

TOMB RAIDER

**STARRING
LARA CROFT**

II GOLD



**COVERS
TOMB RAIDER II
AND
TOMB RAIDER II GOLD
FOR PC**



EIDOS
INTERACTIVE



Kip Ward



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Tomb Raider® II Gold

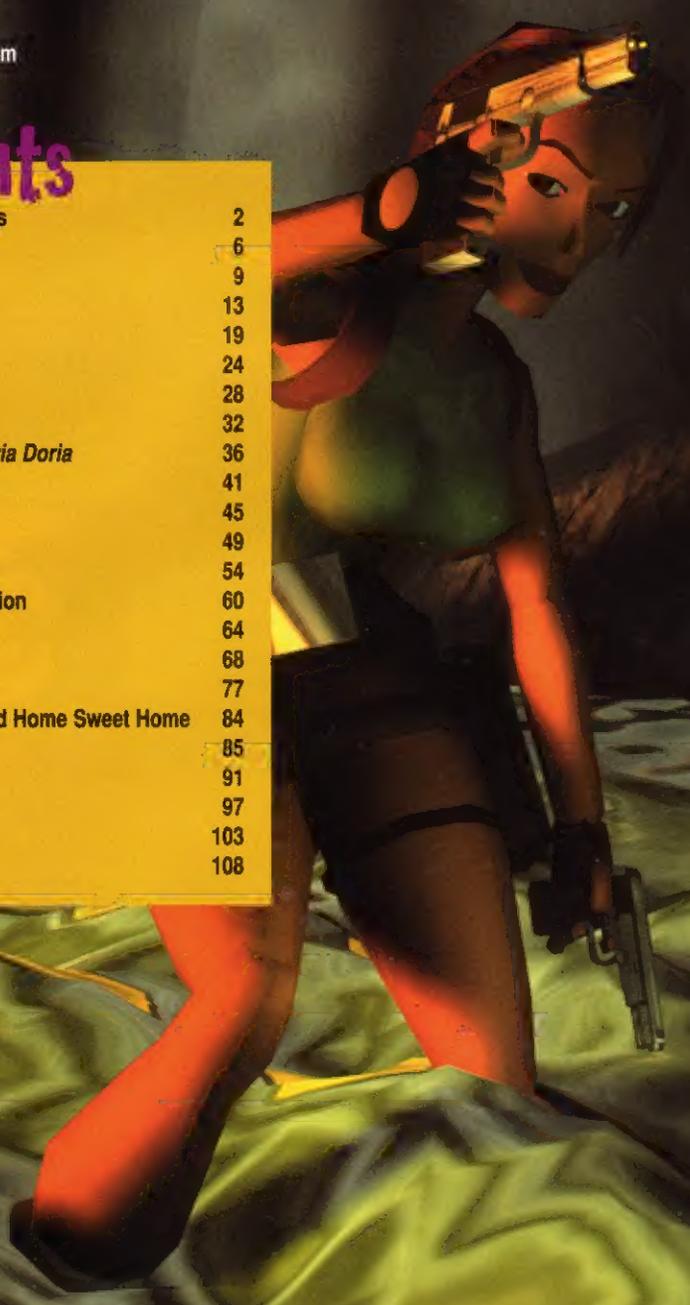
Prima's Official Strategy Guide

Kip Ward

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STRATEGIES AND TACTICS

Guiding Lara Croft through the world of *Tomb Raider II* demands a certain level of nuance. This book's walkthrough section provides most of the details. Still, getting a firm grip on the game's generalities will spare you some grief during the journey ahead, and so this first section breaks down the basics. If you're a Tomb Raider newbie, take time to get a feel for Lara's movements around her mansion before you begin the game.

A METHOD TO HER MOVEMENTS

The first, best thing to know about the *Tomb Raider II* experience—any of the Tomb Raider games, actually—is that Lara Croft's movements are entirely predictable.

That might seem an outrageous assertion, but it's true. Notice—if Lara stands in one place and performs a simple Forward Jump, she lands in a certain place a few meters away. If you return and jump from the same place in the same direction, again using a simple Forward Jump, Lara lands in *exactly* the same place.

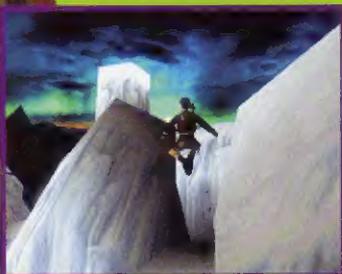


Lara's world is made up of square sectors and cubes that facilitate her movements.

Each of Lara's forms of movement have that in common. A Running Jump, a Backflip, a leap to one side—all move Lara the same distance each time. Even when Lara simply walks—or runs or rolls—she covers a set distance before

standing still and upright. Lara's elevation for each movement type is consistent, as well: each jump (or Roll move) elevates (or lowers) Lara consistently.

Now that you understand Lara's movement scheme, another piece of the puzzle falls into place: each level of *Tomb Raider II* was designed with those parameters in mind. In practical terms, this means Lara can jump and, say, grab a ledge, only if it's within her well-defined reach.



Lara jumps—or runs and jumps, or runs and jumps and grabs—across specific, consistent distances.

If you attempt to have Lara run and jump and grab a ledge, and you've lined up the jump and executed it correctly, Lara will grab that ledge if it's within her ability. If you try a couple of times and come up a few meters shy of the target, it's not a random occurrence: Lara can't reach. Time to go with Plan B (check the walkthrough, perhaps?).

LARA'S MOVES AND MOVEMENT PUZZLES

Unique to the Tomb Raider experience, then, is a 3-D world where seemingly ordinary objects and landscape features are really platforms from which Lara can best exploit her unique movement scheme.

Although more tangible puzzles—finding keys and activating mechanisms—await solution in each level, moving successfully across a level is a puzzle unto itself. At first, the penalties for missing a required jump aren't severe. Most of the time, it means you're in for a relatively short backtrack to try again.



As the game progresses, more demanding situations call for more complicated movement solutions.

As the game progresses, Lara must execute increasingly impressive athletic feats simply to get from place to place. Combination jumps from sloping platforms become more common. The ability

to jump from a ladder and spin in midair to grab the wall behind—is mandatory to complete the game.

Getting Lara through a level quickly forces you to become reasonably adept at sizing up a situation, judging whether Lara's movement parameters will allow her to negotiate a given route. As you might expect, the game's architecture occasionally tempts you to do something impossible: it looks *so close*.



Jumps over lava, spikes, obvious trapdoors, and pools are all suspect: they may not be possible. Remember, as long as Lara jumps or runs and jumps from the edge of a platform, you can't increase her distance. She's not going to lean or take advantage of a random computer malfunction.

If Lara's coming up short, and you're stuck, check the walkthrough. Find your situation in a screenshot and read the caption to learn what kind of jump is required, and from which position. If you can't find the situation, backtrack until you pick up the trail. File those little misadventures away in your mental *Tomb Raider* folder: the game has a decent bag of tricks, but you'll come to notice similarities within certain movement puzzles, as well. A good movement puzzle is likely to be repeated, in an expanded form, later in the game.

MOVABLE BOXES



Move boxes to help Lara reach otherwise inaccessible areas.

Lara's ability to push and pull certain square boxes is another significant aspect of her puzzle-solving skills. Have Lara stand facing a square section of wall—or an obvious square block in some clear

area—and press the Action button. If the block or wall section can be budged, Lara will assume a Movement Stance. At that point, use the directional arrows to have Lara push or pull the block. The game has many complex block puzzles that require Lara to manipulate more than one cube properly to reveal a passageway, switch, or puzzle item.

LARA'S ARSENAL



Lara is duly rewarded for collecting all three Dragon Statuettes from any level.

Killer costume changes aside, the big thrill of advancing through the game is Lara's steady acquisition of new weapons. Often, especially late in the game, she'll receive a new

weapon for finding all the level's Secret Dragon Statuettes. These Dragon Statuettes usually are hidden, but sometimes finding them is part of a trap. The walkthrough notes each Secret Statuette's location.

All weapons also are available to pick up within each level. Note that the game doesn't double up weapons: if you come to a place where a certain weapon should be, but Lara has the same weapon in inventory, you'll discover a pile of ammo, instead—a generous amount, for the weapon she has already.

Check the walkthrough to locate the second level's well-hidden Uzis. Notice, too, that the M-16 first becomes available after Lara falls through a trapdoor in the Diving Area.

PISTOLS



Use Pistols as much as possible to conserve other ammo.

Lara's trusty Pistols, her constant companions, come with unlimited ammunition. Use them in all situations where the enemy doesn't pose an immediate threat to conserve other, more valuable types of ammo.

SHOTGUN

Lara begins the game with the Shotgun in her inventory, although she'll have no good reason to use it until near the end of the first level. Wait until you start exploring tighter quarters, where you must dispose of enemies quickly, before using up many valuable Shotgun Shells.

AUTOMATIC PISTOLS



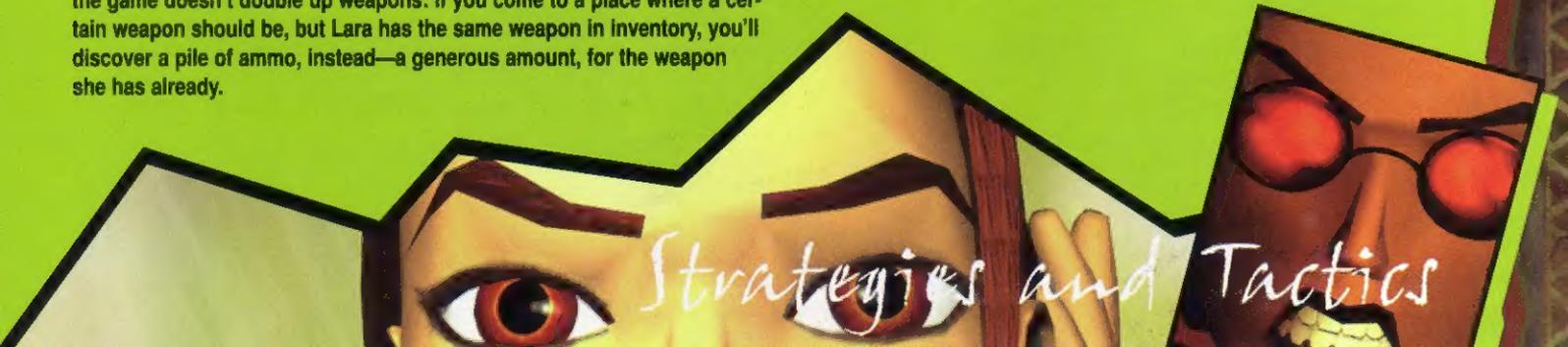
The Automatic Pistols are good for close-quarters fighting.

The APs pack a serious punch, killing most foes in a hurry. Ammo is limited, of course, so try to conserve. Use the Automatics when you must fight in close quarters or deal with groups of armed foes.

The Automatic Pistols are dropped by a thug in Venice: he's the bad guy who appears on the dock when you unlock the Boathouse.

GRENADE LAUNCHER

Lara receives the Grenade Launcher after she finds all three Secret Statuettes in the game's first level. It appears in inventory when you claim the final Dragon. Grenades, you'll discover, must travel 15 meters or so before they arm: if you fire them at close range, the shell will sail past your enemy and explode in the distance.



UZIS



You'll probably want to use the Uzis while Lara's in motion.

The Uzis are a powerful pair of guns, but using them effectively usually requires Lara to be somewhat evasive. This isn't always the case—lesser foes fold up in a hurry under twin Uzi assault—but

when Lara applies these weapons to herds of Yeti or crowds of criminals, she can't afford to stand still. It takes a little time for the Uzis to take down tougher opponents, and unless she's mobile they'll get in some licks before they succumb.

Your first shot at finding the Uzis occurs in the Bartoli's Hideout level, near the Detonator Key hut.

HARPOON GUN

The Harpoon Gun is a mixed blessing. Occasionally, it's useful—and even amusing—to dogfight with a lone frogman in some nice, wide-open pool or tank. Unfortunately, that kind of best-case scenario is just that—best case.

Worst case is two or more frogmen—really, two or more of anything bigger than a Barracuda. Although the Harpoon Gun handles single opponents easily, it only fires in three-shot bursts (you must take your finger off the Fire button to reload). If more than one enemy is swimming or shooting toward you, it's usually best to clamber ashore and pick a better weapon.

The Harpoon Gun sits on a bunk in the Offshore Rig.

M-16



The M-16 Rifle's increased range makes it handy for sniping.

Tomb Raider II's big-ticket weapon is the awesome M-16, a gun of impressive power and range. Lara must stand flat-footed to use it, so employ it against foes who aren't in a hurry to close the distance.

Notice that the M-16's range is greater than the game's other weapons; the increase may be slight, but it can be significant. When you can't get a target lock with another weapon, switch to the M-16. You may be able to reach out and snipe someone.

The M-16 is concealed down a trapdoor in the Diving Area, in the hall between the two burners.

A LARA CROFT MISCELLANY

Lara does not live by firepower alone. These nonweapon items can be critical to Lara's success in *Tomb Raider II*.

MEDI PACKS

Occasionally, even the best *Tomb Raiders* suffer an abrasion or two. Treat these with Medi Packs, Small or Large. A Small Medi Pack restores half Lara's health bar; the Large variety restores full health.

Sometimes it's a good idea to string yourself out a little—that is, let Lara's health dip below halfway to benefit most from using a Large Medi Pack. And because Lara's health is restored to full at the start of each level, be sure you don't use Medi Packs after barely surviving the big trap or battle that often culminates each segment.

FLARES

Lara's Flares are a nifty addition to her bag of tricks, allowing her to illuminate otherwise gloomy caves, halls, and underwater areas. Tossing and dropping Flares into dark areas is a good way to avoid nasty surprises, but don't get too crazy with them.

If you burn through all your Flares and need alternative lighting, fire Lara's Pistols—using their unlimited ammo—to create a strobe effect.

THE INVENTORY RING

Lara can access each item and weapon she carries via the Inventory Ring. The nuance to exploit here is twofold: calling up the IR pauses the game; after you select a different weapon, Lara draws it immediately when you exit the IR menu.

Thus, you can use the Inventory hotkey like a panic button when you get ambushed. Then you can leisurely choose the proper weapon knowing Lara will draw it quickly. If you took a cheap shot, you can use the paused action to use a Medi Pack, as well.

LARA'S MOVES AND COMBAT

With a weapon or two in hand, Lara need only exploit her natural athletic ability to get the drop on most foes.

Earlier sections on movement outlined *Tomb Raider II's* construction, in terms of utilizing the distances and elevations of each jump type to traverse a level. Movement in combat is less precise, but knowing which moves to try in which situations can keep Lara's Inventory Ring well-stocked with emergency Medi Packs.

First things first: when you're jumping around shooting at a foe, you should be doing just that—*shooting*—the whole time. Hold down the Fire button, regardless of whether you can see the target on the screen. Eventually—quite soon, actually—you'll orient Lara properly, and you'll want her to open fire at the earliest opportunity. Don't make her wait.



EXCHANGING FIRE



Hopping from side to side can take some of the sting out of trading shots.

When Lara is trading bullets with an enemy (not using the M-16, which requires her to stand in one place), have her jump from left to right and back again, if you can. This messes

with the average criminal's targeting capabilities. If you can jump left-left, and then right-right, instead of single back-and-forth jumps, so much the better.

CLOSE-QUARTERS COMBAT

Without a distance attack, many enemies in *Tomb Raider II* will rush forward to attack Lara at close quarters. Choosing the appropriate firepower is important, of course: you can't expect much success hopping around in a small, dark space plinking a Yeti with Pistols. But Lara's gymnastics can provide an excellent means of minimizing damage.

BACKFLIP



Backflipping away from opponents is an effective way to get off shots and stay out of danger.

First, backflip whenever possible. When Lara backflips, her arc is low, and usually she can take out the average target before it gets too close.

In close quarters, you may have

to close the gap on a target at first. If you run a short distance toward a foe, shooting all the while, and then skid to a stop and backflip, Lara can shoot many more times than if she stands and waits for the enemy to close the gap.

MIDAIR SPIN

Lara's trickiest move has both combat and movement-puzzle implications. In terms of combat, Lara's ability to spin 180 degrees at the apex of a leap gives her one of the quickest ways to turn the tables on a pursuing enemy. As she runs, jump forward; then, without delay, press and hold the Back directional arrow. Don't wait until Lara is airborne: hit the Back arrow as soon as she performs her Forward Jump, and Lara should pivot at the top of her leap.

To solve a few of the game's movement puzzles, Lara must jump from a ladder or other climbable surface and spin in midair to grab another surface behind her. As she clings to the first wall, press the Jump and Backward buttons simultaneously; then hold the Action button to grab the opposite surface. (The walkthrough notes instances where Lara must execute this trick.)

THE ROLL MOVE



Don't overlook the Roll move in close-quarters combat.

A good tactic for when an enemy pins Lara to a wall—a grim but not uncommon occurrence—is to roll right through the enemy. Executing a Roll, and then backflipping immediately while opening fire, will turn the tide of battle in a big hurry.

CLOSE-QUARTERS WEAPONS

Although most of the time you'll use Automatic Pistols—perhaps Uzis—in confined spaces, don't overlook the Shotgun. It does tremendous damage at close range, where its blast doesn't spread, but instead remains concentrated in a tighter radius.

If you roll and shoot and roll again, Lara will fill the Shotgun chamber in midroll. The fact that she's virtually immune to attack while she rolls makes a back-and-forth Rolling Shotgun attack a real killer.



THE GREAT WALL

Secret Bonus:

Grenade Launcher,
Grenades,
Small Medi Pack

The area of The Great Wall is a demanding first level, more in terms of the traps than the combat. The tigers are tough, but with only a few exceptions, Lara can keep a safe distance from them. Don't get discouraged if the hallway traps give you fits: they demand a level of skill that a beginner might consider unreasonable. If you need some extra work controlling our heroine, perhaps a quick trip to the training area of Lara's home is in order.



Keep moving straight forward as the copter leaves.



Hang a right and wade into the small pool as a tiger sneaks up from behind. Round the rock on the left.



Grab the top of the tall rock and pull up to the path. Cap the kitty.



Follow the upper pathway. Pull up and reverse direction, then run, jump, and grab the ledge behind to continue.



There's a small gap where Lara can jump to another short section of trail as a second tiger appears below.



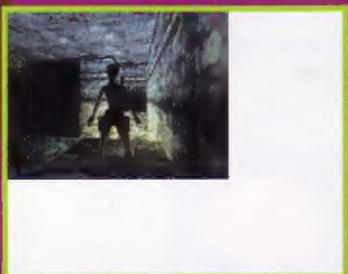
Collect the Stone Dragon from the ledge and double back to continue climbing the rocks.



Climb as far as you can up the rocks on Lara's right before running and jumping to the ledge below the high opening.



Jump and grab the ledge below the opening and enter the dark chamber. Drop through the trapdoor to the pool below.



Climb out of the pool, and run, jump, and grab the ledge with the switch.



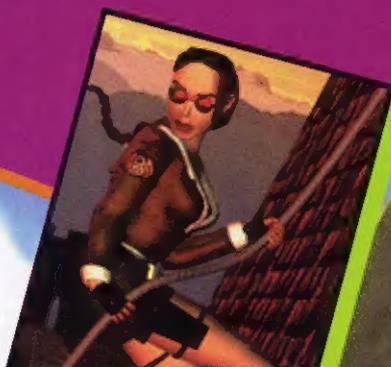
The switch opens the door to a broad section on top of the wall. Get those guns out and dispose of the three crows.



Once the birds have fallen, check the broken portion of the wall.



Slide into the pool below the wall and check the underwater cave. Collect the Guardhouse Key.





Climb ashore on the small greenish rock, and be ready to dispose of another tiger. You can jump back into the pool for safety.



Climb the small pile of greenish rock near the wall and jump up to the tallest portion. Jump and grab the wall above.



Insert the Guardhouse Key into the lock and get those guns out.



Put a dent in the local spider population, then climb the ladder when Lara runs out of targets.



Up the ladder, splat one last bug and gather the Rusty Key. Apply it to the lock below.



Follow the tunnel. When the three spiders drop from the ceiling, another has also fallen into the tunnel behind Lara.



Roll and charge back down the tunnel to dispose of the sneaky spider, then roll again and deal with the three that dropped from the ceiling.



Collect the Shotgun shells and the Large Medi Pack and pull the block. Slide down the slope.



Below the slope is a water-filled room. Look to the left to spy a crack in the wall.



Wade over and jump to the crack, then shimmy right to avoid the razor disks. Drop down into the far corner of the pool.



Surface in the corner of the pool near the passageway and pull up from there to avoid the disks.



In the hallway, run forward across the collapsible flooring and hang a right in the hall.



Hug the left-hand side of the tunnel as large boulders roll down from behind you.



Up ahead is a pit of spikes, and just beyond that is a short slope. Jump to the slope, then let Lara slide and fall to the tunnel below.



Immediately upon landing in the tunnel below the slope, jump once to the left.



As long as you hit the slope and drop directly to the lower tunnel, a left jump should land Lara on a pile of AP ammo. Pick it up quickly.

secret



From the pile of AP ammo, run forward and jump to grab the ledge above. Pull up into the passage as the spikes close in.



In the new tunnel, blades swing across the floor at ankle level, and several panels in the floor are collapsible.



Stick to the right-hand side of the hall and jump the blades. When you jump the last trap, lean to the left into the new passage.



If you lean left as you hop the last blade, Lara lands relatively close to the Jade Dragon. You have only a second to scoop it up.



Hug the right-hand side of the passage past the Jade Dragon, and the spikes stop short of doing you any harm. Turn and slide backward down the slope.



Grab the ledge at the bottom of the short slope and drop straight down. Immediately jump to the right.



Jumping to the right in the area below lets Lara fall through a collapsible section of floor before another wall of spikes closes in.



Creep up and collect the Small Medi Pack, then run from the left-hand side of the chamber, past the rolling blades.



Hang a right in the new area, and look around that corner for a pair of spiders.



More spiders drop from the ceiling when you investigate near the rope slider.



Before you grab the rope slider, note the crack in the wall down below.



Drop down to the green rock in the corner, then jump and grab the crack. Shimmy to the right.



Pull up into the cave, and follow the passage past a pack of Flares.



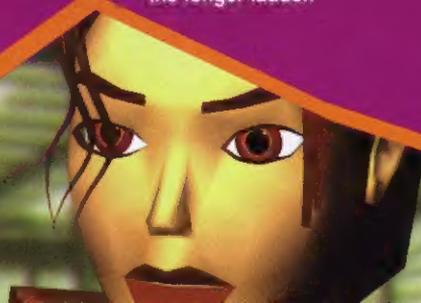
Pop a Flare, then climb the short section of ladder over to the longer ladder.



Climb down the long ladder to the dark tunnel below.



When you investigate the valley floor, a T-Rex comes out to play. Retreat to the tunnel to chip away at the monster.



The Great Wall The Great Wall



At the far, dark end of the valley floor waits the Gold Dragon. Another T-Rex appears behind you when you claim the prize.



Kill the second dinosaur from the area of the Gold Dragon and backtrack to the long ladder.



Climb all the way up the long section of ladder and return to the ledge with the rope slider.



Grab the slider contraption and span the distance. Watch for tigers on the ledge as you approach and drop off ready for action.



Don't let the twin tigers force you back over the ledge. As long as Lara survives, you don't need to use a Medi Pack.



Follow the short tunnel to a campsite. When you go near the large red portal, the level ends.



Once the bad guy has taken the easy way out, Lara checks the laptop. Hmmm ... Venice it is!



Venice Venice Venice Venice Venice

VENICE

Secret Bonus:

Automatic Pistol Ammo

Lara's trip to Venice is one of the coolest excursions in *Tomb Raider II*. For pure ambience, it's hard to beat, and the back-and-forth nature of the puzzles gives you plenty of time to take it all in. You also acquire the Automatic Pistols relatively early. They are Lara's weapons of choice for a bit, as enemies appear in closer proximity and with heavier artillery of their own. Do go to the trouble of exiting this level in the intended fashion: it's worth the extra effort.



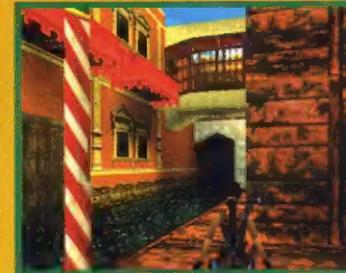
Whip out those Pistols, and get the attention of the Doberman up ahead. The long alley gives Lara room to backflip.



Turn to the right at the end of the alley, and jump left into the courtyard. Blast the sniper on the veranda above.



Expect more Doberman trouble, and also a club-wielding thug, when you check the narrow exit route.



On the small dock is an open structure. Across the water is the boathouse.

Venice

Water, Water, Water, Water



Swim beneath the boathouse door, and climb up onto the walkway. Push the button to open a door elsewhere.



You'll have to go find the Boathouse Key before you can do a little power-boating.



In the small dock structure, collect the Flares from the table and press the button to open the trapdoor. Climb the ladder.



Backflip from the top of the ladder, and press the button. The trapdoor in the floor closes, and another opens above.



On the roof, shoot open the window, and enter the hallway. Get out the Shotgun, and head to the left in the short hall.



Shoot the pooch, and check the room. Double back down the hallway before you explore this area at length.



In the short hallway, check the broken window on the other side of the hall. Jump over to the top of the awning.



Jump from the top of the awning to the sniper's veranda. Search his fallen form for the Boathouse Key.



Retrace your jumps back across the veranda, and check the room where you shot the pooch moments ago.



Throw the switch at the end of the arched hallway, and a door opens high above the canal outside.



Shoot open the window in the pooch room, and run and jump to the awning across the canal.



Jump from awning to awning to reach the distant open door. Throw the switch in the short hall, and drop down into the canal.



Swim back under the boathouse door, and insert the Boathouse Key into the lock. Don't get into the speedboat just yet.



Swim out of the boathouse and to the left, climbing up onto the end of the walkway beside the structure. Whack the thug, and take his Automatic Pistols.



Exit the boathouse in style, and enter the dark tunnel. Pop a Flare, and look to the right.



Collect the Stone Dragon from the short hallway, as well as more Flares. Follow the hallway to a ledge above a large open area.

secret





Drop down to the ledge and dispose of the vermin. If you jump forward into the water from here, you can gather some Uzi clips before returning to the boat.



Back in the speedboat, follow the dark canal, which turns right and ends at a low waterfall.



Stop in the chamber below the falls, and jump overboard.



The Gold Dragon sits on the floor of the large chamber below the falls.



Clamber back into the boat and follow the passage. Look left in the area with the pillars, and spy a small landing.



Pull past the small landing into the chamber with the switch on the wall. Hop out of the boat, and return to the small landing.



Blast the rat on the small landing, and blow open the window.



When you venture into the dark room, a thug comes out to play. Inside the room are Shotgun shells and a switch to throw.



Exit the small room, and climb the ladder on the wall.



Pull the underwater lever, and the double doors to the boat chamber open. Get back into your boat.



Follow the canal around to the left, making a right to discover several lovely boats near a small dock. Disembark.



Climb the dock box and jump over to the awning across the canal.



Jump from the awning to the upper walkway, then backflip to return to the awning as enemies arrive. Blast 'em.



On the far side of the walkway, a sniper patrols near a second speedboat. Life is much easier if you can peg the fiend from this distance.



Follow the upper walkway, ready for armed resistance. Take the Steel Key, and open the nearby door.



In the small room, drop down to the area below and throw the switch. A gate is raised at one end of a narrow canal.



Back upstairs, blast the bad guy, then return to your speedboat.



Smash through the line of gondolas and lean on the accelerator, veering slightly to the right.



As the speedboat passes the second watercraft and enters the broad, dead-end canal, leap overboard.



The dead-end canal is heavily mined. The speedboat is destroyed, but the passage is cleared. More on that later



Fleece the sniper near the Iron Key Door, and take the second speedboat.



Motor back past the chamber where you first entered the large outdoor series of canals. There's big trouble around the corner to the left.



Expect to come under fire as you climb from the boat to the landing. Cap the criminal and gather his stash before returning to the speedboat.



Follow the canal straight past the criminal's long landing, and you'll reach a dead end near a closed door.



Jump the thug who comes out to investigate, and rid the room of rats. Throw the switch.



From the dock near the door, jump up and grab the ledge above the arch.



Shoot open the window and take the Jade Dragon from the bed. Return to the speedboat.



Pilot the craft down the narrow canal across from the small dock.



Bear left when the canal widens once more, and continue on.



On the right-hand side of the canal, you'll discover two small landings, one of which has an open door.



Take the Iron Key from the shallow pool, and climb the ladder, ready for trouble.



Up the ladder, use the Automatic Pistols to take the fight out of the thug and his canine cohort. Throw the switch.





Backflip from the upper ledge, and let loose a grenade on the bad guy below.



Backtrack to the Iron Key Door, where you acquired the second speedboat. Open the door and cap the criminal. Throw the switch inside.



Get back in the boat, and check the canals past the hanging laundry.



Follow the waterways until you spy some openings ahead on the right. Pull up short.



Bail overboard and swim into the dark chamber. Stick close to the wall on the right.



In the dark chamber, Lara can stand near the right-hand wall and draw her guns. Use them liberally.



Return to the speedboat, and back it into position facing the long ramp, flush with the wall, as shown.



In the dark chamber is a small button on the wall that opens the exit doors. You can either swim out through the small doorway to the exit (wimp), or perhaps ...



... leap in the boat and gun the engine, shooting up the long ramp as a distant bell begins tolling (cool).



Crash through the bedroom where you found the Jade Dragon, and get some serious air.



Zig left, then quickly to the right, into the narrow canal.



Hang a right out of the narrow canal, and gun the engine toward the exit. You did use the first speedboat to blow the underwater mines, didn't you?

Bartoli's Hideout

BAROLI'S HIDEOUT

Secret Bonus:

Shotgun Shells

Bartoli's Hideout is another winding Venetian excursion, although this time without the use of the speedboat. Rely on your Automatic Pistols for those close encounters, and take heart: the Uzis are just up ahead. Once you have the Uzis, you can start mowing through your foes with a little more authority. As long as you pay close attention, and don't overkill your targets, the Uzis can be Lara's weapon of choice for much of the game.

Bartoli's Hideout



Bartoli's Hideout



Disembark at the dock and kill the vermin near the double doors. Head to the left.



There are more rats on the stairs, and a larger variety around the corner to the right.



Blast the thug in the narrow hallway, then cap a few more rats and hit the switch.



The switch opens the double doors. Another thug comes running out, all the way to the narrow hall, to investigate.



Inside, look to the right and blast the enemies high and low.



If you blow open the windows, you can dispose of some Dobermans. Check the outside area for goodies.



Stick to the right-hand side of the hallway and avoid the bladed statues.



The switch beyond the statues opens a doorway off of the canal outside.



Backflip to the slope below, then jump and grab the upper ledge.



Pull the box that blocks the walkway above, then return to the floor. Grab the ledge where the box sat and pull up.



Jump from the movable box ledge to the area with the low railing. Check the body and continue.



Climb the exposed wall to the opening on the right.



Look to your right on the ledge and chip away at the distant bad guy.



When the bad guy drops, run and jump to the top of the nearby awning. Lara will slide, so grab the edge before you fall.



Shimmy left to the far end of the awning.





Stand and immediately jump from that end of the awning; Lara will backflip to another veranda above the canal.



Run, jump, and grab the small wooden ledge, then run and jump to the awning further down the canal.



From the edge of the awning, stand and jump toward the open portal. Lara will hit her head, but drop inside the door.



Expect resistance from the local bad dogs. Head up the stairs to the left.



A criminal comes out of the room, guns blazing, when you approach the open doorway.



Just inside the room, on the left, there's a switch barely visible because of the wallpaper. Throw it and return to the hall.



The switch opens the door to a small veranda. Hopefully you killed the bad guy from a distance awhile ago. Grab the shells and the Stone Dragon.



Return to the room with the camouflaging wallpaper, and blow open the window. There's a goon out there.



You may have to go out onto the walk to take care of business. Shoot out the distant window and be ready for action inside that room.



When you enter the room, the door on the right opens and mayhem ensues. There's also a thug creeping up from the walkway behind you. Stack 'em up.



Push in the block in the fireplace, then climb into the passage to dispose of the rat.



Follow the passage. Stand in the right-hand side of the opening above the slope and take one step backward. Jump forward and to the right to hit the water below.



Climb out of the water and onto the platform below the slope. Check the trap.



The traps flamed with kerosene, when you step onto the wood panel. Step just far enough onto the wood to shut off the flames.



Don't wait! Jump forward over the fire burner, then stop and do two standing forward jumps to make it past the trap. Don't hesitate.



Get out from Automatics. Run and angling slightly to the left, step toward the door. Open fire with the Automatics on the goon. When he falls, switch back to Pistols.



Snatoli's Hideout Bartoli's Hideout



Welcome to the ballroom. The idea is to climb the chandeliers to reach the room's upper ledges.



Climb the low block, and jump and grab the lowest chandelier. Run, jump, and grab to the next light fixture.



From the second chandelier, look to the right. Run and jump over, and throw that switch.



The switch opens a portrait on the wall below, revealing a chamber with the Library Key. You must reposition the chandeliers to reach the prize.



Return to the chandeliers and continue to the ledge above the last fixture in line.



Whack the rats, then round the pillar to the right.



Jump and grab the beam and shimmy to the right.



Pull up when the arc of the roof allows.



Run and jump to the ledge on the far side of the beam. Be careful; it's a long way down.



On the new ledge, approach the brick wall and be ready for the thug who climbs over. Don't let him force you backward!



From the top of the brick wall, jump forward to the nearby beam. The switch there reconfigures the chandeliers.



With the positions of the chandeliers reversed, the Library Key is accessible. Drop down to the highest chandelier.



Jump forward from the edge of each chandelier to the next lowest fixture.



From the lowest chandelier, run, jump, and grab the edge of the small chamber behind the portrait. Claim the Library Key.



Return to the central chandelier and jump to the ledge near the door through which you entered the ballroom.



Throw the switch, then shoot out the windows and check the ledge outside.



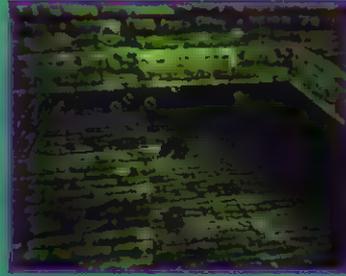
Bartoli's Hideout



Hang and drop into the deep hole. The switch you threw moments ago opened the trapdoor below.



Pull the lever in the small pool. That's the Library Door nearby, but it'll have to wait.



Swim through the underwater door that the lever opens, and get a good breath. Dive down into the dark maze and hang a right below.

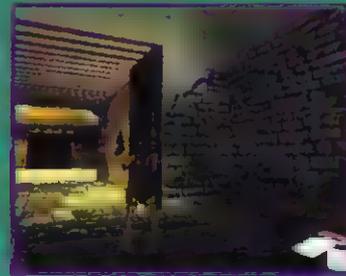


After that initial right turn, you need only keep moving in that direction. There are a couple of different routes, and a Grenade stash on the left in the open area.

secret



In one corner of the open area rests the Gold Dragon. The lever on the wall nearby opens a trapdoor above, in case you need to get a breath before backtracking.



Return to the Library Door and apply the Library Key to the lock. Get out those guns.



Drop the thug in the foyer. To the right is a switch on the wall, but leave it alone for now. Check the open portal straight ahead.



In the open room, climb the bookshelves to the ledges above.



Blast the rats, then jump over and throw the switch.



The switch opens another door back in the foyer. Drop back to the floor and get out the Automatics.



Unload on the criminal that emerges from the opened door, and check his study area.



Climb the shelves on the left just inside the door.



Run and jump from the top of the first shelf to the ledge across the room. Climb the shelves there to the upper window.



Blow open the window, then slide backward down the small landing to grab its edge.



Hanging from the end of the small awning, drop and then jump immediately. Lara will backflip.



Lara lands on a small ledge. Run and jump from there to the awning across the small courtyard.





Jump to the top of the brick wall. Notice the small raised section at the far end.



Run, jump, and grab from the raised end of the brick wall and Lara can just reach the edge of the rooftop across the canal.



Cross the rooftop to the small, irregular opening. Stand back about 10 meters from the wall, then jump forward to grab the ledge. Pull up.



In the small pool beyond the irregular opening waits a pair of Uzis for Lara to call her own.



Inside the small structure, relieve the guard and take the Detonator Key from the table top.



You can run and jump from the low area of the dock outside the hut to land standing in the exit. The door opens, and a criminal opens fire from close range. Uzis, anyone?



Blow open the courtyard windows and return to the Library foyer. Throw the switch, which opens the nearby door. Kill the criminals on the left as you enter the door.



The door to the small courtyard opens upon Lara's approach. Hop in the water and swim to the left.



Dispose of the rat and climb to the brick walkway. Pass by the Detonator Box for the time being and climb the higher brick wall.



Follow the brick wall and climb the structure to the breakable windows.



Blow open the window and collect the Jade Dragon. Double back to the Detonator Box.



Use the Detonator Key at the small box to demolish the structure where the Jade Dragon sat.



Put Lara's back in the corner and peg the sniper on the ledge above.



Follow the top of the brick wall to the ruined building and jump inside.



Climb up through the building's shell to the hole in the ceiling to reach the roof.



Jump back across the hole in the roof and follow the passage to make your exit.



OPERA HOUSE

Secret Bonus:

Uzi Clips

The Opera House turns things up just a bit in the land of Lara, so proceed with caution. Hopefully you scored the Uzis in the last level—you're going to need them now. Be on your toes when you pass. Moreover, you'll need the Uzis for the final showdown. Now you need a Flame, by all means, indulge yourself. There are quite a few dark corners in the Opera House, and an area below the stage is pitch-black.



On the platform near the swinging box, stand like this and whip out that Grenade Launcher. Jump backward.



You should hit the slope across the canal and slide in the direction of the criminal down below. Take care of business before you hit the water.



At one end of the short section of the canal is a ladder for Lara to climb.



From the landing at the top of the first section of ladder, jump and grab the ledge above. Pull up and throw the switch.



Continue to the top of the ladders, then run and jump back across the canal to the white ledge.



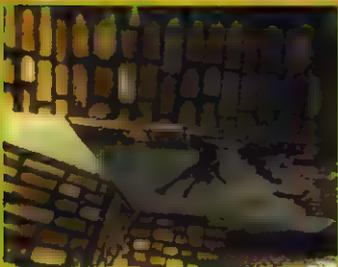
Run, jump, and grab your way back to the platform near the swinging box. Get out the Shotgun and run and jump across the canal through the opening in the roof.



Expect to take damage when you hit the floor near the Ornate Key. Apply the Shotgun to the resident goon and be prepared to dispense more ammo on the exit stairs.



Upstairs from where you acquire the Ornate Key, backtrack up the ladder and across the ledges to the platform with the swinging box.



Stand near the entrance to the level and jump to the sloped roof. Catch the edge and shimmy left. Drop to the flat spot.



Jump from the flat spot to the sloped roof above the window and catch the ledge. Drop and grab the window ledge, then pull up.



Blow open the window and walk—walk, mind you—off the ledge and to the left.



Climb the ladder and use the Ornate Key on the lock. Follow the passage and climb a second short ladder.



Opera House Opera House Opera House



Stand back from the edge of the ledge facing the collapsible roof sections, like this, then jump forward and start running.



You'll have to jump one gap, then jump again and grab the edge of the distant ledge. Follow the passageway.



Stand on the ledge and conserve your ammo. If you turn and drop backward, grabbing the ledge as Lara falls, then pull back up, other enemies will appear.



Jump to the dome at the closest corner and cross its top to get the drop on more foes. Check all the bodies and the box.



Stand at the corner so that you can run, jump, and grab the ledge to the left of the swinging box.



Behind and below the box is a button. Push it and the nearby flial section of the dome opens.



Climb back up beside the box and utilize the Pistols to dispose of the new arrivals. Take their respective stashes and drop through the open trapdoor.



In the small room below are a pair of switches. You must find a Circuit Board before the right-hand one will do anything. Throw the switch on the left.



Climb down the ladder to the hallway below. If you go to the bottom of the slope and loop back before pushing the button, you'll defuse a boulder trap.



The button closes the gateway to the switch room. Climb onto the gate and through the opening on the left.



Drop down to the floor and be sharp: there's an onrushing goon and a dangerous overhead sandbag.



In the opposite direction from the previous goon's hallway, approach the doors and be ready for more hostility.



Having dealt with the criminals, reverse direction down the goon's hallway. There you'll find an inoperative elevator and more friends.



Backtrack to the Opera House proper. Utilize the ledges on the far side of the room to descend to the floor, sniping as you go.



Watch for rolling boulders as you cross the floor (or if you venture through the opened doors).



You may have to climb the ledges—and get shot in the back several times—to take out the sniper above. Collect the AP ammo and notice the locked door.



Opera House



Head for center stage and deplete the actor's guild en route. Climb the underwater box to reach the stage.



Look left as you climb onstage and drop the Doberman. Now turn around and snuff the punk shooting you in the back.



Check the Doberman's room. Throw the switch. Say, is that a Circuit Board under the water? (Yes.)



Check the opposite side of the stage, being wary of sandbags, then deliver some backflipping justice.



From the floor of the room, go over and cox down the sandbag above the crack.



Jump and grab from the edge of the stage to the platform. Walk through the glass, then run and jump to grab the low end of the crack. Shimmy left.



Throw the switch in the upper nook to lower the plank. Run and jump back to the platform just shy of the glass.



Past the plank, run and jump to grab the ledge in the wall, then climb to the nook above that. Run and jump from there to the upper walkway.



Dispose of the rat on the upper walkway and walk forward, carefully near the swinging bag.



Swimming left to your back, take the low end of the bag as it swings down.



The swinging bag isn't real, it's just a prop. Throw the switch on the wall to release a sandbag above the stage.



The falling sandbag crashes open a trapdoor in the stage. In the corridor beyond the switch, turn and slide backward down the slope and grab the edge.



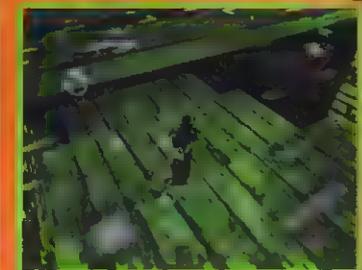
Hanging from the slope beyond the switch, stand and immediately jump. Lara should backflip to a pool below the stage. Circle left and look for a low opening.



Through the low opening is a small, dark chamber. On the right as you enter is a small passage sloping downward. Swim down and grab the Stone Dragon.



Return to the small chamber and wade to the low ledge. Throw the switch before backtracking toward the trapdoor area.



Besides the hallway off of the trapdoor area, there's a low underwater passageway. Swim down and up to another chamber.



Take the Relay Box and climb the tall ladder. The previous switch opened the door above. The Relay Box goes in the panel next to the inoperative elevator.



Backtrack across the upper walkway of the Opera House, down the goon's hallway.



Insert the Relay Box into the wall panel near the switch. Throw the switch, but don't get inside the elevator.



If you let the elevator go down without Lara inside, you'll spy a ladder on the wall. Jump from the ledge to grab, then climb up.



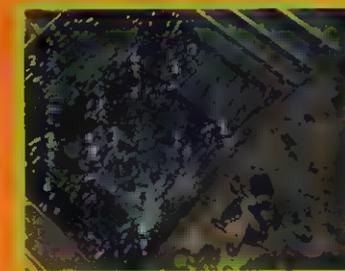
In the glass waits the Gold Dragon. In the first alcove on the left is a switch that opens the exit door in the second alcove.



Recall the elevator and throw the switch again to head downstairs. Arrive pumped.



Dispose of the criminals working the ground floor and gather their Shotgun shells. Throw the switch to send the elevator back upstairs.



When the elevator rises, you'll see that there's a pool below. Jump in.



Follow the underwater stairway around to the left and swim up to a waste-deep chamber.



In the water—below a familiar room—is the Circuit Board. Take it and backtrack down the underwater stairs.



Circle around to the left of the underwater cage and pull the lever to open the nearby grating.



Climb the rat-infested ledges and be prepared for foes left and right when you jump to the hallway.



Usually, most of the action in the hallway is to the right as you enter, but the goon is pacing. To the left is a rat ready to gnaw Lara's ankles.



Follow the hallway and blow out the windows to the white room. Throw the switch to open the door.



Slide down the slope, then jump and grab from the bottom to catch the ledge and avoid one of Lara's biggest fans. Pull up and take the Ornate Key.



Climb the ledges, then jump forward to the slope. Jump and grab from there to catch the edge of a rat-infested hallway.



secret



From the edge, jump forward across the gap in the corridor.



To reach the higher hallways above the spinning fans, stand with Lara's back to a fan, ner toes on the edge of the ledge, and backflip.



Jump and grab the edge, then pull up with caution.



For a Piece of Metal, stand in front of the spinning fan.



If you run out of the Jade Dragon's hallway, Lara should land in the opening of the hall below.



In the small room, pull the box and push the button. Pull the box over in front of the door, then push it outside.



Stand on the box and shoot the window. In the small area is another box. Push it out the window stacks atop the first one.



From the lower window ledge, jump at an angle and grab the edge of the upper ledge.



Head into the hallway, carefully avoid the trapdoor, and walk down the hall.



Enter the room to find the Ornate Key. Apply the Ornate Key to the lock.



Jump to the hallway and press the right-hand switch.



Now head back to the stage. The idea is to jump off to the side of the bag.



There's plenty more trouble just ahead. To avoid the trapdoor, fall through the trapdoor on Lara's left.



Backstage, pull out the box and push the button. Push the box up sandbags, climb the boxes to the ledge above the stage.



Jump over to the platform near the trapdoor. Climb the boxes via the ledges on the left. Blast the bothersome thug and climb the edges back up.



Throw the switch on the wall and jump over the bag. The idea is to jump off to the slope so that Lara slides onto the flat ledge just shy of the bag.





Back in the rooming house, you'll find a room full of crates ready to dispense some serious Uzi rounds on your enemies. Take the Grenades.



Back in your rooming house, you'll find a room full of crates armed. Climb the boxes, wary of the bags, and head back to the right of the entrance.



The better armed goon guards the back of the room at the end of the room. Expect trouble en route.



All the crates in the rooming house are full of ammo. Remember to check all of the bad guys before leaving.

OFFSHORE RIG

Secret Bonus:

Uzis, Uzi Clips

The Offshore Rig is a tidy little level. As the level begins, Lara is in a locked cell and has been relieved of her weapons. You need to make an escape, and then rearm yourself. Notice that you get the Uzis upon collecting all three Secrets. That can be a huge help, of course, especially with the grim gathering of Shotgun guards in the area of the third dragon statuette.



The first order of business is to get out of the cell. You need to clear a path from the cell door to the hallway nearby.



By moving the box closest to the cell door back against the wall, you can pull out another box and push it in the same direction.



It's a little bit of a task, but it's easier to make your escape if the boxes are moved out of the way.



Throw the switch in the hall and run for the door. Hang a left along the dock as the alarm sounds.



Charge through the door and up the ramp, leaping the descending barrels. There are two goons nearby, and one is packin'.



Drop off the high end of the ramp and hang a right up the stairs. If you're lucky, the armed goon will be the first to give chase.



Stand near the windows and let the bad guy squeeze off a few shots. There's your escape route.



On a low ledge outside the broken window is a button on the wall. Push it and jump in the water.



The button opened a trapdoor beneath the plane. Swim up into the chamber and push the button there. That stops the plane's engines.



Swim back to the dock near the cell and make the circuit one last time. Head out the window. Run, jump, and grab the plane's engine.



From on top of the plane, drop through the trapdoor and reclaim the Pistols. Time for a little revenge.



Watch your health and take care of the pair of guards. You'll find locked doors in the control room.



The deceased relinquish a Large Medi Pack and the Yellow Pass Card.



Apply the Yellow Pass Card to the lock across the hall from the doors. Push the button at the end of the hall to silence the alarm.



Exit through the windows and follow the walkway to the left, past the plane.



Follow the dark hallway to a water room. Pull the lever below the door and get a good breath before swimming down the hall.



Follow the long hallway. Where it turns to the right, look for an open trapdoor in the floor. Swim down and follow the passage.



In the chamber behind the huge fan, grab up the Jade Dragon. Move quickly. You're going to need all your air to make it back to the lever room.



Reenter the doors that you opened with the Yellow Pass Card, and hang a right at the alarm button.



Spin the wheel to open the door and hop backward into the room: there's a goon sneaking up from behind.



In the adjacent chamber, a guard comes through the door up the ramp. The door will close before you can reach it.



Spin the wheel on the nearby portal, and stand back to chip away at the onrushing rig worker.



Collect the AP ammo and Harpoons from the small room, and check the adjacent passage.



In the bunk room, collect the Harpoon Gun from a lower bunk.

secret

Level 15: The Rig



The Automatic Pistols are also stashed nearby, on an upper-level bed. Push a button on an upper bunk near the entrance.



The button opens a trapdoor at the far end of the room in the ceiling. Leave the bunk and climb to the last high bunk on the right.



Jump and grab the edge of the hallway from the upper bunk before time runs out, or you'll have to hit the button again.



Follow the hallway and slide backward down the slope to grab the edge of the ledge. Climb down to the floor.



To cross the burners and reach the ladder, you need to use the two movable boxes nearby.



Pull out the box on the left and move it across the room. Pull out the right-hand box and get behind it to push it over near the burners.



Run and jump from the top of the repositioned box and grab the ladder. Climb up to the hallway.



Kill the guard in the upper hallway, and take the Red Pass Card. Continue in that hallway.

secret



Past the point where the guard drops the Red Pass Card is a ladder on the left. Climb up it and snag the Stone Dragon.



Backtrack to the alarm button. This time take the stairway to the left.



Climb the stairs and dispose of the guard and his canine friend with those new APs.



Be ready to dodge the barrels that roll down the broad ramp; your jumping is somewhat limited by the low ceiling.



At the top of the broad ramp is the reader for the Red Pass Card. Step through the door, but roll and head back toward the ramp.



If you reverse toward the ramp as the alarm sounds, you should be able to make quick work of the arriving rig workers.



Once through the portal opened by the Red Pass Card, look to the left and lose some more lead.



Nearby is a large, dry pool. The rest of the level concerns transferring the water from the distant pool over to the nearer one, and back again.





Climb up onto the platform to the left of the entrance and push the box.



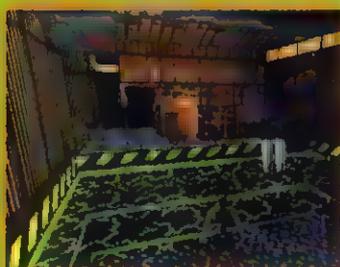
Loop around to the other side of the box and pull it. Now loop around again and push it to the end of the path.



Jump from the area near the pool to grab the top of the box, then jump from the top of the box to grab the edge of the upper passage.



Follow the passage downward, expecting hostility. Throw the switch on the wall in the control room below.



The switch on the wall fills the closest pool with water. Backtrack and swim across.



Hang a right on the other side of the pool and jump across the pipe.



Jump up the slope and throw the switch on the wall. The switch opens a trapdoor in the floor of the control room. Backtrack.



Slide down the long slope from the hole in the floor to the walkway below.



From the upper walkway, you can probably peg at least one of the two resident frogmen in the huge pool.



Dive down into the water from the open end of the walkway, and climb up onto the column footing. Take care of any leftover frogmen.



Swim along the wall below the upper walk and circle around the large column to the corner of the room. Climb out. This approach helps you avoid sniper fire.



On the foot of the column is the Gold Dragon. Grab it and get into the water, as rig workers arrive nearby and a gunner opens up from above.



Head back to the other side of the large pool, away from the gunner above. There's a ladder on the wall.



You need to jump and grab the walkway, and pull up as the bad guy opens fire with the Shotgun. Watch your health, and whip out those new Uzis.



When the battle is won, claim the Shotgun and follow the path to the right past the dead guy.



Jump from the end of the path to the nearby walkway and dispose of the sniper who was giving you so much grief earlier.

Run



You can peg the rig workers far below from this vantage point. One will drop a Small Medi Pack that you can pick up, if you feel like backtracking.



Jump over to the walkway near the wall. Notice the exit passage up above.



From the walkway near the wall, you should be able to pick off the distant gunner. Run and jump over to his area, jumping around the pillar with a left lean.



Break the glass and grab the Green Pass Card. Double back to the walkway near the wall and follow the hallway up.



Drop down into the lower passage ready for trouble, and continue down that passage to the control room.



Apply the Green Pass Card to the reader and throw the switch in the control room before exiting through the opened door.



Throwing the switch in the control room sends the water back to the first pool. Jump in and follow the underwater tunnel.



Pull the lever to the left of the gate and make your escape through the passage beyond.

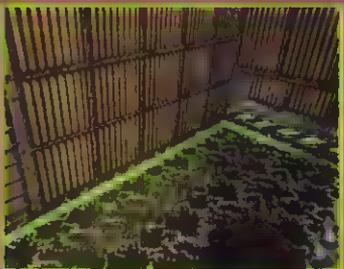
DIVING AREA

Diving Area Diving Area

Secret Bonus:

Uzi Clips

The Diving Area is a sprawling excursion headed in the direction of the briny deep, fraught with peril but rich with reward. First, the bad news: the Diving Area introduces the flamethrower to the list of Lara's enemies. Very bad indeed. When in doubt, use the Uzis. The good news is that the level also features the awesome M-16, stashed in a sneaky little hiding place.



Follow the passage to the ledge above the pool. That's the exit low, and to the right, but don't go in the pool just yet.



Run, jump, and grab the ladder, and climb up to the hallway. Push the button to stop the huge underwater fan.



Jump into the pool and swim beneath the large, immobile fan. Collect the Grenades and double back.



Pull the underwater lever to open the exit door and climb out onto the walkway.





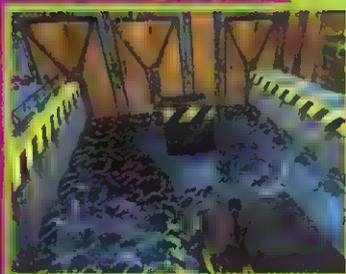
Look to the left as you enter the crane room and dispose of the onrushing villains. The ones across the pool are unarmed.



You need to cross the pillars below the cranes to reach the far side of the pool. If you fall, there's a back-track tunnel below.



Run and jump from the walkway to the pillar, and grab its edge. You can pull yourself up and stand safely in the corner.



When the crane moves away, run, jump, and grab the edge of the distant pillar.



Run and jump from the top of the second pillar to the walkway across the pool.



Punish the rig workers and follow the walkway to the adjacent chamber.



Down below the broad slope is a huge pool of toxic sauce. Not good.



Slide down the slope backward and grab the ledge above the small central opening. Drop down and collect the Stone Dragon.

secret



Pull up out of the hole, and slide forward. Jump—just jump, don't use forward action—from the bottom of the slope, and Lara reaches the walkway.



Follow the passage, and climb the (very) tall ladder.



Collect the ammo near the hole in the floor and drop in so that Lara slides backward.



Slide down the slope and grab the edge before Lara slips off. Drop and grab the ledge below and pull up.



Dispose of the guard on the elevated walkway and look to the left at the intersection.



Through an opening in the railing, you can run and jump to the slope far above the niche.



Slide down and grab the edge of the slope. Drop down and grab the Blue Pass Card.



Backtrack up the passage near the Blue Pass Card niche and slam the brakes when you round the corner to the left. Run, jump, and grab the tall ladder.



Return to the elevated walkway and take the right-hand turn at the intersection. Apply the Blue Pass Card to the reader and head to the right in the passage beyond.



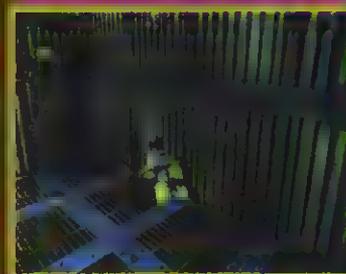
Enter the perimeter hallway and head to the right. You'll encounter a pack of four Dobermans on the prow and a bad guy armed with a flamethrower.



Once things have cooled off, check the two portals that you can open. Take the passage where the stairway leads downward.



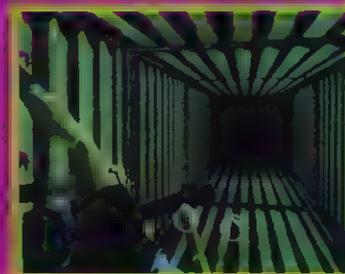
Dispose of the guard relaxing poolside and check the scene. To the left is a sealed control room. Across the pool is the Red Pass Card, out of reach.



Jump in the water and kill the frogman that emerges from the underwater tunnel. Get a good breath before going inside.



Follow the passage to its end and pull the lever. Reverse direction and swim through the gate that has opened.



Follow the underwater tunnel and look for a lever to pull on the left. Pull it and continue onward.



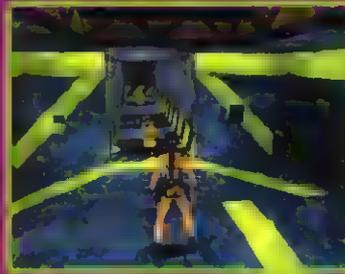
Follow the passage to a gate that opens as you approach. Hang a left in the passage and return to the pool.



The second underwater switch opened a door at the top of the stairs—through the second door off the perimeter hallway.



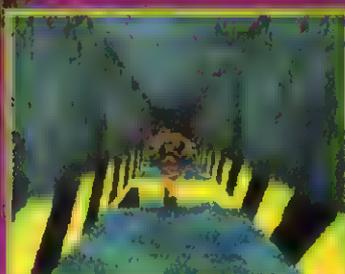
Uzis blazing, charge into the area where the helicopter is making a getaway. Take out your frustrations on the goons.



In the chamber adjacent to where the copter takes its leave, there's a burner hallway flanked by a switch and a button.



The first time down the hall, you need to throw only the switch on the right.



Run down the hallway and let Lara fall through the trapdoor. Quickly search the bottom of the small area.



In the small hole hallway down the burner hallway waits the ever-lovin' M-16. Cool. Hustle back out of the hallway.



Now throw the switch, then jump left and press the button. Charge down the hallway, leaping over the trapdoor pit. Take the Machine Chip and beat feet back out of the hallway.



Backtrack through the perimeter hallway to the pool room and push the box near the door. Insert the Machine Chip into the panel and the door opens.

Diving Area Diving Area Diving Area



Run down the hallway and pass by the pool on Lara's left. Uzi the goon in front of you and keep running into that corner of the room.



From the corner of the pool, turn and dispose of the sneaky flamethrower near the entrance.



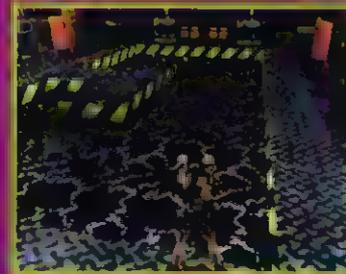
In that corner of the room, approach the control panel to the right of the orange tank and it opens. Push the button inside.



The button in the hidden hall opens the grating in the bottom of the pool. Swim down and collect the Jade Dragon.



Approach the underwater tunnel, then spin and head for the surface when you hear the unmistakable sounds of frogmen.



It's much easier to exit the pool and kill the frogmen from there than it is to dogfight two at a time underwater.



Your tension relieved, follow the underwater tunnel to a large chamber.



Far below is the mini sub. If you're really lucky, maybe you'll get to hitch a ride.



Surface in the area above the mini sub and climb to the ledge. Blast the resident sig workers.



On the upper ledge is a switch to throw. Do so, and be sure you don't fall into the water when you climb back down to the lower ledge.



There's another frogman lurking in the large pool once you throw the switch on the upper ledge. Kill him before backtracking.



Return through the underwater tunnel and climb out of the pool ready for some unhealthy disrespect. Teach the goons some manners and head up the hallway.



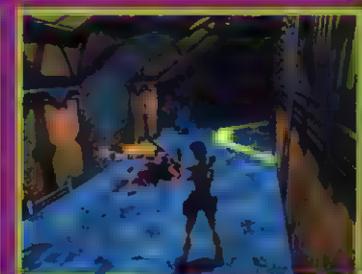
The control room near the pool is open. Throw the switch inside and the plank suspended over the pool changes position.



Jump and grab the edge of the plank above the pool, then run and jump from its top to the area near the Red Pass Card.



You'll have to stop the saw to claim the card. Push the button in the hallway behind the nearby boxes.



Backtrack through the perimeter hallway, thinning the crowd on your way upstairs.

Diving Area



The area where the helicopter took off previously has reconfigured. Drop down and follow the passage.



Drop through the hole in the floor at the end of the passage and ignore the rig worker that comes from the left: there's a flamethrower on the right that needs your immediate attention.



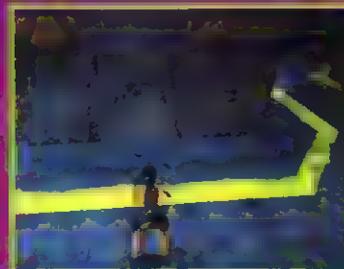
The rig worker brought up a second Machine Chip upon his demise. Nearby is a door and beside it is the Red Pass Card reader.



The doors to the perimeter hallway open upon Lara's approach. Head back to the Red Pass Card and the guardian buzz saw.



Place the second Machine Chip into the panel near the saw and the blade decists. Claim the Red Pass Card and double back to the door with the appropriate reader.



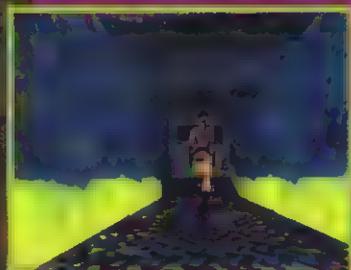
Use the Red Pass Card to open the nearby door and get out a big gun or two before dropping into the hole.



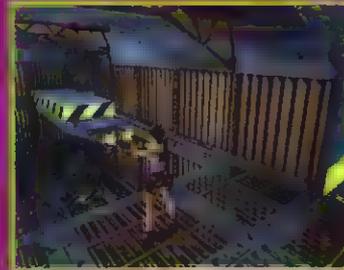
Down below, a shotgun-wielding rig boss waits in close proximity. Permanently demote him, and follow the passage.



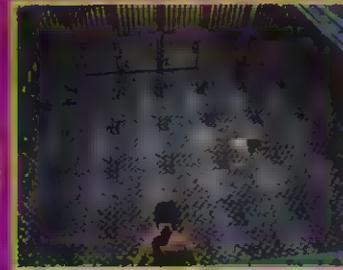
Be careful not to fall into the large pool, as there's no way to climb back out in the same area. Flee the bodies, and don't overlook the Harpoons near the air tanks.



Follow the long path through long corridors and watery passages.



From the upper walkway, punish the heathens abusing the friendly monk.



When you go downstairs, check through the open door before going near the monk's fallen form.



Through the open door waits the Gold Dragon. Take it, then go check on the monk. At least it looks like he's going to live.

40 FATHOMS

Secret Bonus:

Harpoons

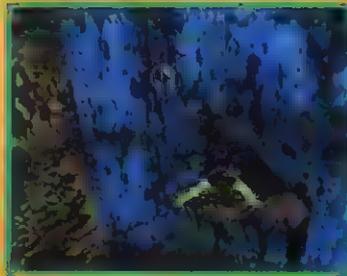
Welcome to the first of several levels in and around the capsized remains of the good ship *Maria Doria*. The initial level, 40 Fathoms, is one you can wander around for a while, if it weren't for this blow-by-blow account. With this walkthrough as your guide, you should consider a total time in excess of 40 minutes as a humiliating reflection of your own abilities.



As the mini sub crashes to the ocean floor, turn around and look for scattered debris—boxes and such. Follow that trail.



With the shark in pursuit, head for the corner of the area where the anchor broke a hole in the overturned ship. Swim down.



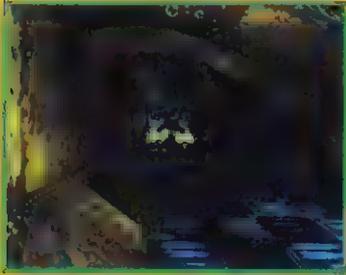
Grab a quick breath in the chamber and swim down through the hole below, hooking back to the right.



In the second chamber, the opening is high and to the left. Keep moving.



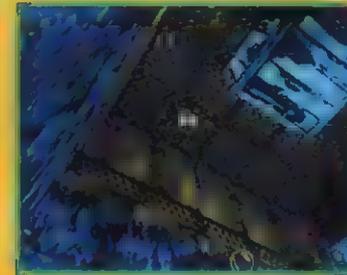
In the next chamber, the opening you seek is at the end of the left-hand wall.



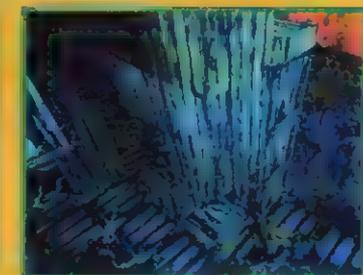
In the next large chamber, swim along the wall to the left and look for a low lever behind the last huge girder.



Pull the lever, then reverse direction and swim through the trapdoor that opens in the floor behind you.



Follow the passage and swim up through the hole in the ceiling. Above, at last, you'll have a chance to catch your breath.



Swim down below the boxes on the right, and you'll find a short hallway. Throw the switch and the water empties from the room.



With the water drained, you can climb the boxes and reach the high ledge.

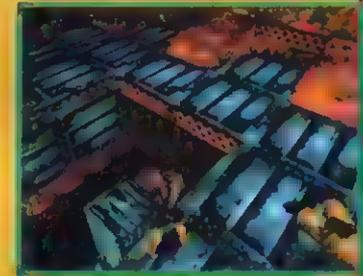


Drop down to the area below, careful not to fall through the huge trapdoors, and dispose of the lurking goon.



secret

Sticking near the wall to avoid the trapdoors, claim the Stone Dragon from the floor nearby.



You can run and jump over the trapdoor to open it. Trade shots with the thugs below. You may need to drop down to the tallest box to finish up the thugs.



Once the goons have been subdued, run, jump, and grab from the central boxes to the tall wood pillar near the wall.



From the top of the wooden pillar near the wall, run, jump, and grab the edge of the passage nearby.



Just inside the passage, look to Lara's left and you'll spy a switch on the wall. It opens a door on a timer.



Throw the switch and head down the hallway, leaping the low impediments to the far end of the passage.





At the end of the passage, hang a left and jump to the opened doorway.



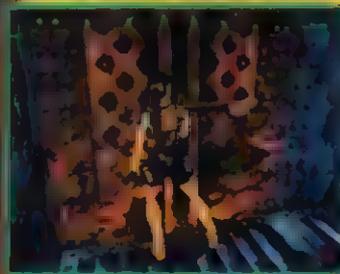
In the large outer pool wait the Jade Dragon and a host of unfriendly fish. Grab the prize and return to the hallway.



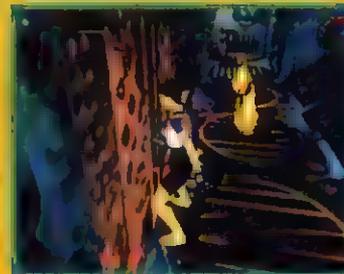
Back in the steel corridors, check the short, dark, central hallway. Jump and grab the ledge in the shadows, then throw the switch.



The switch in the high, dark chamber opens a portal off of the steel corridor, past a hallway with a row of burners. Check around this corner.



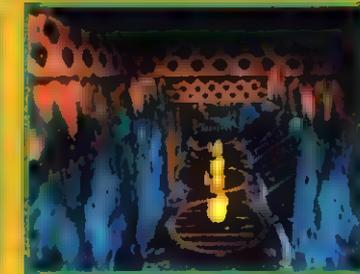
In the opened chamber is another switch to throw. That switch shuts off the first two burners for a short time.



Race back to the burner hallway and throw the switch that is now accessible. Don't stand there for too long.



The switch halfway down the burner hallway opens another portal, this time back near the entrance to the Jade Dragon area. Inside is another switch.



When you throw the switch in the second chamber, the two burners go out farther down the hall, but only for a short time.



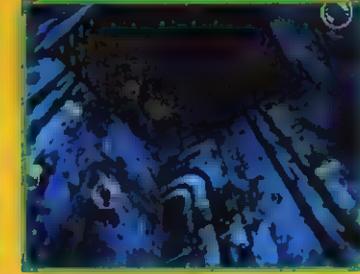
Race back through the steel corridors to the first chamber. You can jump in and out of the rooms, instead of climbing over the low wall below each portal.



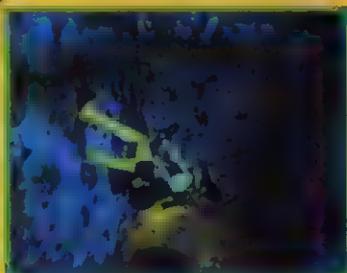
Throw the switch in the first chamber once more and beat feet for the burner hall. It takes excellent timing to make it past the row of extinguished burners.



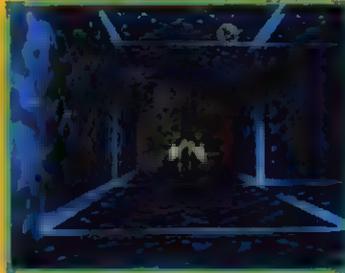
Past the burners, which reignite, throw the switch on the wall to open the nearby door. Wade into the pool and shoot the barracuda.



Swim through the opening above the small pool, then up through the tall chamber.



Just as you enter the upper chamber, look for a lever on the wall. Pull it and a door opens in the lowest chamber.



Swim down to the lowest chamber and pull the lever at the end of the short passage. Don't grab the Gold Dragon just yet.

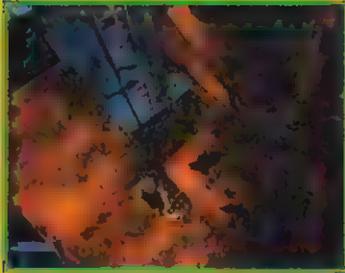


Swim back to the upper chamber and get a breath through the trapdoor that opened when you pulled the switch far below.



Swim back down and collect the Gold Dragon. When you do so, the tall chamber fills with barracuda. Swim back up to the opened trapdoor above and kill them from the dry hall.

secret



Follow the passage, then drop down into the dirt- and rock-filled hold. There's a hole in the floor leading to a lower large chamber.



In the lowest large chamber, look for the wide ledge at one end of the area.



Below the wide ledge is a box Lara can move to reach the opening.



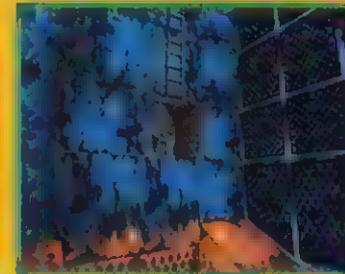
Throw the switch on the high ledge and the trapdoors above the lowest chamber open, depositing rock and dirt from above.



There are two openings above one wall in the lowest chamber. You need to explore both avenues. Stand and jump from the highest point to grab the floor above.



In the left-hand chamber, head along the wall to the left, then climb up to the ledge. Throw the switch.



The first switch opens a door in a chamber you have yet to visit. That chamber is accessible from a hallway off the lowest large area.



Drop down into the lowest chamber once more, and climb through the nearby opening—the right-hand one of the pair.



To climb the pile of rocks in the second chamber, you have to begin to the right, then jump across the pile to a flat spot on the left.



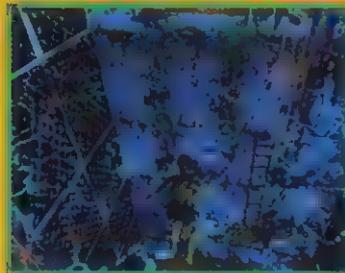
Jump from the flat spot to the rocks below the ledge and climb up. Throw the switch. That fills the unvisited chamber with water.



Head back down to the lowest chamber and look for the opening to a passageway. It's on the opposite end of the chamber from the switch ledge.



At the end of the hallway is the large chamber that the previous switch flooded. Get out that Harpoon Gun and go for a swim.



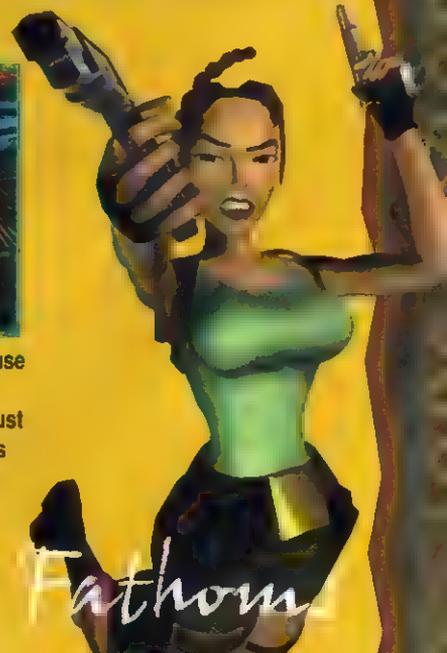
Subdue the frogman, then notice the low, opened portal.



Max out Lara's health and follow the passage. Climb quickly through the hole in the ceiling to the dry chamber, and whip out those Uzis.



You're going to take a heap of abuse climbing out of the hole, but don't use any Medi Packs, even if you just barely survive. Collect the goodies and throw the switch to open the level exit.



The Wreck of the *Maria Doria*

THE WRECK OF THE *MARIA DORIA*

Secret Bonus:

Grenade Launcher, Grenades

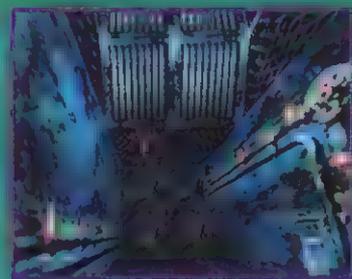
If we had to pick a favorite level—if we had to for whatever reason—this would be it. The *Maria Doria* has got it all. Nasty ambushes from heavily armed foes. Sneaky Secrets. Killer puzzles. The big puzzle is collecting three Circuit Breakers, which you use to access the final third or so of the huge level. Have fun.



Follow the passage to the large, water-filled chamber. Avoid the enemy boy. Collect the Harpoons from the floor and follow the passage.



Collect the Large Black Boss and destroy Lara's health gauge to the at or very near maximum for this next trick.



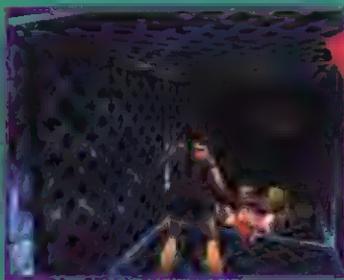
Drop down the steps, jump, and drop in the rectangular floor below. This is gonna hurt a bit.



Lara is reported at the room below. Get health and dispenser ammo on the foes that emerge from the opening.



Through the opening, look to the left-hand corner of the room. Pop a Pipe and shoot through the hole in the ceiling.



There's a nasty rig boss hiding in the dark corridor, and another will come sneaking up from behind when you discover the hole in the floor.



Drop down through the hole in the floor and claim the Stone Dragon. Reverse your path back to the room where you climbed into the hall.



In the chamber adjacent to the overturned pool are several movable boxes. Pull out the first one and push it to the end of the nearby hall.



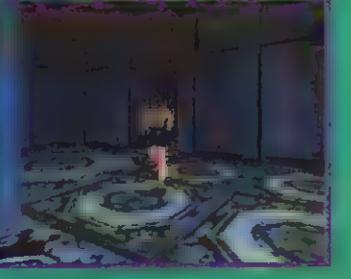
Behind the first box are two more that Lara must push and pull to reveal the passage. Choose the right-hand path.



Expect trouble when you drop from the passage to the area below. A hidden enemy boss will also appear in the hall behind you.



Head to the right and turn to punish the crowd severely. Keep those gold balls you found in the adjacent ballroom.



Drop the thug on the ledge above, and hug the right-hand wall. Enter the opening cautiously.



The Wreck of the Maria Doria

37



Beyond the broken glass is a hole in the floor. Circle around to the left, to the far side of the hole.



Step back as far as possible and run into the hole from the non-hazardous side.



In the dark hallway below sits the Rest Room Key. To exit the hall, stand at the edge and jump forward to grab the ledge above.



Double back to where you moved the three boxes previously, and check the left-hand hallway. Around the corner to the right is the lock you seek.



The Rest Room Key opens the glass doors nearby. Press the button behind the doors, get out those guns, and roll.



Defend yourself, then cross the room to press another button behind the opened doors. That opens a door back in the ballroom.



Before you leave, press the first button again. You want to close the doors in front of the second button.



Backtrack to the ballroom and look for a protruding section of floor that allows Lara to jump and grab the ledge above.



Shimmy all the way past the high ledge with the opened door, to the ledge on the far side of the room.



Follow the upper ledge to its end and a break in the railing.



Run, jump, and grab across the gap to the ledge beyond and take the first of the Circuit Breakers. Backtrack to the opened door on the high central ledge.



Follow the passage. At the first pair of doors, one chamber requires the Rusty Key and the other is sadly empty.



At the end of the hallway is a door Lara can open with better results. Drop down to the floor.



Pull the box out of its nook and push it to the far left corner of the room.



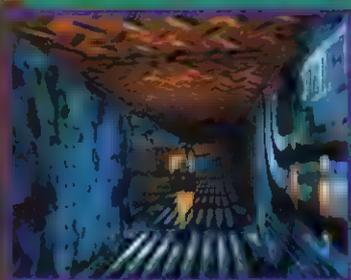
Climb atop the repositioned box and throw the switch to open the nearby door.



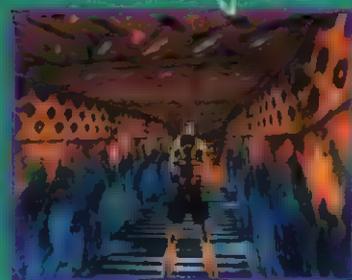
Before you go through the door, pull out the upper box. You don't need it to reach the door, but moving it helps solve an upcoming puzzle.

The Wreck of the Maria Doria

The Wreck of the Maria Bonin



Follow the opened passageway across an empty room and into a hallway sloping slightly upward.



Get out your guns as a goon crests the slope, heading in Lara's direction. Continue down the hallway to another chamber.



In the new chamber, you'll have to move the box beneath the switch to throw it and open the exit.



When you move the box, be sure to grab the Rusty Key it was sitting on. Exit back to a familiar hallway.



Apply the Rusty Key to the lock, hang, and drop to the floor far below.



Pull the movable box out toward the center of the floor.



Push the box over to the end of the short pathway. That allows Lara to pull out the upper box, revealing another movable box beyond.



Push the second movable box—a feat made possible by your pulling the box some time ago in the adjacent chamber. Reveal a hallway.



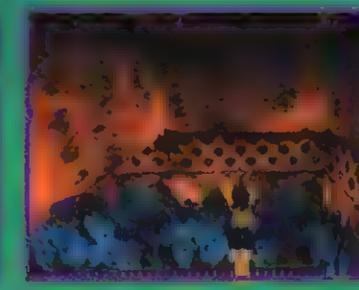
Charging blindly across the four sections of collapsible flooring would be a mistake. Run along one wall and loop back before you reach the far side of the pit.



By running in a small loop, you can return safely to the initial side of the pit and avoid the barrels that come rolling from the right.



Run, jump, and grab across the open pit, then look to the right in the intersection.



Pull up into the passage to the right and drop immediately back to the floor below. Grab the ledge briefly as you drop to stay close to the wall, as a barrel rolls overhead.

secret



Climb back up into the barrel hallway and collect the Jade Dragon from the far end. Double back.



Back in the wide hallway, hop up and peg the goon above the pool. Below the waterline is a lever to pull.



The underwater lever opens an upper doorway for a brief time. Climb quickly up onto the boat to jump and grab the floor, then hustle to the opened door.



Slide a short way down the slope, and start jumping. Jump back and forth from slope to slope above the dangerous trapdoor.



When the trapdoor closes, you can stand on it and grab the ledge. Throw the switch to open a door back in the boat room.



Jump up over the slope and throw the switch to exit the trapdoor area. In an upper area off of the boat room is the portal that opened.



Expect serious resistance through the opened portal. Go with Uzis for the initial confrontation, then snipe the goons below with the M-16. Look to the left to spy a button.



Press the button, then race all the way around the upper walkway to the other side of the rock obstruction.



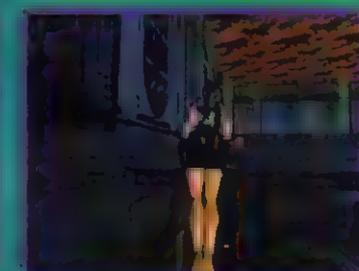
Make a running jump through the opened trapdoor to the walkway below before the timer runs out.



Down below you'll notice the second of the Circuit Breakers, but wait a moment to pick it up.



On the same walkway as the second Circuit Breaker, on the same wall as the entrance up above, is a button that drains the boat room.



When you pick up the second Circuit Breaker, the exit trapdoor opens briefly. If you miss it, you have to go back to the Circuit Breaker corner of the room to try again.



Backtrack to the drained boat room, then hang and drop to the floor. Open the portal and follow the passage.



When the hallway branches, head to the right. To the left is a pair of exit routes.



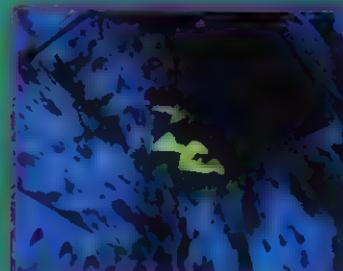
As long as you closed the double doors in the Rest Room, the third Circuit Breaker is accessible. If you didn't, use the button on the hallway to backtrack to the Rest Room.



The left-hand branch of the exit hallway deposits Lara back in the ballroom, while the right-hand avenue leads to the Rest Room. Expect token resistance.



Head back toward the room where Lara crashed through the ceiling so long ago. There's a small pool in one corner.



Collect the Small Medi Pack and follow the underwater passage. A lever on the wall opens the trapdoor up above.



In the hallway above the trapdoor waits a serious assault force. Uzi them into submission and enter the large chamber.



Insert the three Circuit Breakers in the fixtures near the burners and the flames are extinguished.

The Wreck of the Maria Doria



Once the fires are out, Lara can pull the movable box beneath the entryway.



Whip out that Shotgun in the small upper chamber, and greet the goon. Throw the switch.



Run, jump, and grab from the small switch chamber across the tops of the huge metal pipes. Drop into the pool far below.



Climb out of the pool and follow the passage. There's an unfriendly fish in the new pool, and there are Harpoons around the corner to the right.



In the opposite direction from the Harpoons is a dark passage where a rig worker patrols near the Cabin Key Door.



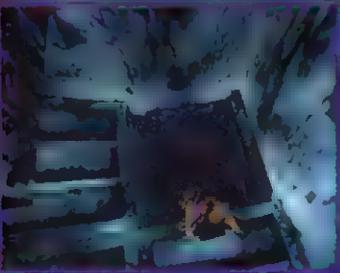
In the dark adjacent area, there's a door that Lara can open to the left. Throw the switch you find in the small chamber.



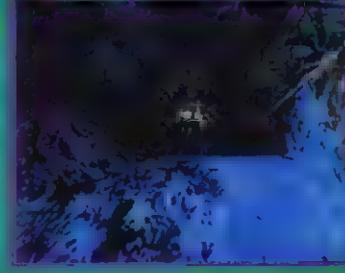
The switch opens a timed door at the opposite end of the dark area. Loop to the right, around the pit.



In the second small chamber, push the block and throw the switch to open a trapdoor in a broad hallway.



Scoop up the AP ammo en route to the trapdoor, back in the direction of the first small chamber. Stand at the edge and let the fish gather below.



If you backflip through the trapdoor, Lara hits the water pointed in the right direction. Swim down the passage and past the windows on the right.



At the end of the passage, look low and left for the Cabin Key. Loop around the rocks, back in the direction of the trapdoor.



Behind from the passage, looking back to the trapdoor is a small open area in the rock. Look up and spy a tall tunnel.



Swim up the tall tunnel and lay claim to the Gold Dragon. Now swim back to the trapdoor, turning to climb from the water when you surface.



Double back and apply the Cabin Key to the lock in the hallway. Throw the switch inside.



The switch in the cabin drops a trapdoor in the adjacent dark area, which allows Lara to reposition a box and reach another switch.



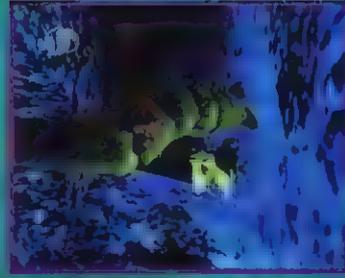
The second switch opens an upper hallway back in the cabin, which leads to a large chamber. Ready your M-16.



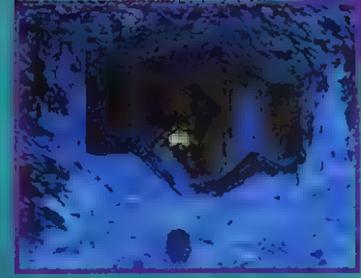
When the letter's read, you'll see the hole this small gap in the wall represents—running toward the entrance to the room, and drop to a safe distance the pool below.



Check the level lower chamber for a major M-11 across the air lock slide into the pool, using a Landing Platform.



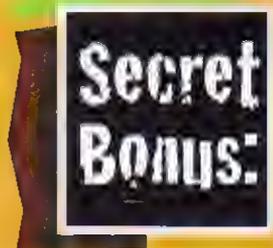
Behind the barrel at the bottom of the pool is a tunnel full of deadly eels. You can't bypass them, perhaps doubling back to get to your reward.



Head into the next tunnel, open up the lower area, check the air supply there's a chamber above, and let it fall to the level where she approaches the distant metal wall.

Living Quarters

LIVING QUARTERS



M-16 Clips

After the *Maria Doria*, the Living Quarters is almost a respite. The big puzzle involves reconfiguring the huge array of pistons and realizing the proper backtrack route when you change the pistons' configuration the second time. Make sure you get a good look at the king eel in the underwater cave—not a close look, mind you, but a good one.



Head straight forward as the level begins, and look to the left through the opening.



Pull the lever on the metallic wall and surface through the opened trapdoor above.



Dispose of the deckhand and continue into the adjacent area.



This is the piston room, complete with a sniper high and to the right. Hug the left-hand wall to the far end of the chamber.



Climb up at the far end of the piston row and note the switch high on the wall. Drop over to the floor on the other side of the pistons.



Enter the small area off the piston room and follow the passage to a lower hallway.



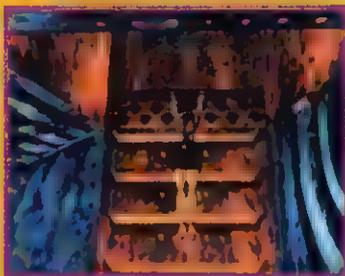
Drop down near the end of the lower hallway and thin the crowd. Venture forward, then hop back to avoid rolling barrels and another onrushing foe.



Hug the left-hand side of the ramp to avoid another barrel as you enter the chamber. Note the high, dry lever on the wall.



Run, jump, and grab from the top of the slope to grab the crack. Shimmy all the way to the right and throw the switch.



The switch at the end of the burners extinguishes the flames. Nearby is the entrance to an upper passageway.



Follow the passage all the way to a small room with a switch. Throw it and drop through the hole in the floor.



The switch has reconfigured the pistons, allowing Lara to cross on top of them. To hit the lower piston, stand in the center of the adjacent piston and jump forward.



Dispose of the sniper before making a run for the Stone Dragon off to the right.



Run, jump, and grab toward the lower ledge and collect the Stone Dragon.



From the Stone Dragon ledge, you can run, jump, and grab the side of the sniper's perch. Follow the hall.



At the end of the passage is a movable box. Push it as far as it will go. Note: The box is not movable in the PlayStation version.



When the first box stops, hang a left and push the second box past the ledge on the left. Drop down off that ledge.



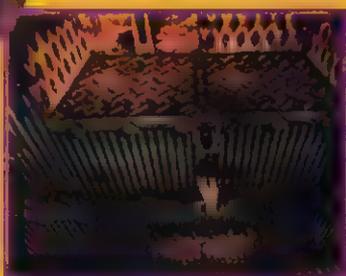
Back in the small chamber, throw the switch once more to reconfigure the pistons. Backtrack up the ledge where you moved the second box moments ago.



By backtracking through the hallway to the sniper's perch, you can make your way back across the reconfigured pistons.



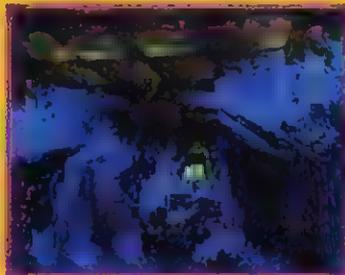
Run, jump, and grab along the tops of the piston array, which still includes a tricky low jump. Head for the farthest piston.



Run, jump, and grab to the ledge with the switch; throw it. Run and jump from the switch ledge to the low platform beside the last piston. Expect to take some damage.



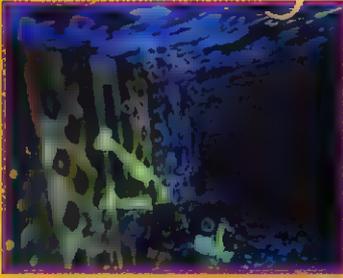
Return to the burner room, now flooded, and pull the lever on the wall. The door behind Lara opens.



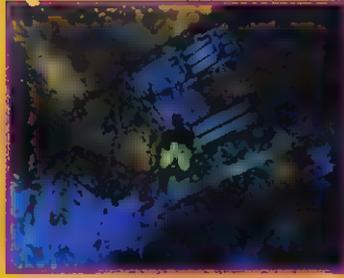
Stick it to the frogman in the new area and swim up through the hole in the ceiling to take a breath.



Swim back down into the watery chamber and hug the left-hand side of the cave far below as you enter.



Stick to the opposite wall to avoid the gigantic eel, and pull the lever. Exit the cave carefully.



Just above the entrance to the cave, a trapdoor has opened. Up you go.



Dispose of the guard overhead, then throw the switch at one end of the walkway to open the door at the opposite end.



In the chamber are two switches near the entrance and another switch in an alcove across the room. Reaching the third toggle is tricky.



Throw the right-hand switch, then jump left and pull the second switch. Roll, run, jump, and grab the ledge that has elevated.



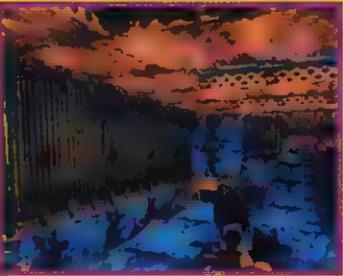
The two sections that elevate allow Lara to shimmy right, but the two switches are on a timer. Don't dawdle.



At the far end of the shimmy, pull up and throw the switch. Drop down to the floor and return to the larger chamber outside.



Stand like this. Jump forward, jump, jump, and grab. Lara should reach a ledge adjacent to the upper walkway.



Move along the top of the duct to the movable box.



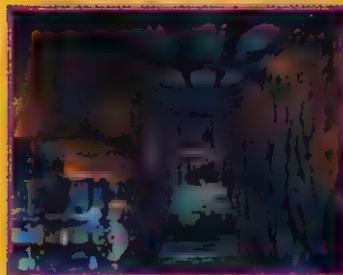
Pull the box once, then jump back to the duct walkway. Jump from there to the place where the box sat.



Drop and grab the ledge, then shimmy left until Lara can pull up.



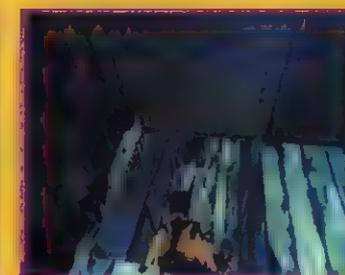
Jump and grab the edge of the upper passage, and follow it to the ductwork on the other side of the room.



Follow the duct pathway to its end, then run and jump to the opening high on the wall.



Whack the goon and check the hallway from which he came.



Down below, you can see the Gold Dragon.



To reach the prize, you have to jump and grab the edge of the dark upper chamber.

secret



Drop through the collapsible floor section in the dark upper chamber and collect the Gold Dragon.



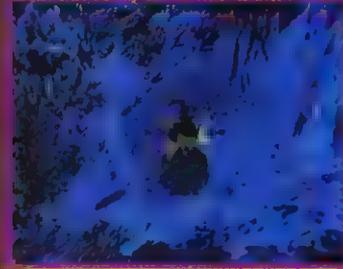
Walk through the glass, then use the forward and action commands to reach the ledge above.



Head back down the hallway and take a right. At the end of that hall, slide down the slope and keep moving over the unstable flooring.



Dispose of the fish in the small pool and collapse the small section underwater.



Swim through the broken pool flooring—wary of another fiendish fish—and take the Jade Dragon. Return to the hall.



Follow the passage and jump past the end of the slope to the small square section. You need to jump immediately from there.



The small section of floor at the foot of the slope is collapsible. In order to reach the crack above, you have to leap before you fall.



If the floor falls away before you can jump and grab the crack, cross over to the other side of the slope. Stand as shown and backflip. Jump and grab from the slope to the crack.



Shimmy to the right and stand up when the crack widens.



Check behind the pillar on the right for a passage. Drop down and get out your Uzis.



When the passage widens, look to the right and peg the bad guy. Head upstairs.



From the upper area, whack the goon below. Continue on the upper level.



Pull the box once, then return to jump over the railing to the area below.



Round the corner to the left, ready for heavy resistance. Also, watch out for the goon lurking in the pit ahead.



Down in the goon's pit, pull the box and take the Theatre Key. Use the box to climb back out of the hole, wary of the newly arrived enemy above.



Battle your way back to the area below the upper ledge, and look to the left.



The lower hallway is unobstructed because you pulled that box in the upper area.



Follow the hallway and drop the deckhand near the Theatre. Apply the Theatre Key to the lock, then head to the right once you're inside.



Whack the bad guy inside the Theatre and look for a ledge on the right for more trouble.



Dispose of the criminals on the ledge and throw the switch to open the stage curtain. Then dispose of the goon and head backstage.



Move the box and use it to cross over the wall. A Flare might help you see the dangerous floor pit. Jump across and push the button.



Backtrack to the pit where you found the Theatre Key, ready to feed a few final shells to an arriving rig boss.



Swim across the flooded pit and climb into the hallway to leave the Living Quarters.



THE DECK

Secret Bonus:

Grenades

Just when you thought you'd seen the last of the flamethrowers, this level is crawling with them. Use the extended range of the M-16 to make short work of those enemies. At the end of the trip, Lara will lay claim to the Seraph, which she'll carry until the end of her stay at the Barkhang Monastery. The Seraph is the key to the Catacombs of the Talion.



Look sharp as the level gets underway: there's a flamethrower sneaking up from Lara's right.



Dispose of the deadly duo and circle around to the far side of the structure to collect some Grenades. Double back.



From near the beginning of the level, dive to the water far below.



Climb out of the water and pop the fishies. Follow the pathway to the left, leaping over the sloped part.

The Deck

The Tomb The Tomb The Tomb



Slide down the slope near the wall and climb up to claim the Stern Key. Jump back in the water and look for an opening in the rock wall, low and to the left.



Follow the underwater passage to the metallic hull and surface through the small opening above.



Whip out the APs to deal with the onrushing goon, then switch over to the M-16.



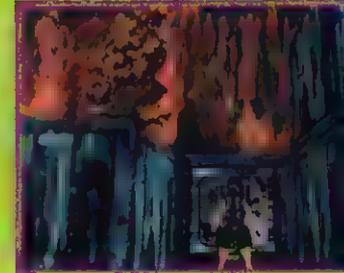
Continue in the direction the goon came from and peg the flamethrower from a distance.



Near the flamethrower's ledge are several movable boxes. Begin by pushing the closest box near the others.



Moving the first box allows you to climb up and push the upper box.



Moving the upper box allows Lara to move aside the two left-hand lower boxes, revealing a door. Apply the Stern Key to the lock.



Swim down into the chamber and look high on the wall as you round the corner to the right. Pull the lever.



Back outside, there's more trouble on the flamethrower's ledge. Take care of business and go investigate that area.



Drop through the trapdoor to the hallway below.



Pulling the lever moments ago now allows Lara to climb to the upper ledge and throw the switch.



Return to the previously water-filled room and drop to the dry area below.



Pull out the box and follow the tunnel, climbing up to a new passageway.



In the large pool floats a raft. To reach it, you'll have to drop through a hole in the ceiling high above.



Swim close to the surface, to the left of the raft. There are frogmen in the water and the left-hand ledge is a good vantage point.



When you climb ashore, dispose of the resident goon and gather the Uzi clips from behind his boxes. Watch out for the frogmen!



From the ledge, look for the underwater shadows low and to the left of the raft. Pop a Flare and swim down there.



In the reeds below waits the Stone Dragon. Check the cove to the left as you approach the statuette.



Swim through the low opening in the rock wall and up past the fish to the shore.



Shoot the fish and follow the bluish tunnel. Be ready for action when the walls turn white.

secret



Jump up over the slope and into the white rock tunnel. Blast the goon. Continue straight down the tunnel.



At the end of the tunnel are a Large Medi Pack and a hole in the floor above the raft. Max out Lara's health, then hang and drop to the raft below.



Collect the Cabin Key and Harpoons from the raft, then shoot the pair of sharks before hitting the water to backtrack.



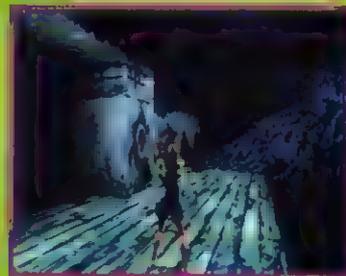
Another shark materializes dead ahead when you approach the low underwater passage. Reverse direction and climb ashore to take care of business.



Backtrack to the white rock tunnel and look to the left, where you dropped the goon previously. Follow the passage.



The passage winds upward for a considerable distance. There's nothing to do but climb.



From where the passage terminates, jump over to the deck and case the joint. There are enemies lurking, so keep your ears open.



On the uppermost level, you can drop into the small hole and collect the grenades, though a goon will be there.



As you descend to the lower level at the front of the ship, more enemies arrive to hassle our heroine. Watch your back.



Drop down to the level of the small pool. On each side of it, around the corners, are niches with Uzi and M-16 clips.



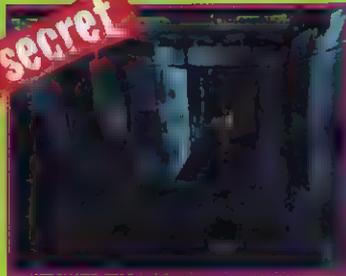
Check the pool itself. Notice the off-colored section in the wall. Swim down into that corner and climb quickly out of the pool.



When you get out, a flamethrower appears.



The small section of wall in the pool opens and a frogman comes out so you can kill him.



When calm is restored, swim down into the short pool passage and take the Gold Dragon.



Once out of the pool, watch your back: more enemies have appeared on the level below.



Drop down to the deck below the pool, then run and jump from the corner of that level to the top of the rock pile below. From there, run and jump to the nearby walkway.



Atop the rock wall, you can see the Jade Dragon off to the right. Leave it there for now.



Run, jump, and grab from the end of the white wall nearest the Jade Dragon. Then Lara can reach the top of the huge orange construct.



Cross the orange metal, then hang from the far edge. Drop and grab the crack, then shimmy left until Lara can pull up.



Run, jump, and grab from the side of the orange construct to the opening in the rock wall across the way. Follow the passage.



Up the passage is a chamber with several stubby pillars dotting a slope. Cautiously run and jump up the pillars to the top of the slope.



Look sharp when you reach the top of the stubby pillar slope, because bad guys will try to knock Lara back down again. Continue past the battle scene.



The tunnel terminates back above the ship's uppermost deck. Run, jump, and grab from here to the closest corner.



Cross the upper area and look to the left. Jump across the small gap of the walkway below.



Be ready for action when you drop through the trapdoor.



As promised, down below is a waiting thug, as well as ammo for the AP. Follow the hallway.



Pull out the box, then pull it aside. Throw the switch and exit back to the upper deck through the opened door.



Watch your back in the narrow walkway. Hang a right past the door and follow the deck around in that direction.



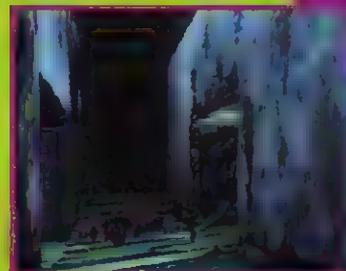
On that same level of the deck is an opened door. Inside are the lock requiring the Cabin Key and some M-16 clips.



Inside the room opened by the Cabin Key, choose one side of the chamber to approach the stable section of floor, then use the other side for a safe return.



The switch in the room with the mostly unstable floor opens another door on the same deck level. This invites unwanted company to your little party.



Head back toward the narrow passage where you exited the room a few minutes ago. The door across the passage is the one that just opened.



Hang a left at the top of the stairs and follow the cave. Look for the tall pillar behind you at the apparent dead end. Jump and grab it.



At the end of the tunnel, you can look down to the orange metal surface and spy the Storage Key. Drop down and get it.



One loose end to tie up before you head for the Storage Room. Backtrack down the deck levels to the white wall.



From the top of the white wall, run, jump, and grab the crack to the left of the alcove. Shimmy right and pull up to walk through the glass. Take the Jade Dragon.



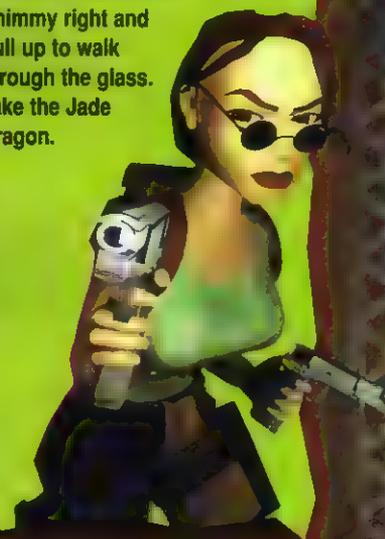
To exit the Jade Dragon alcove, stand at the edge and jump forward. Don't let the sound of the flamethrowers rattle you.



The hotheads are far below, near the Stern Key door. You don't suppose the M-16 has better range than a flamethrower, do you? Find out.



Jump to the top of the closest box below and head past the Stern Key door to the Storage Room. Apply the key and claim the Seraph inside to exit the level.



TIBETAN FOOTHILLS

Secret Bonus:

Uzi Clips

Another change of environment for Lara, and another new toy: the snowmobile. First, the bad news: piloting the snowmobile down the narrow paths and across the snowy jumps can be a real pain. It's not the most maneuverable vehicle in the world, after all. The good news is that you can use the new ride to mow down mercenaries whenever the opportunity presents itself, and save a ton of ammo. Note that if you fall into the deep gorge near the start of the level, there's an ice ladder that let's you climb back up the cliff. However, you may find reloading to be quicker.

Tibetan Foothills

Tibetan Foothills Tibetan Foothills



As the level gets underway, look to the skies. There's an eagle closing in from above.



Follow the path and jump over the slope to spy a narrow valley below.



When the second wave of snow boulders comes tumbling down, running slightly left of center, you can jump to the right and avoid a pileup.



Stick close to the ground and avoid the second wave of snowballs rolls harmlessly past. Climb to the cave and follow the passage.



Run and jump through the right-hand side of the ice wall, leaning to the right in midair.



Jump to the right extreme and then lean right through the ice wall to deposit Lara on a safe ledge. Follow the path.



Expect more eagle trouble as you enter the large outside area.



Across the gorge, a shiny snowmobile waits outside a low hut.



Hang from the edge of the cliff and drop to the ledge below.



Hang and drop down to another lower ledge and head through the opening.



In the cave, run into the pit and grab the Medi Pack before you're swarmed by the icicles. Climb up.



Follow the pathway around the gorge. Avoid the path splits, choose the downward route.



Watch the icicles above the shallow pool. You should be able to wade across from the first ledge.



Run and jump to the small ledge. Say bye-bye to another birdie. Across the gorge, you'll find the Large Medi Pack.



Run and jump across the gorge to the Large Medi Pack, then jump off to the left and climb up the large ice steps.



At the top of the climb, disband the mercenaries near the hut with some heavy artillery. Look to the right.

Tibetan Foothills Tibetan Foothills 51

secret



On a small, low ledge in front of the cave, the hut sits the Stone Dragon.



Jump on the snowmobile and head into the cave. You need to get off the ride to dispose of unwanted company.



The cave opens into a large area featuring several lovely snow ramps.



Use the central ramp to clear the wall in that direction. Keep your speed below full throttle to avoid injury.



After you've crossed the first wall, work your way around each successive ramp. While in midair, use the backward command to help stick the landing.



The long ramp is the final one. Stay off the accelerator as you drive: you just want to hop across a small gap in the ramp.



When you've crossed the gap, hit the brakes and back up as far as possible, turning to face the opening to the left of the obstruction.



Get off the snowmobile and enter the narrow passage to the left of the obstruction on foot. Snuff the snow leopards and return to the ride.



Point the snowmobile to the left of the obstruction and go full throttle. You have to line up properly from the start because you can't adjust direction in midair.



Jump the pit beyond the obstruction and follow the cave. Dismount here and run along the trail next to the right-hand wall.



At the end of the right-hand trail, collect the Grenades and climb the ladder. Throw the switch, and backtrack with caution.



There's a mercenary lurking below the ladder, and there's another back near the snowmobile. The M-16 is highly recommended.



Having dealt with the bad guys, get back on your ride and jump the small pit to the left. Follow the trail.



The switch in the cavern opened the gate leading to the steep hill and long, narrow ramp. Ease the snowmobile down the hill and line it up with the long ramp. Squash the bad guy.



Continue in the tunnel, where two more thugs fail their final exam.



When the cave opens into the area leading to the large ramp, hop off and look to the right.

Tibetan Foothills

secret



Run, jump, and grab over to the ledge near the big ramp, and claim the Jade Dragon. Cap the kitties before jumping back to the ramp.



Go full throttle up the ramp and Lara arcs across the void to the cave on the far side.



Inside the cave, you'll need speed to avoid the snowballs that roll down from the left and the snowballs that roll down from the right.



Once again, you'll need speed to get past the snowballs that roll down on foot, backflipping out of harm's way.



Get off the snowmobile when you've crossed the hill and jump to the slope above the ice ladder. Grab the edge and climb down.



Drop and grab the edge of the cave from the ice ladder above and pull up. Take the Drawbridge Key and drop into the passage at the back of the cave.



Get out those Uzis in the tunnel and take the key from the ice wall concealing the bad guy. Continue with caution.



You'll have to dash in a quick arc in the direction of the switch to clear down those icicles. Hit the switch and exit through the gate.



In the far left corner of the valley is a small hole with Grenades in the corner.



Expect more kitty trouble when you exit the Grenade hole. Climb the ledge and the ladder back to the cave opening above.



Get back on the snowmobile, and avoid the cave as you slide over the icy floor. Don't stop at the switch by the gate. Really.



The Drawbridge Key goes in the slot near the gate corner and allows Lara to cross the gap with her snowmobile.



Run, but don't stop, and get off the snowmobile to avoid the avalanche on foot.



Run, but don't stop, and get off the snowmobile to avoid the snowballs above.



Having defused the threat, get back on the snowmobile and proceed slowly down the path. Following the major shake-up in the cave, ride along the right-hand ridge to get past the pit.



Run, but don't stop, and get off the snowmobile to avoid the Hut Key. Approach the Hut Key, in the snow on the left, with caution.



When you get ungrounded from the hut it's a temporary detour with a toy of his own: a heavily armed snowmobile. Use the Uzis, and try to stay mobile, or he'll mow you down.



Use the jet boost to reach the hut. You need to use Lara's ride because the snowmobile is too heavy to make the big jump.



Use the jet boost to reach the ramp. You need to use Lara's ride because the snowmobile is too heavy to make the big jump.



Use the jet boost to reach the hut. You need to use Lara's ride because the snowmobile is too heavy to make the big jump.



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BARKHANG MONASTERY

Secret Bonus:

M-16 Clips

The Barkhang Monastery would be the most complex level in the game were it not for the Temple of Xian. The idea is to collect five special Prayer Wheels scattered throughout the monastery, and then use the Bonaphe to enter the Catacombs of the Talion. Barkhang is all about puzzles, as the resident monks will assist you in combating the mobs of mercenaries hot on Lara's trail. Just don't accidentally tag a monk, and they'll be on your side, taking care of most of the dirty work in fine style. If you do shoot a priest, you have to reload: all of the monks will turn against you.



Follow the passage and enjoy the show. The monks generally make short work of the mercenaries, so save your ammo.



Climb the tall ladder in front of the monastery, wary of the resident crow population.



Jump from the ledge at the top of the ladder to the small space nearby, and from there to an upper pathway.



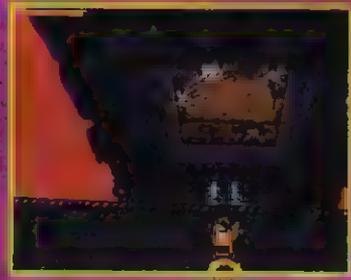
Dispose of more crews as you hit the top of the rock pile.



Jump to the slope, slide, and grab the ledge below.



Drop down below the slope and grab the crack, then shimmy right to a walkway near the monastery.



Shoot open the window and head inside. Hang a right into the hallway.



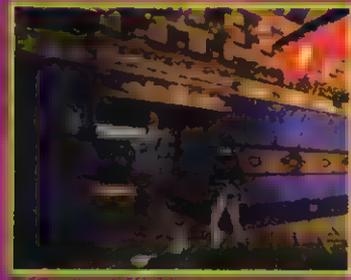
From the hallway intersection, the left-hand route leads to the main hall. Straight ahead is the Strongroom.



Duck into the first doorway on the left in the direction of the main hall, then roll and head for the Strongroom.



Near the locked Strongroom, mercenaries and monks do battle. Check the ledge outside for Grenades.



Double back toward the main hall and head through the first doorway on the left. Climb the tall ladder.



Tip above the main hall, take the Main Hall Key from the small platform.



Continue along the upper pathway to the right of the huge statue.



Drop down from the end of the upper walkway and watch out for the boulder that rolls down the sloped hall.



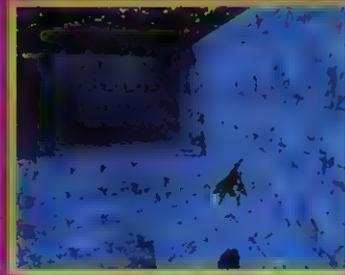
Where the first hallway intersects another, expect more boulder trouble.



Hang a left and head up the passage.



The small blue pool has a strong current. Swim low along the wall to the right, and try not to bump into anything or you'll lose some momentum.



It takes some time, but it is possible to defeat the current and reach the underwater opening.



Follow the path and drop to the water far below. Pop a Flare, and roll through the bladed doors.



Up the ladder from the watery hall of bladed doors, a lone monk attacks a mercenary.



Be ready to mop up if the battle goes poorly. When you enter the antechamber, another bad guy appears inside.



When the second thug finds the floor, jump over the inoperative fixtures, and claim the first Prayer Wheel.



When you take the Prayer Wheel, the burners come to life. Jump between them to make your escape.



In the outer room, move the boxes aside to reveal a passage in the wall. Lara can use this to backtrack toward the main hall.



Follow the walkway back through the main hall. Hopefully, the monk already took care of the mercenary.



Watch your step heading back down to the Main Hall Door: that tall ladder can be a killer.



Insert the Main Hall Key into the lock near the large double doors and venture inside.



Head straight for the large statue and a fight breaks out behind you.

Barkhang Monastery



With so many monks in the area, the mercenaries usually get kicked pretty hard. Gather their goodies.



On one side of the main hall is a pair of passages. Check the hallway on the right.



Run and jump over the blade in the right-hand hallway, and enter the room on the left.



Thank the monk for guarding the Strongroom Key, and jump back over the single blade in the hall. There's no reason to go any farther down the passage.



Head back through the main hall. Remember that the Strongroom is back down the wide passage and to the left.



In the Strongroom is nothing but the Rooftops Key. Pick it up.



Head back toward the main hall and check the doorway where the blades roll back and forth. Go inside.



Hug the left-hand wall to the corner of the room and time your run toward the Rooftops Key Door. Follow the passage beyond.



In the area above, there's a switch that will shut off the burners for a short time. Whether you shut them off or not, however, you need to jump them exactly the same way.



Stand and jump forward over the burners until you reach the intersection.



Head down into the open area on the left, angling toward the opening on the left as mercenaries appear behind you.



There are monks around the corner that will come to Lara's aid when you round the corner to the left.



Be ready to lend a hand because this battle often goes badly for the monks. You can climb the ladder on the left to snipe and also collect more M-16 clips.



When things die down a bit, throw the switch on the pillar and drop down to the area below.



Blow open the glass case and take the two Gemstones. Throw the switch and climb back to the upper area. Return to the hallway, and take a left.



Farther down the burner hall, place one of the Gemstones in the fixture. The huge golden door slides inward.



Go inside the small chamber, and pull out the box on the left.



Behind the box is a second Prayer Wheel. Grab it and head back to the main hall.



Back in the main hall, investigate the passages on the left.



Climb the tall ladder up to a level near the hands of the huge statue.



Run, jump, and grab the upturned palm of the statue from the ledge above the tall ladder.



Now climb up the hand with the burner, and run, jump, and grab the top of the statue's head. Cross over the head, then jump and grab from the hand to the niche.



Place the second Gemstone in the fixture high above the main hall, and a trapdoor opens below the statue. More on that later.



Run and jump back to the statue, and slide down its front. Follow the upper walkway around the statue's base to the rear.

secret



Jump up the slope behind the huge statue, and take the Gold Dragon from the alcove.



Down the wide hallway near the base of the statue, enter the doorway on the right.



Inside are several movable boxes. Manipulating them fully probably isn't worth the effort. You can stand beside the barrels to push the first box you need to move.



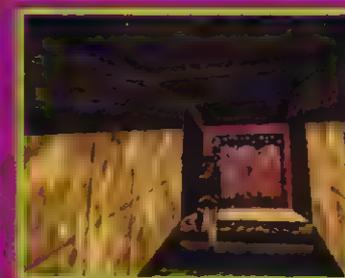
With the boxes arranged this way, you can collect AP ammo from the floor and Harpoons from on top of a box near the wall. You'll have to move the one box from in front of the door eventually.



Follow the thin passage past the barrels.



In the narrow passage, run into the pit and grab the ladder to make it safely across. Try to keep that route in mind for the return trip.



In the interconnecting hallways, head up the stairs and shoot open the window as mercenaries close in from behind. Bail out the window, and don't shoot any monks below.



In the courtyard below, throw the switch on the wall and the monks run off to take care of business. Throw the switch again to close the door behind them.

Barkhang Monastery



Climb the series of tall ladders leading up from the large courtyard.



In the upper chamber is the third Prayer Wheel. Take it and return to the courtyard far below.



It is best to be prepared for trouble when you reopen the door in the courtyard, although sometimes the good guys do win.



Back across the ladder pit, return to the broad passage and look to the right.



Head all the way to the end of the hall and duck inside the narrower passage on the left before the monks leave the vicinity.



A melee ensues. Stand by to mop up and collect valuable prizes.



Through the narrower passage at the end of the wide hall waits an impressive gauntlet. The burner will be extinguished if you walk slowly forward.



Sticking close to one wall, run forward as the spiked obstacle begins to swing away. You may take a nick, but you'll drop into a safe hall.



Climb out of the lower passage back in the direction of the swinging obstacle. You need to repeat the trick, this time taking into account the rolling blade.



Climb out of the second safe lower passage to the area beside the rolling blade.



Run past the last blade and grab the Trapdoor Key. At least that's over ... or is it?



If you follow the nearby blade back down the hallway, you can duck off into a small alcove when the trap reverses.

secret



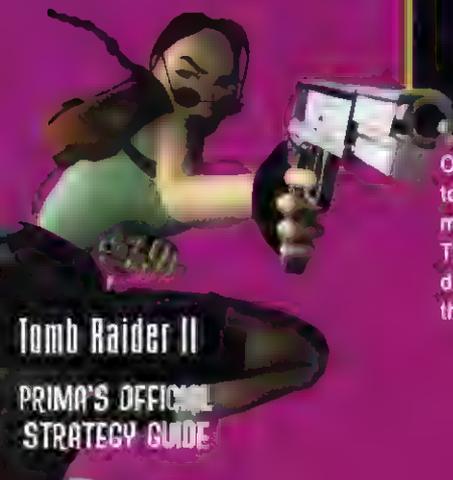
Once the blade passes by, run to the end of the hallway and make a left, but don't go too far. There are two sets of bladed doors to roll through to reach the Jade Dragon.



Now return to the room where you found the Trapdoor Key moments ago and continue in that direction. Slide down into the pool.



In the large pool, swim past the underwater ladder and look for a small opening high on the right.





secret



Inside the small underwater tunnel sits the Stone Dragon. Climb out of the large pool and backtrack to the huge statue in the main hall.



Now's the time to enter the chamber below the huge statue and drop through the trapdoor that opened when you placed the second Gemstone in the fixture.



Follow the passage beneath the statue.



In the small pump room, throw the switch to open the door nearby.



Through the open door, jump over the slope on the left and push the box, cutting off the water flow.



Double back through the pump room, and slide down the slope to the dry chamber. Push the box aside and take the fourth Prayer Wheel.



The Trapdoor Key goes in the lock in the main hall. Drop down into the area below.



In the area below the unlocked trapdoor, loop to the left and throw the switch on the wall. When the battle concludes, check the path in the opposite direction.



Follow the path through the rocks and look for a hole in the wall where it terminates. Climb the ladder to the walkway above.



Approach the bridge along the upper pathway with caution.



Roll just inside the rock opening leading to the bridge, and peg the crow that appears behind Lara. The trick is to coax out the crow, but not the mercenary.



Approach the bridge with the M-16 at the ready, and punish the criminal that appears. Take his clips, and it's a net gain.



Aim with care near the small building; you want to take out the pair of crows without inadvertently tagging the resident monk.



Jump from the rock ledges to grab the roof of the building, and drop through the opening there.



Barkhang Monastery



Take the fifth and final Prayer Wheel from inside the building, and be ready for action when you exit: a monk and a mercenary are battling outside.



Backtrack all the way to the huge statue. There's an open room to the left of the statue's base.



Place all five of the Prayer Wheels in the fixtures around the room, and the huge double doors open.



Now take the Seraph that you collected at the end of "The Deck," and place it on the huge golden fixture. Exit through the door that opens nearby.

CATACOMBS OF THE TALION

Catacombs of the Talion

Secret Bonus:

Grenades,
M-16 Clips

The Catacombs of the Talion leads Lara in the direction of the Ice Palace and a major step down. The puzzles are relatively complex, and the place is absolutely crawling with those nasty snow leopards—huge packs of them. You almost have to use the Uzis on those kitties because the pack moves so fast. You can use the M-16, but it requires stable footing, which is not always an option.



Stand still as the level gets underway; you'll have to avoid the stairs or risk beginning with a quick death.



Drop off the ledge to see how far you would get in the second set of lethal icicles en route to the doorway.



Hang a roll in the chamber with the steep slope, and jump to grab the crack in the wall.



Shimmy right, and pull up onto all the ledge when space permits.



Swim the ledge as a pack of Haros and the Stone Guardians if only it were all so easy.



Use the beam to shimmy back to the ledge and shoot the ledge, and look down the ladder. The yellow beam is most likely stirring.



Slide down the ladder and the roll is freaking out directly below. Use the jump command to backflip from the ladder, and apply the Uzis liberally.



Get back to the ledge, then shimmy a step across the steep slope. Check the ladder back up.



From the top of the steep slope, you may be able to pick off the annoying Haros that travel all the way. (If only it were all so easy.)



Slide down the slope, and jump from the very bottom to grab the distant walkway. If you couldn't kill the kitty from above, that's him on your left. And don't use the stairway!



The large adjacent chamber is dominated by a blue pool. The object is to get the mask out of the cage on the left. Take the stairway down and get those Uzis out.



As you reach the last step, bad men rush from the entrance at the top of the stairs. Open fire, and keep firing until the first target drops. Pause to relock your sights and go again.



Gather the Uzi clips and Large Medi Pack from near the bodies, then jump over beneath the ledge. Don't go too far up the slope.



Walk forward up the slope; it's too steep to walk. The boulders are released from above. Jump backward.



Lara should land safely on the ledge with the mask in the cage. One nasty trap defused. Drop down to the floor of the room.



Past the pool is another pair of leopards. Try not to backflip into the pool. Look to the right, and there's an opening in the wall.



Down below is a Small Medi Pack. You have a nice view of the Ice Palace from here, too. So close, and yet out of reach for this level.



Head back to the pool room and climb the ledge near the entrance to the hallway. Run and jump across the room to the ledges there.



Run down the collapsible plank until Lara hits the wall, then jump and grab the ladder. Climb to the very top.



Jump from the top of the ladder, and Lara backflips to the ledge. Throw the switch to open the cage.



Slide down the slope, and use the backflip trick to reach the Tibetan Mask. When you reach it, the blue pool drains.



Hang and drop down into the passage below the pool, and use a Flare to make sure you don't fall into the pit. Follow the hallway.



Place the Tibetan Mask in the fixture and the gate rises. Put away those guns and proceed with extreme caution beyond the gate.



Hang a left just through the gate, and use the forward and action commands to climb the wall ahead of the avalanche.



Now whip out those guns and begin putting a serious downward trend in the local cat population. You'll need to use the Uzis to kill them all quickly.

Catacombs of the Talion



Don't sweat the final set of boulders near the huge doors. Climb to the low left side of the stairway, and jump and grab to the ledge. Drop down into the area beyond the wall.



More kitties. A lot more. Watch your back when you go to check the icy pool.



As you step onto the icy surface, more felines roll in from the pointed passage.



Keep those guns handy and explore through the pointed passage, ready to backflip and open fire. Through the passage is a snowcapped pillar to climb.



In the dark pool behind the pillar is a second Tibetan Mask. Climb back up the snowcapped pillar with caution.



Drop down from the pillar and get mobile: a pair of mercenaries has appeared in the open area or perhaps is pacing in the pointed passage.



Backtrack with the second Tibetan Mask past the huge doors and around the corner to the right.



Beside the closed door is the fixture for the second Tibetan Mask. You'll also see a ladder to the left and Grenades on an overhead ledge.



Inside the huge dark chamber, ignore the screams of the caged beasts and hug the left-hand wall. Jump across the small gaps to reach the switch that opens the cages.



It takes the yetis forever to get up the stairs and over to Lara. Open fire with the Pistols, then bail off when they get close and open fire again. Stay mobile in the large area.



Invariably, a yeti or two lingers in the cages below. Be ready to whip out the Uzis and gather the goodies on each side of the room.



Throwing the switch also raises small gates, allowing access to a dark antechamber. Pull the movable block over and shove it beneath a gate, like so.



Collect the Grenades from one short dark hallway, and throw the switch to open a door back above the icy pool. Backtrack with extreme caution.



Outside the room of yeti cages, several mercenaries stage a merciless ambush from the left. It might amuse Lara to lob five or six Grenades into the crowd from a distance.



Up the ledge past the huge doors, a long suspension bridge arcs up toward a waiting avalanche. Run through the opening across the second bridge and hang a hard left.



There's a small ledge just to the left inside the opening where Lara can stand to avoid the storm. Continue to the ledge above.



Run, jump, and grab from the upper area to the nearby ladder, then climb to the upper chamber. You have to drop in the pool, but you'll want to exit immediately.



Do a little Lara-style ice fishing, then go swimming. Stand in the right-hand side of the opening in the wall. Wade and climb ashore on the right near the wall.



The path along the wall is fraught with icicles, but don't swim through the entire cavern. Swim and climb ashore on the small white ledge between this cove and the next area.



From the ledge along the right-hand wall, you can see through into another cavern. Walk forward to the edge, then turn around and look up.



Climb the ladder in the chamber above. You'll see a sliding slope on each side of the top of the ladder and a statuette in a small room.



Move to the far left at the top of the ladder and drop. Use the jump command as Lara falls, and hold it until Lara can safely slide to a stop. Claim the Jade Dragon.



Jump to grab the ladder, and swim to the block near the door. Climb up on the block, and run and jump to grab the very bottom of the distant ladder.



Climb to the upper right corner of the ladder and use the jump command to backflip.



Throw the switch on the ledge to open the door below. Drop to the water away from the door, avoiding the block.



Look to the left as you enter the new area, and cap another leopard. Throw the switch on the small pillar and turn left on the outside ledge. Drop from that corner.



The switch on the small pillar opens the huge doors. Don't be afraid of the last row of boulders. Jump across to the ledge above the pit.



You could run and jump across the pit, then snipe from above. Or you could face the boulders and drop backward into the hole with your Uzis drawn.



There's a mess of kitties to kill below. Roll when you hit the sinister switch, and notch a leopard kill with the Shotgun. Clean house, and backtrack across the pit above.



If you go onto the sliding slopes toward either set of snowballs, they'll come rolling down. Leave the wide slope alone. Stand at the base of the narrow slope.

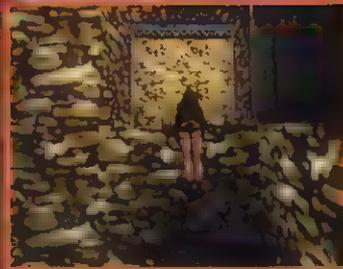


Jump forward at the bottom of the slope, then jump again as you slide. Bail off to the left, or perhaps leap over the avalanche as it rolls down. Ouch.



The snowballs knock open an adjacent chamber. Inside, you'll use the right-hand pad to open the level exit. First, there's that last statuette to claim, though.

Catacombs of the Talion



Shoot the bell in the small chamber just behind the door. The door opens and you can proceed to a walk to the upper chamber.



As you enter the room with the spikes on the floor, turn and crouch. The rest on the wall. There's a heavy outside ladder to climb. Drop off onto the ledge above.



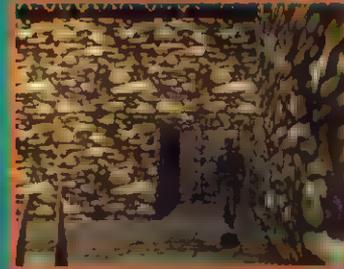
Push the Gold Dragon from the ledge above the spiked room. Return carefully to the floor and walk to the second door. Backtrack through the first door if you come up the wrong way.



Stand at the edge of the ledge in the second door, which opens as you approach. Jump forward from the ledge, then jump forward again over the obstacle.



Shoot the bell in the small chamber just behind the door. The door opens and you can proceed to a walk to the upper chamber.



As you enter the room with the spikes on the floor, turn and crouch. The rest on the wall. There's a heavy outside ladder to climb. Drop off onto the ledge above.



Push the Gold Dragon from the ledge above the spiked room. Return carefully to the floor and walk to the second door. Backtrack through the first door if you come up the wrong way.



ICE PALACE

Secret Bonus:

Grenades

A major battle with the Guardian of the Talion looms near the Ice Palace, but the toughest part of this level is the merciless trek to the showdown. We have kind of a cheater's way to kill the Guardian—by staying entirely out of his reach. Sure, you'll want to fight him fair a couple of times for grins. After all, it's not every day you meet a 20-foot-tall eagle that knows how to pile-drive.



Shoot the bell in the small chamber, and the door opens.



Ignore the screaming yetis in the cage above and be careful going near the wooden springboards. They can be deadly if used improperly.



You'll see a double-wide pad in the direction of a gate and a single to the right. Avoid them for now and loop around the corner to the right.



Run onto the small springboard in the wide dead-end hall, and Lara pops through a hole in the ceiling into the upper area. Grab the Large Medi Pack.



Back on the floor, run toward the bell and onto the small pad. It might be worth using six or seven Uzi shots to make sure you hit the bell the first time you spring.



Shooting the bell opens the first of two large black gates below. Run onto the double-wide pad in the direction of the remaining gate, and lean forward to land on a high ledge.



On the high ledge, check the drop to the ledge just below. Grab the Uzi clips and hit the switch to release the yetis. You want to drop down a single level to do battle.



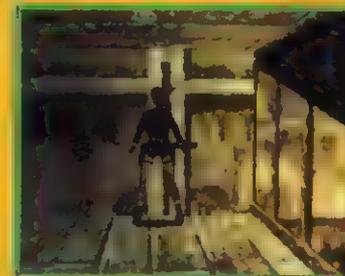
The yetis are released at floor level, giving Lara time to chip away with the Pistols from above. When the monsters get close, drop down to the floor and keep chipping.



Return to the second tier via the stairs and check the hallway that opened up when the yeti cage fell.



Check the far end of the barred passage, where it turns to the right, and a yeti comes out in a disturbing hurry. Hop backward and apply the Uzis. Definitely the Uzis.



In the small chamber upstairs, throw the switch to open the shutters nearby. Backtrack down the barred passage, past the point where you found the Large Medi Pack.



In the barred passage, there's a hidden movable block in the wall near where you found the Large Medi Pack. Pull it out and aside.



The huge chamber appears empty. In the distance, you can see a shiny statuette. Perhaps there's some way to fill the space with water? Or a ladder to climb?



From the center of the high ledge where you pushed the block aside, stand facing the pillar and step off into thin air. Cross the invisible walkway, and take the Gold Dragon.



Back on the floor outside the remaining black gate, run onto the small springboard in the direction of the open shutters above. Lean forward to land safely.



On top of the shutter, hop and shoot the bell. The second black gate opens.



Jump to the slope above the gateway, and grab the edge to drop safely to the floor. Yes, another springboard! It's the last one for a while, but it's a doozy.



Run onto the pad in the direction of the right-hand wall, and use the action button as Lara soars high into the air.



You can grab the edge, but the slope above is too steep to stand on. Pull up, and jump immediately. Keep jumping back and forth, and lean to the right.



At the far end of the sloping space is another bell to shoot. Get out those Pistols and do the deed, then lean to the left, back the way you came.



Just keep leaning left and eventually you'll reach a flat ledge. Climb through the open gate and up the ladder to a ledge.



Run and jump from the edge of the ledge to the walkway and Lara will hit it squarely. Have the APs out, and chip away at the charging yeti. He'll drop.



Take the Flares from the block and check the yeti's tunnel. There's a white tiger living there that you can get the drop on if Lara quickly climbs the left-hand ledge.



Check the short path off the safe ledge and cross the tunnel. There are two openings in the wall. Take the dark one on the right.



Light a Flare, and jump up the slope to secure the Jade Dragon. Return to the tunnel and proceed with caution.



At the end of the yeti's tunnel waits serious white tiger trouble, but at least it comes in two waves if you move slowly into the large cavern. You may be tempted to use the M-16.



Climb the box in the white tiger cavern and take the Tibetan Mask. Back in the yeti's tunnel, a door in the hallway near the dark path has opened.



Through the open door, drop down into the barred passage, ready for immediate action. Take the Large Medi Pack at the far end of the room.



Toss a Flare or two below to make sure Lara doesn't jump down into a spiked section of the floor.



You pretty much have to stand and deliver in the small, dark chamber or risk inglorious impalement. In one corner of the room is a significant AP ammo stash.



On the outside ledge are a Small Medi Pack and the fixture for the Tibetan Mask. The door to the bridge outside opens; do be careful getting off the ledge.



Run and jump off to the left of the bridge and gather Flares, then run and jump back to the bridge and span the distance.



Inside the cavern, you reach a ledge high above a familiar area. You'll find a switch on the wall.



Throw the switch, and an impressive amount of molten lava melts a hole through the icy top of the pool.



Expect immediate tiger trouble when you drop down to check the pool. Watch your back.



Check through the pointed passage. There are Uzi clips on the pad where you grabbed the Tibetan Mask in the previous level.



There are also Shotgun shells in the outer area through the pointed passage.



Down in the pool that the lava melted through, pass by the gong hammer for the time being and swim through the hole in the wall. Hug the wall on the left in the new chamber.



Wade up onto the shore near the wall, and avoid the icicles while chipping away at the yeti. Go with APs and step back into the water if a frosted freak gets too close.



Return and grab the gong hammer, and fish arrive from the direction of the yeti chamber. Consider climbing the right-hand ledge through the opening to take care of business.



There are passages to the left and right up from the pool. Expect yeti trouble when you approach the left-hand cave.



Pull up to the ledge in front of the cave opening and immediately step back as icicles fall. Pop a Flare, and head inside.



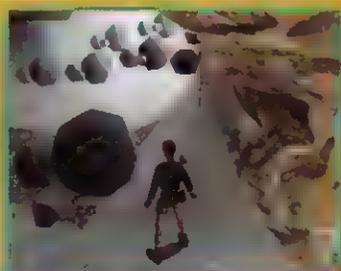
When you approach the ice wall, another jolly snowman comes caroling Kill it and grab the Grenades on the other side of the wall.



Backtrack to the right-hand tunnel up from the pool and get out the Pistols.



A yeti comes rumbling down the stairs in the tall chamber. If you have the Pistols out, you can peck him to death just before he reaches our heroine.



Up the ice blocks, the wide passage opens onto an impending avalanche. Step close to the end of the hallway to coax out the first batch.



Hang a left in the opposite direction from the wall of snowballs and run for it. You need to veer over toward the far wall to jump safely to the snowy ledge.



Follow the short passage and note the opening to the right in the far wall.



Slide backward down the slope and shimmy left to near the far wall. Pull up and jump immediately from the slope.



Lara should backflip to a safe ledge, beyond which the passage continues.



At the tall ice wall, run and jump to grab anywhere on the climbable surface, preferably directly below the high opening.



Max out Lara's health and hang from the ledge above the huge gong. Drop down and readjust your health once more.





Give the gong a mighty blow with the gong hammer, and the doors to the Ice Palace are shattered open. Don't go inside just yet.



Slide down the front of the Ice Palace and cross the huge snowy field, veering toward the far left corner.



Past the huge pillar in the far left corner of the snowfield is a ladder to jump and grab. Pop a Flare, climb down, and turn to the left.



Throw the switch in the dark passage below, and the small hut beside the Ice Palace opens.



Climb back to the very top of the ladder and backflip to the flat section of snowfield. Check the hut.



Take the Jade Dragon from the opened hut and exit to the left, across the front of the Palace and to the far side of the snowfield.



Climb the low icy ledges and follow the rough trail to a doorway. There was ice blocking the Palace portals until Lara struck the gong.



Inside the Ice Palace lies the Talion. When you take it, you can expect the Guardian of the Talion to come crashing out of his cave outside.



Exit back to the low snowy ledges outside. The Guardian is bound to come within range to investigate, but he can't reach you as long as you stay on the ledge.



Inside the monster's cave are Uzi clips and a Large Medi Pack.



You probably won't have time to get both the ammo and the Medi Pack from the cave in one trip. Go for the ammo first and maybe you'll decide against a return trip.



Killing the Guardian with Pistols saves mucho ammo, and the snowfield is a tricky area. When the Guardian finally falls, the level ends.

TEMPLE OF XIAN

Secret Bonus:

Uzi Clips

This is the big daddy of *Tomb Raider II*: one long, grueling trip to another dimension. The Temple is twice the size of anything you've seen previously, and the puzzles and traps are downright diabolical. You'll need to be on your toes from the very start in order to get the first secret statuette. And the level is littered with out-and-out red herrings: sucker ploys designed to make you waste time and energy. The Large Medi Pack at the top of a certain ladder comes to mind. Stay focused, and be precise about each action.





Pop a Flare and follow the ornate passage. Stop when the camera angle changes.



The Dagger of Xian sits on the small dais. You won't be seeing it again until the end of the level. Walk straight toward the dais and fall through the trapdoor.



Let Lara fall: there are only two moves to perform. The first is to jump the blade. Next, early in the wide water hall, jump backward. Lara leaps and pivots in midair.



As Lara slides out of the tunnel, grab the edge of the waterfall, and perhaps spy a hint of gold.

secret



Shimmy to the left and collect the Gold Dragon from the small niche high above the water. Life is good.



Dive off the ledge and ride the current. Notice the the pretty fish and the ledge, lock, and ladder combo in the lower pool. There are two openings underwater.



Face the falls from the center of the lower pool, then turn to the right. Swim down and to the right to avoid getting caught in the current. Hustle ashore to cap the killer koi.



You swim ashore facing the lower entrance to the Temple. Off to the right is another portal—the Silver Key Door. Head toward the temple entrance, Uzis ready.



Tiger trouble comes from the left as you approach, then from the right as Lara ascends the wide stairs.



Circle to the left of the entrance and run onto the springboard in the direction of the Temple. Lean forward to land on the roof.



Follow the rooftop ledge around to the far side, and throw the switch to open a grating back above the ledge, lock, and ladder combo.



The Automatics are sufficient to peg the arriving eagle. The fall from the roof can be painful: hang and drop onto one of the raised platforms near a corner pillar.



With the Harpoon Gun at the ready—just in case—swim back to the adjoining chamber. Climb the ladder above the ledge and whip out the APs to splat the spider.



Be wary of spiders as you explore. Hang and climb down to the bottom of the ladder, then drop and grab the ledge below.



You can see the Stone Dragon below, but don't try for it from here.



Shimmy to the left and pull up, wary of spiders. Follow the walkway.



Climb down the ladder around the corner and drop to grab the ledge below. Pull up and defend yourself along the walkway.



From the lowest level above the deadly pit, you can grab the ledge and shimmy right along the crack. Claim the Stone Dragon and backtrack along the crack.



Jump and grab the ladder from the lowest walkway and climb up to the opening in the wall. Follow the passage.



Climb up onto the wall and work your way to the upper right-hand corner of the surface, below the crack.



Grab the wall in the upper right-hand corner, jump from the wall, then quickly jump again from the sliding slope. Walk across the top of the wall.



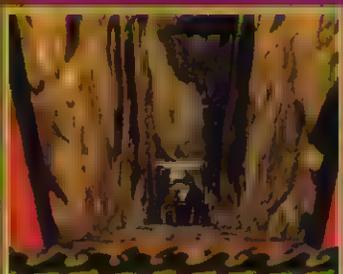
On the far side of the wall is a collapsible plank. You need to run to the far end of the tiles, then stand still.



As long as Lara is standing still—not running forward—she'll drop straight down to the top of a pillar below.



Take the Shotgun shells, and run and jump to the opening. This trap is a real bear, so expect to try it a couple of times.



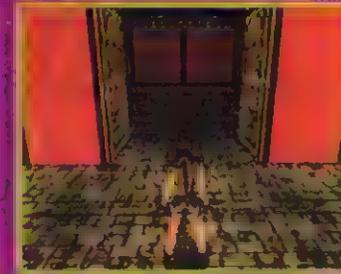
Inside the opening is a sliding slope down to a pit of spikes. You need to jump from the slope, slide on a second slope, and jump from there to grab the ledge.



You wind up grabbing the ledge above a pit of spikes. You'll have to climb up to descend safely for the Grenades below.



There's a switch on the dark upper ledge that opens the huge doors to the Temple. Follow the upper passage to backtrack by dropping into the water.



Ominous as it may seem, there's nothing to fear immediately inside. Go and see.



Take the M-16 clips from near the statue only if you're running low. Otherwise, you can wait a couple of hours and not have to hear that darn sword the whole time.



Climb into the passage and follow it to the ledge above a lava-filled room. This is another of those sliding-slope puzzles.



Run and jump to the first slope directly across from the entrance, and slide forward toward the lava. Jump, then slide down another slope.

Temple of Xian Temple of Xian



From the second slope, you'll have to jump to the slope ahead, then jump twice very quickly and grab the ledge. Pull up and cross the rocks.



Run, jump, and grab across the pillars above the lava, and enter the short hallway. When you get to the switch, the floor drops out. Let Lara fall.



Lara will slide down a slope and drop into a deadly trap. Don't stop for the Small Medi Pack on the path because there's no time.



Drop to the walkway and run straight ahead to the switch as the spiked walls close in. Throw the switch, roll, and run back down in the opposite direction.



It's tough to make it inside the door without taking at least a nick—just try to make a clean run and minimize the damage.



Follow the passage and get off the slope as the metal ball releases from near the top. You can climb or simply roll and run.



Watch the ceiling and avoid the rolling menace. You can climb past the second one off to its left.



On the walkway near the ladder, you can coax out the final sphere by running at an angle in front of it and off over the edge of the ledge.



Pop a Flare in the dark chamber up the ladder, and be ready to roll and grab the Shotgun when you flip the switch: a tiger appears directly behind you.



In the passage that opens just above the floor of the dark room, you can hang in the corner to avoid the blade below. Drop down.



The rolling blades are pretty to look at, but deadly to touch. Cross the room all the way to the far wall, then turn to exit on the left.



But on the ledge, expect an aerial assault upon Lara's arrival. If you fall off, a hall opens that allows a quicker backtrack.



At one end of the rafter area is a button. When you push it, roll and run immediately to jump to the nearby rafter.



There's no time to hesitate if you want to make it through the opened double doors, which are on a tight timer. Run and jump along the rafters to the far end of the room.



Cross the walkway, paying attention to the shadows below: judge the safe areas between the spiked obstacles, and run past each along one side of the ledge.



Temple of Xian Temple of Xian



The buttons on each side of the exit begin an involved gauntlet. Start on the right, then jump left and press that button. Turn to the right and run into the hall.



Keep running straight down the path as the floor falls away behind you and then a boulder is released.



The camera angle shifts around to a more forward view as you near the end of the run. At that point, you'll want to tap the camera button to change the view, but keep running.



Jump from the end of the runway and grab the ledge across the lava. There waits the Dragon Seal.



From the Dragon Seal ledge, turn and jump off to the right, with the statue on the left. Climb the ledges and collect the AP ammo en route to the dark room.



Watching out for spiders, throw the switch in the dark room to reconfigure the pillars in the lava. Exit out the opposite side of the dark room.



Make your way down the ledges to the walkway at lava level. Run and jump to the farthest of the small platforms along the right-hand wall.



From the last of the low platforms, you want to run and jump to the slope near the block so that Lara is sliding forward. Jump from there to grab the ledge.



and pull up prepared to slide, then jump and grab the top of the pillar beyond.



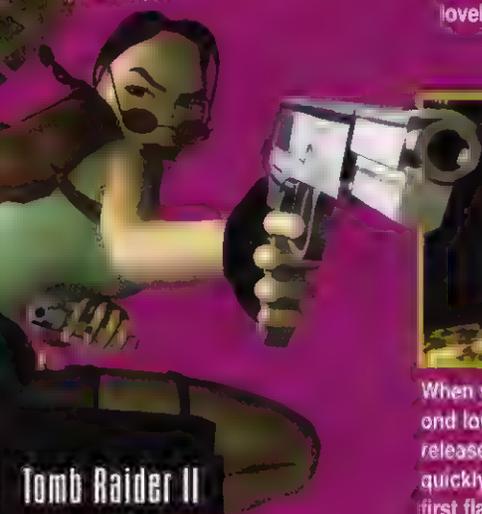
Run and jump to the tall pillar near the wall, and then to the low platform below. Beyond that is another lovely springboard.



Stand in the center of the low green block and jump forward to the springpad. Lean forward to land on the ornate slope as a sphere releases up above.



Quickly step back and off the edge of the slope, grabbing hold to hang above the lava as the sphere rolls overhead. Climb back up.



When you jump forward to the second low pillar, another sphere is released. Line up so that you can quickly backflip to the safety of the first flat spot.



Once the two spheres have been dealt with, you can cross along the flat pillars unmolested. Look down on the far side of the slope. You'll see another springboard.



Slide forward down the slope, and lean forward off the springboard to reach the high rafter. There you'll find the level's third statuette.

secret



Run, jump, and grab the edge of the rafter across the room and collect the Jade Dragon. Perhaps you can begin to lean on the Uzis a little.



Run and jump back to the slope above the second flat pillar and climb the flat tops to the upper right-hand corner of the area.



Drop the eagle, then run and jump over to the portal. Pull out the box and push it aside.



Throw the switch on the wall and drop down into the hole that opens.



While running down the slope, a sphere is released behind Lara. The safe turn in the hall is on her left: the right-hand side of the screen in the long view.



Return to the rafters and try to take out the tigers from above. Drop down to the floor. Now's the time to take those M-16 clips if you didn't before.



Place the Dragon Seal in the fixture and the nearby door opens. In you go.



You'll have to duck back and forth between the alcoves to make your way down the hall and avoid the rolling blade.



At the end of the hallway, Lara slides into a smallish chamber with an impending spiked ceiling.



Around the room are four "real" switches mixed in with textured ones. Once you find the first, you can easily spot the difference. Grab the Small Medi Pack and exit.



Run and jump up the pillars and climb to the walkway above the falls.



Kill the bat and check the pool. Swim over near the lever, then get a good breath before you swim down and pull it.



Pull the lever and the current in the area reverses. Turn and swim down the wide underwater tunnel.



Down the wide tunnel, avoid the lever on the left—it's a red herring. Look high and right across from the lever, then swim into the narrow passage.



Swim down the smaller passage and pull the lever. Don't do anything else: just pull the lever and backtrack to the large pool down the wide tunnel.

Temple of Xian Temple of Xian



The large pool has filled to the brim with water, and you'll need all your air to make it up to the small area where Lara can catch her breath.



With a full supply of oxygen, swim back down the wide tunnel and into the small passage. Take the Small Medi Pack and pull the lever down in the short opened hallway.



Once again, it's very tight to get the Medi Pack, pull the lever and make it back up to the air pocket. Swim back down and through the opened portal in the large pool.



The lever inside the opened antechamber opens the exit to the pool puzzle—a door off of the air pocket up above.



Shoot the fish and take the ammo. There are Shotgun shells beneath the water and M-16 clips on the low block. Be ready to move when you throw the switch in the antechamber.



Turn to the left from the switch and drop down the open trapdoor as the wall closes in from the far side of the room.



At the far end of the tunnel waits the Gold Key. Outside the grating is a bonus Small Medi Pack. Swim up into the pool near the Temple doors.



The Gold-Key goes in the lock on the ledge in the adjacent chamber. It opens the underwater grating.



Swim down and buttonhook back to the right at the intersection.



On the left-hand side of the tunnel is an opening to a chamber. Hug the left-hand wall, wary of koi, and look behind a pillar on the right for a lever.



Pull the lever on the pillar and continue past it to the other side of the room. Exit back in the direction you came from.



Swim straight down the wide passage and up through the hole in the grating that the switch opened.



Climb ashore on the wooden ledge and cap the koi from there. Be ready to burn some serious Flares in the dark, spidery cavern ahead.

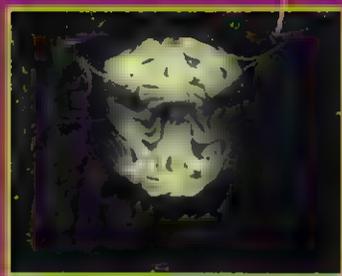


Work your way down the passage. Once you reach the large web on the right side of the passage, you need to get out the Uzis. They grow 'em big in these parts.



Tomb Raider II

PRIMA OFFICIAL
STRATEGY GUIDE



Lead the giant spider near the egg sack, and expect another hairy pair to appear when you drop to the floor.



There's a pillar to climb on the far side of the large chamber. Pop a Flare before you run for it. Be ready to defend yourself if the spiders somehow catch up.



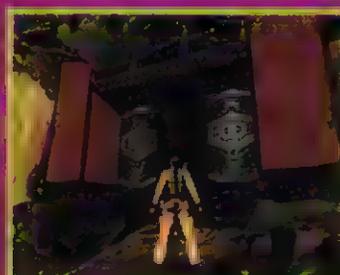
Make your way up the ledges. It's a tough-to-see-in-the-cavern, but each is close to the next. When you don't need to grab, carry the Uzis. Run and jump to the central pillar.



From the central pillar, you can run, jump, and grab into the wide hall. Follow it to the small opening at the far end.



Run, jump, and grab the pillar in the pool and take the Silver Key. Now backtrack all the way to the shore near the lower temple doors.



On the same shore as the lower temple entrance is the Silver Key Door. Go inside.



Expect rolling spheres when you stand on the lower two platforms.



It's easiest to just jump off to one side when a sphere comes down. The regrab is short. Stand and jump from the side of one pillar to grab the edge of the next in line.



There's one last sphere up above, on the right side of the dark opening. Grab the AP ammo and check the bridge with caution.



Draw out the eagle that comes from behind before you trigger the tiger from the across the bridge. It's easier to stay on the bridge if you work on them individually.



There's more tiger trouble from the left, in the room across the bridge. You'll have to jump to grab the low edge of the pillar on the right.



Jump and grab the bottom of the small sloped pillar. Pull up and jump immediately. Lara will backflip to the top of the pillar nearby.



Don't go down there. There are Uzi clips there, but no way to get back up the ladder. It's just a horrible backtrack.



Up above, stand near the corner with your back to the wall, facing the ledge where the blade rolls back and forth. When the blade reverses, jump forward twice to make it past.



Take the Large Mool Pack and Uzi clips near the skeleton, and consider the bridge. You'll have to outrun the rolling blade and duck off to the left at the far end of the span.



Throw the switch and drop another eagle. Follow the blade back across the bridge very closely—it's faster than Lara—and duck back inside the room.

Temple of Xian Temple of Xian



Backtrack to the tiger room with the two pillars. You must climb up via the springboards. Stand with Lara's face pressed to the wall. Step back. Step forward. Backflip.



Don't lean at all as Lara bounces upward; let the springboards do all the work. When she leaves the uppermost springboard, lean forward and grab.



Pull up to the ledge ready to defend yourself. The door you opened with the last switch is nearby.



Drop the eagle, then jump from the edge to grab the walkway. Enter the huge chamber.



Off to the right is the Main Chamber Lock. You want to jump to that ledge and run along the lava as the wall closes in from the right.



At the far end of the area is a low white block. You can save time by jumping on top of it before climbing the ladder.



Once on the ladder, move off to the left side to climb, thus avoiding the spikes entirely.



In the dark upper chamber, you'll have to run and jump to climb the ladder on the right, as you enter. Another spiked wall will close in from behind.



In the intriguing upper room, there's a switch to throw at the end of the passage. Double back to see which portal has opened.



Run, jump, and grab around the left wall to reach the platform near the dragon. Take the Main Chamber Key from the top of the pillar.



Step onto the slope near the dragon and slide forward. That's all. No lean, no nothing; just let Lara slide.



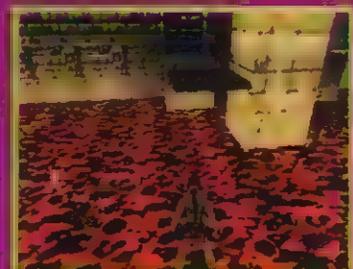
The slope deposits Lara on the top of a pillar far below, but only if you just let her slide all the way down.



Jump to the left of the pillar, leaning back to the right to avoid the open door and landing on the walkway.



Apply the Main Chamber Key to the lock on the wall and jump back to the walkway near the door.



On the other side of the room, a small section of grating has lowered near a pillar. Run and jump to grab the edge, then run and jump over and climb the ladder.



Stand at the edge of the spiked pit, and jump forward to grab the ladder. Climb back up to a familiar area.



Off the upper passage, the top of another tall serpent statue is accessible. The recognizable difference is the tall pillar and opening nearby.



To reach the area below the ladder, you have to jump to the slope nearby, and from there to the flat spot before Lara slides off. Climb up.



Climb to the top of the ladder; just shy of the blade, and jump off. Slide down the slope, and jump to grab another ladder. That's the general means of ascension.



From the ladder below the final blade, there's another ladder directly behind you. Jump forward off the ladder and Lara will spin in midair. Grab the ladder and climb.



Now that was a level. Follow the passageway to see what the local slogger worshippers are up to—namely, no good.



FLOATING ISLANDS

Secret Bonus:

Grenades

One last true “level” between you and the Dragon. The Floating Islands are a real test, as any misstep here usually results in a screaming descent into oblivion. The best trick to realize here is that the warriors fly so slowly, you generally have time to kill them with Pistols before they can float over and attack you. Watch the skyline for the telltale outline and energy trail.



Collect the Small Medi Pack and walk to the end of the green path facing the gold lattice structure. Get out the Pistols, and open fire as the warrior comes into range.



It takes the warrior forever to float in Lara's direction: plenty of time to chip him to pieces with the Pistols.



Step back from the end of the green path, then jump forward to the left-hand slope of the nearby island. You want to slide forward.



The idea is to jump to the slope on the adjacent island, and then from that slope toward the gold lattice structure.

Floating Islands Floating Islands



You'll want to jump from near the bottom of the island to grab the ledge. If you miss, a warrior will activate below when you land on the lower ledge.



Lara can just barely reach the ledge. It's quicker to reload if you fall short than it is to backtrack.



Throw the switch in the structure, and a trapdoor opens on a nearby island.



The gate at the end of the narrow passage also opens. Approach with caution, as you can step over the edge even when walking.



Through the gate, jump from the slope just outside to the adjacent slope, and slide to the large island.



When you arrive, a soldier activates off to the left. Get out those Uzis and try to stay mobile: these guys are bad news. Try to keep up a steady stream of bullets.



Through the trapdoor above are the first of two Mystic Plaques and other supplies. Another soldier will come to life down below as you explore.



Once again, try to keep your distance, but also try to keep firing those Uzis. The one soldier stays put as long as you don't go near the far side of the island.



Face the soldier ledge, and look for a flat space up the hill to the right.



Jump up near the tree, and turn so that you can see the roof above.



Jump and grab the edge of the roof, and take the Jade Dragon from its lonely perch. Return to the area below.



From the same side of the island where you jump to grab the roof, you can hang over the edge and spy a ledge down below.



Drop down and grab the ledge, and pull up. Throw the switch, and the exit opens.



Run and jump to the steel walkway, and from the far end of the plank to the nearby small green island.



Turn to the left and jump over the sliding slope to the flat top of the small island.





Run, jump, and grab to the low, flat end of the nearby island ...



... and on to the small island past that. Travel likewise to the bottom of the distant set of huge green "steps," and climb up them.



From the top of the huge steps, you can run, jump, and grab to a ledge near the Mystic Plaques Door island. That's Plaques, plural. You need to find the second one.



Follow the irregular steps in the direction opposite the Mystic Plaques Door, and turn around as you approach the top. The distant warriors will activate one at a time.



Having chipped the two warriors into submission, look off the other side of the gold lattice structure and spy the rock path below. Jump down, and hang a right.



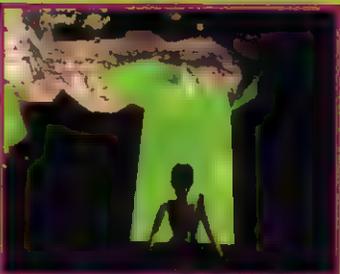
Jump to the low ledge in front of the entrance to the gold lattice structure and get out those Uzis. Look to the left.



Open fire as the warrior comes to life and he won't have time to do something unpleasant. Climb up to where the level began from near where the warrior sat.



As before, jump to the first slope near the beginning island, but let Lara slip off the edge. You should land roughly on a small ledge below. Turn around.



Run and jump from the low ledge to the small island with the second Mystic Plaque.



Take the second Plaque, and run, jump, and grab to the point of the small island nearby.



When you jump from the small island to the large one nearby, the last of the resident soldiers will activate. Uzi him before he covers the distance.



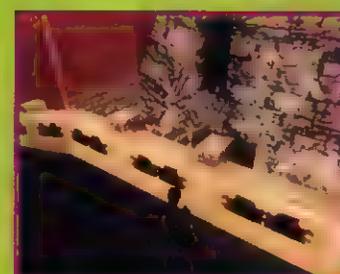
Drop down to the ledge below the island, and backtrack all the way to that small ledge facing the large island with the Mystic Plaques Door. Stand to the far right.



Run, jump, and grab from the right-hand side of the small ledge facing the Mystic Plaques Door. The ledge is ever-so-slightly irregular.



Place the Mystic Plaques and venture inside. As you approach the bridge, a warrior floats up. Too slowly.



Off to the right on the bridge, you can see an opening in the rock wall and the Stone Dragon.



Just to the right as you come through the door is an entrance in the rock. Walk backward up the short slope outside, and move all the way to the left of the ramp.



Backflip to the opening and follow the passage to the Stone Dragon.



You'll have to jump up over a slope—and then over a small ledge in the hall—to exit.



Check the green boulder nearby. Backflip over it, then backflip again when you hit the slope.



Following the second backflip, you can slide and grab the edge of a slope as the boulder rolls overhead. Drop down to the ledge below.



Look up as the warrior activates, and Pistol him to pieces. Above Lara's ledge, to the right, is a hole leading up into a chamber.



Climb to the low end of the sloped pillar, then pivot and jump up to grab the ledge above.



From the roof, head back around to the boulder slope via the opening in the rock wall.



You can slide down the boulder slope and come to rest in a small flat section at the bottom. Hop the gap and head up that ramp.



Where the green is broken by the rocky pattern, turn and look to the right to spy a small island.



Run, jump, and grab from the ramp to the small island with the rope slider.



Your first time on the rope slider, you can't take the trip to its end: The door is closed up ahead.



Drop off onto the lower bridge and get out those Uzis. Head through the opening on the right.



One of the soldiers activates upon your arrival. Rock his world.



The switch opens the door at the end of the long rope slider. Throwing it also activates the two remaining soldiers. Not good. Backflip. Use your Uzis and Medi Packs.



There's another short rope slider in the adjacent area. Ride it over, and keep the action command held down to cling to the wall.



Climb up and follow the passage. Turn and grab the ledge to shimmy left, and drop to a familiar location.





Head back to the island where the long rope slide begins.



This time you can take the full trip.



Just hang on and you'll cross through the huge chamber to a short hallway.



From the short hallway, run and jump back to the ledge on the right in the outer area.



Look sharp as a warrior comes floating in from the left.



If you cross over and climb the pillar near the wall of fire, another warrior floats from the flaming cave and dies.



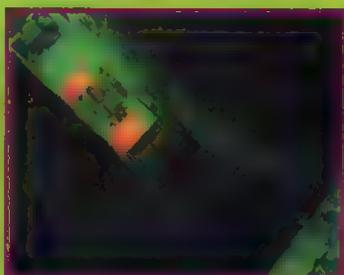
In the bigger area beside the deep trench is a box to move.



Pull the box so that you can jump up and grab the overhead ledge. Throw the switch.



On a nearby ledge sits a stash of M-16 clips. Down below you can see a long, sealed trapdoor.



The switch on the high ledge makes another switch accessible—off a walkway at the bottom of the narrow trench.



The final jump to the walkway is an odd distance, so make sure you lean toward the opening as much as possible.



Throw the switch in the narrow trench, and the long trapdoor you spotted from the ledge above opens. Go and see.



Run, jump, and grab from the ledge where you found the M-16 clips toward the opened trapdoor. The grabbing motion is what lowers Lara's trajectory enough to allow her to make it inside.



Down below the flames, throw the switch on the wall.



Collect the Shotgun shells, and swim down through the narrow passage. When the passage opens up, hug the left-hand wall.



To the right is a switch on the wall. Climb up and throw it, mindful of the small circular blades. A gate opens back in the huge chamber.



Floating Islands Floating Islands



The switch also stops the blades swinging in the hallway. Wade through, and climb back into the hallway where the long rope slider deposited Lara previously.



Jump back to the right-hand side of the area, and push the box over as close as possible to the newly opened gateway above the low end of the rope.



Run, jump, and grab toward the ledge to reach the upper hallway. On the left is a sealed door. Head straight down the hall.



Run, jump, and grab the crack in the wall, and shimmy to the right above the spikes. Pull up and throw the switch in the upper alcove.



Run and jump from the switch alcove, and you can make it back to the upper hallway.



The switch opens the door to the chamber off of the upper hall. Slide down the slope and drop into the cage.



When you throw the switch on the wall, the bars are raised and the resident ninja begin to hurl little razor disks in your direction.



Throw the switch and climb the wall behind you, beside the upper pillar.



From the upper ledge, you can use the pillar for occasional cover and conserve a ton of ammo. Jump or run back and forth, and chip away.



The ninja drop all kinds of cool stuff. When you start to collect the goodies, the soldiers around the room come to life.



Once again, the high ledge is your best bet, especially considering that the soldiers, unlike the ninja, have no form of distance attack.



You'll have to roll near the final soldier to bring him to life. Remember to loop to the right around the lava trough going back to the top of the wall.



Throw both switches in the alcoves. One opens the immediate exit, while another opens a door back upstairs. Dispose of the arriving ninja, and head up the broad stairway.



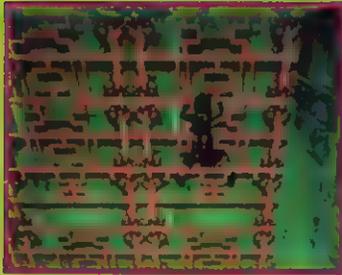
Throw the switch at the top of the stairs twice. The first time, it opens the nearby gate and activates the soldiers. The second time, it closes the gate before they can get inside.



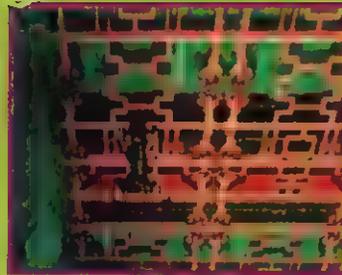
Don't get too close to the gate once the soldiers activate: they can stick you through the closed door. You, in turn, can shoot them.



When the soldiers finally crack, check the room that has opened. Climb the lattice above the pit to near the top.



Take one "step" downward from the top of the lattice, and jump forward. Lara will pivot in midair, and can thus grab the lattice behind her. Climb up.



Climb to the colored section of wall behind the lattice and repeat the trick: jump forward and grab. Climb up to the slope, pull up, and jump immediately. Keep jumping.



Jump back and forth from slope to slope, and lean to the left. As you approach the safe flat area, a ninja arrives from that direction to torment you.



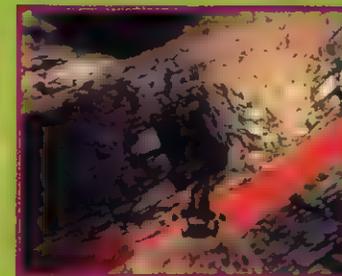
You have no choice but to take it from the ninja until Lara can slide to a stop on flat ground. Punish him.



Pull out the block and push it over in front of the razor disk stream.



From where the block sat, jump to the ledge on the left.



Follow the ledge, and look across the lava stream to spy a small depression in the rocks.



Jump down to the depression and turn to spy a tunnel beneath the ledge. Run and jump over to the opening.



Follow the tunnel by Flare light, and climb the low ledges to the outside area.



Follow the outer walkway to the right, and claim the game's final secret statuette: the Gold Dragon. The backtrack is tricky. First, return across the lava to the depression.



With your back to the tunnel. Move all the way to Lara's right, and turn slightly to the right. Jump left and grab the edge of the slope. Pull up and backflip.



Jump from the top of the rocks to the space vacated by the movable block, and grab the edge. Pull up, and climb atop the block.

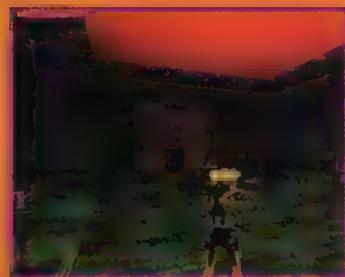


From on top of the block, you can grab the rope slider and take a ride to the Dragon's Lair.



And Home Sweet Home

There are a couple of skirmishes before the Dragon chamber, but this is mostly down to Lara and the boss. Uzi him until he drops, then take the Dagger of Xian from his belly before he can get back up. He'll rise indefinitely until the dagger is removed. If he fails in some weird way—against a pillar, with his back to you—back off, and whip out the M16. Shoot the pillars until they fall, and the boss will get to his feet. Get to his feet.



Collect the Uzi clips and Large Medi Pack, and squeeze inside. The farthest soldier activates immediately, so step quickly off to one side to get a good look at him.



The switch across the chamber is a red herring, but step over here and activate the soldier near the entrance. It's best to take care of him now.



The switch that opens the exit and activates the final two guards, is on a pillar beside the entrance. Stay mobile in the high chamber, and don't go through the exit.



Peek into the dark chamber, then backflip to draw out each small group of ninja. The narrow portal makes a good check point, as Lara can jump side to side in the larger chamber.



Eventually, you can enter the large ninja room and mop up. The last of the bad guys spits up a Mystic Plaque as he dies. Use it to enter the main lair.



Note the pools of water: the area beneath the room is full of ammo and Medi Packs, but it's hard to get back out during the fight. Approach the figure to begin.



The idea is to circle around the beast and empty those Uzis. Since the head of the Dragon is the target, only one gun will fire at once, but you can't stand still.



If you miss the dragon's head, peek into the Dragon's line of fire, the deadly column of flame is just a bit too slow to catch her. Just don't smack into a pillar.



Hopefully, when the Dragon finally falls, you'll have a good angle to the Dagger of Xian in his belly. Run to the bloody spot and use the action command to withdraw the blade.



The final trick is escaping the lair with the Gun Cabinet Key. The exit tunnel that opens. Use a good strategy to find Lara's path.

TIP

Home Sweet Home

Back at Lara's place, there's one last load of gate crashers to punish. Use the Gun Cabinet Key on the lock beside the bed and grab the Shotgun and some ammo. That should be enough to repel the initial wave. Finish cleaning the Gun Cabinet and fight your way downstairs.

Peek into the yard and draw more villains to the front door, then exit and turn left. Around the side of the mansion are more enemies, and perhaps bad Bartoli's big brother? Finish up and hit the showers.



Gold Secrets:

In order to access the fifth and final Gold level, Nightmare in Vegas, you must find all the Gold Secrets in the first four Gold levels.

TOMB RAIDER II GOLD WALKTHROUGH

Just when you thought it was safe to go back to the mansion, you get word that a hard corps of A.V.A.L.A.N.C.H.E, American treasure hunters and mercenaries, is hunkered down in the Aleutian Islands.

The Cold War begins *Tomb Raider II's* bonus Gold Levels, and it won't take you long to see why they're considered expert levels. You'll pick up the Automatics and the M-16 very quickly, so lean on 'em. There's plenty of ammo to be had in the Gold Levels, and you can't take it with you.



Surface in the icy pool and turn until you spy the beach with the white tiger.



If you go in and out of the area near the beach, a shark appears. Lure it away from the shore, and then climb out of the water near the Flares.



From the small ledge with the Flares, you can peg the tiger.



You also can make short work of the shark patrolling nearby.



Once the shark is out of the way, scour the pool for the Harpoon Gun and plenty of ammo.



The big, bluish hunk of ice makes a good landmark for the level's first Secret.



Swim down to the left of the blue rock and look left to spy the short tunnel full of gold.



In the tiger's area, push the box to claim a Small Medi Pack before approaching the Shells.



Down the passage on the right, expect tiger trouble when you go for the distant ammo.



When you snag the batch of Shells to the left, be ready to jump aside to avoid the rolling snowball.



Work your way along the wall that has two openings. Be wary of another tiger hiding just under the low ledge.



Keep those guns at the ready as you collect Shotgun Shells.

The Cold War

Cold War The Cold War The Cold War



When you pick up the pack of Flares, jump left to avoid the rolling boulder.



Proceed with caution up the broad path, keeping left to avoid the hole in the floor.



Be ready to flip out of the way as you traverse the wide tunnel, but don't try to hide in the niche opposite the doorway.



Collect the ammo from atop the wide passage; then climb the ice ladder in the tall chamber.



At the top of the ladder, stand still and get out your Shotgun.



Break left and charge up the ramp along the wall as the door up top opens to release thugs.



You're bound to take a couple of hits, but applying the Shotgun at close range ends the battle quickly.



Jump forward over the low part of the ice floe.



Pull the box on the left; then hop over and push it as far as you can.



Move the second box over next to the first one to reveal a passage. Collect the ammo and climb the tall ladder near the first box.



Up top, check the area of the rope slider and watch the skies: plenty of big birds fly hereabouts.



Ride the rope slider until Lara drops off; then hike back a short way to the Shotgun Shells in the snow.



Follow the path to the right of the structure and look to the right, toward the pit at the intersection.



Make your way to the pit and climb into the deep hole.



Follow the passage at the bottom of the pit. Ready yourself for tiger trouble.



The Cold War The Cold War The Cold

secret



At the end of the tunnel is a goodly stash of Shotgun Shells, as well as gold pile number two.



Backtrack to climb out of the ice pit.



Look down and left from the ledge at the end of the path near the building.



Drop down and whip out those guns. Look to the right as you round the corner and trade lead with another criminal.



Explore the small area: the Guardroom Key lies in the farthest chamber.



The switch outside the barred door opens a portal in the adjacent area. Backtrack down the path along the structure.



There are two windows in the front of the building. Jump from the ledge near the left window to the nearby path in the snow.



Behind the ledge where the rope slider terminates, run toward the dark pit as a boulder drops behind you.



As you near the pit, roll and grab the ledge. The boulder passes over.



Collect the M-16 from the dark pit where the boulder comes to rest.



Smash open the window on the left as you face the building and push the box in the passage below.



Jump up the passage thus revealed; then run, jump, and grab across the chasm.



On the other side, jump over the ice on the right and slide down the slope. Collect the Automatic Pistols and proceed through the door to return to the building.



The Guardroom Key opens the door inside the building.



The small room is patrolled by the thug you let in earlier.



Beyond the small room, step onto the snow ledge for a distance view. (Don't step over the edge just yet.)

The Cold War



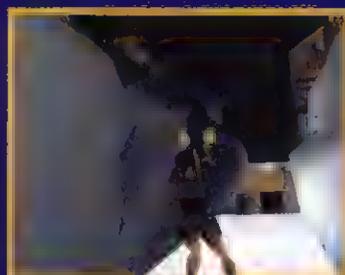
Behind the snow ledge lies a Small Medi Pack. You also can snipe at a criminal to the lower left.



You'll see another bad guy to the right, but you may have to move down the snow ledge to get a clean shot.



After you soften up the resistance, step over the ledge into the depression and let Lara slide to the walkway.



In addition to the bad guys at either end of the ramp, eagles soar overhead.



Look over the side of the ramp to spot the goodies at the bottom of a tall ladder. Plug the tiger and climb down.



At the other end of the pit below the ramp is another ladder leading upward. It's probably best to backtrack.



If you climb the tall ladder on the far side of the pit, you'll find a bad guy waiting nearby.



If you return to the side of the ramp you dropped from, a tiger stands between you and a shiny new snowmobile.



The switch near the snowmobile opens the door at the far side of the ramp.



Throw the switch, hop on the snowmobile, and gun it across the ramp.



In the wide-open area, hop off the snowmobile and collect the ammo from the nearby pillar and the doorway.



When you take the M-16 clips from the pillar outside the opposite doorway, an armed snowmobiler barrels in from that hall. Have your M-16 ready.



Mindful of the thug who still may lurk in the hall, take the armed snowmobile up the passage to the ledge near the windows.



Pilot the snowmobile across the small gap and smash through the windows; bank left around the central obstruction in the new area.



Stop beside the obstruction and let the evil snowmobiler come to you.



Disembark and climb the low ledge off to the new area.



Follow the passage to the small chamber. Look left around the corner for a switch as you enter.



After you throw the switch, snowballs roll down to break the ice. The door across the chamber opens, releasing a criminal.



Throw the switch in the room across the pool to open another area back near the snowmobile.



Just outside the room with the switch, look down and to the right to spot an underwater tunnel.



Follow the underwater passage to a large pool.



Surface and wade ashore, looking left to spot a trail.



Follow the trail around the corner and look right for a low ledge to climb.



From the first ledge, run across the breakable ice walkway to the nearby ice pile. If you notice the transparent figure, don't shoot it: this is your first encounter with the mysterious Ice Monks. They're friendly if you don't make trouble. They'll even attack Lara's enemies, saving her considerable ammo.



Run along the long ice walkway to the pillar with the Large Medi Pack atop it.



Removing the Large Medi Pack releases boulders on either side of the pillar, which smash the ice floor below.



From the pillar, jump off to the ice on the right and backtrack down the trail toward the pool where you arrived.



The large pool is frozen now, so you can reach the pick-ups on the nearby ledge.



From near the pool, slide down the blue ramp to ground level far below. (Don't shoot the Monks!)



Blast open the ice wall to reach the third secret gold stash.



When you claim the Secret, criminals crash the party. Try to let the Monks do most of the work. (In other words, run and hide.)



Fleece the bodies, and then enter the small tunnel on the right—cautiously.



A tiger prowls the small tunnel, as does an Ice Monk. Make sure you choose the correct target.



Climb the ladder at the turn in the dead-end hallway.



Backtrack to the snowmobile and check the area the switch opened earlier.



Enter the new area on foot and make short work of the thugs right and left.



Scour the area for ammo and Flares, and then throw the switch to open the nearby door.



Again, patrol on foot before backtracking to get the snowmobile.



Follow the tracks uphill. Pause when the passage turns down and right.

Tip

The Uzis
Depending on your health, you can opt to claim the Uzis anytime after you access the narrow outdoor area; where the two criminals are waiting on either side of the entrance. That's before you take the snowmobile up the steep slope, and race the avalanche through the small room. See the end of the level for a description of the Uzi pit.



After you make the downward right turn, you must get through the narrow opening quickly before snowballs roll down from behind.



A criminal ahead attacks as you traverse the passage; shortly afterward, another creeps up from behind.



Upon his timely demise, the second criminal drops the Shaft B Key. Apply it to the nearby lock.



Deal with the tiger and throw the switch in the small chamber.



Back in the passage, you must leave the snowmobile behind. Fill yer hands



Keep those guns blazing as you advance. All the trouble should lie ahead.



When the area opens up, the end of the level is near. Expect stiff resistance.



Watch those upper ledges for shadowy thugs.

Tip

Don't Forget the Uzis!

Remember to get the Uzis before you drop through the trapdoor into the exit pool. If you end up going through the room with the small avalanche before backtracking for the Uzis, you'll have to take the snowmobile as far as the shallow pit, then use the another snowmobile to return up the steep hill after getting the guns.



The switch in the central structure opens a trapdoor in the floor, leading to the next level.

The Cold War The Cold War The Cold War

CLAIMING THE UZIS



The Uzi pit is over the ledge in the narrow outdoor area, on the opposite side of the path from the switch.



Stand with Lara's back to the pit, and then sidestep as far to the left as possible. Jump left, and be ready to grab the slope as Lara slides down.



When Lara hits the slope, she'll take almost half her health in Damage. If she jumps with her health bar at about half full, that leaves her just barely alive.



Grab the slope, use a Large Medi Pack to max out Lara's health, and shimmy all the way to the left. Drop down in that corner.



Though Lara barely survives the fall, there's a Large Medi Pack in the pit, as well as the Uzis and spare clips. Climb the ladder to exit through a one-way door.

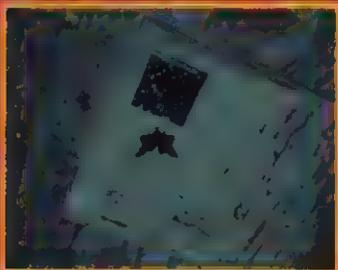


Fool's Gold Fool's Gold Fool's Gold Fool's Gold

FOOL'S GOLD

Fool's Gold could have more enemies only if they started stacking them like cordwood. Of course, it's up to Lara to pile 'em up. Luckily, the Uzis lie not far ahead.

This level's larger areas are faced with little "tripwires," if you will. It becomes somewhat difficult to avoid triggering whole mobs of bad guys that arrive at once. Keep to relatively confined combat areas, even when you're jumping around; it's easier to cope with small groups of criminals.



Drop over the water and swim through the short tunnel to the light in the ceiling.



In the area above, expect immediate resistance from two Shotgun-wielding Big Bosses and a Doberman.



Approach the stairs and pop the thug who comes down to investigate.



In the switch in the hallway about to open a connecting chamber. You may as well try to survive the big battle ahead before checking that room.



At the end of the hall, run, jump, and grab the ledge across the pool. Throw the switch and stay on that upper level for now.



When you enter the niche with the Shotgun-Shells, two Flamethrowers appear below.



Try to get one of the pyros as they go for the stairs. If they get too close, bail out a window.



Once the flamethrowers fold, check the tower area, beware of the lurking Doberman.

Fool's Gold



Back in the security hall, check the room with the movable boxes.



Pull the box just inside the door.



Loop-poking the box out into the hall until the stairs are on Lara's left.



Descend the stairs and climb the ledge to re-enter the box room.



Collect the ammo, and pull a second movable box near toward the door.



Moving the second box reveals a short passage with the lead a full secret pile of gold.



Exit to the hall and enter the door you opened with the switch above the pool.



Loop around the barred room and climb the ledge past the grating.



When you climb the ledge, the door beyond—to the barred room—opens. Take care of business.



Collect the Shotgun Shells and throw the switch on the far wall to open the grating back in the passage.



Enter the large open area beyond the opened grating. Be careful as you explore; many enemies wait to be triggered.



You need Card Key 1 to open the door to the right; be patient.

TIP

A Secret in Waiting

In a short passage near the barred room is a sealed gold door. You won't open it for awhile, but note its location for future reference.



Climb the box on the left and look to the snowy sloped ledge nearby (to the left as you face the large, open area).



Get out your M-16 and run and jump for the snowy corner.



Look left as you land and peg the thug headed toward Lara.



Switch to the Flotels onto the tiny drops and put a dent in the local eagle population.



Make your way along the rooftops hugging the rock wall on Lara's left. Watch for the gap you must jump.



Enter the open portal and release the guard.



Through the niche, you can see a Secret that you reach via the sealed golden portal mentioned in the tip.



Now it's time the Circuit Board to open the door you find down the rocky ramp in the opposite direction of the Secret peak.



Keep an ear out for bad guys as you re-enter the outside area and climb back to roof level. Fight your way toward the opening.



The switch in the short hallway opens the nearby door. Peg the peg and collect the Circuit Board.



Again, watch for trouble as you head back to the Circuit Board door.



The sealed door sits at ground level through the side opening.



Apply the Circuit Board and peg a Flare.



A rat will invade and to the right, and another will creep up behind. Don't move from the area in front of the door.



When the rats are loose, save the game and hop onto the box left of the entrance, ready to M-16 the snowmobiler.



Collect the Large Med. Facility and Card Key 1 from the corner of the dark room where the snowmobiler hid.



Use Flares to secure the dark room for ammo— wary of rats and a lurking criminal—and be sure to exit through the concealed passage.



Push aside the box against the wall in the far-right corner (from your original entrance point) to reveal a passage.



As you snowmobile down the passage, you'll glimpse a bad guy near a doorway.



Hang a quick right at the bottom of the passage and wait for the bad guy to round the corner. Say howdy ...



Repeat the risky ledge victory lap (kiss-off of the Pig Boss) through the windows.



Drop to the landing below. As you near the edge, a flamethrower appears in the dark tunnel.



If the flamethrower surprises you, or if you inadvertently fall into the water, pull the lever on the pillar to stop the underwater fan.



Drop a flare and follow the open passage toward the fan on the right.



Go across on a short, watery ledge. You'll find ammo below and in the dark room opposite the exit door.



The exit door drops you back in the passage just below your previous position. Return to the platform above the small pool, and run and jump to grab the climbable wall.



Climb to the room where you dropped the Rig Boss moments ago and pull the box toward the windows.



When you take the Grenades from under the box, a door on the opposite side of the small room opens.



After taking the second set of Grenades, look behind the box to find another open door. Take the Grenade Launcher from the chamber.



Return down the watery route to the snowmobile and continue down the passage.



Because snipers usually lurk on the upper ledges, you may want to enter the outside area on foot. If you go out into the open, however, you must contend with another arriving snowmobile.



Card key. I opens the door with the yellow star panel handle.



If you have no guns out as you pass through the doorway, you'll glimpse the golden portal as you cross the threshold.



Exit back to the nearby hall—the passage that runs around the landing room you entered long ago.





Enter the unsealed golden portal and follow the dark passage.



Throw the wall switch and deal with the pack of Dobermans that comes through the opened door.



The level's second Secret lies through the opened door.



Return to the door you opened with Card Key 1. Another Card Key 1 lies just inside the room; expect token resistance when you grab it.



The switch beside the door opens a timed portal you can see but can't reach. It also invites another criminal to sneak up behind you.



The newly arrived thug spits up Card Key 2—the red star key that opens the nearby door.



Through the opened door, be ready for bad guys approaching from the hills left and right.



When the coast is clear, climb the ice blocks up the side of the cliff.



Follow the path to the low pillar above the rusty beams.



Run and jump along the cliff face above the beam with the Flares. You should hit the slope and slide down to the Flares.



Follow the rusty beam toward the boxes, ready to deal harshly with the waiting Rig Bosses.



Expect more company when you take the Large Medi Pack from atop the box.



You can manipulate the boxes lined up in the small upper area, but moving them ushers in a pair of pooches.



Uzi Clips and Grenades lie under the boxes. Too bad you haven't found any Uzis yet ...



Look over the ledge from the box where you grabbed the Large Medi Pack to peg a thug just below.



Drop to the thug's ledge and collect the Uzis.

Gold Fool's Gold Fool's Gold Fool's Gold



From the ledge, jump to the tall, rusty central pillar and blast the birdie.



Expect another criminal to try to knock you from your perch.



Near the tall central pillar stands another, shorter, one with AP ammo atop it. Head for those large rusty stairs across the way.



Climb the large rusty stairs and enter the small room, ready for lots of rats and barrels. Avoid the gratings on Lara's right as you enter the area.



When the commotion subsides, check up the ramp toward where the barrels came from. Below lies a Card Key 1 lock.



Climb back to the barrel ramp and get out your Grenade Launcher. Deal harshly with the two arriving flamethrowers.



Enter the flamethrower area, and then roll to get the drop on another hothead sneaking up from behind.



Once the three flamethrowers are toast, check the pools for ammo and health supplies. Notice the small, detached pool in the chamber.



Continue past the pools, hop onto the right-hand ledge in the small room, and try to take out the thug overhead before you climb.



Collect the M-16 clips and drop into the hallway from the opposite end of the upper ledge.



Hang a left in the passage and follow it until it opens into a large area. Watch your step!



Work your way along the rock wall on Lara's left and climb the tall pillar, looking down and left.

secret



Drop near the pillar and take the level's final golden Secret.



Charge across the bridge while shooting the enemy ahead; then roll and dispose of the one rushing from behind.



You can make your way up the far rock wall and snag a Small Medipack from that upper ledge, but return to the bridge afterward.



Run and jump from the bridge to grab the climbable surface; descend with caution.

Fool's Gold Fool's Gold Fool's Gold Fool's Gold



Lower Lara to the bottom of the climb, and then shimmy left as far as she'll go before dropping.



Before you slide down the ramp, splat the rats and collect the Large Medi Pack.



Slide backward down the ramp and shimmy over to the snow patch to drop below.



In the final chamber, check for Shotgun Shells in the small area in front of the face; then exit down the narrow passage.

Furnace of the Gods Furnace of the Gods

FURNACE OF THE GODS

The Furnace of the Gods centers around a river of molten gold that winds through the tribal homelands of the ghostly Monks. But why have they brought you here? Brave the Furnace to find the answers.



You must jump quickly from the bottom of the ramp to grab the ledge with the Flares.



Hang from the ledge with the Flares and drop to the floor far below.



Pop a Flare and follow the dark passage.



Roll and blast the rat when you approach the Small Medi Pack.



Run across the collapsible platforms, ready to bank left at the bottom of the slope.



Swerve left to avoid the spiked wall; don't get caught up shooting vermin right away.



When the spiked wall moves forward, duck behind it. Now you can roll and blast rats.



When the second section of spiked wall heads down the hall, collect the ammo from where it sat.



Follow the passage and pull out the wire cube to enter another passage.



Follow the orange hall upward.



In the large blue chamber, enter to the right; beware of wolves.

Furnace of the Gods

Furnace of the Gods Furnace of the Gods



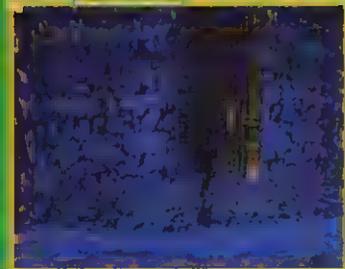
Find the mask in the far wall and take the Mask of Tornarsuk.



Using the mask, you can temporarily blind the Ice Monks. Don't shoot them!



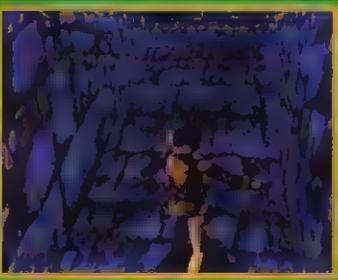
Using the mask, you can blind the wolf and break away from the Monks to open fire on it.



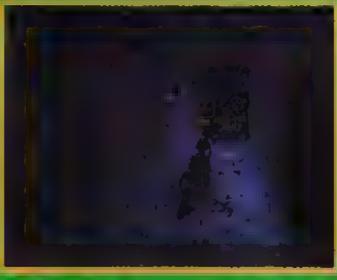
Use the mask to blind the wolf at the entrance at ground level.



Pushing the crate down the hole allows sliding down the slope.



Push against the wall behind you to get up the Ice Monks' hole.



Block the cave entrance from the west of the north-south tunnel and repel the Harpoons from that direction.



Pushing it over the pit leads to a room before proceeding through the new section of tunnel.



Follow the underwater passage to a dark room crawling with rats.



Make your way around the room's perimeter to draw out the rats before picking up the ammo and health.



Block the tunnel away to draw the goodies beneath them.



Push the crate down the hole and push it aside to walk.



Follow the dark hallway, avoiding all spike pits.



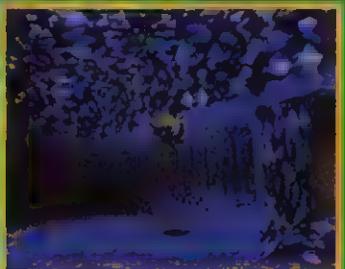
Block the hole to the east to reach the dead end.



Push the box through into the open area.



Push the box aside from where you left it when you entered the new area, and you'll find a pile of gold.



Block the tunnel, leaving room to jump out of the way when you get to the opening at the mouth of the tunnel.



Follow the passage, jumping over another row of dangerous spike pits.



The passage above the bridge above the large blue room. Throw the crate into the passage from above.





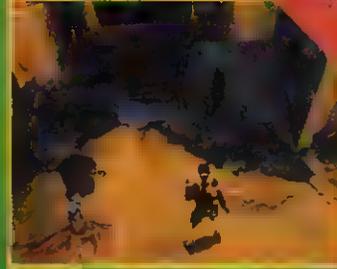
You can jump over and snag the M-16 clips, but return to the switch ledge and hang from its center point to drop to the ground below.



Inside the opened door is a switch. Throw it, and then retreat to where you picked up the mask earlier.



The Monks are only too happy to put the hurt on the arriving criminals.



Keep an eye on the battle in progress, in case you need to mop up.



Grab the Large Medi Pack from near the barred windows and climb the block to the opening high in the wall.



In the new chamber, run and jump forward across the molten gold.



Facing the irregular rock, jump to the low rocks on the left, near the wall.



Run, jump, and grab the top of the distant rock—but don't pull up right away.



When you pull up over the rock, Lara slides down a slope on the other side. Jump from that slope to another in the corner of the room.



Jump from the second slope to a sneaky stash of Grenades.



Climb atop the small, square rock and jump from there to the low platform beside the gold fall. Just run and jump—no grab.



Run and jump from the low platform to the irregular rock.



To reach the nearby ledge safely, jump to the slope of the irregular rock and again immediately from there as Lara slides.



Climb the rocks and follow the golden path around.



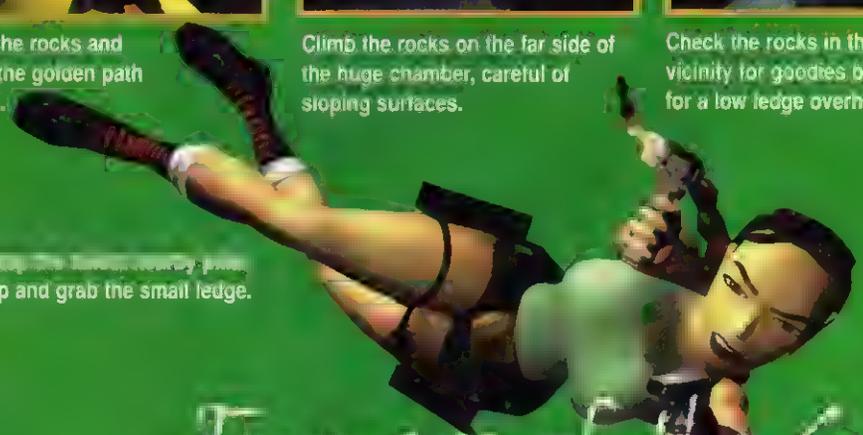
Climb the rocks on the far side of the huge chamber, careful of sloping surfaces.



Check the rocks in the immediate vicinity for goodies before looking for a low ledge overhead.



Then, atop the final rocky pile, jump up and grab the small ledge.





Run, jump, and grab the walkway above the molten gold river.



You must hop down to the ledge near the wall, and then down into the pit to get the Flares.



Jump and grab the ledge above the Flare pit; check the far side for a box of Shotgun Shells.



Jump to the central pillar and collect the M-16 clips; be ready to dispense ammo on the arriving feathered fiend.



Continue back across the molten gold river to the broad, flat rock section, ready for more terror from the skies.



Continue along that side of the river, careful not to slip into the sneaky spike pit ahead.



Climb the large rock and claim the box of Shotgun Shells up top.



Slide down the far side of the large rock and run and jump to the rock in the river (where you can see the ammo).



Dispose of the birdie; then hop over the sloped section of the rock to the flat portion beyond.



From the flat part of the ammo rock, look to the right. Run and jump blindly over the edge of the gold flow.



Lara should land on a small rock in the molten gold, just above some secret gold.



Climb back out of the Secret's pit, and then run and jump to the rock with the slope nearby.



Slide down the slope and jump from the bottom back to the irregular rock in midstream. Don't grab; just run and jump.



Return to the riverside and follow the path left.



Run back and forth, taking shelter in adjacent alcoves, to get past the rolling blade.



When you reach the river again, look to the right to spy a series of jumpable blocks.



Take a step back from the edge of the river and hook the first jump around the corner to the right.





Subsequent jumps are easier. Follow the blocks around the corner to the right.



From the edge of the final block, target the polar bear on the upper ledge and chip away at him with Pistols.



Jump into the safe water beyond the molten gold, ready to float the fishy that approaches from the low tunnel.



Swim up through the passage and clean the polar bear's ledge.



Look over the ledge to spot a block with Harpoons below. Take two steps back from the edge and jump forward to hit the block.



At one end of the stream, another polar bear keeps company with an ammo stash.



At the other end of the stream, pass below the upper opening and through the larger one ahead.



Collect the M-16 clips from the large underwater chamber before heading back through the small upper opening.



Beyond the small opening, take the Small Medi Pack and Flares and look left to spy a ladder or two.



Jump and grab the network of ladders and move to the right.



Button ... door ... big scary boulder—this can't be good.



Press the button, and then hop back and jump forward to the safety of the ledge.



Climb down the ladder above the boulder and shimmy left to drop safely.



Another dangerous button waits below. Jump to the right and then jump backward immediately after pushing the button to avoid the boulder.



The door the button opened reveals a major Uzi ammo stash. Follow the passage.



The passage leads down into a room with a small, single Uzi in the corner.





Hug the ledge (on the right as you spy the small village) and blast the bad guy.



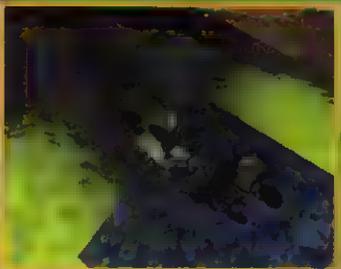
Another thug guards AP ammo in the small structure near where you came in.



The pair of buildings in the center of the small village house a deadly criminal duo.



A switch in one of the houses opens the sealed door you passed moments ago. If you go back and throw that switch, water floods the molten gold village.



It's much easier to collect pick-ups with the village flooded.



Expect fish trouble near the large Gold Nugget that lies in the molten gold.



Don't overlook the structures' gold-floored tower levels: ammo abounds.



Wade up the short, broad staircase and place the Gold Nugget in the fixture to open the door.



Run down the left walkway toward the spiked wall; then return to the small safe area between the walks.



After the spiked walls have advanced, follow the rolling blade and hop to the walkway on the left. Run and jump from there to the block.



Collect the stash from the left side of the structure, and then jump to the right-hand walkway.



Climb the side of the structure until the camera pulls back for a wide view.



After the camera pulls back, look overhead for a ladder to climb.



Up top, bypass the downward ladder for a moment.



Run and jump across the narrow gold flow on the other side of the roof.



Slide backward toward the front of the structure and grab the edge. You should spy an opening below. Drop.

secret



Open the hidden chest to gather goodies. Climb back up the ladder after you claim the prize.



Head up the ladder from the top. Then, look to the right and hop over the slope around the side of the structure, near the ladder.



From here, the Sasquatch cannot follow you, so you can explore the floor below.



You must run across the floor and intercept to reach the small, dark corner with the Large Medi Pack.



Jump to the orange slope beside the floor opening and grab the edge to slow Lara's descent.



Follow the passage and drop into the cage to exit the level.



KINGDOM

Even a seasoned pro will feel a sense of accomplishment after completing this very serious *Tomb Raider II Gold* level. Of course, you no longer need to conserve ammo, and you've certainly hoarded a few Uzi and M-16 clips for the right occasion—*now*.

The terrain forces you to fight flat-footed more than you might like, and that's why those big guns will be so important. If you can stand and mow a herd of Sasquatch with that M-16, you considerably lower the odds they'll bull-rush you into the molten gold.

The ever-present molten gold and the dizzying forest heights make it too risky to leap randomly. Keep those guns at the ready—and save often.



Pull the little wire box over in front of the door before you throw the switch to help slow the Sasquatch's progress.



After subduing the Sasquatch, move the wire box onto the gold square to open the trapdoor.



Uzi clips lie outside the cage, as do more goodies in the rocks high and to the left.



Keep an eye out for straggling Sasquatch as you explore.



When you grab that Large Medi Pack, another Sasquatch appears back in the cage.



Hop over the pit and collect the Shotgun Shells before returning to the trapdoor in the cage.



Below, exit the ladder area and buttonhook back to the right.



Hop the yellow walls to reach a small pool of water.



Surface outside the gold panel and look up to the right to find the passage.



Collect the stash and exit back to the area below the ladder.



From the rocks on the left, jump to the small square platform in the molten gold. From there, you can jump over and grab the Shotgun Shells.



Return to the rocks, and jump and grab the back of the yellow slope. Pull yourself over and jump from the slope to the safe spot near the exit.



In the next chamber, dispose of the Yeti near the Shotgun Shells; then slide down to the floor on the other side of the area.



Drop through the hole in the floor to a maze of switches and cages.



Each switch opens a cage.



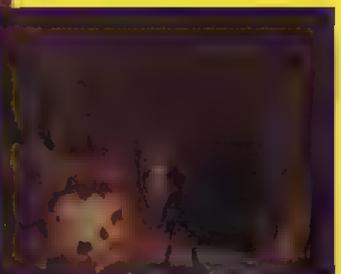
Work your way through the sequence to access the cages toward the exit.



Occasionally a tiger is released—just to keep you on your toes. You'll find you must throw the switches twice, in reverse order, to unlock the last cage.



The first switch, at the end of the reverse sequence, opens the last cage.



In the hallway beyond, take a left and walk to the edge of the slope.



Slide and jump to grab the ladder; then climb to just above the level of the spiked ledge on Lara's left.



With her feet just above the level of the spiked ledge, Lara can jump and spin in midair (Jump-Forward-Grab) and catch the ledge behind her.



Collect pick-ups from the gratings in the upper area. A passage leads right and left.



secret



To the right, you can jump up and grab the AP ammo, but be careful not to slip down the slope nearby.

To the left, a welcome pile of gold sits across a trapdoor that opens when you claim the Secret.

Drop through the open trapdoor, dispose of the Sasquatch and return to the hallway nearby.

Follow the long passage up to a forested area.



A pair of Sasquatch arrives when you grab the Large Medi Pack on the ledge. (We suggest the M-16.)



As Lara passes through the large hollow tree, another Sasquatch storms across the gold toward you.



From where you killed the third Sasquatch, you can run and jump left to land on a flat spot near the distant ammo. From there, spot the short bridge.



Run and jump past the tree, hooking back to the left to grab the short section of bridge. Pull up.



From the small bridge, look down to spy a hint of gold near the wall. Take care not to overshoot, or you'll slide down an unkind slope.



Return to the bridge and jump from there to the flat section of path against the nearby rock wall. From there, jump forward and grab the edge of the slope. Shimmy right.



From the far end of the slope, Lara can pull up, perform another midair spin, and grab to reach the ledge behind her.



From the ledge with the AP ammo, run and jump to the longer section of bridge between the two trees. Don't grab; just run and jump.



Continue alongside the molten gold river and run and jump to grab the mossy pillar across the way. Collect the Small Medi Pack before returning to the path.



Three switches become available the moment you enter the next chamber. Two are side-by-side; throw the leftmost of these.



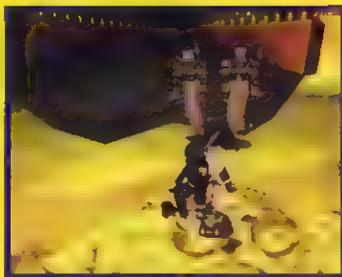
The left switch opens small antechambers in the large adjacent room. Out come Monks.



Once the Monks are in attendance, throw the single switch around the corner to drop a criminal into the crowd.



Check around the corner near the solo switch and grab the Grenades. The adjacent area is a sneaky Secret.



Return to the pair of switches and throw the right-hand one to enter the large room. Taking the Large Medi Pack opens a door in the perimeter hallway.



Deal with the Sasquatch that comes through the opened door and follow that hallway, picking up ammo as you go.



At the end of the passage, enter another section of forest.



From the ledge where you enter, run and jump toward the distant Flares.



Drop from the Flares' ledge to the long bridge below and follow it left.



Climb the ladder above the Small Medi Pack. At the top, you can roll and backflip to open a gap in the resident Sasquatch.



At the other end of the upper area, you'll find a Small Medi Pack and a ladder leading down. Ignore the ladder.



Descend to river level via the long yellow slide. Jump forward to the top of the slide, and then use the green slope at the end of the first section to jump the gap in the run.



The long yellow slide terminates at a small platform with Shotgun Shells. From there, run and jump to the top of the continuing pathway.



Trapdoors that open and close dot the next section of pathway. Walk to the edge of the path and wait for the first trapdoor to open.



When the first trapdoor opens, run and jump from the nearby pathway to drop inside.



Follow the pathway and climb about two-thirds of the way up the ladder.



Backflip from the ladder to the ledge behind Lara and climb up.



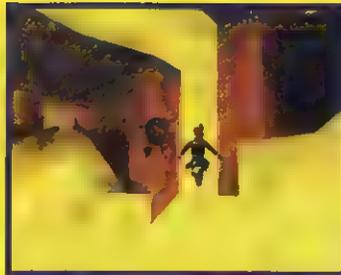
The large molten gold area is a nasty obstacle between you and a Secret.



Drop to the ramp near the entrance and jump across the gold stream on the right to the nearby flat section.



There's a flat spot on the slope below, but you must take a couple of steps back from the edge before jumping forward to hit it.



From the flat spot on the slope, run and jump toward the slope just shy of the next gold stream. You should slide down the slope to another flat spot.



To cross the next gold stream, run and jump—don't grab—toward the flat pillar across the way.



Look for another flat spot on the side of the slope with the door (actually an exit) above.



From the flat spot below the door, jump over and grab the edge of the ledge. Pull up.



Pass the door and slide down the slope.



Notice the irregularity in the molten gold stream? Jump toward that gold wall; it shatters to reveal a small chamber.



Look to the right in the small area and dispose of the tiger, but don't move around too much.



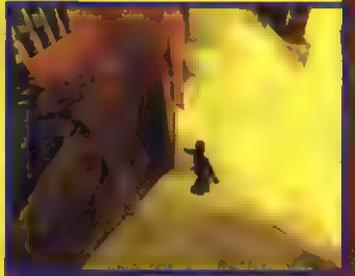
To keep from combusting, Lara must stay beneath the dark yellow ceiling tiles.



Jump to the dark patch near the wall, and from there jump along the wall to the right.



A hot little pile of gold lies in the corner. Return the way you came.



Follow the passage to the opened exit door and slide down the slope to the left.



Run and jump across the gold stream and pull up to the dark openings above.



Jump forward, while grabbing, to the yellow slide so that Lara leaps low and slides backward. (If Lara doesn't leap low, she'll hit her head and slide forward.) Hang and drop from the first edge.



Make your way back along the trap-door walkway, ridding the forest on the left of Sasquatch—and checking for ammo—as you go. The path opens into a rocky area.



Look to the right as you climb, and approach those doors to open them.



Taking the Large Medi Pack from the open-air chamber opens the door back to the start of the level.



Unless you need to backtrack, continue warily toward the yellow arch beyond the gray rocks.



Climb the ladders to the walkways above.



Angle left, ready for tiger trouble in the new opening.



Descend the ladder and hop the spikes to collect the Large Medi Pack.



Save the game and place the Mask of Tornarsuk in the fixture above the ladders.



Roll and get out the M-16 as a familiar fiend stomps toward you down the reconfigured pathway.



Stay mobile, or the Sasquatch King will pile-drive you.



Charge the monster, Uzis blazing, to jump past its shoulder and run up the ramp beyond.



Up the ramp, hook around the gold wall to the left and throw the wall switch. The Sasquatch King will be right on top of you, so watch your health as you try to squeeze back to the walkway.



With the thing in pursuit, charge down the walkway toward the ladders. Cut the corner on the right, jumping toward the doors you opened earlier.



If you can make it across the now-raised bridge ahead of the monster and throw the switch, the bridge will retract. (The fiend is a lot easier to kill trapped at the bottom of a pit.) When the King buckles, the level ends.

NIGHTMARE IN VEGAS

for all of them (just in case you still need a challenge ...).



Tomb Raider II Gold

PRIMA'S OFFICIAL STRATEGY GUIDE



Flipping the switch that raises the bridge will allow you to reach the end of the level.



In the main hallway, the door to the left opens into a room with a ladder. The door to the right opens into a room with a large poster.



A narrow bridge spans the gap between the end of the hallway and the room with a ladder.



Halfway down the hall on the left, blow open the window and step out onto the ledge.



Jump to the right and grab the crack. Shimmy left.



Climb to the ledge beneath the window and jump from there to the balcony on the left.



Blast the bad guys lurking in the room with your Shotgun.



Slide the large object into the corner on the left of the room.



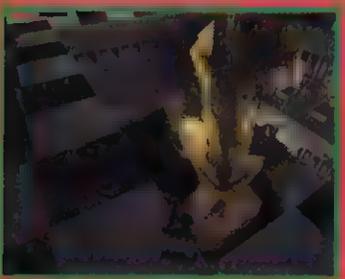
Slide the large object into the corner on the right of the room.



Unless you'd like Jeeves to shadow you, it's best to avoid him and take on the goons.



Approach the door and it opens up to find the entrance to Jeeves' Hotel Key to the lock.



Slide the large object into the corner on the left of the room.



Approach the door and it opens up to find the entrance to Jeeves' Hotel Key to the lock.



Another of those nasty bird mutants—thankfully, caged—waits in a large chamber.



Expect a goon to take exception when you begin pilfering the pick-ups.



Climb the ledges near the entrance to get atop the cage and find more ammo at the far end of the pen.



Back outside the cage room, lean over the ledge and check the ground below. Note the small, grated pool beside the sculpture.



Stand in the center of the square near the ledge edge, and dive directly toward the small, grated pool far below.



The grating opens, and Lara dives into a small chamber with Uzis and plenty of ammo. Follow the underwater passage.



Slide the large object into the corner on the left of the room.





Another pair of criminals arrives from the direction of the pool when you approach the sculpture.



Apply the second Hotel Key to the lock near the lower door, and then grab some guns.



Check the areas left and right for bad guys (and anything more worthwhile).



You can peek through the fence at the T-rex, but he'll have to wait a while.



Also on the lower level you'll find a crazy black-and-white ballroom.



The buttons on either side of the walkway to the stage open the curtains.



The tables and chairs are somewhat restrictive, but don't backflip too quickly: an armed goon waits back in the foyer.



Expect more trouble when you take the Shotgun Shells from the stage. You're not using up all that Uzi ammo, are you? Oh, well



Check the box area. If they scrape you, the ones swinging above do terrible damage.



Lara can climb the edge of one ledge and avoid getting boxed, jumping from there to claim the ammo on the ledge.



Back at ground level, pull the two movable boxes into the slots in the line of boxes.



Positioning the two boxes opens the trapdoor in the floor.



Drop below and move the one box along the wall.



Move the second box toward the first and take the Uzi clips.



If you move the second box far enough, you can move a third box and discover a secret pile of gold.



Head back out to the sculpture and climb this side.



You'll find Uzi clips on a small ledge above. Jump from there to the slope on the sculpture; slide and hang. Shimmy right and climb the sculpture's "face."



Note this position—about halfway up the sculpture—where it widens. Backflip from the yellowish area.



Lara ends up on the ledge behind her (if you positioned her correctly).



Get out your guns, and don't let that bad guy close the gap.



At the bottom of the stairs, and beside them as you ascend, waits ammo.



Return to the ledge where you landed moments ago, and look to the right. You can reach a ledge in front of that small opening on the right.



The trick is to run, jump, and grab toward the edge high above the ledge, but discontinue the grab at the last instant, before Lara touches the edge. The lowered trajectory keeps Lara from banging her head.



From the small ledge, jump to the small section of golden sculpture and walk into the shards.



Don't overlook the Uzi clips mixed in with the broken glass.



Take the Large Medi Pack and the Door Circuit from the ledge.



Hang and drop like this to minimize damage when returning to ground level.



The Door Circuit opens the portal beside the pool.



Beyond the opened door waits the toothsome T-rex.



If you're not in the mood to play cat-and-mouse in the city streets, you can always park in the high niche and chip away.



When the coast is clear (for now), grab the Elevator Junction from the street.



Yes, that telltale rumble is indeed another T-rex. Run away!



You'll find Automatic Pistols and plenty of ammo on a dark ledge off the street.



When both of the big beasts are suitably extinct, follow the forested passage.



In the cage where the T-Rex lived lies another secret golden stash.



With the Elevator Junction in hand, climb the sculpture once more.



Climb all the way to the top.



Take the Large Medi Pack and defend yourself. Run and jump to the upper ledge.



Stick the Elevator Junction into the box and throw the switch.



When the car arrives, throw the switch again and get inside. Ride up.



When you exit the elevator, immediately throw the wall switch. When the elevator descends, jump and grab the ladder.



Climb the ladder to the top and backflip to the ledge. Collect the ammo and save the game before dropping down.



Another of those hideous Sasquatch freaks stomps through the halls, which connect to the cage you saw the creature in earlier.



Ammo and a Large Medi Pack lie in the open area near the elevator, but trying to pick them up only gives the Sasquatch King time to pound you.



Instead, duck past the thing and run down the hall, leaping over shards as you go.



The idea is to get the game's last Secret before killing the Sasquatch King. When it dies, the game ends.



As long as you stop right on the pile of gold, it's pretty easy to scoop it up. Suck health, backflip, and get out those guns.



With the final Secret under Lara's belt, the end is—hopefully—near.

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