat surface, so be wary of unexpected companions at high altitudes.
- The Assault Rifle is great for grinding them down from range. Up close, the Shotgun and Spear Gun work well.
- Naga can be dislodged from walls if shot while climbing. Their dogged persistence (they generally get straight back up to resume their ascent) makes them easy to slay in these instances.
- You should generally avoid the use of melee attacks when you face more than one Naga at a time. However, a timely kick can prevent a face full of noxious liquid at close range.
- Green Naga should always be your tactical priority for elimination when you face mixed groups. Not only are they weaker (and therefore quicker to dispatch), killing them also removes the constant threat of ranged attacks.

## NAGA (RED)

Locales
HP
Damage Modifiers
Attack Type
Behavioral Observations
Combat Tips

Coastal Thailand

472 (Casual Explorer), 675 (Tomb Raider), 810 (Master Survivalist)

25% reduction to melee damage

Melee attacks; bites at close range, lunges from a distance

- The hardy red Naga lacks the ranged attack of its cousins, but more than compensates for it with increased endurance and ferocity.
- When red Naga shift their weight onto their haunches, it's your cue to dive elsewhere – quickly. Their leaping attacks can knock Lara from her feet, which is dangerous if you're attempting to deal with a Naga swarm.
- Red Naga have the same climbing ability as their venom-spewing peers, but their penchant for diving attacks makes them arguably more dangerous on lofty platforms.
- The tips for green Naga are just as relevant here, but try to engage red Naga from a distance, backflipping and rolling to maintain a healthy gap between you and them. Use the Enemy Vault to escape when cornered.
- Even though red Naga have a heightened resistance to Lara's melee attacks, you can still save ammunition by finishing off stragglers with a withering sequence of kicks – the stun effect makes it virtually impossible for them to respond.
- Groups of Naga thoroughly warrant dipping into your allowance of sticky grenades.

## POACHER

Locales
HP
Damage Modifiers
Attack Type
Behavioral Observations
Combat Tips

Southern Mexico

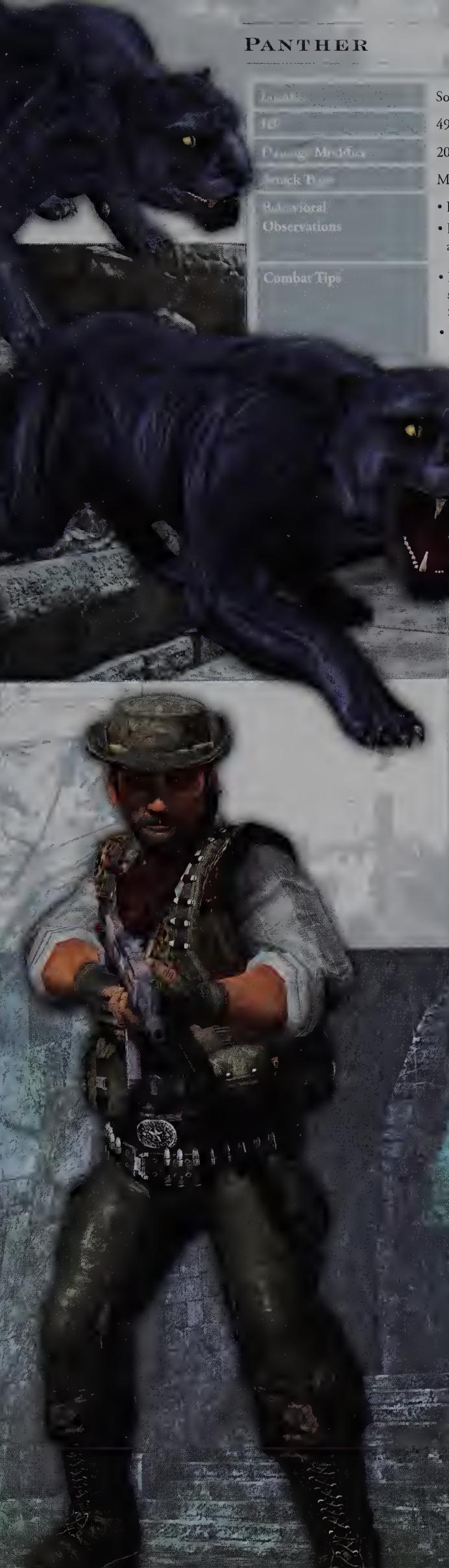
350 (Casual Explorer), 500 (Tomb Raider), 600 (Master Survivalist)

25% reduction to bullet damage; 200% increase to melee blows

Primarily ranged; equipped with Assault Rifles

- Poachers are very similar to Mercenaries, but seem more inclined to retreat behind cover as a tactical measure.
- Firing at Poachers from range will usually cause them to take cover and remain there. A cautious approach to fighting them can lead to lengthy battles.
- Due to their partial resistance to bullets, melee attacks are definitely the best way to silence Poachers quickly.
- Hang back to let the Poachers engage any nearby Panthers before moving in to mop up.

## PANTHER



Southern Mexico

490 (Casual Explorer), 700 (Tomb Raider), 840 (Master Survivalist)

20% reduction to bullet damage, 50% decrease in melee damage, 30% chance to evade Lara's attacks

### Melee

- Panthers are relatively slow, but compensate for this with their increased durability.
- Like other cats, Panthers mix long-range lunges with close-range swipes. The former attack will always bowl Lara over if it connects.
- Encountered several times in the early stages of Lara's Mexican expedition, Panthers are highly susceptible to Shotgun blasts – their slower speed means that it's easier to hit them accurately with full force. If you have room to maneuver, though, it's almost as easy to use Lara's Pistols.
- Unless it's a final blow to finish off a Panther, avoid melee kicks – they have very high resistance to physical attacks.

EXTRAS

SECRETS & ANALYSIS

## TIGER THRALL

Croft Manor, Southern Mexico

490 (Casual Explorer), 700 (Tomb Raider),  
840 (Master Survivalist)

20% reduction to bullet damage, 25% decrease in melee damage,  
25% chance to evade Lara's attacks

### Melee

- Tiger Thralls are fast and strong, and behave in broadly the same way as Tigers. They tend to run constantly once they engage Lara, but have a wide turning circle. Use this to your advantage while dodging.
- In addition to standard pounces and lunges, Tiger Thralls rear up on their hindquarters to perform a withering swipe that will knock Lara from her feet. If you're paying attention, a simple dodge makes this a moment of respite where you can blast away unmolested.
- As with all cats, alive or otherwise, the most reliable strategy is to climb to higher ground. Even a low ledge is sufficient – as long as it's out of swiping range, Lara will be safe from harm.
- You already know that Tiger Thralls must be finished with a stomp attack to shatter their bones, but you might not have noticed that a grenade tag is also an instant kill. However, it's prudent to have a good hiding place or escape route in mind before you stick an adhesive explosive to a creature committed to homing in on your position.



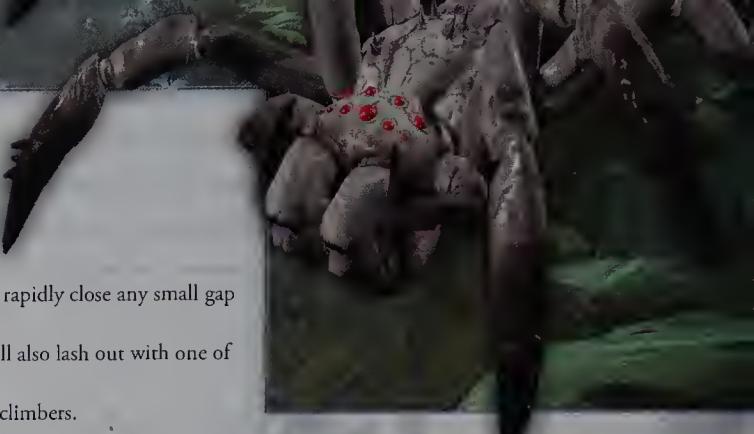
## GIANT SPIDER

Southern Mexico, Jan Mayen Island  
350 (Casual Explorer), 500 (Tomb Raider), 600 (Master Survivalist)  
25% resistance to melee blows; 25% chance to dodge Lara's attacks

Attack Type  
Behavioral Observations

Melee

- Giant Spiders are very fast: not quite on a par with Tigers, but they can rapidly close any small gap you create between them and Lara.
- Their leaping attacks are their strongest form of offense, though they will also lash out with one of many legs when close.
- As if those attributes were not enough, Giant Spiders are accomplished climbers.
- The Shotgun and Spear Gun are the best direct spider-slaying tools. The latter is particularly noteworthy for its ability to knock them onto their backs regularly.
- With all other weapons, maintaining a safe distance is essential. Backpedal furiously while maintaining a steady rate of fire, and don't let them corner you.
- If you have Lara's bike close by (as in Southern Mexico), Giant Spiders are easily squashed by collision or by performing a Donut – just hold the handbrake, accelerate and steer in one direction.
- Giant Spiders can be dislodged from walls while climbing, but have superior grip to Naga – it may take several shots with the Pistols before they lose their foothold. They can reach Lara when on sheer walls, but not if she's at the end of a pole.



## MAYAN THRALL

Southern Mexico

245 (Casual Explorer), 350 (Medium), 400 (Master Survivalist)

20% reduction in bullet damage; 60% increase to Lara's melee blows

Attack Type  
Behavioral Observations

Primarily melee attacks, but they also vomit noxious goo in a spreadfire pattern at reasonably close distances

- The sheer size of Mayan Thralls makes it hard to dodge their melee attacks. The manner in which they swing their arms during a charge is reminiscent of the "clothesline" wrestling move – and has a similar end result.
- They have relatively slow recovery times after knockdowns, which is something of a blessing.
- Their lurching gait can make it tricky to predict their next move. Thankfully, they're not the most decisive or consistently aggressive opponents that Lara faces: they are prone to brief moments of lumbering aimlessly.
- As with all Thralls, they must be "stomped" to completely destroy them. If you neglect this duty, they'll eventually recover their full HP and resume their attack. Grenades destroy them instantly, but are a poor choice in many scenarios.
- A mixture of kicks and Shotgun blasts is the best strategy against Mayan Thralls, especially on the Master Survivalist difficulty level. Flying kicks are more likely to immediately knock them over.
- In situations where you face more than two at once, focus on crowd control first and foremost. Use their brief regeneration time to its fullest and don't begin stomping on the prone Thralls until you have knocked at least two or three of them over.
- They can't climb, so Lara can retreat to higher ground in a pinch. Just make sure it takes her beyond range of their corrosive vomit, or the situation may call for a Saving Grab.

Combat Tips



## VIKING THRALL

Locales
HP
Damage Modifiers
Attack Type
Behavioral Observations
Combat Tips

Jan Mayen Island, Arctic Sea

350 (Casual Explorer), 500 (Tomb Raider), 575 (Master Survivalist)

40% reduction in bullet damage; 30% increase to Lara's melee blows

Melee attacks; occasional bursts of toxic ooze

- Viking Thralls are largely identical to Mayan Thralls – they're just bigger, uglier and tougher.

- The tips offered for Mayan Thralls are equally applicable here. The one addition is that Viking Thralls are easily crushed beneath the wheels of Lara's bike during the early stages of the Jan Mayen Island level.

EXTRAS

SECRETS & ANALYSIS

## YETI THRALL

Locales
HP
Damage Modifiers
Attack Type
Behavioral Observations
Combat Tips

Jan Mayen Island, Arctic Sea

770 (Casual Explorer), 1100 (Tomb Raider), 1320 (Master Survivalist)

60% reduction to bullet damage, grenades, and attacks with Thor's Hammer.

Very strong melee blows

- Slow, yet enormously powerful and resilient, Yeti Thralls stride inexorably towards Lara. The fleet-footed Ms. Croft can easily stay out of their range at her standard movement speed unless cornered.

- The solitary Yeti Thrall fought during the Jan Mayen Island level is a mini-boss of sorts, and can possibly catch unwary players off-guard. However, his brethren found in the final Arctic Sea mission are easily cut down to size with a maximum four ranged hits from Thor's Hammer.

- Along with grenades, Yeti Thralls have a big weakness against the Spear Gun. Despite their imposing size, they can also be felled with a single Adrenaline Headshot.

## GREENLAND SHARK

Locales
HP
Damage Modifiers
Attack Type
Behavioral Observations
Combat Tips

Arctic Sea

560 (Casual Explorer), 800 (Tomb Raider), 960 (Master Survivalist)

None

Melee; a sudden, head-on torpedo charge culminating in a snapping bite before returning to circle the prey

- Though similar to the Sharks encountered much earlier in the game, these specimens are smarter, faster and stronger.
- The main difference, though, is their ability to maintain a set distance just out of range of Lara's weapons as they circle her. This means that you can usually only hit them when they swim inwards for an attack run.
- Engaging more than one Shark at a time complicates matters; as you target one, a companion may (and often will) attack Lara from behind. You can prevent this by positioning her in front of a solid surface.
- Though the underwater environment prevents Thor's Hammer from working over larger distances, it's still just as powerful up close. Time your swing carefully, and you can practically fillet these sharks with one choice blow.

# MASTER SURVIVALIST TIPS

When you've completed Tomb Raider: Underworld at least once and acquired all Treasures and Relics, the next challenge is to beat its Master Survivalist difficulty setting. Though this has little effect on Lara's abilities (barring a 20% decrease in health, and a reduction in the time available for Saving Grabs to a scant half a second), it makes the adversaries she encounters more powerful and robust. Furthermore, she'll take more incidental damage when straying into flames or

falling from heights. As there's a definite knack to throwing Lara about while firing with abandon that some players may struggle to acquire, we've prepared the following quick guide to all the major battles you'll encounter during your playthrough – including screenshots to refresh your memory on where each fracas takes place.

## MEDITERRANEAN SEA

**Amanda's Ship:** A methodical approach to beating each group of Mercenaries is enough to get you through to the meeting with Natla – just find a good position,

and then lure them over individually. The lack of combat during your earlier exploration means that you have full ammunition stocks, and there's no shortage of checkpoints or Health Packs.



## COASTAL THAILAND

**Tiger Attack 1:** Avoid the first three Tigers by running to the left to start your climb straight away. You're completely safe once Lara leaves the ground.



**Tiger Attack 2:** After the climb to the upper level, you can simply sprint past the second trio, through the entrance, and jump onto the broken beam situated over the pit. Be ready to draw your Pistols to shoot the Bats you disturb.



**First Naga Attack:** Following the near-death experience with a faulty elevator (which, after Lara's behavior during her break-in at Natla Industries in the very first Tomb Raider, has a hint of karma to it), you can avoid this confrontation entirely by heading straight down into the depths of the temple.



**Shiva Gem Room:** This can be ugly on the Master Survivalist difficulty setting if you're less than vigilant. As you probably recall, this room combines extensive climbing with battles against Naga (plus nuisance value from a supporting cast of Bats and Spiders), with the arrival of the reptiles usually coinciding with your arrival at a suitably high and confined platform. The key to surviving these flashpoints is – where possible – to prevent Naga from gaining a foothold on your level. Pistol fire is usually sufficient to dislodge them from walls, though you should break out



your Shotgun if they are on the same level as Lara. Lone Naga can be easily bludgeoned into submission with a rapid succession of kicks.

## CROFT MANOR



**Tiger Thralls:** As soon as you regain control of Lara, leap for the ledge pictured here and climb up. You can then safely destroy both assailants with grenades.

## SOUTHERN MEXICO

**Note:** We strongly advise that you conserve your Shotgun ammunition for the last stage of this mission. It's also worth bearing in mind that Lara takes more damage from bike collisions with walls and obstacles on this difficulty setting.



**Panther Attacks:** After collecting the Jaguar Head from inside the first ruin, any attempt to dispatch the first Panther from a position of safety will be foiled by its (rather smart)

dash for cover. Instead, climb down and sprint for Lara's bike. The Panther will return (and with an ally, too), but it's easy enough to mow both down with a succession of collisions and handbrake turns. If you encounter difficulties, you can instead press forward and leave them behind. There are a further two Panthers after you complete the first Mayan Calendar puzzle. It's only a short run down the steps to reach the bike (you can even drive your bike up the steps and park it right in front of the temple door to cut down on the distance you have to run), but be sure to angle your run to dodge their initial lunges.



#### Panthers vs. Poachers:

When you reach the ruin that contains the Stone Skull, don't rush down the stairs to get involved in the battle. As this is a very long expedition, wasting too much ammunition

here puts you at a disadvantage later. Instead, use your Pistols to wear all combatants down from range, only moving forward to lure individuals closer to your position. The Poachers may (and probably will) hide behind cover, so venture forward and engage each one in turn when you run out of targets. A further group will attack if you depart via the broken door, but not if you retrace your steps via the Grapple and the iron poles.



**Second Mayan Calendar:** There are three Poachers who fire from positions on the wall above the road, with a Panther joining in later. All four can

be safely shot from a distance. Don't attempt to avoid this battle, as you'll be leaving in a hurry and can't afford to make mistakes – distractions will be unwelcome.



**Giant Spider Ambush:** After you activate the third set of ramps on the path that leads to the Xibalba Trap Rooms, three Giant Spiders emerge from the depths below. The close confines of this area offer precious little room to dodge their leaping attacks, so this is a good time to exploit this foe's primary weakness. Drop down quickly once the switch moves into place, hop onto the bike, then perform constant slides and Donuts to inflict massive damage.



**Xibalba Trap Rooms:** There are a number of Giant Spider attacks during your time in this room, with the first occurring straight after your arrival, so leave Lara's bike in a fairly

central position. Whenever these monstrosities arrive, make a dash for it and weave your own little deadly web to catch them in. Whenever that isn't possible, aim to reach one of the high horizontal poles and shoot one-handed.



**Jörmungandr's Pool:** The Mayan Thralls are a regular torment in this huge chamber, which is why we encouraged you to save Shotgun ammunition earlier. The early battle

against several at once is a nasty flashpoint; fortunately, you usually encounter them in pairs.

## JAN MAYEN ISLAND



**General Tips:** There are few notable battles in this fairly short mission – the initial quarrel with Viking Thralls is simple to resolve on the bike, and you'll generally encounter isolated individuals inside Valhalla. The worst you can expect is two Giant Spiders

at once. As there's no need to conserve ammunition, this is hardly a problem. The first encounter with a Yeti Thrall is a set-piece moment, but its incredible endurance and strength count for naught if it can't catch Lara. If you retreat into the nearby corridor, it's incredibly easy to beat with a few grenades.

## ARCTIC SEA



**General Tips:** After a brief taste of unfettered superiority during the short Andaman Sea stage, the Arctic Sea temporarily reduces the awesome power of Thor's Hammer. Though still effective over very short distances, it has no real range when used underwater. You'll

need to employ it or the (suddenly less exciting) Spear Gun to deter the advances of the several Sharks found here while you open the way forward.

Once inside, Thor's Hammer relegates all foes to the status of fleeting inconvenience. You may need to retreat occasionally to compensate for the weight of numbers, but that's about it. As long as you have a few health pickups to see you through the subterranean cavern, this final section will be no more difficult than it was during your first playthrough. Good luck!

# XBOX 360 ACHIEVEMENTS

Tomb Raider: Underworld has a good blend of different Achievement types, from individual challenges to progress-based rewards. Committed players will have a good chance of obtaining the maximum 1000 Gamerscore with a little time and effort – plus, of course, the assistance of our easy-to-follow guide.

## ACHIEVEMENTS LIST

ACHIEVEMENT	G	OBJECTIVE	TIPS
 Prologue	25	Complete the Prologue	All of these Achievements are unlocked during the course of a single playthrough, and are awarded once each stage has been completed. They are not tied to specific difficulty levels.
 Mediterranean Sea Expedition	50	Complete the Mediterranean Sea Expedition	
 Coastal Thailand Expedition	75	Complete the Coastal Thailand Expedition	
 Croft Manor Expedition	25	Complete the Croft Manor Expedition	
 Southern Mexico Expedition	100	Complete the Southern Mexico Expedition	
 Jan Mayen Island Expedition	50	Complete the Jan Mayen Island Expedition	
 Andaman Sea Expedition	25	Complete the Andaman Sea Expedition	
Arctic Sea Expedition	100	Complete the Arctic Sea Expedition	
 Master Survivalist	100	Complete the game on hardest possible settings	Start and complete a game on the Master Survivalist setting. You can find tips for this highest difficulty level on page 152 of this chapter.
 Treasure Hunter	30	Find 10 Treasures	The Walkthrough chapter features a comprehensive guide to collecting all Treasures and Relics.
 Skilled Treasure Hunter	40	Find 50 Treasures	
 Dedicated Treasure Hunter	50	Find 100 Treasures	
 Master Treasure Hunter	60	Find all 179 Treasures	
 Relic Hunter	30	Find 1 Relic	
 Dedicated Relic Hunter	50	Find 3 Relics	
 Master Relic Hunter	70	Find all 6 Relics	
 Swan Diver I	10	Swan dive off one of the three highest points over water in the game	See "Swan Diver Achievements" opposite for instructions.
 Swan Diver II	10	Swan dive off two of the three highest points over water in the game	
 Master Swan Diver	10	Swan dive off the three highest points over water in the game	
 Climber	5	Execute a chimney jump of at least 2 wall kicks	You'll obtain both of these during the course of a playthrough, or while hunting for Treasures.
 Master Climber	10	Execute a chimney jump of at least 4 wall kicks	
 Speed Demon I	5	Drive into Xibalba in under 45 seconds	Park Lara's bike in the best position for a swift getaway and save your game before adjusting the second Mayan Calendar Puzzle. The route into Xibalba isn't particularly taxing from either direction, and there's nothing to stop you from rehearsing it in advance if you have any doubts.
 Speed Demon II	5	Drive from the top of Valgrind to the bottom in under 50 seconds	
 Speed Demon III	5	Drive through the Valhalla Maze in under 40 seconds	
 Master Speed Demon	10	Beat all three Speed Demon challenges	This short time-trial begins at the entrance to Valhalla during the Jan Mayen Island stage. If you can't remember the route, don't worry – it's not too demanding.
 Roadkiller	5	Kill an enemy by running over it with the motorcycle	
 Master Roadkiller	10	Kill five enemies by running over them with the motorcycle	
 Grenadier	10	Kill two enemies with one grenade	The easiest place to unlock both Achievements is during the final level when you face hordes of Viking Thralls. Don't expend any effort to save Lara from the blast – the idea is to get as many enemies to crowd around her as possible before the grenade explodes.
 Master Grenadier	10	Kill three enemies with one grenade	
 Weapons Expert	5	Execute an Adrenaline Headshot on an enemy	
Weapons Master	10	Execute ten Adrenaline Headshots	Adrenaline Attacks may seem daunting at first, but they're not too hard with practice. The Andaman Sea mission is a prime location to increase your total – just make an accurate Adrenaline Headshot, then replenish your meter by creating havoc with Thor's Hammer.



This trio of Achievements requires Lara to perform swan dives into water (see page 13) in three very specific locations. It's worth noting that these need to be done during a single playthrough, and can't be obtained by using Revisit Location, or across multiple playthroughs.

#### Dive 1: Mediterranean Sea, Kraken Room

After slaying the Kraken, chimney jump to the ledge above the switch; there's a Silver Treasure up there, so the location should be familiar from your first playthrough. Swan-dive into the water from the position pictured here.



#### Dive 2: Mediterranean Sea, Amanda's Ship

Once you reach the upper deck, save your progress before diving from on top of the white bin.



#### Dive 3: Coastal Thailand, Cliff Climb

When you reach the top of the Coastal Thailand cliff, follow the path until you hear the distinctive ting that signals your arrival at a new checkpoint, then save your game. Retrace your steps and make a swan dive from the position pictured here. If you don't want to clamber all the way back up again, you're free to reload once the Achievement pops.



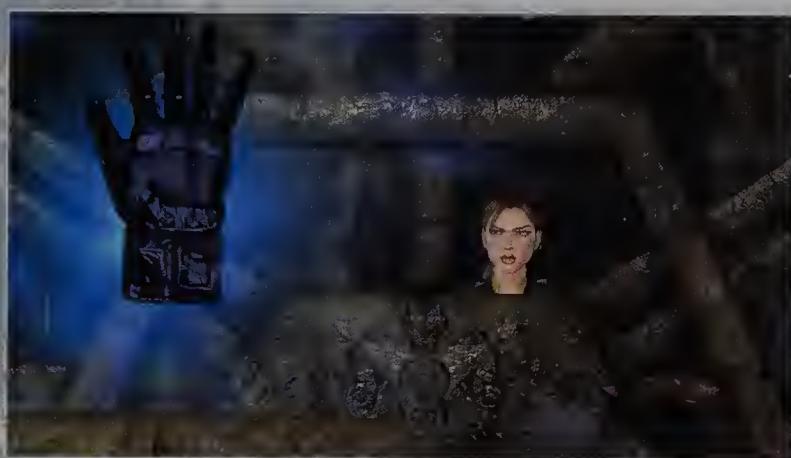
# STORY & CAST

## SYNOPSIS

Lara's search for Avalon, and the truth of her mother's fate, begins in the Mediterranean Sea after she receives advice from Professor Eddington, a former associate of her father. Entering an elaborate undersea ruin, she finds engravings that apparently reveal it to be Niflheim, a location from Norse mythology. "Not Avalon, exactly," Lara muses, "but the Norse equivalent."

### ★ AMELIA & RICHARD CROFT

*After their private plane crashed in the Himalayan mountains, nine-year-old Lara and her mother sought shelter in a Nepalese monastery. Shortly afterwards, Amelia Croft disappeared through a strange portal accidentally triggered by her curious daughter. Richard Croft was consumed by the need to learn what truly happened to his wife; he died during his search for the final resting place of King Arthur. We learn that the sword Excalibur (and, perhaps, others like it) is used to operate the transportation devices, which explains the elder Croft's research into the Arthurian legends. The denouement of Tomb Raider: Legend saw Amanda Evert claim that Richard Croft had been right all along: Amelia Croft had actually been teleported to long-lost Avalon. Though initially skeptical, Lara then took up the quest, and Tomb Raider: Underworld's story relates her efforts to locate this legendary realm.*



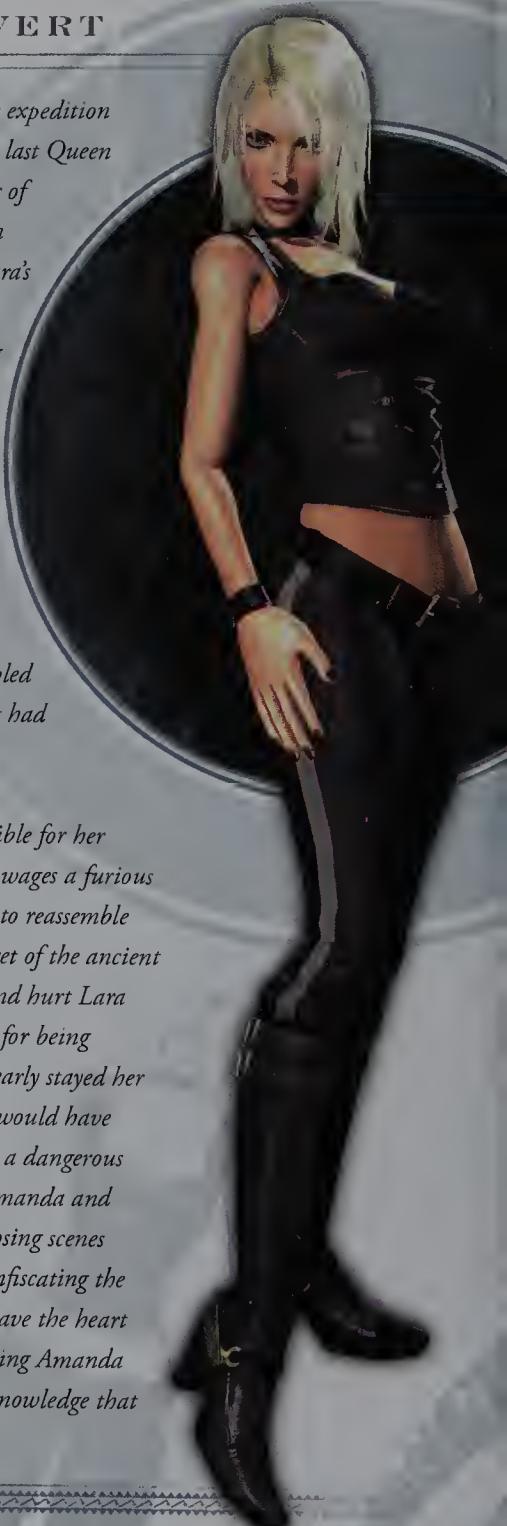
At the heart of the ruin of Niflheim, Lara encounters an imposing statue of Thor, son of Odin, and a pedestal bearing a single ancient glove. She speculates that this may be one half of Járngreipr, the iron gauntlets that enabled Thor to wield his hammer, Mjölnir. The glove itself crumbles at her touch, but a strange device remains; when placed on the back of Lara's hand, it glows with a radiant blue light. Before she can investigate further,

Lara is ambushed by a group of mercenaries and knocked out cold. She regains consciousness to find the artifact taken, and to hear the mercenary leader convey the message that "Amanda Evert sends her regards" before he destroys the exit to the chamber with a well-placed explosive.

### ★ AMANDA EVERET

*In Lara's youth, a disastrous expedition to the Peruvian tomb of the last Queen of Tiwanaku saw a number of her companions killed by an unknown entity. Despite Lara's desperate efforts, she was forced to leave the drowning Amanda Evert behind to save her own life during their attempt to escape. In Tomb Raider: Legend, Lara learns that Evert survived due to the powers of the Wraith Stone, a mystical artifact that enabled her to control the entity that had slaughtered their friends.*

*Amanda holds Lara responsible for her close brush with death, and wages a furious vendetta as they both aspire to reassemble Excalibur and learn the secret of the ancient portals. Losing her close friend hurt Lara badly, and her sense of guilt for being incapable of saving Evert clearly stayed her hand in situations where it would have made more sense to dispatch a dangerous antagonist. Lara defeated Amanda and dispelled the entity in the closing scenes of Tomb Raider: Legend, confiscating the Wraith Stone, but did not have the heart to kill her. Additionally, killing Amanda would have meant erasing knowledge that Lara hoped to learn one day.*

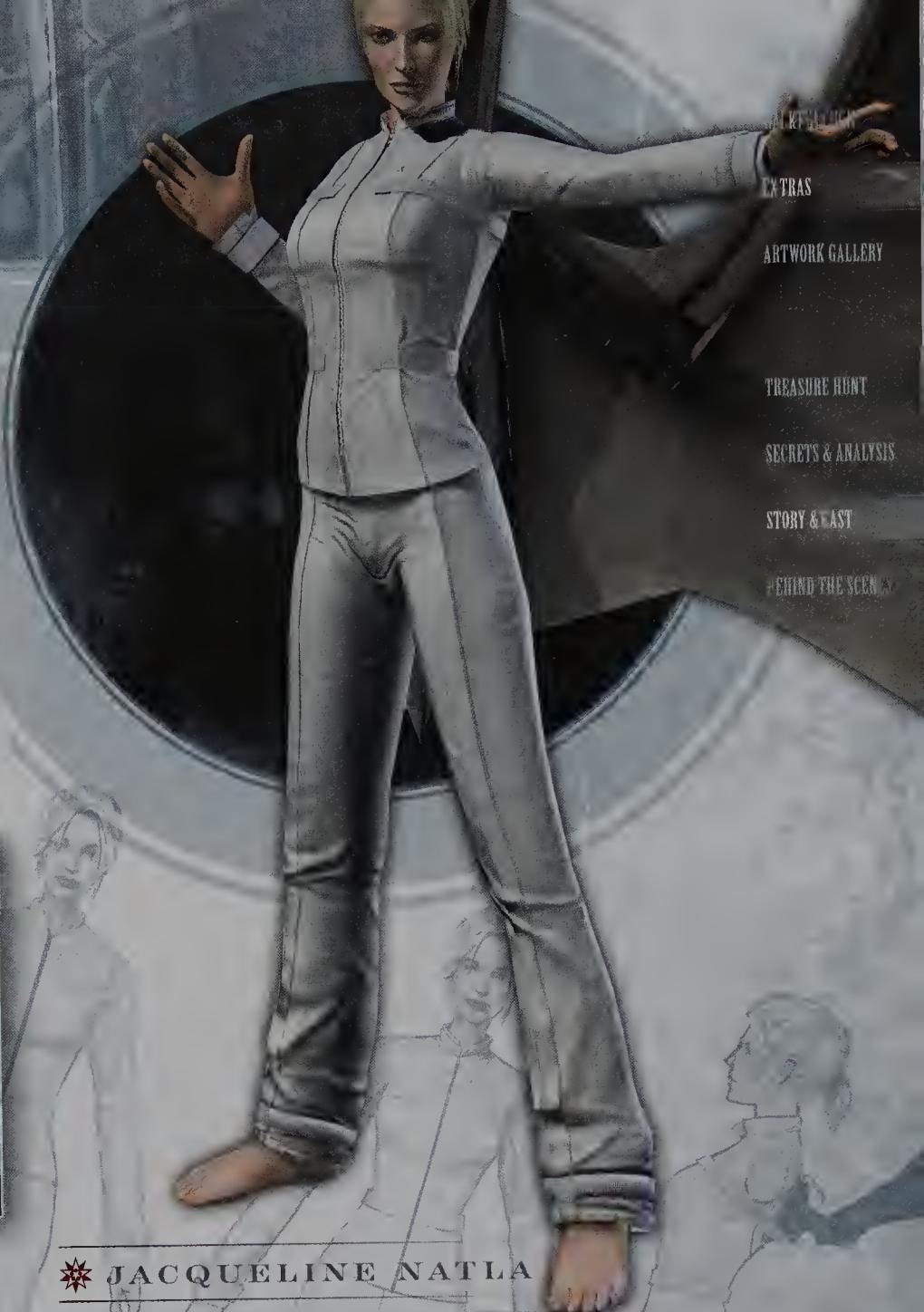




Locating an alternative escape route from the ruin, thereby foiling Amanda Evert's apparent attempt at exacting a highly personal form of revenge, Lara returns to her yacht to discover a ship nearby. After climbing on board, she fights her way through its heavily-armed crew until attacked by the mercenary leader encountered in the ruins below. Their brief battle causes an explosion, killing Lara's opponent instantly and – we soon learn – scuttling the vessel.



As Lara presses forward, she overhears a conversation between Amanda Evert and another woman imprisoned inside a glass tube. Amanda is frustrated that the gauntlet device retrieved by Lara does not appear to function. In a significant (though subtle) moment, her caged companion informs her that the object has "bound" itself irrevocably to Lara. Learning that the ship is taking on water, Amanda departs, leaving Lara face-to-face with Jacqueline Natla: the Atlantean queen encountered in Tomb Raider (and, of course, Tomb Raider: Anniversary).



### JACQUELINE NATLA

*The immortal Natla is blessed with godlike powers, having once governed the ancient Atlantean civilization as part of a ruling triumvirate of leaders. Sentenced to eternal repose in a unique prison after conspiring against her co-rulers, Qualopec and Tihocan, she was awoken from her slumber when a nuclear test in Los Alamos, New Mexico disabled the device that restrained her. After assuming the name "Jacqueline" and successfully integrating herself into society, she began using the wealth and influence acquired through her entrepreneurial skills to locate powerful ancient artifacts and, ultimately, the location of one of the great complexes that the Atlantean civilization left behind. Natla was presumed dead (or otherwise out of action) at the conclusion of the original Tomb Raider.*

*Tomb Raider: Anniversary expands on Natla's character, revealing that her goal is to instigate "The Seventh Age". In the last level of Tomb Raider: Legend, attentive players with an eye for detail may have noticed the presence of crates marked with the Natla Industries logo. This, along with Lara's assertion that Natla told Evert about the existence of Avalon, rather suggests that Natla has been manipulating Amanda from the very beginning.*

EXTRAS  
ARTWORK GALLERY  
TREASURE HUNT  
SECRETS & ANALYSIS  
STORY & CAST  
BEHIND THE SCENES

Natla greets Lara casually, entirely unsurprised by her arrival. Confirming that the portal that caused the disappearance of Amelia Croft was part of an ancient transport network, she reveals that Lara's father Richard had found the "wrong Norse underworld." Lara's mother had apparently travelled not to Niflheim below, but to Helheim. To gain access to Helheim, Natla informs Lara that she will need to find Thor's hammer – and that her search should begin in Thailand.



After Natla's glass cell is hoisted from the ship, Lara escapes the sinking vessel just in time to see Amanda hanging by a rope as the helicopter departs. Evert has a narrow escape when Lara opens fire with deadly intent, a bullet scoring a gash along her cheek, but Lara is distracted when Amanda throws Thor's gauntlet into the waters below. Lara dives in and successfully retrieves the artifact.



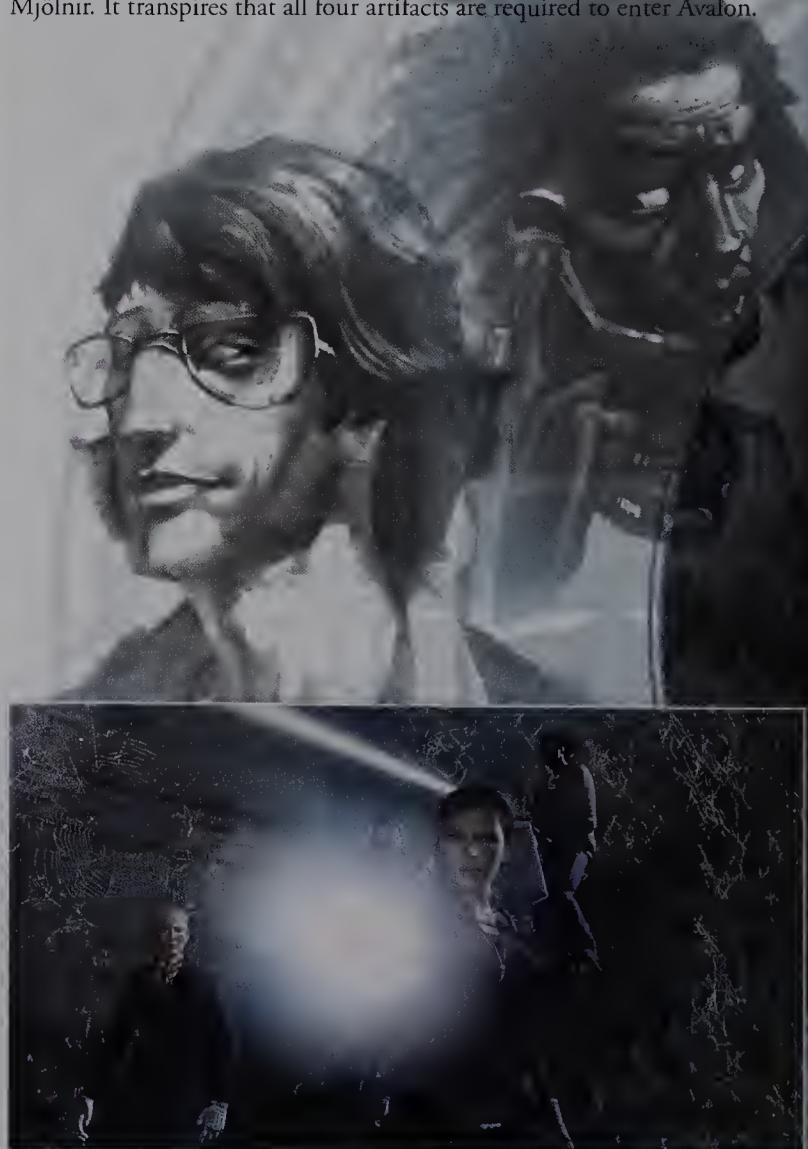
In Thailand, Lara makes her way through the ruins of the lost city of Bhogavati, eventually passing a boundary where the architecture begins to closely resemble that of Niflheim. She encounters a colossal door that glows with the same blue luminescence as Thor's gauntlet when the two are in proximity; equipping the device, Lara puts her hand to the surface of the stone and moves it aside with casual ease. "I can see where the rumors of Thor's godlike strength came from," she remarks.



In the room where the gauntlet's twin should lie, Lara finds only an empty pedestal and a map that she believes to have been recently destroyed. Examining the pedestal closely, she notices a message scratched into its surface: "Natla – I see your goal and am your puppet no longer – RJC." Recognizing it as her father's work, she notes the unusual use of Richard Croft's middle initial in his monogram, and discerns a deeper meaning that Natla had missed. "That's where you hid the artifact," she exclaims with amusement. "You sly old fox."



Returning to Croft Manor, Lara enters its crypt and examines the sarcophagus of her grandfather, Reginald Joseph Croft. Locating an electric switch, she discovers a hidden passageway. In the caverns below she discovers her father's secret study, where Thor's second glove and a recorded message await her. In the latter, Richard Croft tells his daughter that the Norse believed that Avalon contained a powerful weapon. To prevent this from falling into Natla's hands, he destroyed the map detailing the location of Thor's remaining treasures – his belt, Mjöngjord, and his hammer, Mjölnir. It transpires that all four artifacts are required to enter Avalon.



As Lara returns from the secret study, Croft Manor is rocked by an enormous explosion. Picking her way through the flames to reach the main hall, Lara finds Winston and a wounded Zip, but barely has time to dodge as the latter opens fire. Zip is convinced that Lara herself had shot him and caused the fire before taking the "Wraith Stone" – as used by Amanda in Tomb Raider: Legend.



## ★ ZIP, ALISTER FLETCHER & WINSTON SMITH

*Zip and Alister act as Lara's support team, offering vital remote assistance during her expeditions. Winston is a venerable family butler who attends to the upkeep of Croft Manor and, of course, those who live within. A knowledgeable, kindly and thoroughly dedicated servant, he offers valuable counsel to Lara when the need arises.*



Lara climbs into the Tech Room to study security footage, but encounters a doppelgänger, explaining Zip's earlier confusion. The sinister copy mirrors her every move – until, that is, it throws out an arm to shoot the nearby Alister in the chest, mortally wounding him. In the short fight that ensues, a furious Lara is comprehensively outclassed by her double, who disarms and disables her before making an abrupt departure. Lara carries Alister's corpse outside, where Zip and Winston are waiting. She resolves to continue her search without delay: "I need Thor's belt to get his hammer... and I need the hammer to kill a god."



EXTRAS

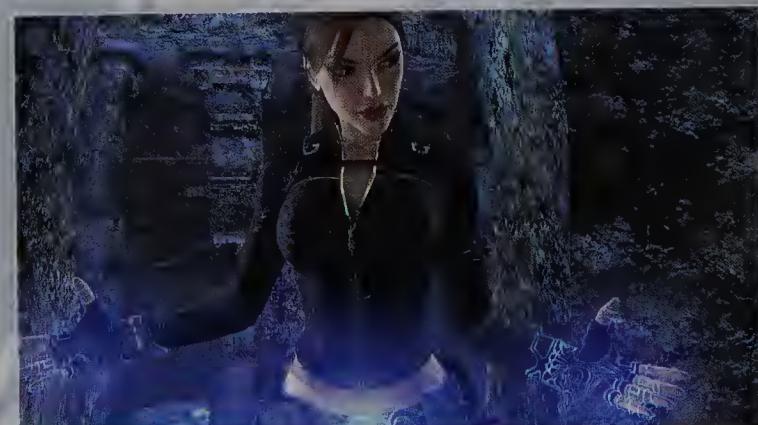
STORY & CAST

## ★ LARA'S DOPPELGÄNGER

*This deadly facsimile of Lara is reminiscent of a similar (though less sophisticated) creature used by Natla to slow Lara's progress through the Lost Island during the events of the original Tomb Raider. However, this version is undoubtedly more agile, malicious and independent.*



Directed to Southern Mexico by a photograph (taken by her father) of the desecrated wall map in Thailand, Lara explores Mayan ruins to find the entrance to Xibalba and, at the heart of the complex, another Proto-Norse temple. She encounters a carving that depicts a scene from Ragnarök (the Norse legend that tells of the "final battle of the gods" and ends with the flooding of the world), which relates Thor's pivotal battle with the Midgard Serpent. "Thor kills Jörmungandr with his hammer, Mjölnir," reads Lara, "but then he retreats only nine steps before he succumbs to the serpent's venom." After draining Jörmungandr's pool, she retrieves Mjöngjord – Thor's belt – and discovers that it powers his gauntlets.





On Jan Mayen Island, Lara opens Valgrind, the “Gate of the Dead”, to enter Valhalla. Fighting her way past Thralls, an army of undead that exist to defend the temple, she collects Mjölnir from a room that blazes with its incredible power. With Zip having discovered the location of Amanda and Natla, Lara returns to Thailand. Using Mjölnir to smite any mercenaries foolish enough to stand before her, Lara fights her way below decks to confront Natla. “Avalon, Helheim, I don’t *care* what it’s called – where is it?” she demands.

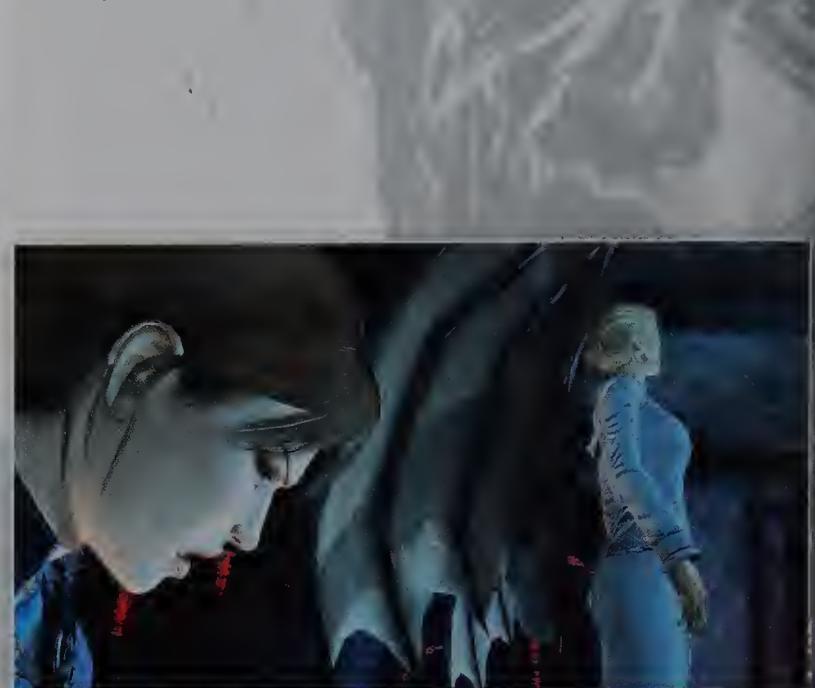


Lara learns that any desire she may have for vengeance against Natla will have to wait, as only the Atlantean knows how to open the way into Helheim. When Amanda enters the room, she and Lara are poised to fight, but Lara’s doppelgänger suddenly intervenes to hurl Evert over a ledge to the depths below. Lara furiously attacks her near-identical nemesis, but once again, cannot land a clear shot before it escapes. When Natla comments on her behaviour, Lara smashes the glass prison and barely controls the urge to execute her on the spot. “Get out of my sight,” Lara growls.



Lara ventures to a site in the Arctic Circle using coordinates provided by Natla, who – true to her word – performs the ritual that partly opens the entrance to Helheim, enabling Lara to finish the task with Mjölnir. Lara

steps inside the main chamber to find a dishevelled figure facing away from her, wearing a tattered navy blue suit and skirt. For a cruel moment there is a glimpse of Amelia Croft’s vacant face, before it becomes apparent that the other half of her features has been torn away, revealing the lifeless blood and bone beneath – she is a Thrall. The creature staggers towards Lara with arms outstretched as if to embrace her. Steeling herself against the sheer horror of the moment, Lara unloads both pistols, sending the Thrall tumbling into the void.



Natla chooses this moment to reveal herself – and, for that matter, her role in Lara’s misfortunes. “I’ve lived many times longer than your entire civilization, and I’ve never seen such delicious irony,” she gloats. “When I heard what happened to the wife of the great Richard Croft, I knew I could set him on a desperate quest to find what I desired most. Then he betrayed me in Thailand, and for that I killed him myself. But when you showed up with Thor’s Gauntlet, I knew I could send you off in your father’s footsteps, confident they would lead us to this very spot.”



Though ostensibly Amanda’s captive – her “pet Atlantean”, as Lara wryly described her at an earlier date – we learn that Natla has been exactly where she wanted to be from the start, manipulating those around her to achieve her goals. As Lara hefts Mjölnir to strike her down, though, the doppelgänger launches a surprise attack. Natla leaves to activate the ancient device while Lara fights for her life, but the doppelgänger is too fast for her. As the creature raises its fist to strike a deadly blow, Lara is astonished when Amanda, using the Wraith Stone, hurls it into the abyss. “Trust me, I wanted to let it finish you off,” admits Evert, “but the Midgard Serpent will tear the world apart, and only Thor’s hammer can stop it!”



With Amanda holding an endless stream of Thralls at bay, Lara sets about disabling the Midgard Serpent. Jörmungandr, Natla reveals, is actually a name for the network of tectonic ridges that encircles the Earth's ocean floors. "When this relic unleashes its fury below, the very seams of the planet will burst. 'The Midgard Serpent will rise up and spew poison into the air, and all the world will be consumed by fire and ash,'" she exults. "Ragnarök! The seventh age is upon us!"

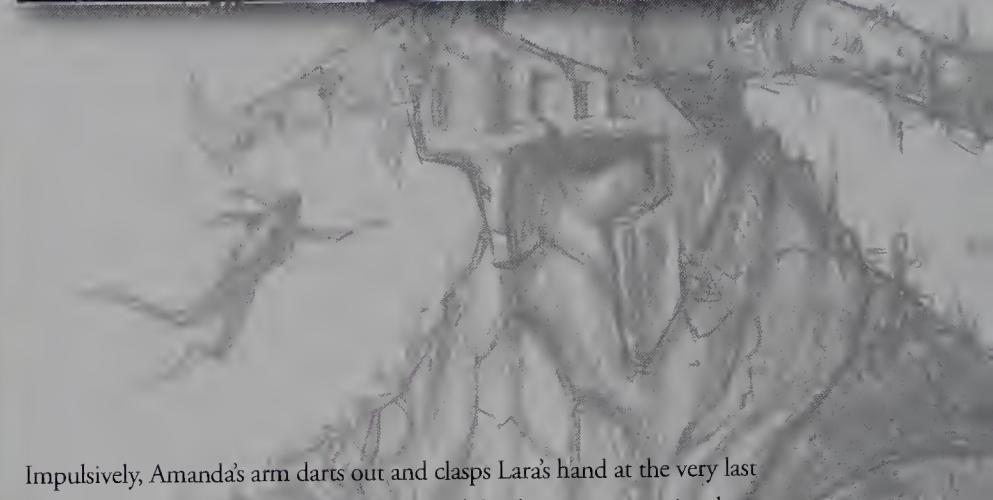


Lara performs the necessary actions to destabilize the Midgard Serpent, but Natla uses her powers to hold it in position. With a mighty throw, Lara hurls Mjölnir at her, knocking Natla (and the doomsday device) into the depths below. The waters of the deadly blue lake beneath begin to rise. "After killing the Midgard Serpent, Thor dies from its venom anyway," Amanda observes bleakly, recalling the Norse legend. "The good news is, we saved the world. The bad news is, now we're going to die here – just like your mother."



As Lara turns to respond to Amanda's callous remark, she is struck by sudden realization. Scanning the cavern, she espies the stone portal that brought her mother here. Finding that a chunk of one of the surrounding stones has broken free, she holds it in place to reactivate

the transportation ring, but realizes that this means she cannot reach the sword that triggers the portal. Amanda is astonished by Lara's suggestion that they cooperate to escape. Faced with the clear opportunity to condemn her sworn enemy to certain death, conflicting emotions cross Evert's face as she grasps the sword.



Impulsively, Amanda's arm darts out and clasps Lara's hand at the very last moment. Both are hurled through the portal, landing unceremoniously on the cold stone floor of the Nepalese monastery where Amelia Croft disappeared many years before. As they stand, Amanda glares, poised to strike with the Wraith Stone. Lara responds by sheathing the sword from the stone and faces Amanda with empty hands.

"So, it's back to this, is it?" observes Lara.

"What, you think we're even?" spits an incredulous Amanda in reply.

"Would killing me make us even?" asks Lara, sadly.

Amanda considers Lara's question for a moment before the angry smoulder of her Wraith Stone dissipates, then leaves. Lara bids a final farewell to her mother and departs.



WATERMARKS

EXTRAS

THEATRICAL

STORY & CAST

THEATRICAL

# RECONSTRUCTION



As with their first meeting in Tomb Raider, Natla's interests appear to coincide with those of Lara, but conceal a much broader agenda. Lara's burning need to answer one of the biggest unresolved questions of her life blinds her to the true danger posed by the immortal Atlantean. It's not that she's foolish enough to trust Natla – as she clearly states before freeing her, "If... no, *when* you step out of line, you'll *get it*" – but that she misjudges or willingly chooses to disregard the sheer scale of her intentions.

Once Natla learns that Thor's glove shaped itself to Lara's hand in Niflheim, it is revealing that there are no further direct attempts on her life until the final confrontation in the Arctic Circle. Though not immediately apparent, Lara is no less Natla's instrument (though she would doubtless say "puppet") during the events of Tomb Raider: Underworld than Amanda is.

Natla's scheme is to activate the Midgard Serpent, an ancient device apparently created with the sole purpose of purging the Earth of life. Its effects are revealed as Lara studies a carving in Mexico: "The coming of Ragnarök. Jörmungandr thrashes beneath the sea, flooding the land and vomiting its deadly poison into the air." The allegorical Jörmungandr, then, "the serpent that lies on the bottom of the ocean encircling all the world", actually represents the tectonic ridges beneath the Earth's oceans. "Deadly poison", we can safely assume, refers to catastrophic volcanic activity – sufficient to choke the atmosphere and condemn the few that escape to starvation.

After the death of several gods, including Odin and Thor, the Ragnarök legend ends with the flooding of the earth. Only two survivors are left to repopulate the planet under the auspices of those few deities that remain. Though not explored by the Tomb Raider: Underworld story directly, we can presume that Natla saw the Midgard Serpent as an opportunity to recreate civilization in her image, wiping innumerable billions from existence in favour of a tiny handful of bedraggled, wretchedly pliable souls. A demigod with a lifespan that reduces millennia to mere heartbeats is, after all, perhaps more capable of taking a long view. (Of course, it could also be that there is more to the "Seventh Age" that Natla seeks than has yet been revealed.)

Natla draws parallels between herself and Lara, and though their motives are clearly worlds apart, both share a similarly single-minded determination. Richard Croft's reputation was tarnished by his search for the mythical Avalon; even Lara doubted his clarity of mind regarding

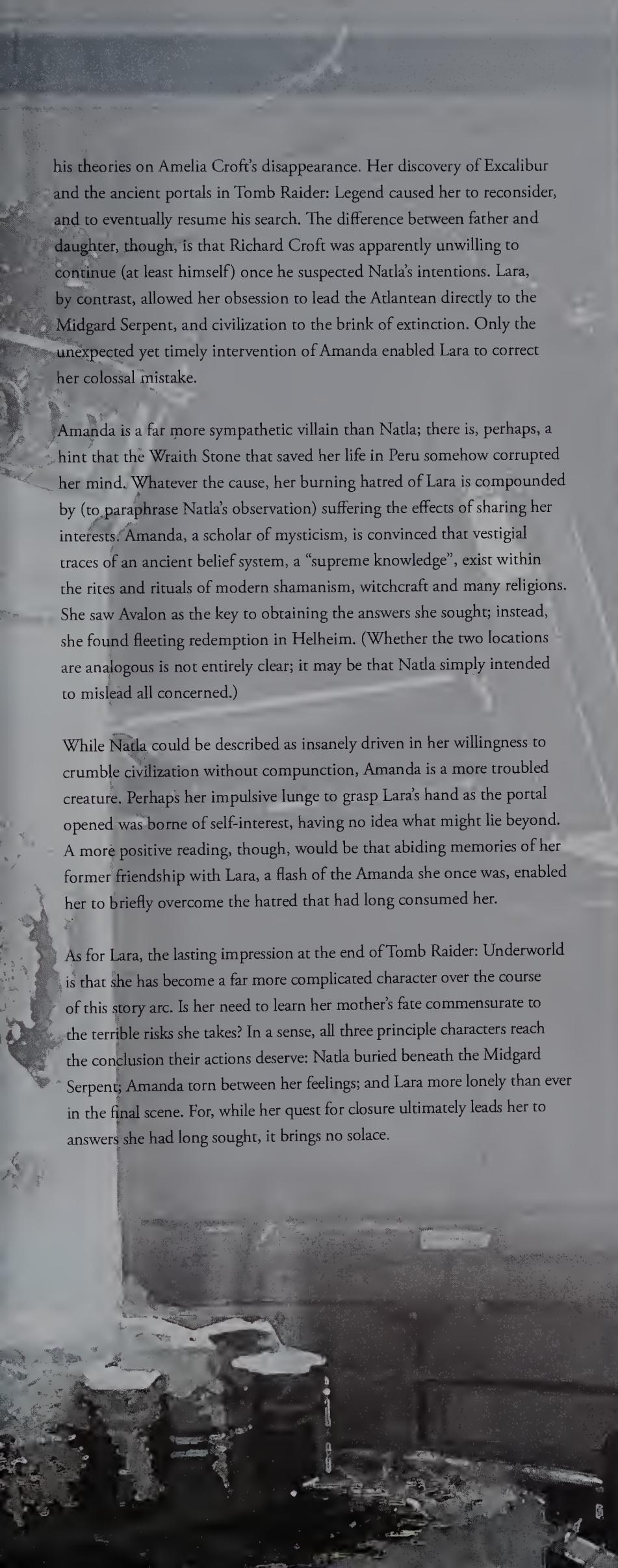
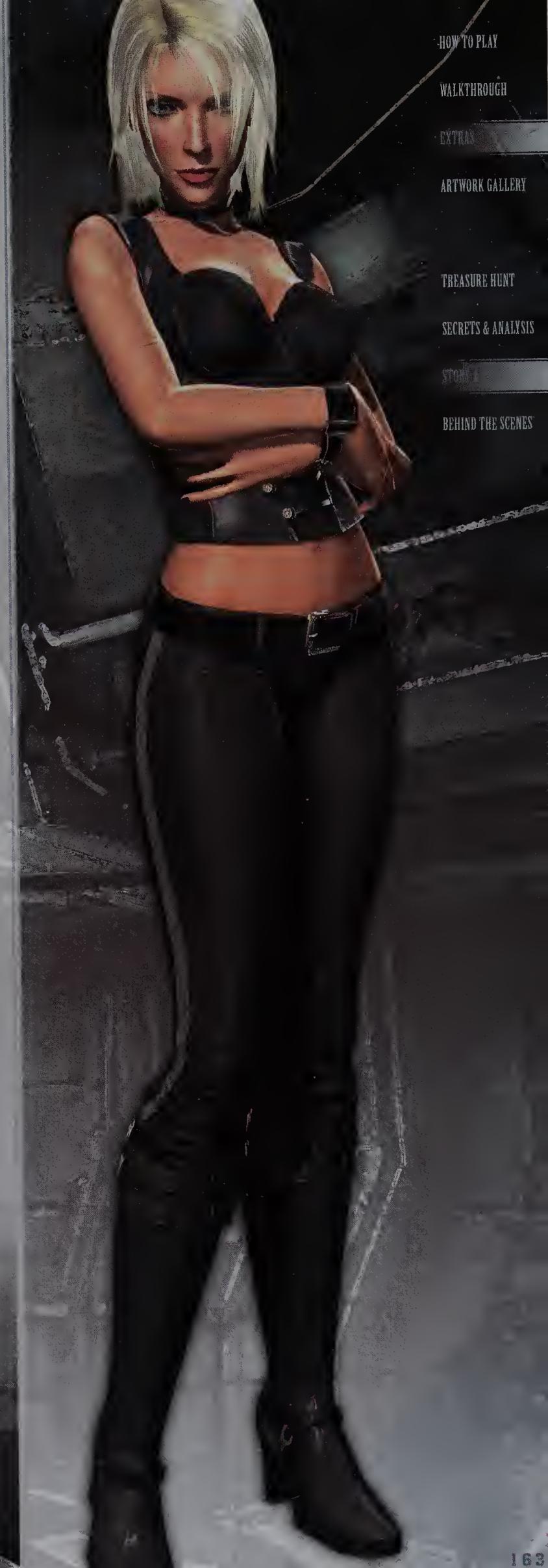


his theories on Amelia Croft's disappearance. Her discovery of Excalibur and the ancient portals in *Tomb Raider: Legend* caused her to reconsider, and to eventually resume his search. The difference between father and daughter, though, is that Richard Croft was apparently unwilling to continue (at least himself) once he suspected Natla's intentions. Lara, by contrast, allowed her obsession to lead the Atlantean directly to the Midgard Serpent, and civilization to the brink of extinction. Only the unexpected yet timely intervention of Amanda enabled Lara to correct her colossal mistake.

Amanda is a far more sympathetic villain than Natla; there is, perhaps, a hint that the Wraith Stone that saved her life in Peru somehow corrupted her mind. Whatever the cause, her burning hatred of Lara is compounded by (to paraphrase Natla's observation) suffering the effects of sharing her interests. Amanda, a scholar of mysticism, is convinced that vestigial traces of an ancient belief system, a "supreme knowledge", exist within the rites and rituals of modern shamanism, witchcraft and many religions. She saw Avalon as the key to obtaining the answers she sought; instead, she found fleeting redemption in Helheim. (Whether the two locations are analogous is not entirely clear; it may be that Natla simply intended to mislead all concerned.)

While Natla could be described as insanely driven in her willingness to crumble civilization without compunction, Amanda is a more troubled creature. Perhaps her impulsive lunge to grasp Lara's hand as the portal opened was borne of self-interest, having no idea what might lie beyond. A more positive reading, though, would be that abiding memories of her former friendship with Lara, a flash of the Amanda she once was, enabled her to briefly overcome the hatred that had long consumed her.

As for Lara, the lasting impression at the end of *Tomb Raider: Underworld* is that she has become a far more complicated character over the course of this story arc. Is her need to learn her mother's fate commensurate to the terrible risks she takes? In a sense, all three principle characters reach the conclusion their actions deserve: Natla buried beneath the Midgard Serpent; Amanda torn between her feelings; and Lara more lonely than ever in the final scene. For, while her quest for closure ultimately leads her to answers she had long sought, it brings no solace.

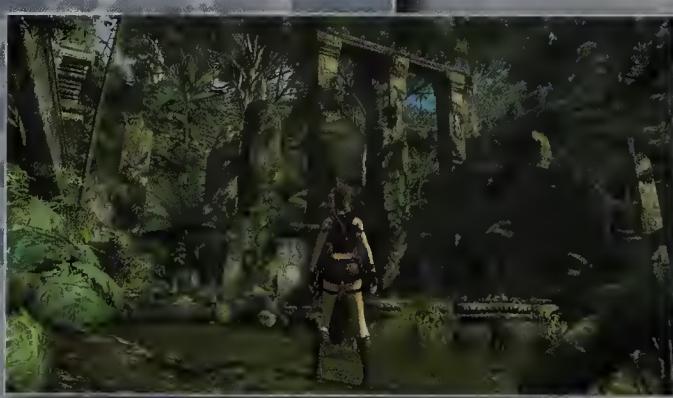


# BEHIND THE SCENES

This section offers a scrapbook of images that illustrate the evolution of Tomb Raider: Underworld from initial concept to full game, accompanied by insights and observations from the Crystal Dynamics development team.

## SCOUTING TRIP

The following photographs, taken in Mexico, Belize and Cambodia during the development R&D process, are all evocative of moments and sights from Tomb Raider: Underworld.



*"When we first started looking at environments, we realized that we were not going to be able to make them really shine until we knew what it was like to be there, so we sent our environment art director off to a number of locations. He took thousands of photographs, had some pretty interesting adventures himself, and brought all of that stuff home so that we could really see and get a feel for these places."*

*Harley White-Wiedow, Lead Designer*

*"We wanted Lara to be able to go into the world and embark on this epic adventure that spanned the globe, different locations like the steamy jungles of central America or over to the coast of Thailand, or to the far north – to be able to go where you'd expect her to go, but also to provide variety and to give her the means to go into places that were radically different. It gives the game a sense of scale and scope that you don't have when you isolate the player in one particular location."*

Eric Lindstrom, Creative Director

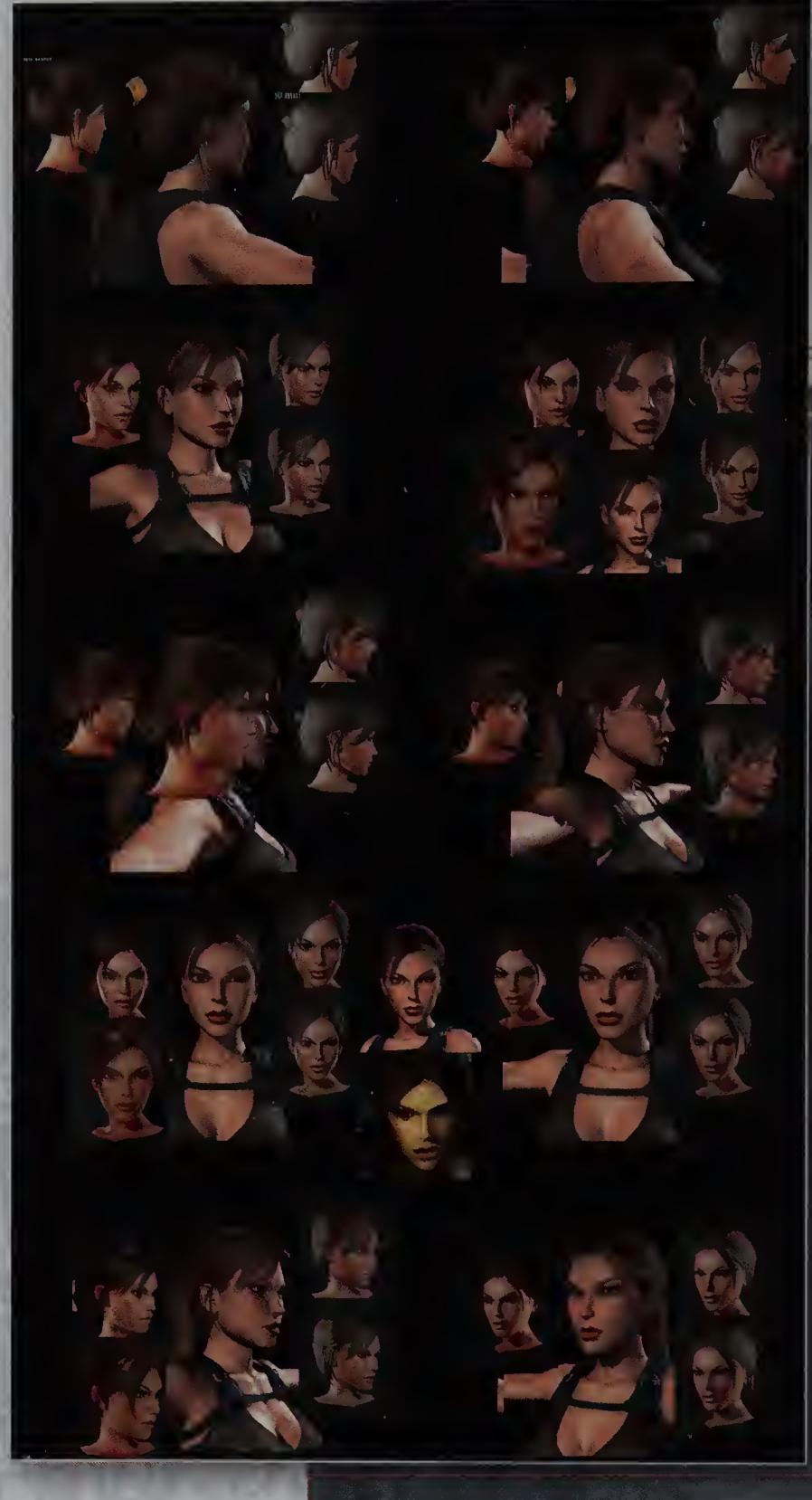


# EVOLUTION OF LARA

Redesigning and enhancing a videogame icon is not a task that the Crystal Dynamics team takes lightly...

*"We started off with the Tomb Raider: Legend model, and our goal was basically to create the true next-gen Lara. We broke it down and started from scratch. This time around we were offered many more tools to make her more believable and we really wanted to distinguish between believability and realism. Lara in the past has never really been a realistic character. She's a bit of a caricature: her eyes are really big, her legs are really long. We never really wanted to change this, so our goal was to make her more believable in the way she's rendered; the way her surface materials are treated so she fits into the world a lot better. Another way of making her more believable is to add more polygons, so in fact, for this version, we used over 30,000 polygons to define her model. Lara in Tomb Raider: Legend only had 12,000 polys, so essentially we've tripled the poly count. Gone are the days where you see the straight edges along the edge of the character. She looks very curvaceous, very realistic, and you could zoom in and see a lot of detail there that you would have never have been able to achieve before."*

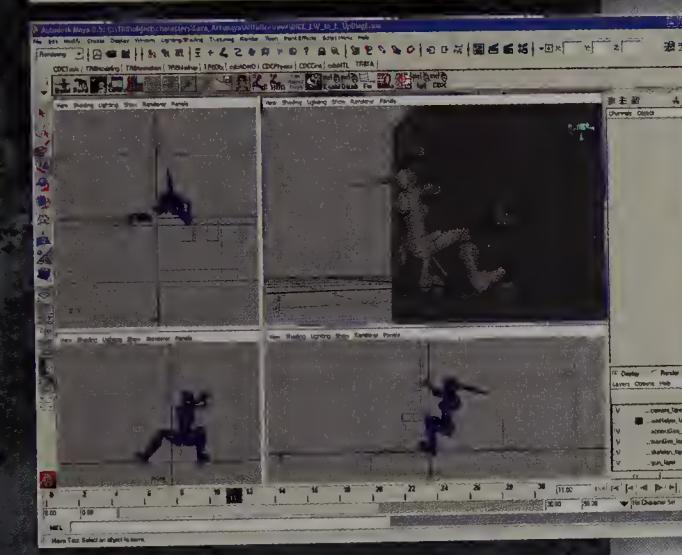
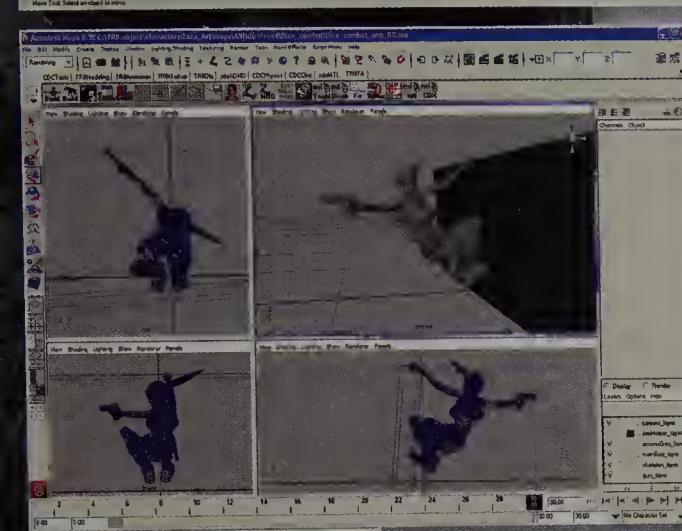
Kam Yu, Lead Character Artist



*"It's really difficult when you're designing Lara's main outfit because you really want to strike a balance between utilitarian considerations and basic good looks. You don't want it to be so functional that it's not sexy. One of Lara's characteristics is that she is very sexy, and you don't want to lose that quality, but there is a fine balance that you have to achieve. I think that's one of the problems with some games out there: their costumes are so fantastical that you can't imagine anyone wearing them. But one of our goals for designing clothes for Lara was to create things that you can actually imagine people wearing. I think that's really important to make the character come to life."*

Kam Yu, Lead Character Artist





"What Lara can do also affects all of the combat decisions we made, so the first thing that we did was decide that she was going to be able to split up her guns and shoot at two different targets at the same time. I mean, that was pretty much day one. There's no reason to expect that somebody like her wouldn't be able to do that. Then we wanted to take it even a step further: why couldn't she pull out one gun and target anything independently if she could physically reach her holster, so when she's holding onto a ledge you'd expect her to be able to take one hand off the ledge, pull a gun and fire it? So she can do that too. Her ability to fire at multiple targets, whether she's climbing or running or swimming is an extension of all of her capabilities that have come straight from that philosophy."

Eric Lindstrom, Creative Director

HOW TO PLAY

WALKTHROUGH

EXTRAS

ARTWORK GALLERY

TREASURE HUNT

SECRETS & ANALYSIS

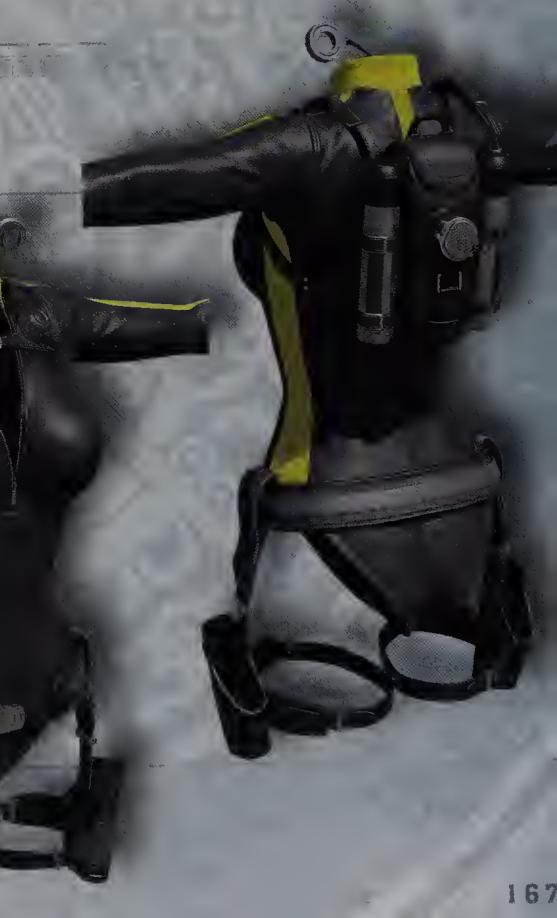
STORY & CAST

BEHIND THE SCENES

"We went down to LA and did, I think, a total of three weeks' worth of shoots. It was pretty incredible. We got all the game design stuff all worked out — like the metrics, like how high she can jump, what she can reach. We actually took those numbers and recreated them on a sound stage in giant studios where we motion capture, and we actually had the actors do Lara's moves with the real measurements that we're using in the game. That being said, though, after we got the motions back, we wanted to pump it up. While we wanted her to be believable, realistic sometimes comes across as boring, so we actually bumped up the value of her motions to make it a little more dynamic and almost hyper-realistic."

I think most people, if they ever get a chance to do motion capture, will find that sometimes realism is boring and that if you want something dynamic, you can't just rely on motion capture. You definitely do need another layer of animation worked on that to really pump up the motion. Otherwise, you might have a game that's just kind of okay. It won't have the peaks and valleys because the motions won't be as 'big' as people expect for a video game."

Primo Navidad, Lead Animator



# STORY REVISIONS

Introducing Peter and Jessica, two characters cut from the final storyline.

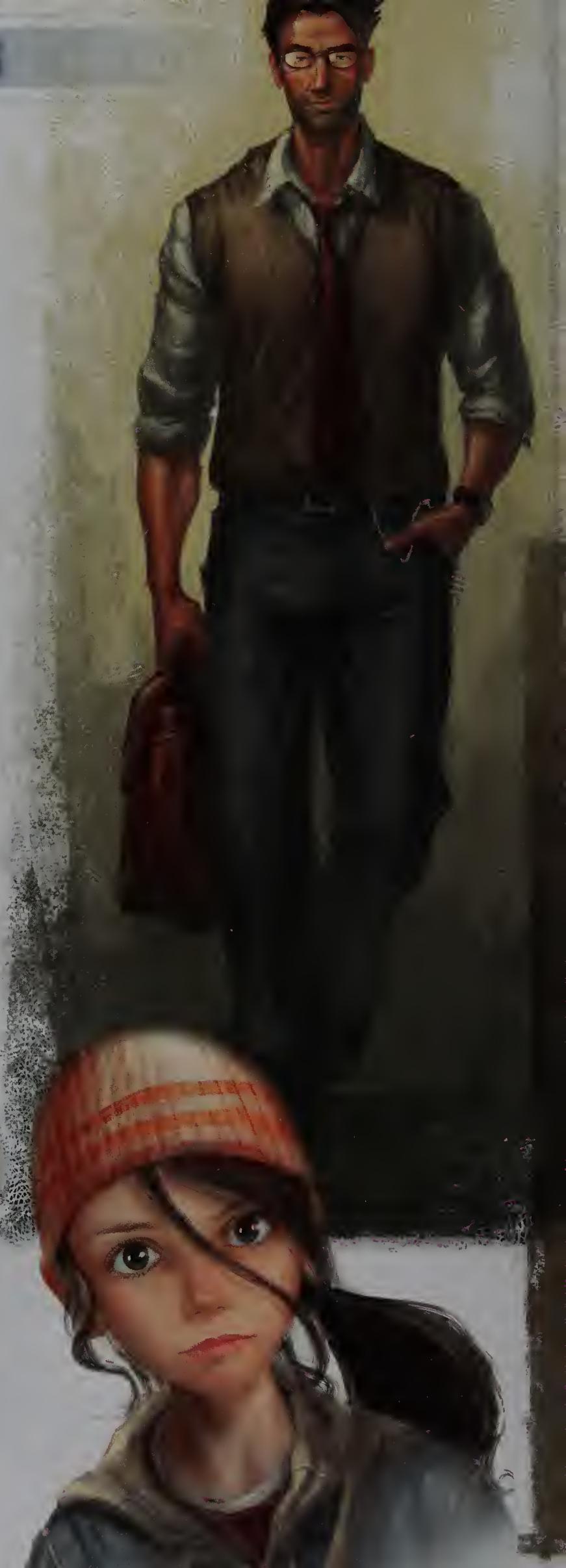


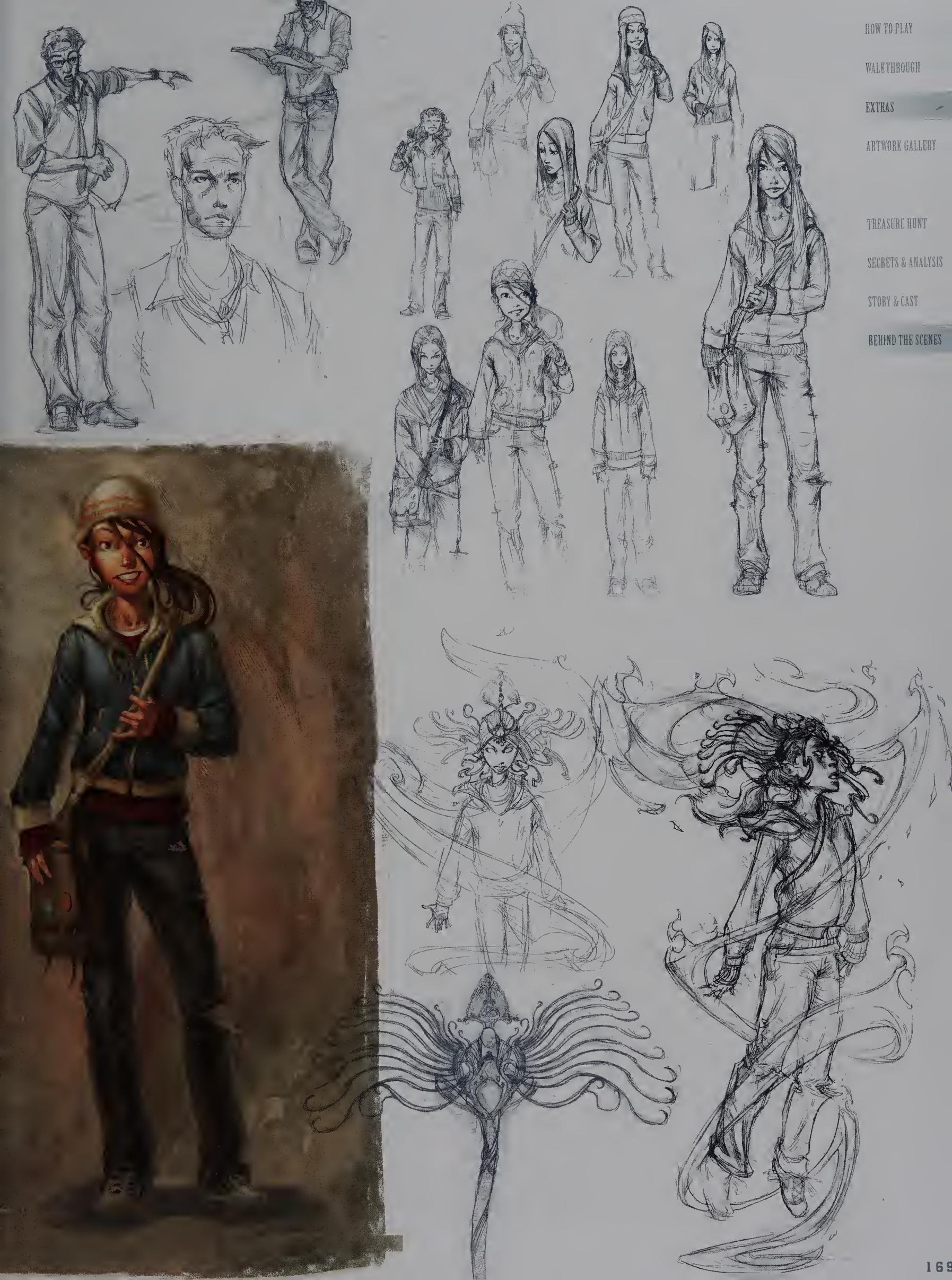
*"Just like the rest of the game, the story evolved throughout pre-production. In the first version, as a bridge to Tomb Raider: Legend, we had Professor Peter Eddington in the story as a character. Rather than being the same age as Lara's father, we made him in his mid-thirties, and we gave him a niece, Jessica, whom he was caring for after the death of her parents. We also had an additional artifact, the Eye of Odin, which resembled an articulated metal snake that wraps around your neck and head and had various powers. We wanted this artifact to attack Jessica and possess her, and the problem of freeing the artifact from the girl would be part of Lara's journey, and what brings her to the Arctic at the end."*

*We cut these elements from the story primarily because it was overly complicated, and we simplified the story by keeping the motivations attached to Natla's plan and the associated involvements of Amanda and Lara's Doppelganger. This also saved us the trouble of steering away from any misconceptions that Lara and Peter had a relationship, and also the burden of having a little girl character in the game not come off as annoying. This is possible, given the right voice actress, but it was a relief to make the story more concise and appropriate to the pace of the game.*

*Because these cuts were made in pre-production, we had already conceived both Peter Eddington and Jessica, and that's what you see here."*

*Eric Lindstrom, Creative Director*





## HOW TO PLAY

## WALKTHROUGH

## EXTRAS

## ARTWORK GALLERY

TREASURE HUNT

SECRETS & ANALYSIS

STORY & CAST

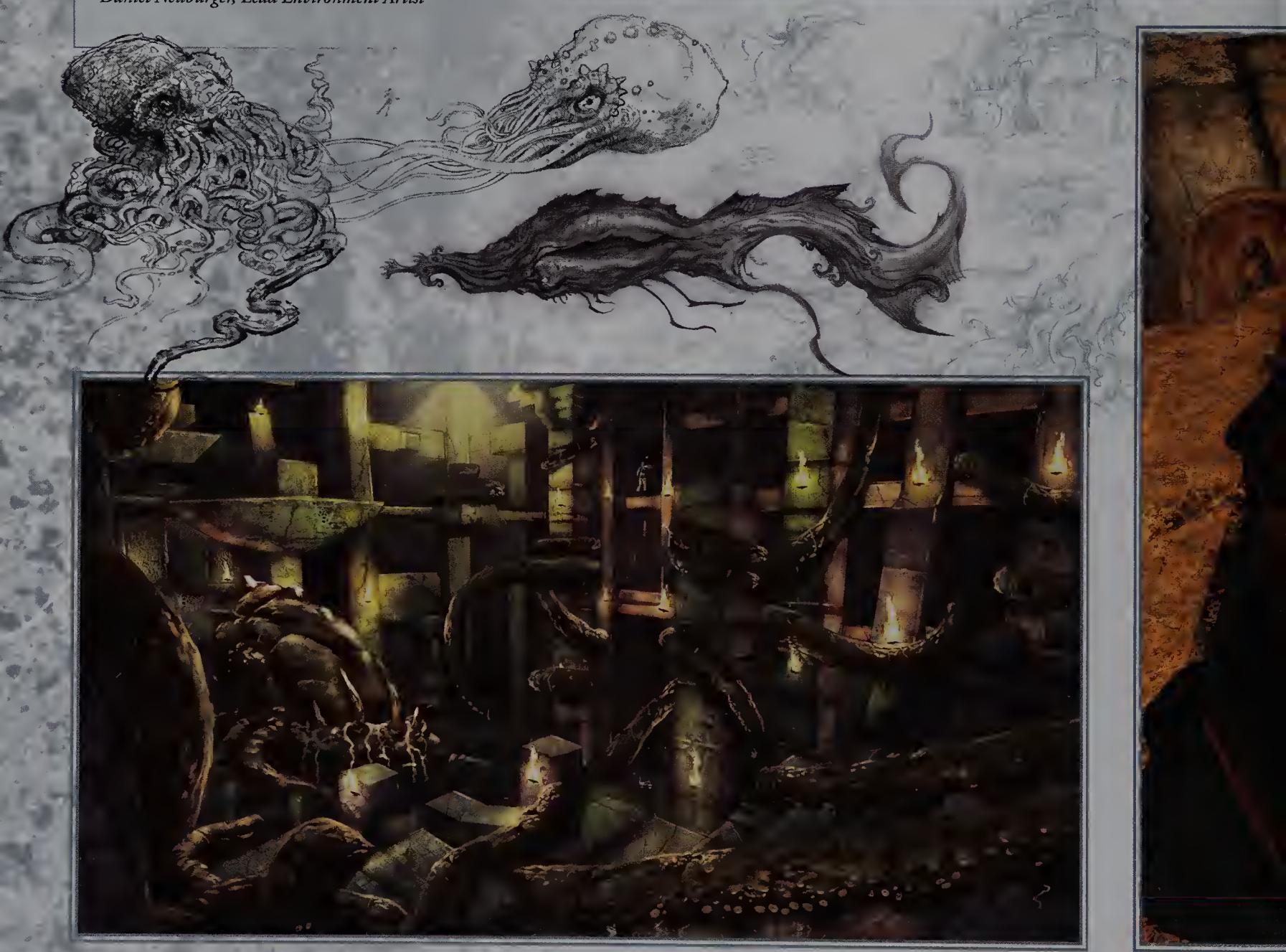
## BEHIND THE SCENES

# CREATING ENVIRONMENTS

The memorable Kraken encounter perhaps best illustrates the design philosophy behind Tomb Raider: Underworld's distinctive locales.

*"We don't want to throw everything out when we do a new Tomb Raider, but we do want to innovate. In the old Tomb Raider games there were a lot of puzzles that were inside the environment, and now we really want the environment itself to be a puzzle, to be what you're doing, to be the goal, to be alive and part of the fun and experience of the game. We don't want the environments to just be this big, empty, dead space that you're in: we want the environments to be part of the challenge and also part of the reward of what you're doing. We wanted to have plants that move; we wanted to have trees that blow in the wind; we wanted mud. These are the things that really make people feel that they're in a space, not playing a video game."*

*Daniel Neuburger, Lead Environment Artist*





HOW TO PLAY

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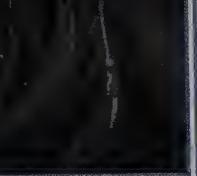
ARTWORK GALLERY

TREASURE HUNT

SECRETS & ANALYSIS

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BEHIND THE SCENES



*"Part of the experience we wanted players to have was to just wade into this large interconnected environment, and to start exploring and understanding the different relationships between parts. To make that connection really solid we needed to add things like persistence. When you knock them down, things stay knocked down. When you kill enemies, they stay on the ground, not only for credibility's sake but for knowing where you've been and what you've done – it really grounds you in that space."*

*Eric Lindstrom, Creative Director*



# ADVERSARIES

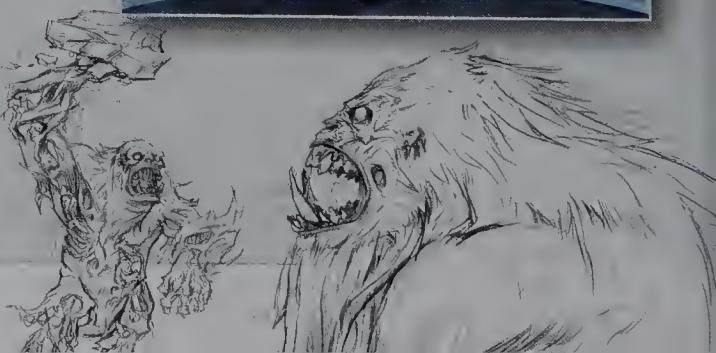
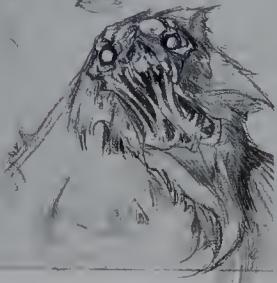
The outlandish and spectacular aggressors Lara encounters are the result of a long progression. These images show some of the revisions that the Crystal Dynamics went through.

*"When Lara goes out and explores these environments, she runs into enemies that pretty much class down to three different types. There are natural predators you'd expect to find in that part of the world. There are also what we'd call 'cryptids', which are animals that have been forgotten by time, animals that the scientists haven't caught up with yet – still natural creatures, but they're not the creatures that you'd find in any zoo. Then there's the third class. These are the foes that transcend the natural boundaries of the world."*

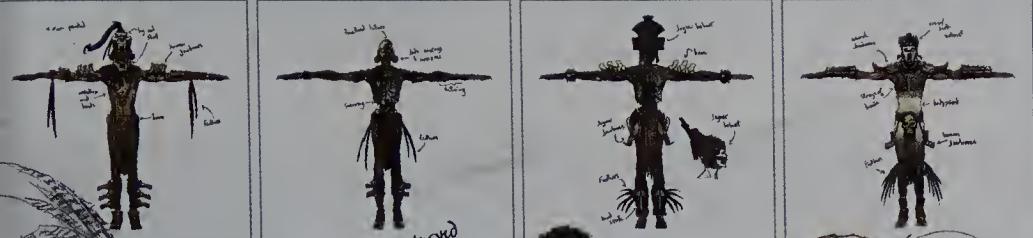
Eric Lindstrom, Creative Director



## YETI THRALL



## MAYAN THRALLS

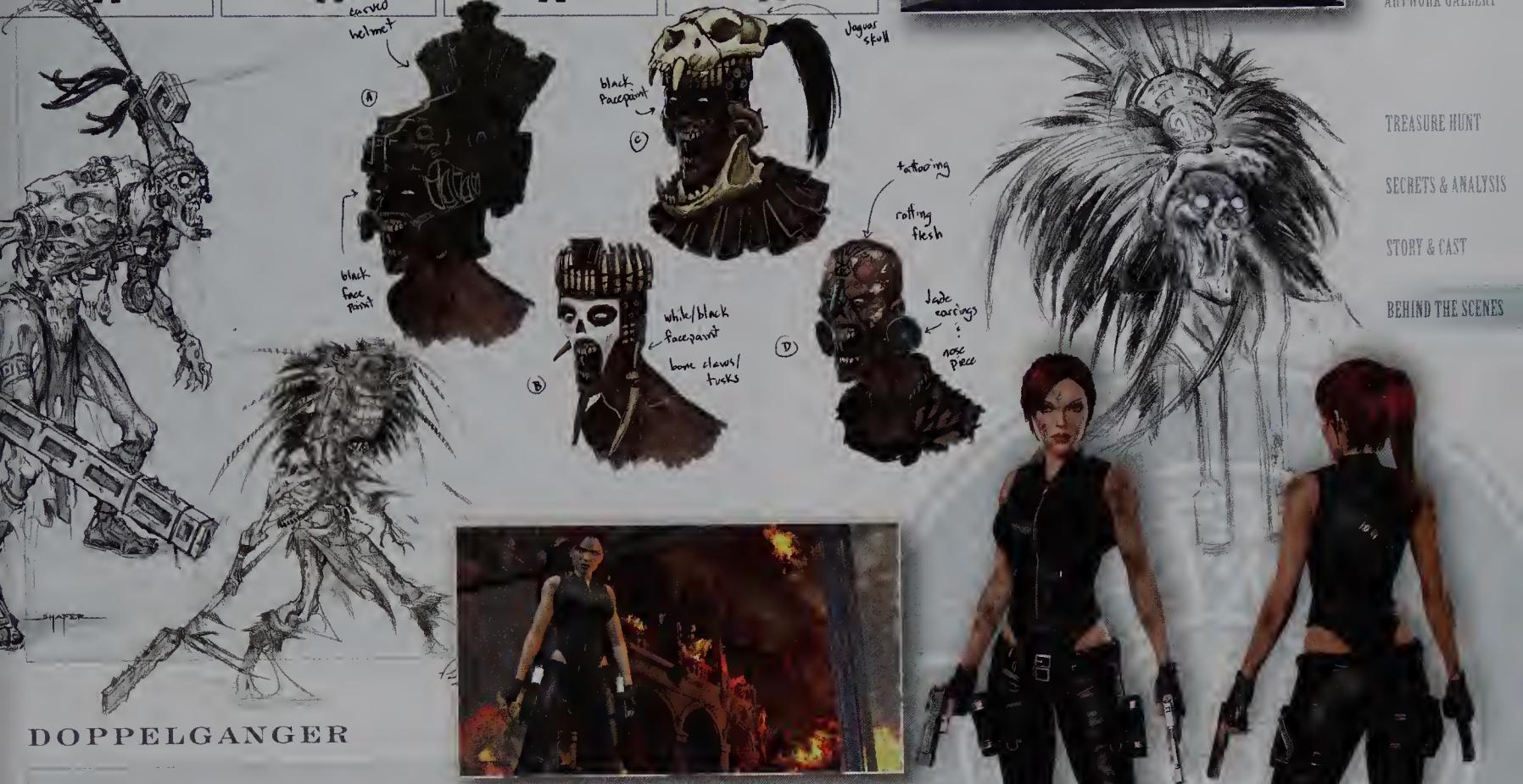


HOW TO PLAY

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ARTWORK GALLERY



## DOPPELGANGER



"Some of the creatures that Lara encounters are what are called Thralls, and in Norse mythology Thralls are actually slaves. Thor himself had two slaves who were humans, but he also had two goats that would pull his chariot all around the world, and those goats were special goats. If he ate them at night but didn't harm their bones, the next morning with a single touch he could resurrect them and they would continue to be goats and they could go on and on and on. So what she discovers is that these two myths are actually offshoots of the same creature that she discovers, which is something that I won't describe in detail, but it shares characteristics of both of those companions of Thor."

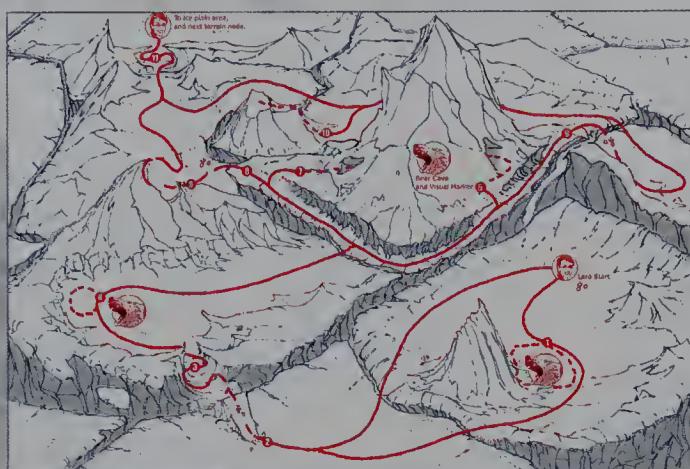
Eric Lindstrom, Creative Director



# ARCTIC DRIFT ICE



An earlier version of the Tomb Raider: Underworld story featured a location cut from the final game, as Eric Lindstrom reveals.



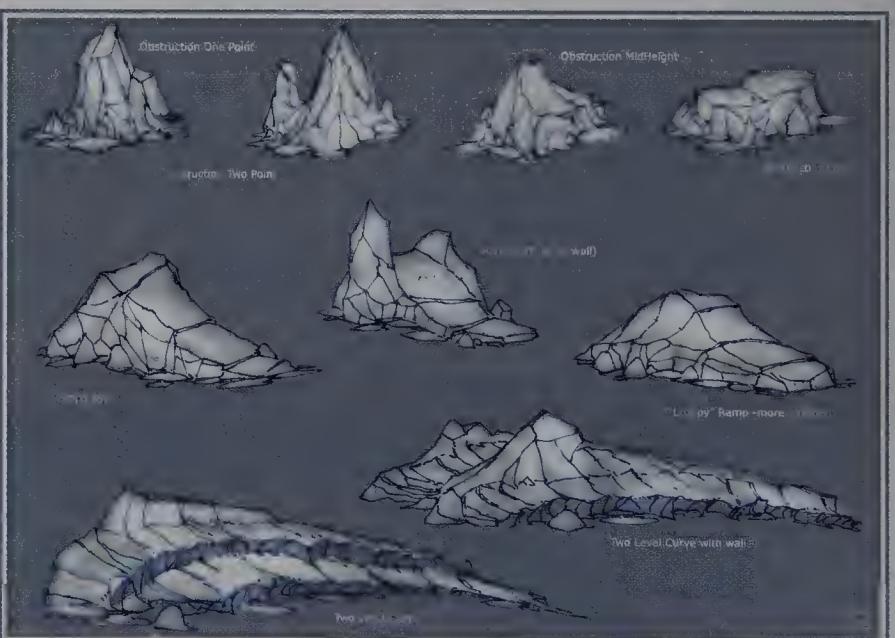
*"Originally the entrance to Valhalla was on Jan Mayen Island, and the sea ice that Lara blows a hole through to get into the Arctic Sea was in the same area, and within driving distance. The idea was that when you arrived at the coast of Jan Mayen, you faced a driving maze of sorts made of glacial crevasses to reach the door at the top of Valgrind – the one she drives in automatically in the final game. Then later, when Natla gave you coordinates to Helheim, you arrived at the same point on Jan Mayen Island but had a different destination and different ways to navigate the maze to reach it."*

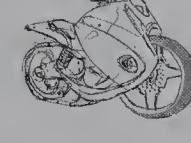
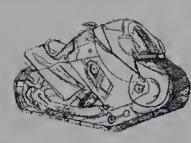
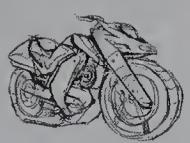
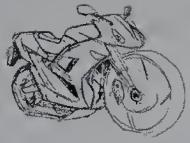
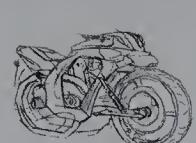
*It was particularly hard to cut the drift ice section, because of how it connected two levels in an interesting way, and because it gave more meaning and play to the all-terrain bike. We also made polar bears to fight on the ice, and it was a shame to cut them too, but there was nowhere else to put them in the game. It was just too much to build for the amount of gameplay it provided, and there were other problems as well. It was hard to design the area so that people didn't feel compelled to do more exploration than was rewarded, and it was too hard to make the icy surfaces distinct enough to keep people from being lost all the time. Even we designers, who knew the map, got lost way too often.*

*The all-terrain bike in fact started out as a concept bike that had a street-ready half track on the back, so that the bike was part rugged motorcycle and part snowmobile, all the time. We ran through many versions of this concept, but in the end when we cut the drift ice, there was no real need to keep the half track, and we were never happy with the look of it in any incarnation.*

*Additionally, we originally made it possible for the handlebar assembly to detach and function as a diver propulsion vehicle (DPV). It turned out to be just too hard to handle in the underwater areas we were making, and ultimately wasn't necessary, so this was cut as well."*

*Eric Lindstrom, Creative Director*





HOW TO PLAY

WALKTHROUGH

EXTRAS

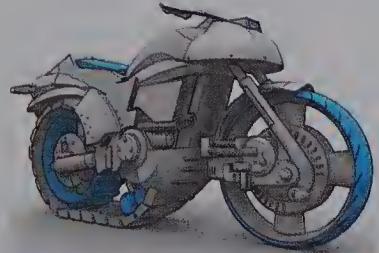
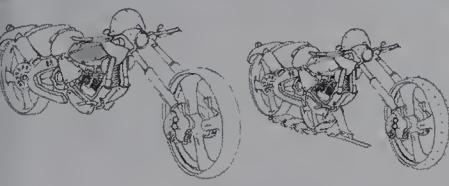
ARTWORK GALLERY

TREASURE HUNT

SECRETS & ANALYSIS

STORY & CAST

BEHIND THE SCENES





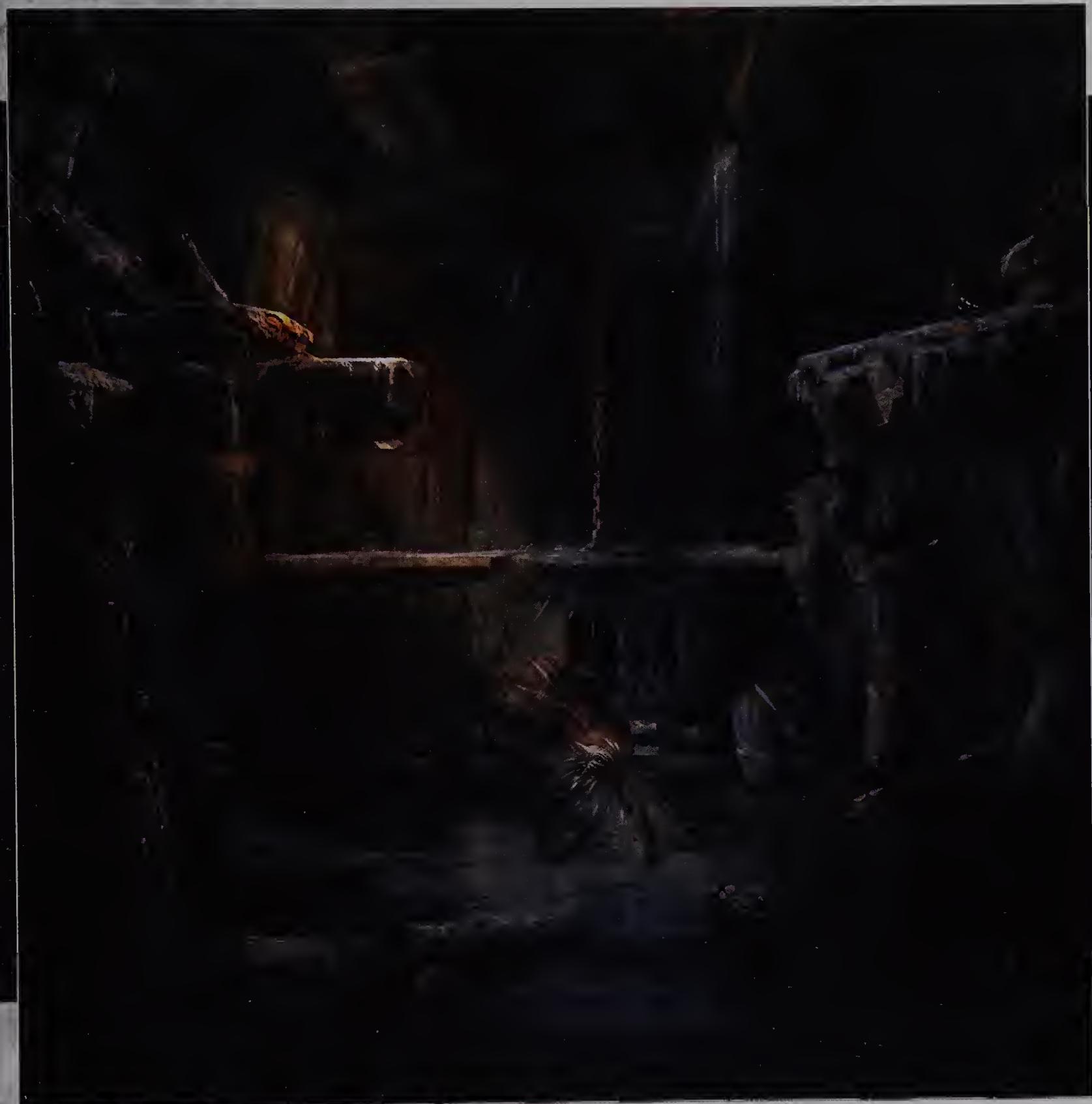
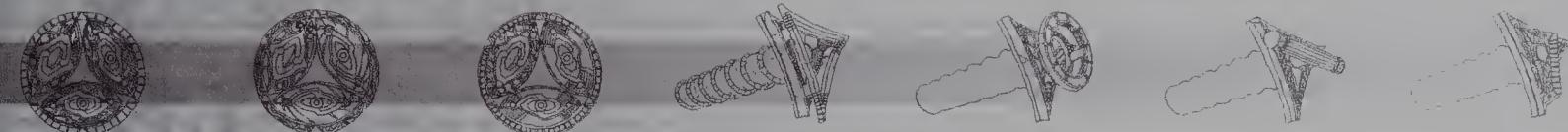
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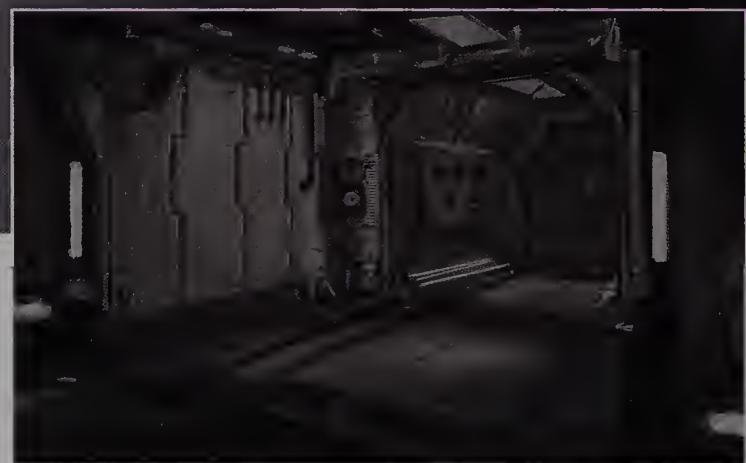
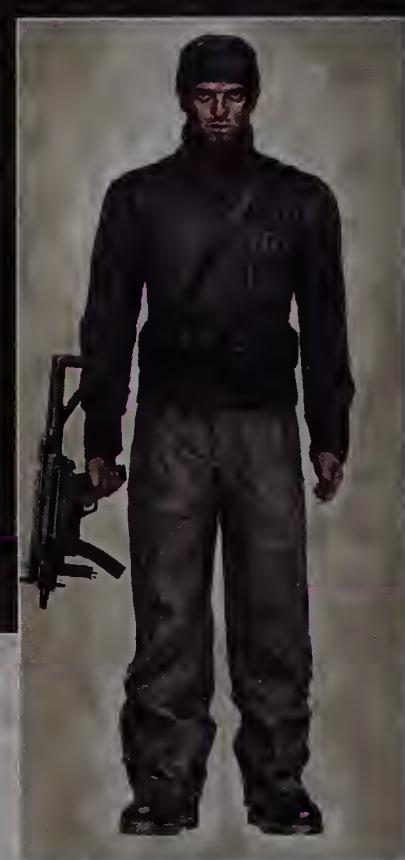
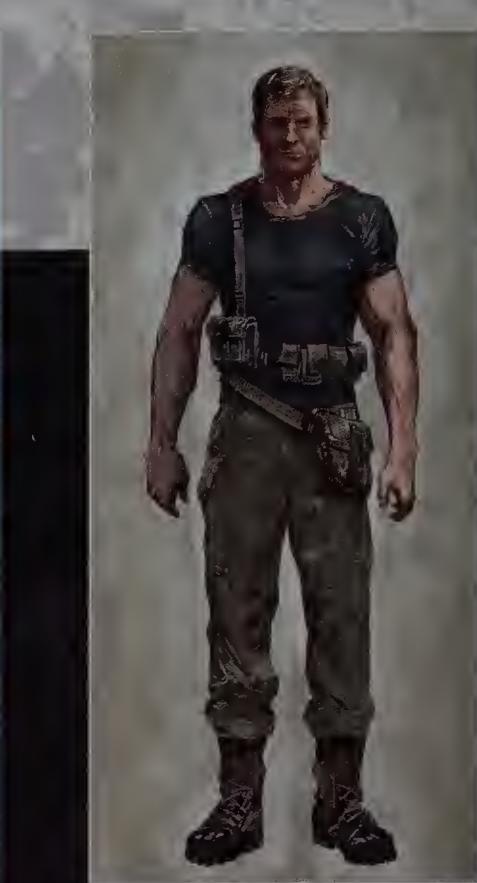
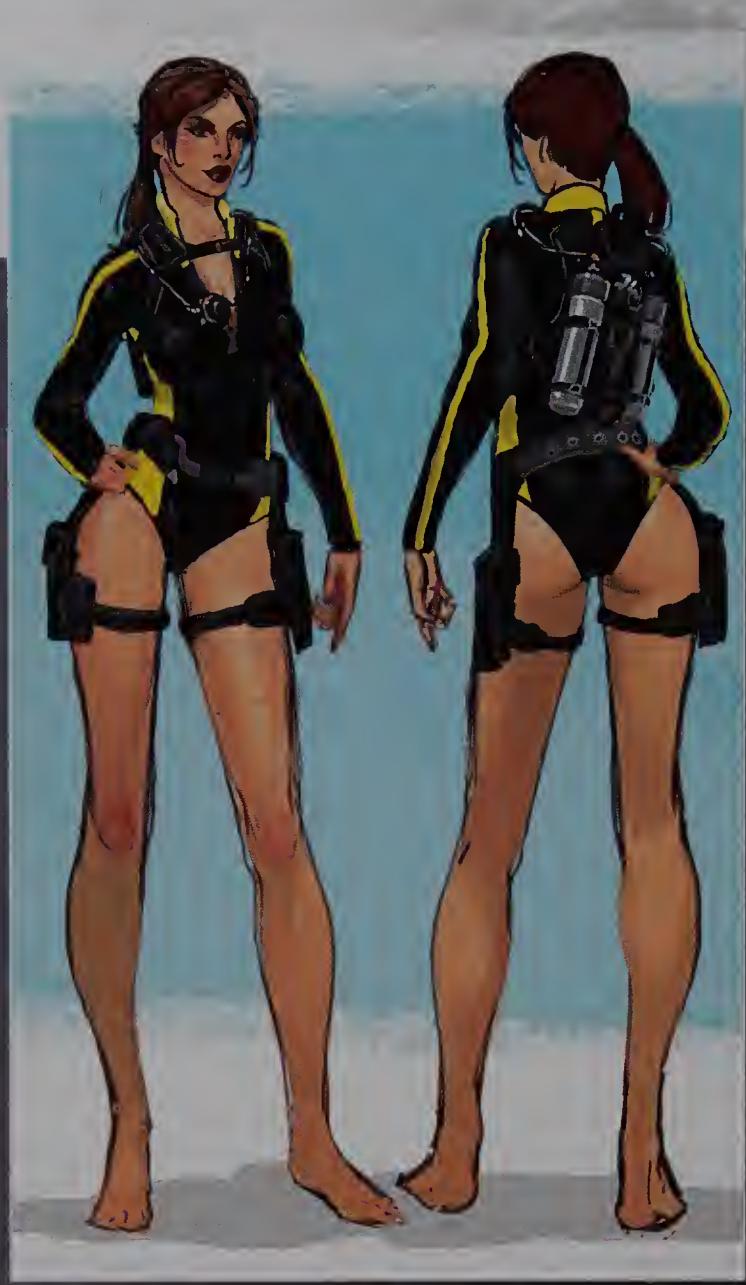
# ARTWORK GALLERY

IN THIS FINAL CHAPTER WE INVITE READERS ON A VISUAL TOUR  
OF TOMB RAIDER: UNDERWORLD, WITH A LINEAR SEQUENCE  
OF STORYBOARDS AND BEAUTIFUL HI-RES CONCEPT ART  
ILLUSTRATING KEY MOMENTS FROM LARA'S ADVENTURE. WE  
STRONGLY ADVISE THAT YOU AVOID READING ANY FURTHER  
UNTIL YOU HAVE COMPLETED THE GAME: SPOILERS ABOUND  
THROUGHOUT THE PAGES THAT FOLLOW.

# MEDITERRANEAN SEA

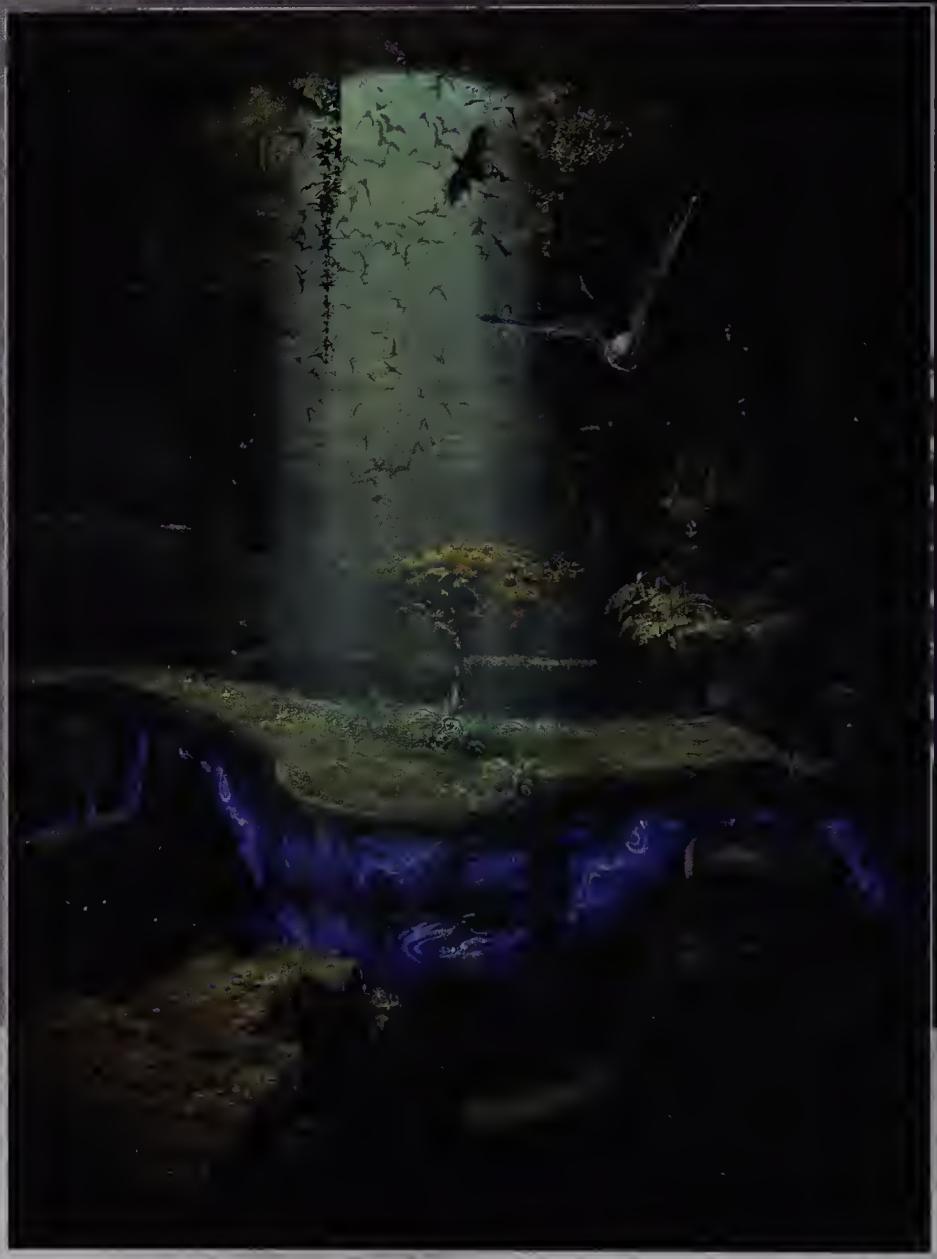




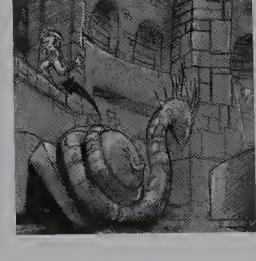
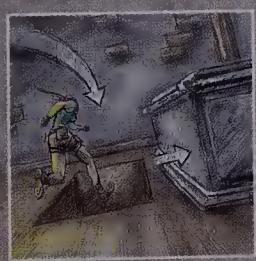
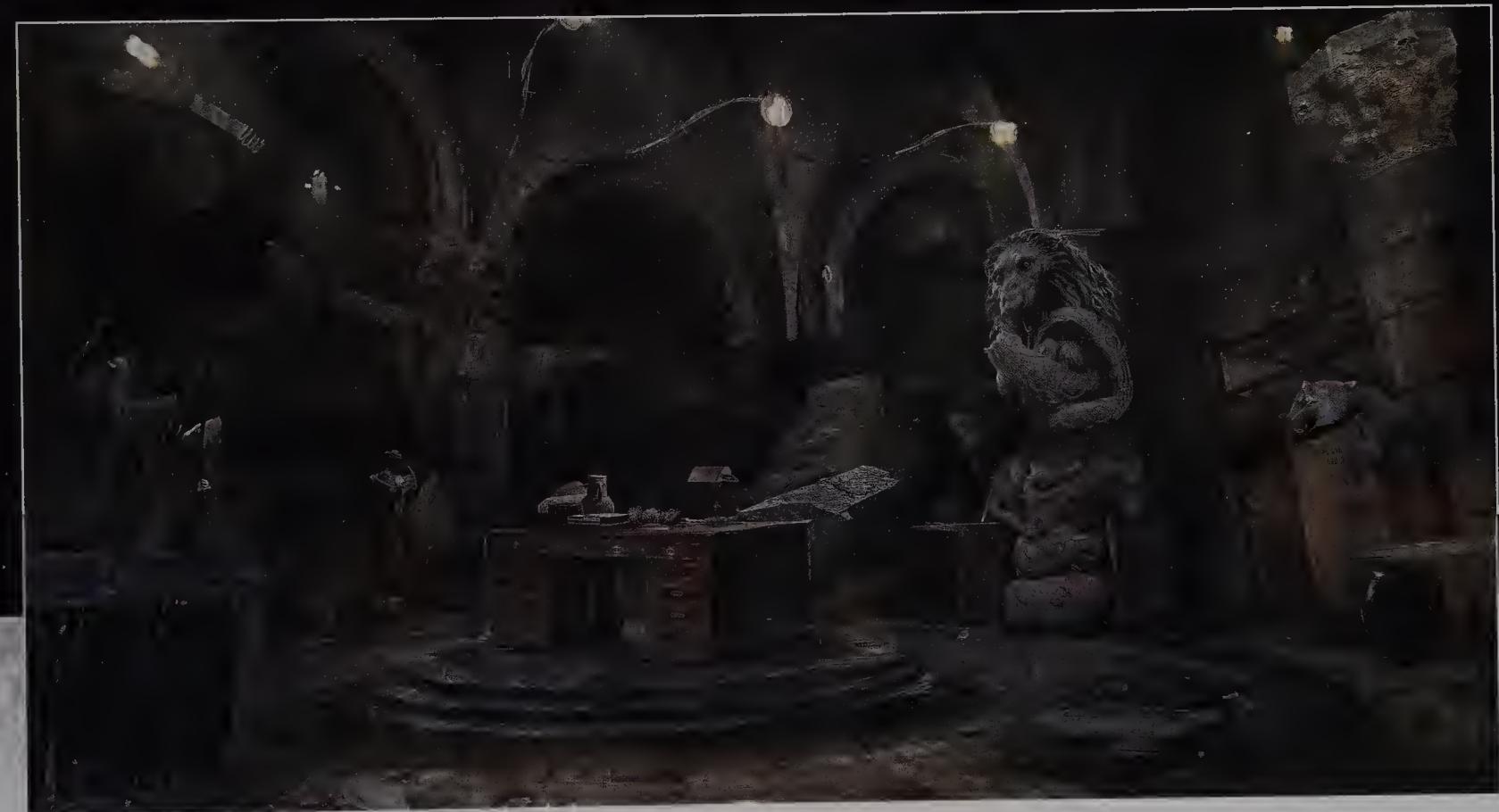
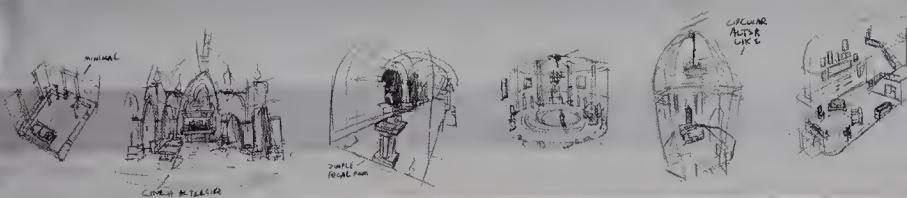


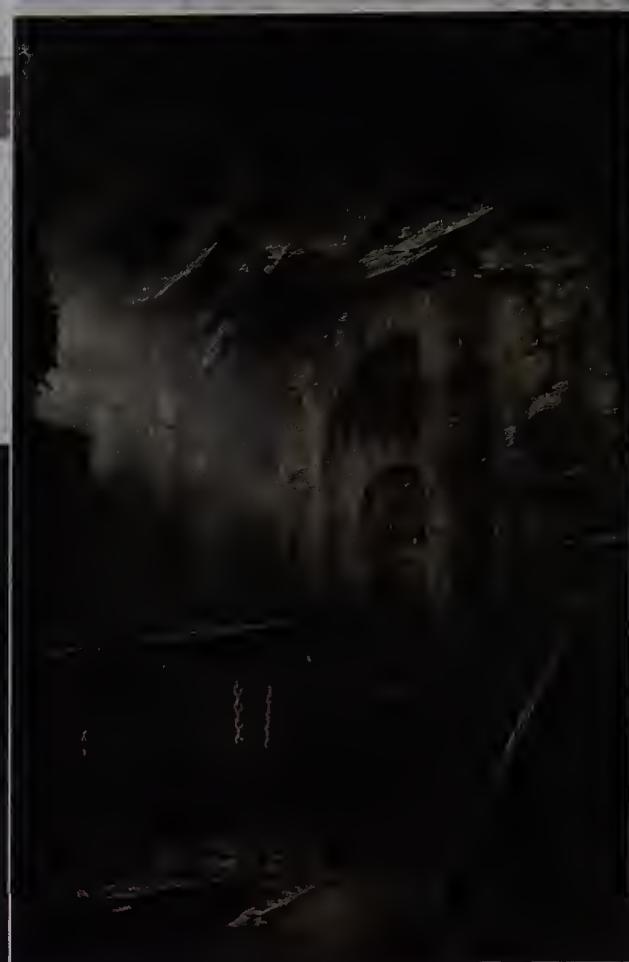
## COASTAL THAILAND



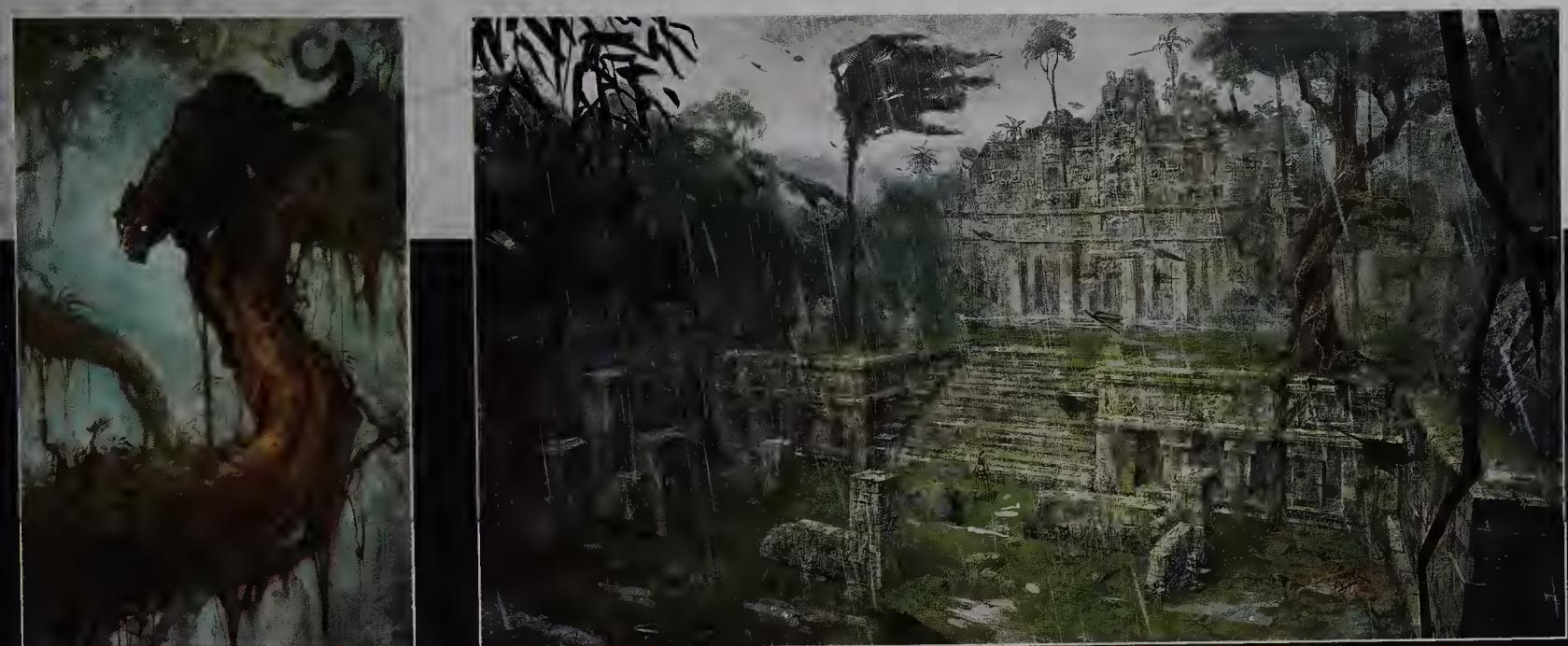


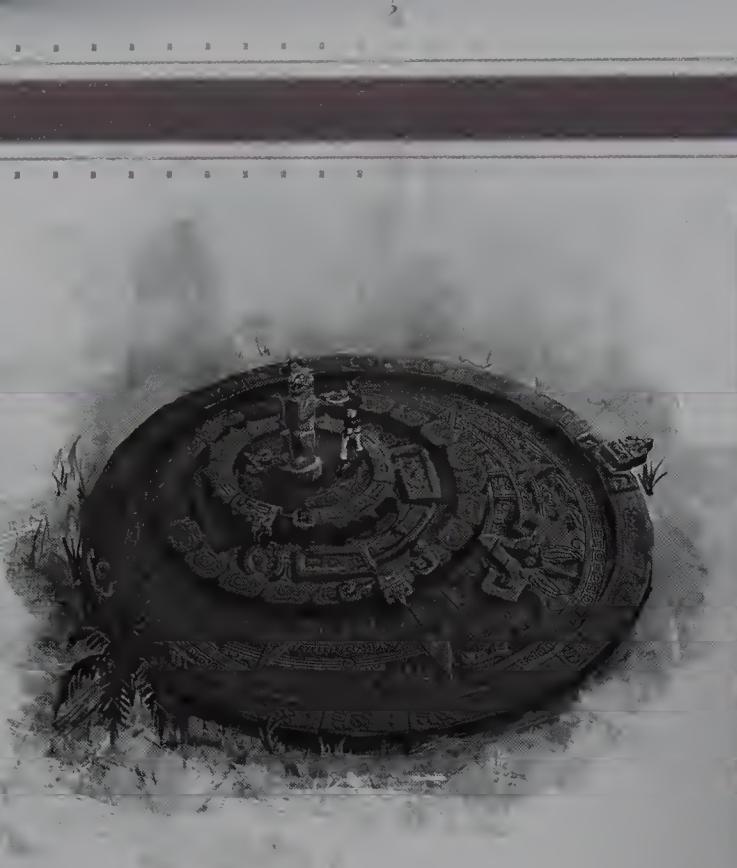
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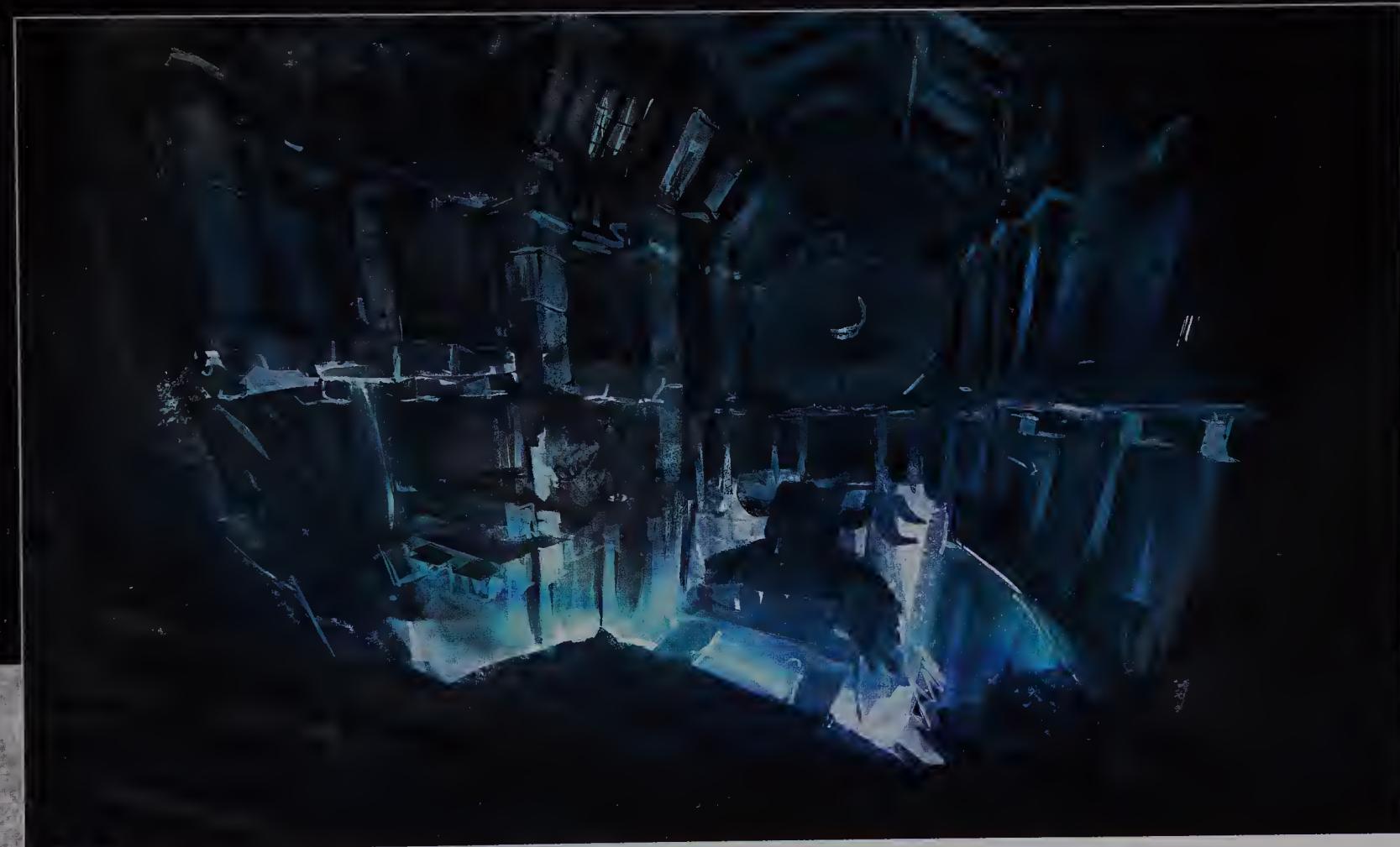




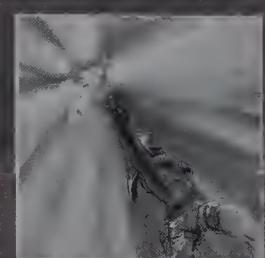
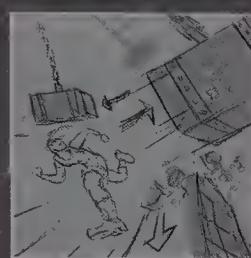
## SOUTHERN MEXICO



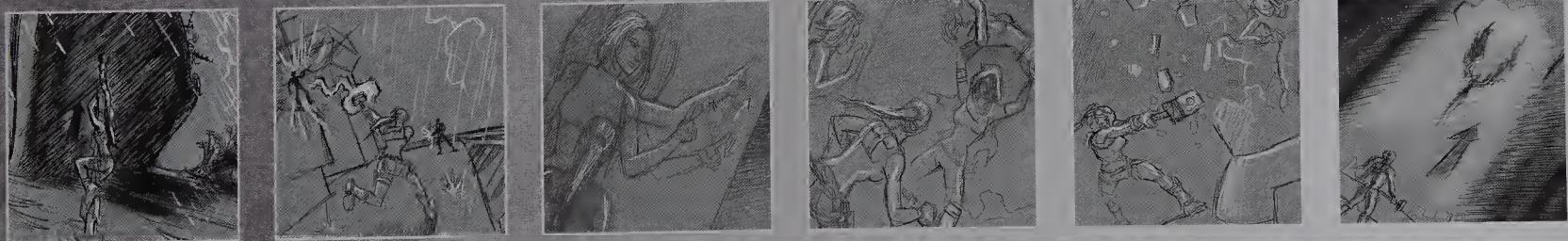
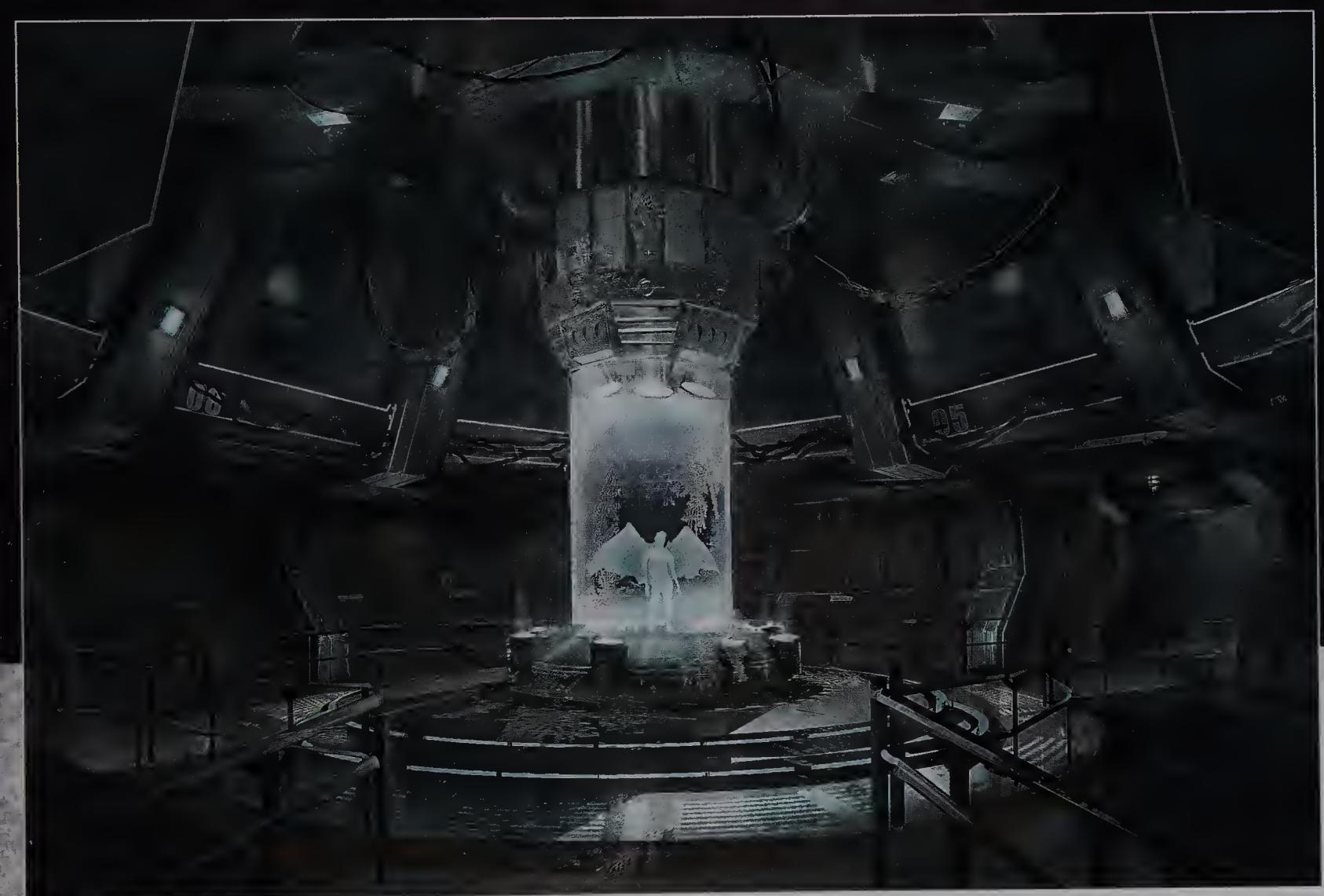




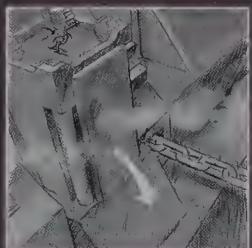
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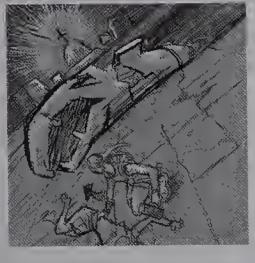
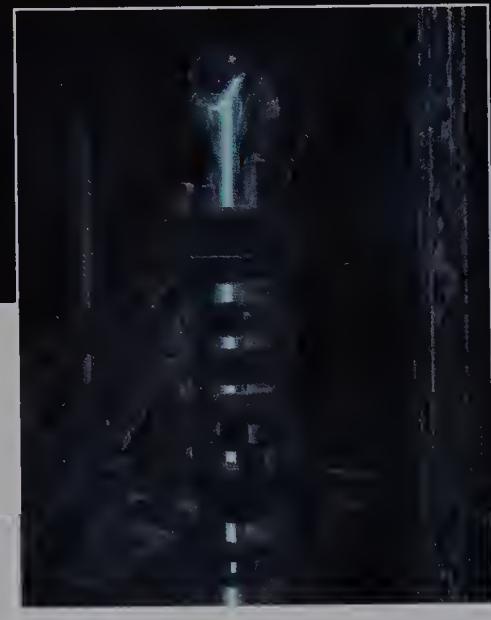


## ANDAMAN SEA



## ARCTIC SEA





# INDEX

Whenever you want specific information, this alphabetical listing will take you directly to what you need. If you can't find the exact keyword that you're looking for, try a broader term or category to locate the right section.

No matter how far you have already progressed in the game, be aware that the index may still lead you to potential spoilers. To avoid any such premature revelations, all index entries that link to the Extras chapter are written in red. You should avoid opening this chapter until you have played through the entire game at least once.

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