



TOMB RAIDER

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Nick
Roberts



TOMB RAIDER

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Game Secrets

Nick Roberts

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Phew! What a book this has been to write! Eight hours of videotape, two versions of the game and the entire thing completed twice to bring you the secrets and information on these hallowed pages. There are a few people I'd like to thank, whose help has been invaluable...

Firstly Jamie Morton of Core Design for playing through the game to find all the secrets for me, then of course Ken Lockley and his team for creating such a brilliant game in the first place.

Many thanks also must go to Paul Middleton for his crackin' concepts and Jo Lewis for the design.

Finally I'd like to thank my girlfriend Jo, who didn't question me once when I told her I was spending all my spare time with a mysterious woman called Lara Croft!

Hope you enjoy the book—*Tomb Raider* is a fantastic game. I can't wait for the sequel!

Nick Roberts

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Chapter Fifteen

A word from The Author...

So you've discovered *Tomb Raider* have you? What a fantastic game! Forget all your first-person perspective games like *Doom* and *Alien Trilogy*—the future is here—you can actually see who you're playing!

I fell in love with *Tomb Raider* from the first moment I put the CD in the drive. The realism in each level, the intelligence of the enemies, the smoothness of the graphics—as Lara Croft runs, jumps and swims around—is just out of this world. Never before has an adventure game come to life in so much vibrant detail.

This strategy guide has everything you could ever need to play *Tomb Raider* to the fullest. The chapters take you through each level step by step, detailing which blocks to pull, switches to switch and doors to open. All the secrets in each level are unveiled—along with a screenshot. Then to top it all off every enemy is scrutinized and displayed for your ridicule!

Just one thing—I beg of you to attempt each level on your own before resorting to reading the complete solution. *Tomb Raider* is such a rewarding game to play, you really don't want to spoil it before you start. This is a comprehensive playing guide; it will take you through the game from start to finish, but doesn't explore all the nooks and crannies, or attempt to show the whereabouts of every single power-up—this is left to you.

Above all, have fun! Roll on *Tomb Raider 2*!

Nick Roberts

Nick Roberts

A black and white illustration of Lara Croft from the Tomb Raider series. She is shown from the waist up, wearing her signature outfit: a dark, sleeveless top, a corset-style bodice, and shorts with a wide belt. She is holding a handgun in her right hand, pointing it towards the right. Her expression is serious and focused. The background is a textured, stone-like surface with some faint, circular patterns.

At Home With Lara

Before you start your adventure, take a little time to visit Lara in her grand English country home that she uses as a gym. She will take you through all the moves she can perform, moving to different parts of the house to show off her skills. Luckily she's having some things put into storage, and the delivery people haven't been—so the lobby is littered with crates. Ideal for practicing grabbing techniques!

First the controls

Tomb Raider is a complex game to control, but after a short practice the moves will become second nature to you.

Combat

Draw guns: Press this button to make Lara pull out her weapons. You can change which weapon is currently used by pausing and cycling through them.

Fire guns: When a weapon is drawn, pressing this button will fire it forward. If a target is moving past, the weapon will lock on if you hold the button down.

Actions

Picking things up: Stand Lara over the top of items and press this button to pick them up and store them.

Using keys: Standing up against a lock and pressing the button will bring up the inventory. Choose the key you want to use and press the button again.

Using switches: Stand against the switch and press the Action button to pull it. Levers work in the same way.

Look around: Hold down this button and use the directions to look all around the area.

Options

Inventory: While in the inventory the game will be paused, bringing up the main ring of items collected. Pressing Up moves to the puzzle item ring containing keys and treasures. Pressing Down from the main ring moves to the game options with a passport to load or restart, a torch to adjust the Gamma level and various PC functions.

Controls

↑: Run forward, tilt down when swimming.

↓: Take a step backward, tilt up when swimming.

←: Turn Lara to the left.

→: Turn Lara to the right.

Shift: Walk

Spacebar: Combat

Ctrl: Action

Enter: Use item

Alt: Jump

Delete: Side-step left

Pg Dn: Side-step right

End or **↑** and **↓** together: Roll

Esc: Pause, inventory

O: Look around. When paused toggle the screen mode with + and - to increase and decrease the size of the game window.

Training Session 1

First of all Lara will take you to the music room to practice tumbling, complete with a blue crash mat in the center:

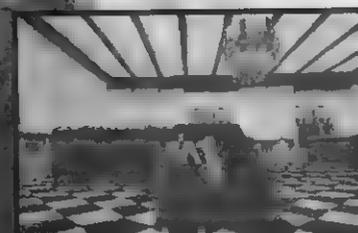
- Pressing the Jump button alone will make Lara leap on the spot.

This will become useful in the adventure for reaching higher ledges, enabling Lara to grab on with her fingertips and lift herself up.

- Pressing the Jump button and either Left or Right will make Lara perform a jump in that direction. This move doesn't really have much use in the game as it's difficult to tell where she's going to land—it's more of a show off move to use when others are watching.

- The Jump button with Up or Down will predictably make Lara jump forward or backward. The forward jump is the most useful. Jumping from a standing position will move her a set distance—you'll soon learn how far this is, and which jumps she can make





in this way. The backward jump shifts the viewpoint around, but again it's not too useful as you never know where she'll land.

- Finally on the crash mat, pressing the Roll button will make Lara tumble along the ground, then stand up facing in the opposite direction. This move is used for a quick turn around, needed when there's someone, or something, bearing down on Lara from behind.

Training Session 2

Into the main hall you'll find the place littered with crates. Make your way down the stairs and Lara will continue her training:

- By standing in front of any of one of the larger crates and holding Up and pressing Action, Lara will jump up and hurl herself onto the top. This move will be used time and time again in the adventure for reaching high platforms.
- Now try standing in front of one of the smaller crates—they're about half the size of the large ones. Use the same move again: Up followed by Action. This time Lara will vault up and carry on running. You'll need to use this move to overcome the many small rocks and platforms that litter the levels.

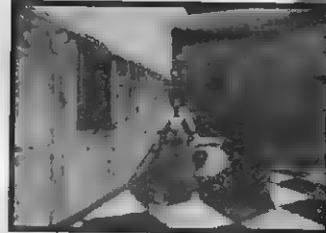
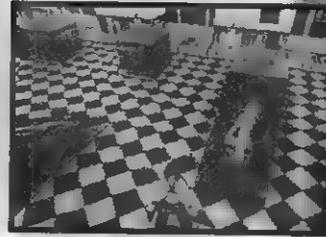
Training Session 3

Move over all the crates to the Ballroom. Lara has set up a series of tasks to be completed, each one teaches a new valuable move:

1. The first lesson is to learn how to walk slowly instead of running about everywhere. Holding down the Walk button and then using the directions will make Lara walk around. While moving in this way Lara can't fall off the edge of a platform either—a valuable tool for lining up for pixel-perfect jumps.
2. Now you know that you can walk to the edge of a platform without falling, you can line Lara up to take long jumps. If she is unable to make the jump and land on her feet press the Action button in midair to make her hold her arms out and grab the target platform.
3. You can make Lara do an even longer jump by first walking to the very edge of a platform, then pressing Down to give her a run up. Now press Up to run forwards, closely followed by Jump. She won't actually jump until she reaches the edge, giving the optimum jumping distance.

4. As in lesson three, this jump requires you to give Lara a run up first, but the target platform is even further away this time. Run and press jump as before, but this time hold the Action button in midair. Lara will grab on to the platform and hurl herself up again.

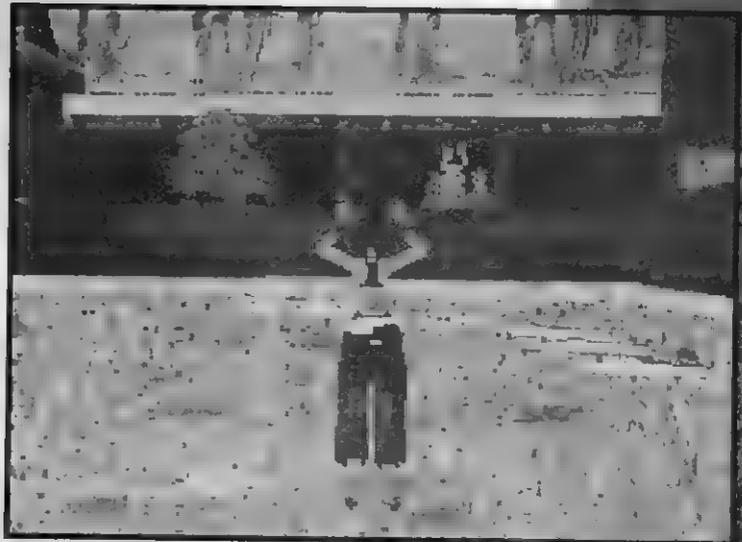
5. Now use the Action button together with Up to make Lara jump up. She is unable to lift herself up this time because the low ceiling won't allow it, instead she can shimmy right, moving along the platform until there is enough room above to stand up. There are many instances where this move will come in useful. Lara will also explain how you can press Down to jump backwards off a platform then hold Action to make her grab on and hang.



Training Session 4

After all that heavy workout a swim should be just the thing! Jump straight into the pool:

- Pressing the Jump button while underwater will make Lara do the breast stroke, propelling herself forward. You can control the direction she swims by using the direction buttons. The main thing to keep an eye on while swimming is the amount of air left, shown in the top-left corner of the screen. You'll need to find the surface before this runs down or Lara will drown!
- When Lara has reached the surface she will automatically tread water. Swimming on the surface can be controlled using the directions. The Side Step buttons can also be used to make Lara move to the left and right. Use the Action button when near the edge to jump out of the pool.



Secret Moves

There are two secret moves that Lara can perform, not mentioned in training, but we know them:

Handstand

When you've grabbed onto a ledge, try holding down the Walk and Grab buttons together then pressing Up. If you've done this correctly, Lara will gracefully move into a handstand position, showing off her strength and stamina.



Diving

You can achieve a smoother entrance to the water by diving instead of simply jumping in like an elephant. As Lara jumps, hold down the Walk button and Up together. She'll go into a dive and gracefully cut straight through the water.

Menu Rings

Pausing the game at any point will bring up the menu rings. There are three in all, each containing different spinning icons. You can press Up and Down to select the ring, and then the Jump button to choose an item. The Inventory Ring holds weapons, medical kits and a compass, the Items ring holds treasure items and keys, and the Options ring holds game options:

Inventory Ring

Compass: Use this to find out which way is north. Useful for following specific instructions from strategy guide books!

Weapons: Select the weapon you want to use by cycling through them and pressing the button.

Small Medi Pack: A small pack will restore half of Lara's energy. When multiple packs are held, a number will appear in the bottom right of the icon.

Large Medi Pack: All of Lara's energy can be restored with one of these. Make sure you're desperate before using one, otherwise it's a waste!



Items Ring

Treasure: Major treasure items like the Scion can be selected from this menu ring.

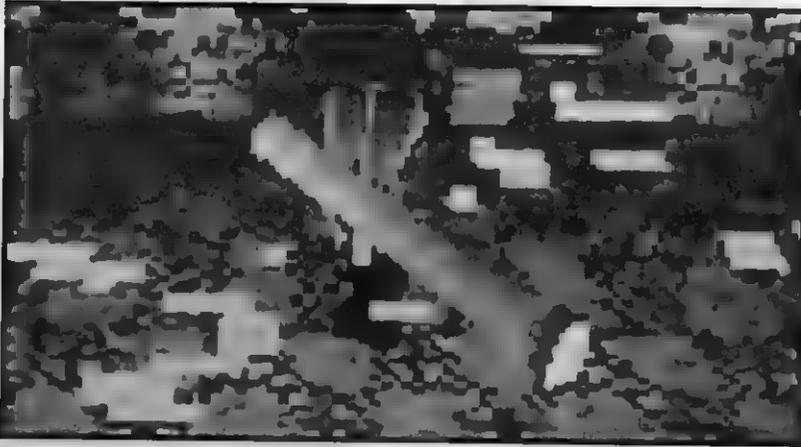
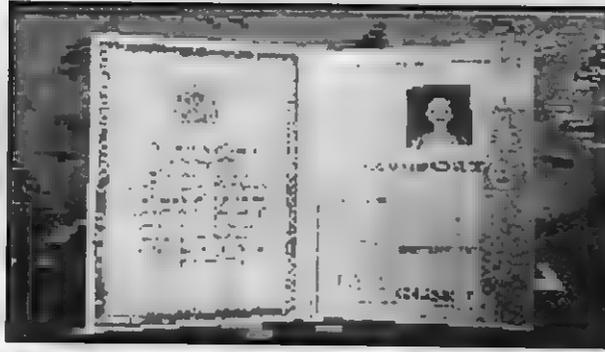
Keys: These come in all shapes and sizes, and are all selectable from this menu.



Options Ring

Passport: You can load up a saved game, restart the current level or exit back to the title screen using the passport.

Torch: Many of *Tomb Raider's* levels are very dark. You can adjust the Gamma level to lighten things up using the torch icon.



Please Note: There are many extra options selectable from the Options Ring. These vary depending on what PC system you are running. See your manual for a full list and instructions on how to use them.

Save Game

Throughout this book I've written about save points. These are only the points I recommend you save your game, to save you from having to repeat tricky sections of gameplay.

Of course, in the PC game you can save at any time they wish! Think before you save though—do you really want to start the game again from this point, with the items you are currently holding? It's often a good idea to wait and pick up more items or perform tasks before using the save option.

The Incan Civilization

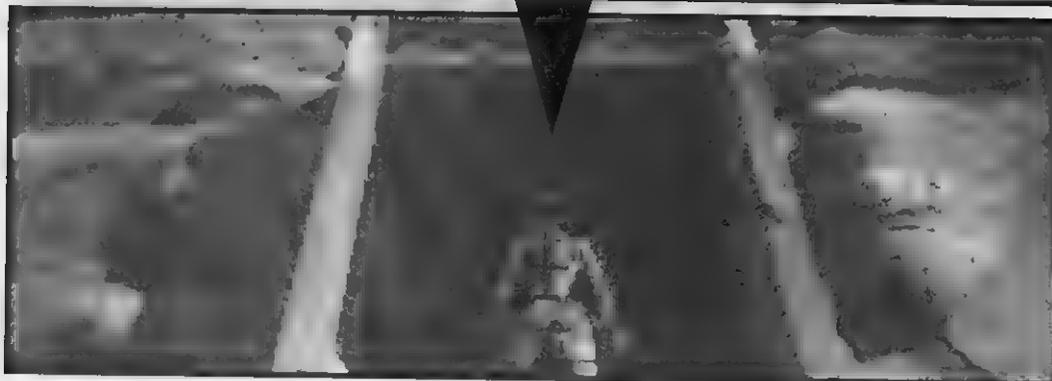
While on an expedition through the mountains of Peru, Lara Croft and her native guide Carlos come across the lost Incan civilization, an ancient people that flourished for hundreds of years in the Peruvian rain forests of South America.

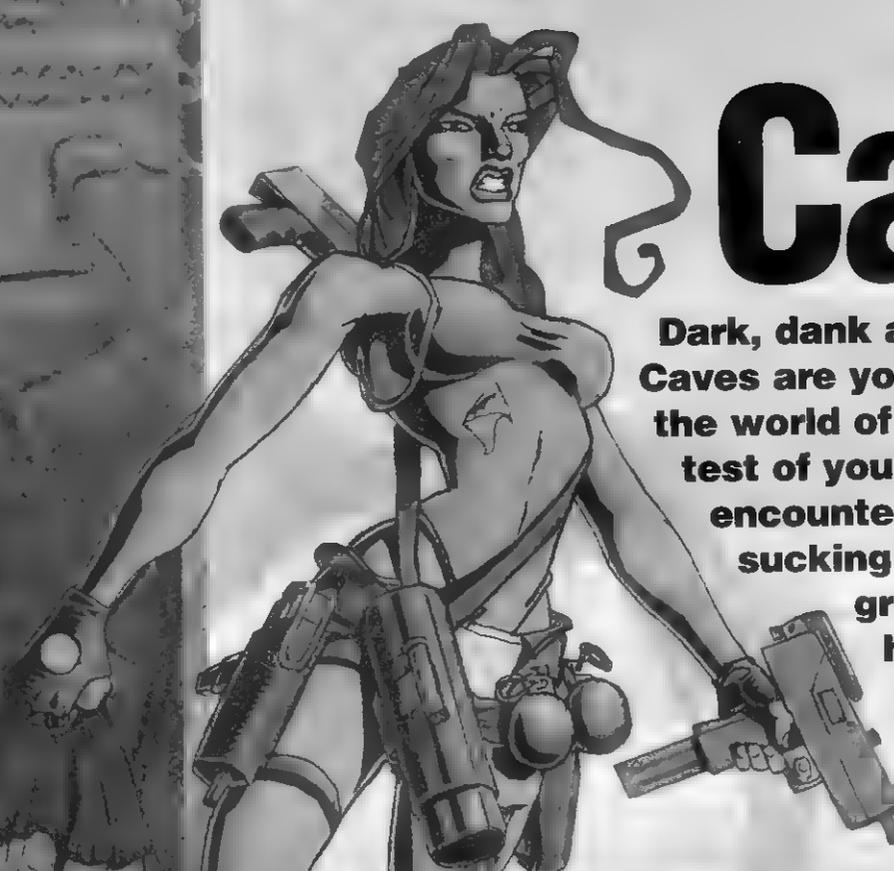




Carlos points toward the large Incan carvings near the top of a huge stone door and Lara immediately pulls out a grappling hook and rope and starts to climb. She swings over to press a giant switch in the carvings and the door slowly starts to open. Carlos stands, staring into the black when suddenly a pack of wild wolves jump out and savagely attack him before he can react.

Being the heroine that she is, Lara jumps down to the ground, guns blazing, in an attempt to save Carlos—but sadly she's too late. Never mind—Lara prefers adventuring alone anyway! ■





Caves

Dark, dank and gloomy, the Caves are your introduction to the world of *Tomb Raider*, and a test of your basic skills. You'll encounter wild wolves, blood sucking bats and a rather grisly bear. You'll also have to perform the simplest of puzzles, mainly involving finding switches to open doors.



From the giant stone door at the beginning, Lara must run through the caves following the tracks of the wolves. The first things to watch out for are poisoned darts that fly out from the holes to the left and the right of the passageway. Running and jumping while these are firing should safely negotiate this trap.

Follow the caves around to the right, and Lara will look up to her left signifying that this is the way you should go.

Vault up the rocks to the left and into the snow once again. Time for your first attack from the wildlife around these parts! Two Vampire Bats will come flying toward you. Ready your pistols and fire two shots—if you're aiming correctly this should be all that's needed to kill them.

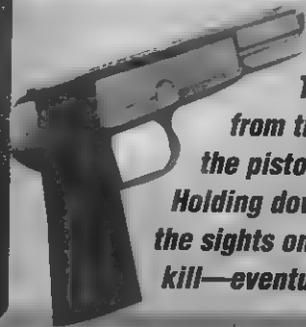
▲ *Your very first obstacle—darts that fly out of the walls.*

▶ *When you're supposed to look at a particular spot—the game will shift the viewpoint.*



Secret 1

Instead of jumping up the rocks and attacking the bats, run on forward and into the left hand corner in the snow. Jump up here by rebounding from the sloping platform to discover a Small Medi Pack.



Pistols

The pistols are the default weapon that Lara carries from the start of the game. There's no ammunition limit to the pistols, so fire as many shots as you like when using them. Holding down the fire button when targeting an enemy will lock the sights onto them and follow them around, guaranteeing a kill—eventually.

Find the hole

Now run through the caves and to the left until you come to a man-made platform of blocks on the ground. Take a few seconds to survey the area with the Look Around button. Run through the greenery to the far side and drop down the hole in the ground. You will find a switch near a door. Use the Action button on the switch and walk through.



Secret 2

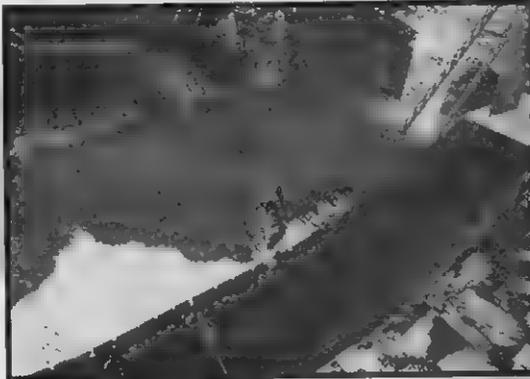
To the left from the top of the first rock face Lara has climbed, you'll come to an open clearing with another bat to pick off. Move over to the far right corner of the clearing and face to the right. Lara can now vault up onto the platform where yet another bat will be waiting, but so will a Small Medi Pack in the far corner. Pick this up and run back to the entrance of this section where you shot the first bats.



◀ *Switches feature extensively in Tomb Raider—but it's not always advisable to pull them right away. Check out your surroundings first, then act accordingly.*

Bats

These might be tiny creatures—but they sure can be a pain in the butt! They're small, difficult to spot, especially in a dark area. Listen for their squeaks and fire toward the flapping. One pistol shot and they're dead.



Jump up through the gap in the ceiling on the far side of this new room and then around the rocks until you come to the large room that has bridges crossing it. Run to the right, down the steps and around to the entrance to the first bridge. Run halfway across the bridge, then fire the pistols from the edge to kill the wolves down below, just in case you fall off.

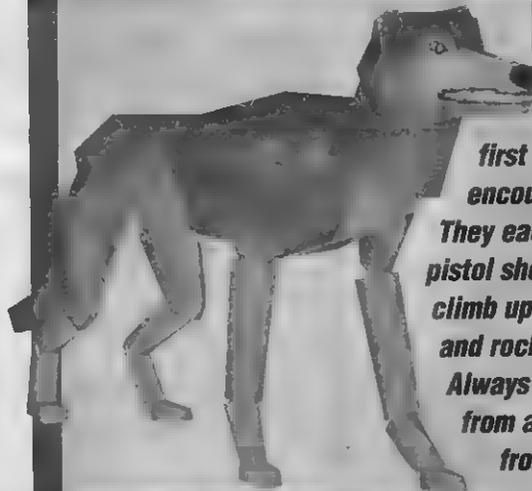
▲ You can walk under the bridges and lift Lara up—away from the wolves.

▼ Watch out behind you! The bear is a vicious creature.



Wolves

These vicious creatures are the first real menace you encounter in the game. They each take three direct pistol shots to kill and can climb up smaller platforms and rocks to reach you. Always try to shoot them from a distance, or from above.



Now run over the bridge, around the side of the cavern and over the next bridge. To the left is an opening—jump through it and into the next cavern. In the center of this area you'll find a save point, and down below there'll be a bear wandering around. Shoot it from above to be safe, otherwise face its wrath! In the corridors around the bear you'll find a Small Medi Pack and a pressure pad to open a door and allow you back out into the main bridge area.

Bag a wolf!

Past the save point, run down the steps and through the greenery, there are two more wolves to kill here. Run over to the far side and climb up the blocks to the switch. This opens the door on the opposite side, but it only stays open a short time. You must quickly jump down, climb up the block and then jump up onto the platform with the door. Try not to fall between the blocks though as this will spoil your attempt.



Bears

These giant, hulky creatures are far removed from their teddy bear cousins. They're slow, but deadly when they finally catch up with Lara. You'll need a good splattering of pistol bullets to put one of these out of action.

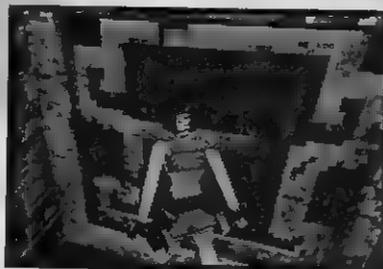


◀ *You've only got a short time to reach this door—so run!*

Duck the darts

Up here to the right is a long staircase with more poisonous darts flying across it. Avoid these and move on into the next area where you'll find a wolf to kill. In the center of this area you'll notice that two of the blocks look broken. Stand on these and allow yourself to fall through, you won't go far.

Lara will now be standing on a platform at the far side of a huge area with a door at one side and darts flying along the middle. Run around the outside, jump over the gap using a running jump, pick up the Large Medi Pack, kill the wolf, and find the switch. This opens the door down the bottom. Use the door to exit. ■

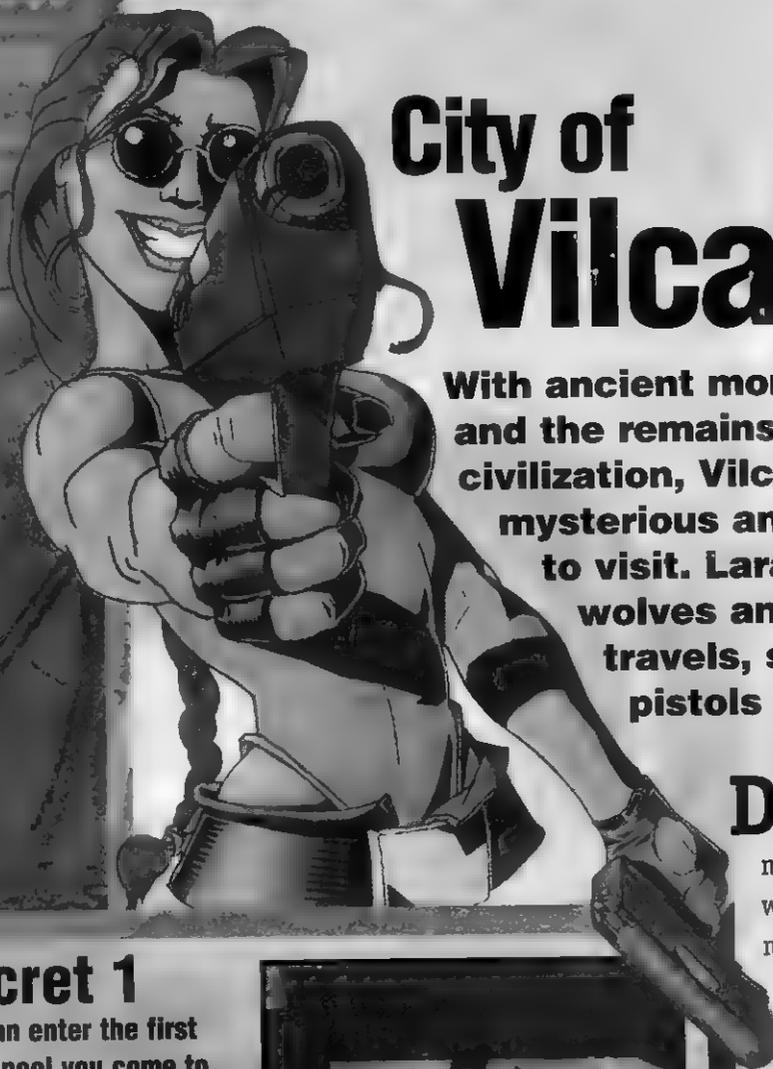


Secret 3

To the left of the timed door go into the greenery, this is where you'll find secret three. It's nothing more than a Large Medi Pack, but will undoubtedly come in use later on!



◀ *The final switch for the Caves, pull it and run like mad down to the large door.*



City of Vilcabamba

With ancient monuments, deep pools and the remains of a once great civilization, Vilcabamba is a mysterious and atmospheric place to visit. Lara will encounter bats, wolves and bears on her travels, so always keep those pistols at the ready.

Secret 1

You can enter the first water pool you come to and swim down to the right where you'll find a lever. Pull this to open up a secret area where a Small Medi Pack will be waiting for you.



- *Spin around while shooting in blasts to shoot all the wolves at once.*



Don't go running straight into trouble at the start of the city level, move slowly. A pack of four wolves will jump out to greet you, and all must be shot to ensure Lara's survival. Spin around shooting to attack all of them at once.

Continue forward and keep to the right wall walking past the water pool on the left. After running past the wall another wolf will arrive—see this one off too and go down the corridor to the left, but watch out for the deadly bats that will attack from their beds in the ceiling. There's another wolf further on

down this corridor prowling around, so be on your guard. The route to take is down the corridor to the left, where you'll find a switch next to a door. Pull this.

Secret 2

Also down in the first pool is a second lever, in the corner at the bottom of the water. Pulling this one will open a door in a room inside the temple with dragon statues lining one side of a pool. Inside here is a Small Medi Pack and some Magnum Clips to pick up.



What's behind the door?

Pull the switch and it will open the door next to it, now go inside. You'll find the remains of a small dwelling with animal skins laid out on sticks, a hole in the center for a fire and steps on the one side. Climb the steps and go through, now take a running jump to clear the gap, and enter a room with skulls covering one wall.



At first it seems like you can't escape from here. The one ledge is too high to jump to and the broken slabs at the entrance are now destroyed. But look again—there's one block a different color to the rest with what looks like handles on the side. Press the Action button when facing this block and then Down. Lara will grab the block and start to pull.



▲ Predictably, this switch opens the door next to it!

◀ Jump for the power-ups on the skull wall.

When you've pulled out the block, an exit will be revealed. You can also now position the block to jump up to the ledge in the skull wall. Here you'll find a much needed Large Medi Pack. Go through the hole in the wall and into a large hall with golden jugs at the back of the room.



◀ Blocks can be pushed or pulled, depending on what's around them. Experiment to solve puzzles.



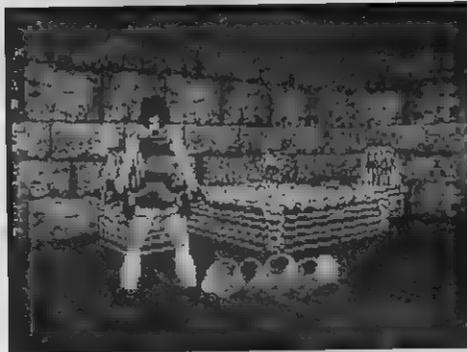
- ▲ *The Gold Idol will open up the special door.*

- ▶ *Climb up from the block to find the exit.*

- ▶ *The left door is the only one you can go through to start with.*

- ▶ *You'll need to use a running jump and grab to reach the far platform above the pool.*

Key. Now you need to get up onto the second floor of this hall, and the only way you can do this is by either pulling or pushing the block in the last room through so that you can use it to climb up. Up top you'll find the way out.



with a grab to reach the diving board ledge, then a running jump to jump over to the ledge on the far wall. Run up the steps and



There are bats in here, so have your pistols ready. Move around to the right and you'll find a Gold Idol on a ledge.

Get the gold

Pick the Idol up and then visit the left side of the hall where you'll find a Silver

Around the maze of corridors you'll find a door with a silver lock next to it—it's time to make use of that Silver Key to open it up. Inside, you'll first find a room with poisoned darts. Run past this to an area with wolves to kill, leading to a giant temple with three doors.

Take the left door to begin with, it's the only one that's open. Inside you'll find a giant water-filled temple. Ignore the water and run up the steps, do a running jump with a grab to reach the diving board ledge, then a running jump to jump over to the ledge on the far wall. Run up the steps and you'll arrive on the top ledge to do a running jump over the pool.

Pick up the Small Medi Pack in the next room—there is a bat to kill—and then pull the switch to open the right hand door on the temple. Drop

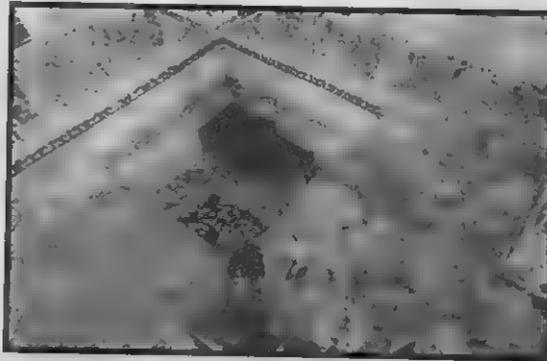
down onto the rocky outcrop above the temple where you'll find some Shotgun Shells then go through the right temple door.

Another pool, this time surrounded by breakable slabs. Look for the exit at the top of the room and then jump and grab the solid ledges to make your way up to it. Go inside and pull the switch to open the middle door on the temple.

You'll now be able to save your game before you carefully jump down, first onto the rocks, and then onto the roof.

Avoid the chop!

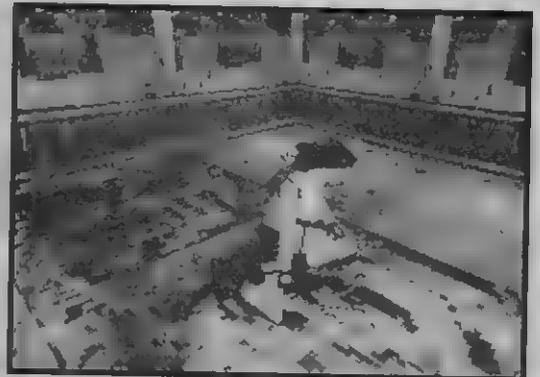
Enter the center door in the temple to be greeted by swinging axes that will cut Lara down to size with one swoop. You need perfect timing to run past these deadly traps. When you reach the switch, pull it to open up the floor and drop Lara into the water.



▼ Watch out for breakable slabs.

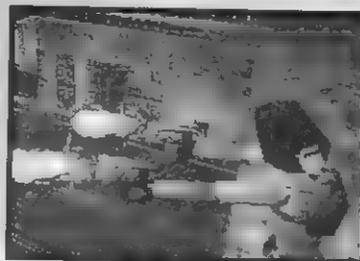
Secret 3

To the side of the Gold Idol door, up near the switch to stop the axes, jump up to a secret ledge to find a few Uzi Clips for use with the new weapon later in the game.



Swim down the passageways, but don't come up in the main room where you arrive, there's a giant bear waiting. Instead, swim through the smaller hole and up in another room. Run up the stairs and use the switch to open the gate down below. Now shoot the bear from the balcony, so you can safely jump down.

Run around the other side of this temple and hit the switch to stop the axes from swinging, then use the Gold Idol on the special switch to open the exit. ■



▲ Shoot the bear, then drop down.

Swimming

Always be careful when swimming under water with Lara, she doesn't have an infinite amount of air in her lungs, and some of the distances she will have to cover underwater will test this to the limit. Always test the area first, then fill her lungs up and go for broke!

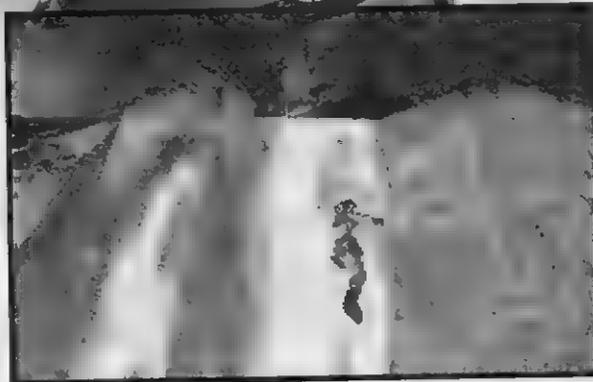


Lost Valley

Surrounded by rocky mountains and beautiful cascading waterfalls, the Lost Valley really does turn the tempo of *Tomb Raider* up a notch or two. There are plenty of surprises in store, and some nail biting puzzles to solve where the penalty for mistakes is death!

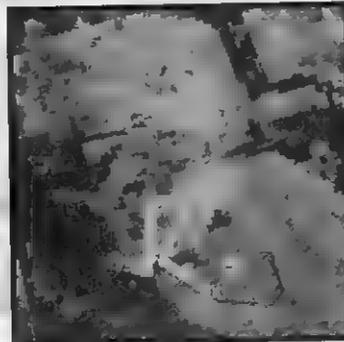
Jump straight into the stream and the current will force Lara off the top of the waterfall and into the water below. Climb out and shoot the wolves that are wandering around, then climb over the rocks directly in front of the waterfall and into the caves.

Keep your pistols poised as you run through the rocks as you'll be attacked by another wolf. Now look for the one rock that has a flat top, you can jump up and grab this to pull Lara to the top. Here you'll find a skeleton with a Large Medi Pack, pick up the pack.



▲ **Don't fret—**
Lara can survive a fall from the waterfall!

► **Thank the skeleton for the Medi Pack.**



It's behind you!

Run on until you come to the start of the Lost Valley with greenery in the distance. Now you're in for a real shock! Forget all those

"normal" wild animals you've been shooting up to now, here come the raptors! Ready your pistols and start shooting as soon as you hit the ground, there are two raptors coming from the right.

When you've killed the two deadly raptors, hug the left hand rocks and look toward the waterfall on the opposite side of the Lost Valley. You'll notice a small hole in the rocks just to the left of this point, run like mad to this and quickly duck inside—you'll soon find out why!



▲ *Remember Jurassic Park? The raptors are evil creatures.*

◀ *Wow! Have a fight with a hungry T-Rex!*

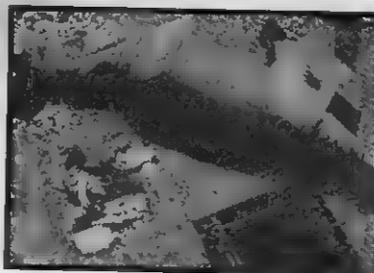
Raptors

Made famous in the blockbuster movie Jurassic Park, the raptors return in the Lost Valley of Tomb Raider. Nasty red creatures, they hunt in packs so if you have to shoot one, you know another is close behind! They take about eight shots to kill with the pistol, the best tactic is to jump backwards or roll around, shooting all the time.

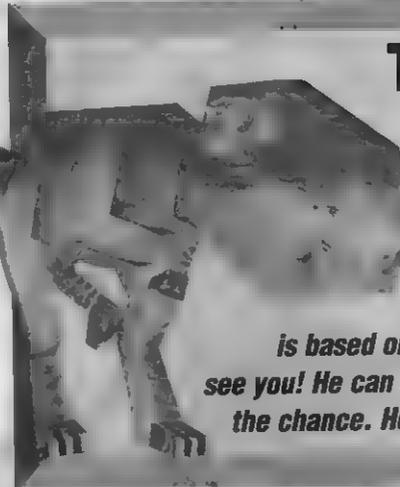


A giant lizard!

From the hole in the rock, stand back and shoot the T-Rex as he walks past. He may roar at you so get ready to hold your ears! Keep running forward to attract his attention, then jump back when he approaches, shooting all



◀ *Once the King of the dinosaurs is dead, you're safe to roam around.*



T-Rex

The king of the dinosaurs, the T-Rex stomps his way around the Lost Valley and the whole screen shakes in time with his feet! The only real way to kill him is to find a safe place to hide, and then shoot for all you're worth! The thing to remember is that the Tyrannosaurus Rex's vision is based on movement, so if you stay perfectly still he won't see you! He can smell you though, so run for it as soon as you get the chance. He'll take about 50 pistol shots to kill.

Secret 1

On the far side of the valley, to the right of the waterfall is a ledge. Climb up here for some Shotgun Shells.



▲ *Shooting the raptor is simple from high up on the ledge.*

► *Three cogs are needed to start a machine.*



the time. He can come quite a way into the cave, so be on your guard!

When the T-Rex is dead, run to the far side of the valley. Walk into the waterfall in the center of the far wall, and swim through to the next cavern. When you jump out of the water, immediately jump up onto the ledge. There's a raptor in here—you can safely shoot from here.

Find the cogs

Now climb further up the blocks until you reach the top. Here you'll find a cog, the first of three you'll need to find to start a machine working later on in the Lost

Valley. Pick up the cog then make your way through the passageway, past the dead raptor and back out into the valley.

Run forward with guns at the ready, there are two more raptors to take out up ahead. When they're dead, make your way into the sand colored temple. The first thing to do here is save your game. Now dive into the water and swim around to the right and down. You'll find the second cog lying at the very bottom of the water.

Swim back up and exit the temple, now run over to the opening to the right, you'll have to climb up the blocks to reach it. Save the game again here, and use the pathway to get up to the bridge across the Lost Valley. You've got to cross the bridge, but it's broken so you'll need to perform a running jump and grab to the other side.

Over here you'll find the third and final cog to be collected. Pick it up, lower Lara off the edge of the bridge and head back to the starting point for Lost Valley, up the rocks behind the waterfall.

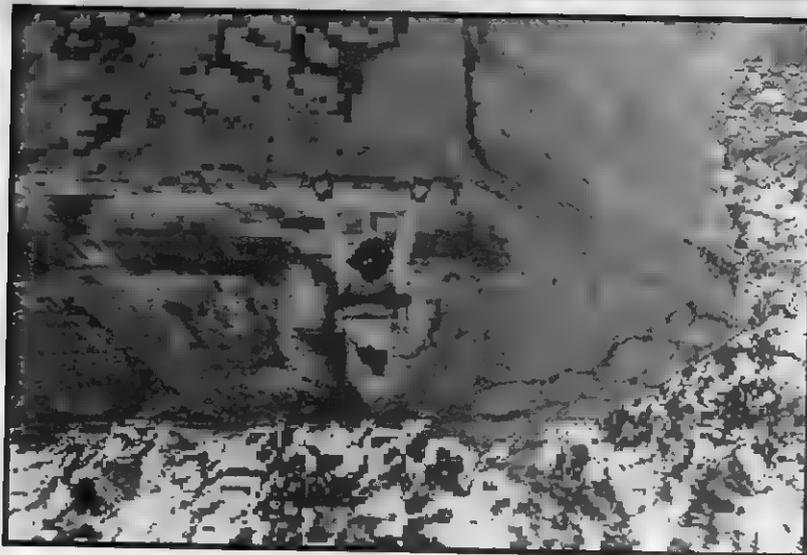
Secret 2

To the left of the waterfall on the far wall you can jump up the rocks and shimmy to the right, over the waterfall. Climb up to find secret Magnum Clips for another new weapon and Shotgun Shells.



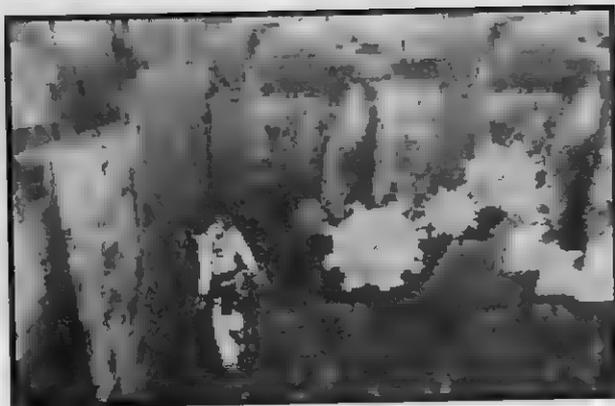
Secret 3

You can climb up the wall to the right of the temple, and then jump over onto its roof. Up here you'll discover secret Shotgun Shells, Magnum Clips and a Large Medi Pack.



▲ *Making the jump over the bridge is a tricky move.*

◀ *If you don't make the jump—grab on for your life!*



▲ *With the three new cogs in place, the switch will operate the machine.*

Back to the start

Go left from the starting point, and jump over the stream three times using running jumps, being careful to position Lara so that there's enough room above for her to make her jump. Then do a standing jump from the fourth ledge and grab on to the other side, hurling Lara up. If you miss any of your

Secret 4

From the ledge with the machine, shimmy to the left and drop down onto the watery ledge. On here you'll find a Large Medi Pack up for grabs.

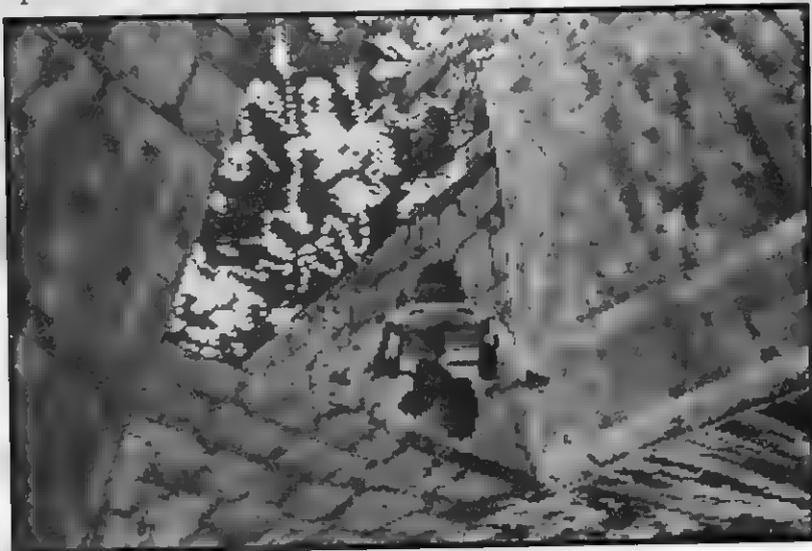


jumps and land in the stream, the current will carry Lara down stream and she'll end up diving from the waterfall again!

Run through the passageways until you come to another save point, use this then run over the rope bridge to the machine on the other side. Place a cog on each of the three pegs that are missing one and then hit the switch to see what happens!

If the machine worked properly the mechanism should have opened an underwater door further down stream cutting off the

▶ *When the cogs have turned, a new underwater door will have opened up.*



Shotgun

Finding the Shotgun will help Lara deal with the more aggressive enemies that are in store. Most animals will die with just one shot from this, but ammunition is scarce, so only use it when you need to.



Secret 5

After swimming through the door and collecting the shotgun, swim on through the tunnels and come up in the top of the watery maze to find two secret Shotgun Shells and a Small Medi Pack.



water to the waterfall. Swim down and through the doorway, jump out and pick up the Shotgun, then swim on through the underwater tunnels.

The passageway will lead you back out to the starting point of the Lost Valley again. Jump down the rocks or from the top of the old waterfall and go through the hole behind where the waterfall was to end the level. ■



◀ *Find the hole underneath the waterfall for the exit.*

Tomb of Qualopec

Who would have thought that so much would be hidden behind a waterfall? The Tomb of Qualopec is basically a puzzle interlude between the all-action levels. There are three puzzles to crack, and plenty of dangers to avoid. Let the adventuring continue!

As you enter the tomb, run to the right and pull the switch, but make sure you've got your guns ready—the raptors are still around! When you've shot them you can tackle the three puzzles that are waiting, but whatever you do, don't go up the passageway directly opposite the entrance, unless you're inquisitive!

Which way?

Run into the passageway right from the start and save your game. You've now got three choices. Take the route straight ahead first. Run through into the main room where you'll find a statue, a switch, and a breakable slab. Fall through the slab into the room below—the switch is nothing but a red herring.

Get those guns out immediately because Lara will be attacked by a pack of three wolves. When they're dead, run up one of the slopes to the left or right and pull on the ring at



▲ *Don't go up the passageway opposite the entrance!*

► *There are fake switches in this level.*





◀ *There's a hole hidden behind a block in the first puzzle—pull it out of the way.*

the base of the center block. Then pull the block again, to the left or right, to reveal a hole in the wall.

Run through the passageways, collecting two Small Medi Packs as you go until you reach the switch. When pulled, this switch will open one of the gates in the passageway at the start. That's this puzzle solved, now on to the next.

How puzzling!

Moving left from the save game point, you'll immediately come to a room with a switch. Ignore it for now, instead jump down into the main room and through the passageway to the left. Run up the stairs and carefully walk to the right of the block you come out on to. You need to do a standing jump and grab onto the ledge in front of Lara to get up onto the next floor.

Jump up the blocks and back down toward the main room. You need to jump up to the ledge on the right as before, and inside will be a switch to move the other block into position. Now go back and hit the switch at the entrance to the puzzle to move the second block into position.

Now you need to jump across the two blocks using running jumps to reach the other ledge with a switch to open the second gate in the passageway near the entrance. Don't forget to avoid the spikes when jumping back down to exit



▲ *The sliding block puzzle is tricky at first.*



◀ *Slide the blocks into place then jump across.*



▲ *Avoid the spikes or end the game here!*

► *If you're not careful with your jumps, you could end up like this!*

instead. When you've pushed it far enough you'll see another block to the left, push this one too. Now avoid the breakable slab with spikes underneath it, jump over and pull the switch for the third and final gate.

this puzzle section, and occasionally a raptor will come to greet you!

And finally...

Now for the puzzle to the right of the save game point. The large block may look like it needs pulling, as it has a ring on the bottom. But push it



Secret 1

As you're running up the stairs with darts flying left and right, go to the left hand wall, just past the dart hole, and jump up. You will find secret Shotgun Shells.



Go through the gate, up the stairs avoiding the poisonous darts and you'll come to the center of the tomb where you'll find a piece of the Scion—an ancient treasure, and the whole purpose of Lara's quest. Pick this up and the entire tomb will start to

shake and fall apart. Exit through the door. Keep running down the steep slope—there's a giant boulder following you! Jump out of the way when you get the room.



◀ *Grabbing the piece of the Sclon will cause the roof to cave in!*

Secret 2

Drop down next to the spikes, just after the first secret to find Magnum Clips. You can walk through the spikes if you take it slowly—falling onto them makes a real mess of Lara!

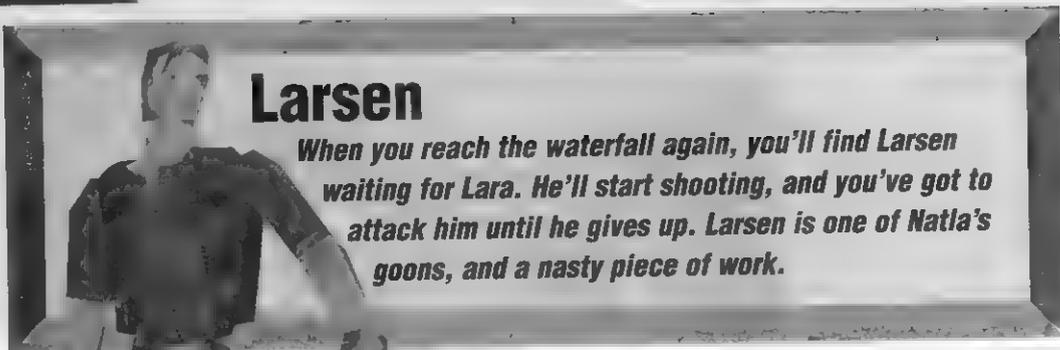


Secret 3

There's a secret section through a small hole underwater, to the left of the waterfall. Swim through and you'll find a Large Medi Pack and some Shotgun Shells.



◀ *After completing the three puzzles, it's time to go back to the waterfall.*



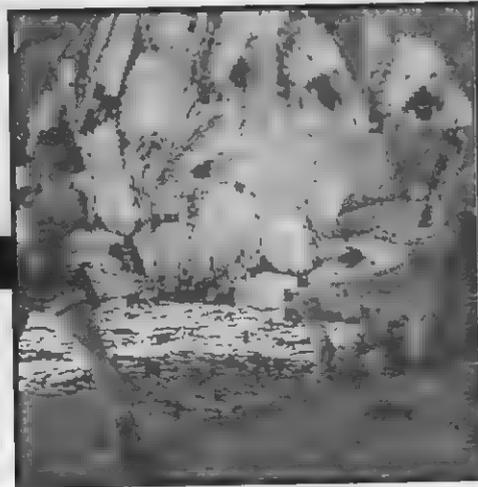
Larsen

When you reach the waterfall again, you'll find Larsen waiting for Lara. He'll start shooting, and you've got to attack him until he gives up. Larsen is one of Natla's goons, and a nasty piece of work.

Now exit the tomb and go back to the waterfall. You need to shoot at Larsen constantly until he falls to the ground. This will mean standing up and taking some damage from him too. Make sure you've got a Medi Pack at the ready because you'll need to use it before Lara can talk to the guy. When she does she finds out that she's been used as a pawn in a bigger deal, and she doesn't like it one bit! Kicking Larsen back to the ground, she runs off to the next level. ■



► *Don't take any hassle from Larsen—just shoot him!*

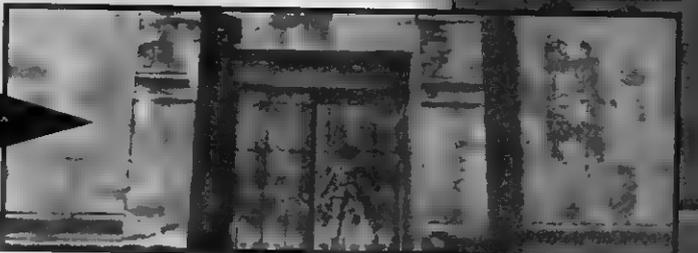
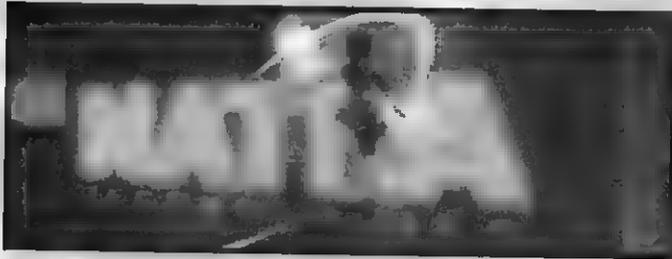


The Roman Civilization

After discovering that Natla wasn't all that she seemed, Lara returns to the big city and scales the Natla Corporation building by taking a blow torch to the elevator wires. I'm sure she could have found an easier way to gain entry! Inside she finds the truth behind the Scion and Natla's evil plans to create an army of freaks.



Her adventures now lead her on into the Labyrinth where she first discovers the golden age of Greece. The Greek Gods are the first adversaries in St Francis' Folly. Then it's on to the Roman Empire and a genuine Roman Colosseum complete with lions prowling around and deep pits—let the games commence!



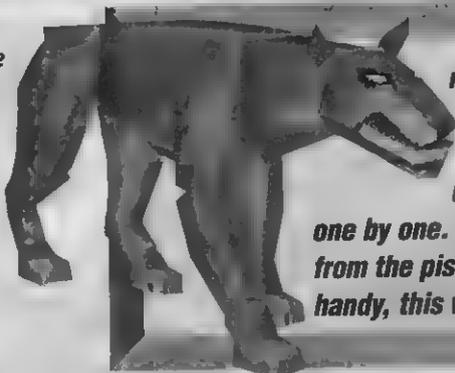
St. Francis' Folly

Set in the splendor of ancient Greece, the St. Francis' Folly level is more a test of brain power than shooting accuracy. One problem here is that sandy colored lions prowl around a sandy colored background—find them if you can!

You'll start St. Francis' Folly with guns cocked and ready, but put them away and jump up onto the wall to the left. Now walk slowly down to the end where you'll see two lions. They won't be able to get at you up on the wall, so you can shoot them at your leisure.



▲ Shoot the lions before venturing any further.

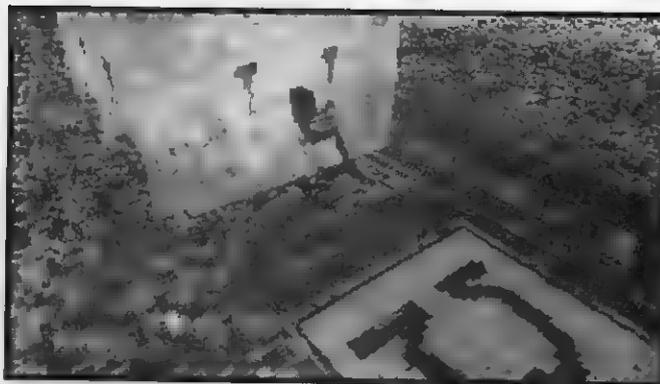


Lions

These creatures are ruthless. They will bite at Lara

repeatedly if given the chance. The best way to deal with them is to get up out of their reach, then use your weapons to pick them off one by one. Around 12 shots will be needed from the pistol, but if you have a shotgun handy, this will do the trick in one.

Now run over to the block with two Omega (Ω) symbols near it. You need to first of all pull the block onto the Ω nearest the entrance to the level, then run around the other side and pull the block twice to make it cover the other Ω . This will open two doors in the room.



▲ The Ω symbol acts as a pressure pad.

Get the gorillas!

Now swivel around and go through the open door with pillars outside. Beware—this room contains three gorillas who don't take too kindly to your presence. Two of them will attack as soon as you enter, one from each side.

Shoot these by using the jumping back technique, while firing all the time. Now pull the switch up the steps to the right, then the switch in the center. Pulling the second switch will cause a third gorilla to attack. When he's dead, exit the room.



▲ Get the gorillas before they get you!

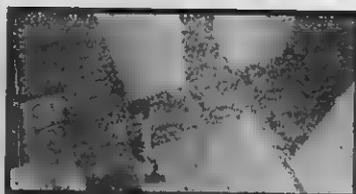
Gorillas

Famed for being kind and gentle, but having one hell of a temper when they want to, the gorillas in Tomb Raider must have been up all night with sore heads! They will go berserk if you go anywhere near them, and take around 15 pistol shots to kill. These guys can climb too, so the "climb out of their reach" trick doesn't really work!



How high?

The trick now is to use the varying heights of the pillars in this main room to raise Lara's level above the ground to reach the door at the



◀ Careful jumping is needed to escape from this room.

top. Start with a standing jump and grab from the gray block you moved to the Ω symbol. Jumping from this, to the block in front, then performing another standing jump to the next block ahead will make jumping around to the exit door easy.



Pierre
Wondering why your energy level is going down? Well you'll find another adventurer running around after defeating the gorillas—Pierre. Get those guns out again and shoot at him, while ducking behind pillars to avoid his shots. When you've clocked up about 20 shots he will disappear behind a pillar and be gone!

► *Shoot Pierre and he'll disappear behind the blocks.*



Secret 1

When you've jumped from the gray block, to the sandy one in front, jump to the left and onto the sides of the room instead of forward. Now jump from the sloping platforms inside this secret room to find Shotgun Shells and a Large Medi Pack.



► *With no water in the way, shoot the croc!*



Lara will now start sliding down a slope, with no way of going back. At the end is a large stretch of water with a crocodile swimming around in it! Swim to avoid being bitten and go up through the small

hole just ahead of where Lara splashes down. Here you'll find some Shotgun ammo. Swim back out and come up in the far room with a switch. This will drain the water away and make shooting the crocodile simple.

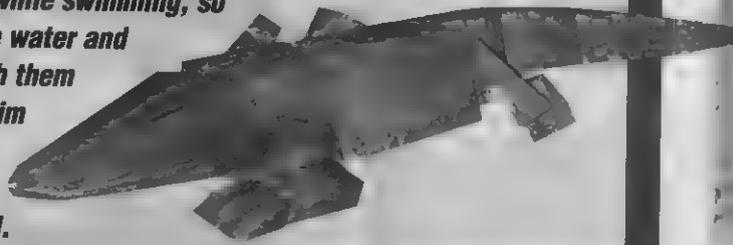
Secret 2

When Lara comes to the long slide down from the room with the pillars, make sure she's facing backwards when reaching the end, and grab on to the edge. Underneath her now will be another small sloping platform. Land on this and do a backwards jump to end up on a secret ledge. This is tricky. Up here you'll find Shotgun Shells and a Small Medi Pack.



Crocodiles

Nasty creatures, simply because they can swim as well as roam around on dry land. You can't shoot them while swimming, so either stand looking into the water and shoot as they go by, or catch them on dry land where you can aim your shots much more accurately. They take around 15 pistol shots to kill.



Secret 3

Near Lara's crocodile encounter is a small underwater hole. Swim up here to discover some secret Shotgun Shells.



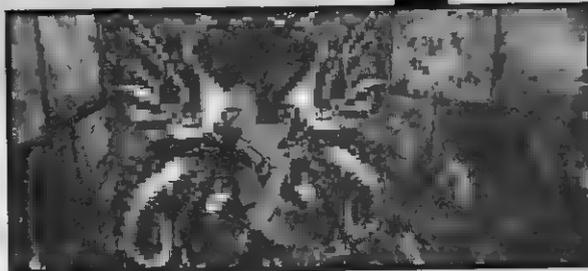
Four frustrating puzzles

Run to the end of the tunnel and up the steps to the right. You'll come to a huge room, full of platforms. It's a very long way down so one wrong foot will send Lara to her death. There are four puzzles to solve in here, each having a key as its prize. You need to solve these in order from the top one to the bottom, then



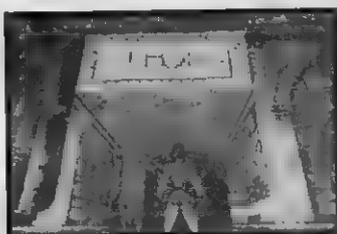
▲ *It's a long way down—watch your step.*

► *Prepare for water!*



▲ *Watch out for rogue boulders.*

then take one step toward the boulder at the top of the slope at a time. When it starts to move, turn around and run to the hole in the ground. Jump back when you're in the hole to avoid being squashed by the rolling boulder. Now you can safely climb up the wall and get the key, picking up the Small Medi Pack as you go!



▲ *The door to the Thor puzzle!*

(not too many!) to make a giant hammer fall. Wait too long and Lara will be squashed!

use these keys in order from left to right at the bottom of the room.

The best way to do this is climb down through the platforms first, pulling the four switches as you go—they're all in the center of the room, only on different levels. Now climb back to the top and take each puzzle in turn. Here's how to solve them:

Neptune

The task here is to jump into the pool of water, swim down and then pull the lever found in the first tunnel you find to open an underwater door. Now swimming through this door will uncover the key. Pick this up and then swim back to the surface. The main problem is that air is in short supply, there's only enough to get down and back with no mistakes!

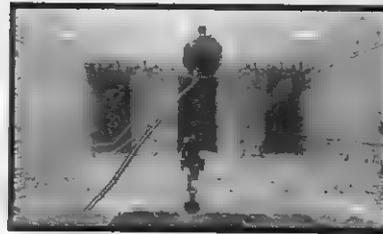
Atlas

This time you've got to shoot a gorilla before you can do anything else. When he's dead, stand on the Ω symbol to open the gate,

Thor

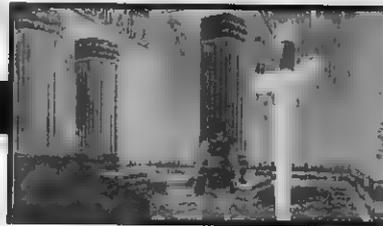
Lightning is your main enemy in the Thor puzzle. It zaps around in the entrance room, and is fatal if Lara takes a bolt. Wait for it to strike, then quickly run and jump through into the next room. Here you'll find another Ω symbol on the ground, stand on this for a few seconds

Now push the block that fell with the hammer to the wall, climb up and pull the other block to allow Lara access to the higher platforms, now go through the high door and collect the key.



Damocles

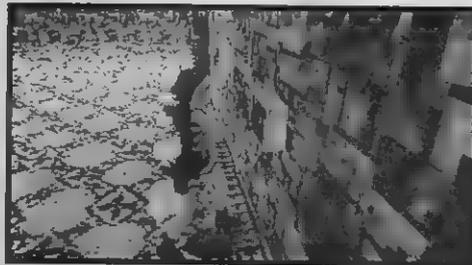
If you look up at the ceiling as you enter this puzzle, you will see the room is full of swords. These are safe at the moment, but run through



to the next room and pick up the key (you can jump to collect some power-ups too) then walk back out again and the swords will start to fall when Lara is underneath. The trick is to walk very slowly, and when a sword falls, walk away from it. You can tell where they are by looking for their spinning shadows on the ground.

▲ *A sword in the head means instant death!*

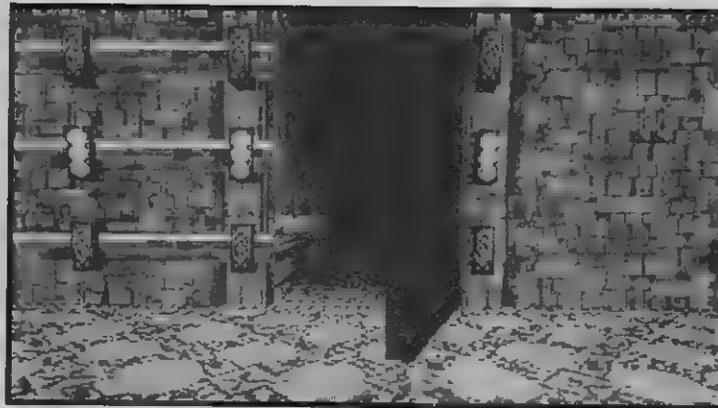
Two lions will have now been set loose down on the ground, and Pierre will be prowling around again. Shoot all three of them from a safe distance before lowering Lara, saving the game and then using the keys one by one in the locks.



◀ *Four keys—four locks. Work it out!*

▼ *The door opens with the final key.*

When the last key has been used the large door will swing wide open. Now Lara Croft can continue her adventures in the text tomb. ■



Secret 4

There's a pressure pad on top of the Atlas door in the large room. This opens up a room containing Magnum Clips and a Large Medi Pack at the base. You must trigger the pad, then use the limited time to jump backwards and fall from the platform, down to the ground and get into the room.



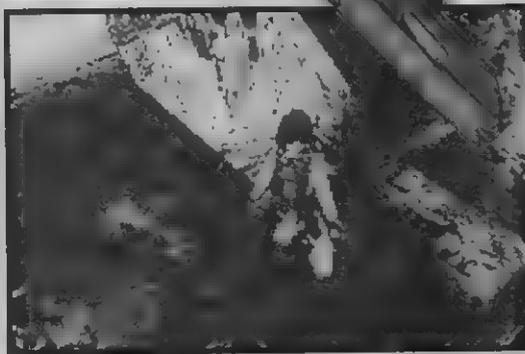


Colosseum

Here's a real treat! A Greek Colosseum complete with maniac lions roaming around. This entire level is based around the Colosseum, you can almost feel the atmosphere as you look up from the center of the arena. Imagine being eaten alive by a lion back in those ancient times! Luckily Lara can shoot them instead.

Secret 1

Instead of jumping into the cavern and on to the crocodile pit, jump straight over to the other side of the rocks where you'll find some secret Shotgun Shells.



First things first: walk over to the water and look down into it. You'll notice a giant crocodile swimming around. Shoot this from dry land before you go diving in. When it's dead, swim through the water and out the other side, immediately shooting the lion that's wandering around the large building ahead.

Walk to the left of the building where you'll find yet another lion to dispose of, then climb up the rocks and on to the ledge of the building. You can now jump up to the second story, where you can walk around the building to the other side. Now enter the cavern in the rock face.

You need to get over the pit in the center of this area, but unfortunately there are two crocodiles roaming around down below. Stand on the side of the pit and fire at them to kill them, then jump up on the left side of the pit, and shimmy along until Lara can stand up.



◀ *Don't bother going into the crocodile pit—shimmy over the top instead!*

Secret 2

There's a secret cubby hole near the end of Lara's swing across the pit, containing some Shotgun Shells. Use it if you need to stock up on ammunition.



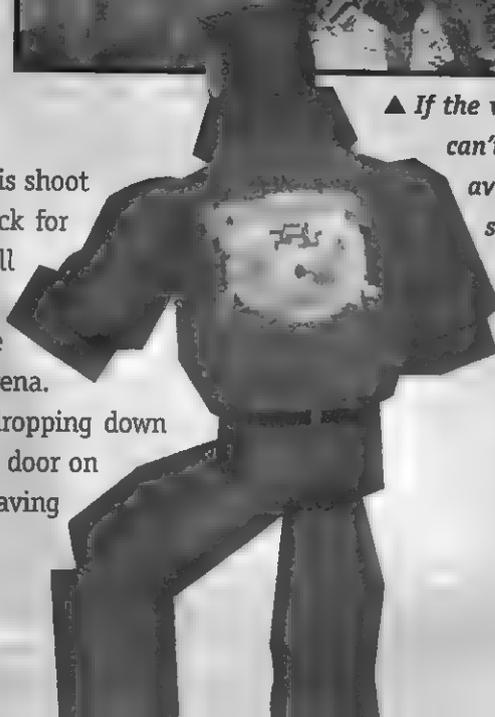
Run through the corridors and Lara will fall down into the Colosseum. Pull the switch directly ahead and immediately go for your guns, a lion will come bounding out from behind the gate. Lara can walk through here to get back to the front of the Colosseum, but instead go up the steps and into the main arena.



Guns at the ready!

The first thing you'll have to do here is shoot Natla's stooge, Pierre, again—he's back for more punishment. Of course, he'll disappear behind another pillar so then turn your attention to the animals wandering around in the arena. Shoot the lions and gorillas before dropping down into the arena and going through the door on the far wall, left of the entrance, saving your game in the pit on the way.

▲ *If the wildlife can't be avoided—shoot it!*





▲ *Kill all the animals before dropping into the arena.*

► *There's a door on the far side to open.*



► *From down in the pit you can shoot from safety.*



You must be quick!

Run over to the opened gate near the rocks in the arena. Inside here is a puzzle. There is a pad that opens the gates on the cells at the far side. Inside there are more pads that reopen the gates, the left one has a switch that opens the door in the right cell, but only for a short time.

Hit the first pad, run into the left cell and pull the switch, then quickly run into the right cell and through the door before it closes. You have to be fast, hugging the walls to give the optimum speed. If you fail, just go back to the first pressure pad and start again. If you make it, pull the switch to open the exit door.

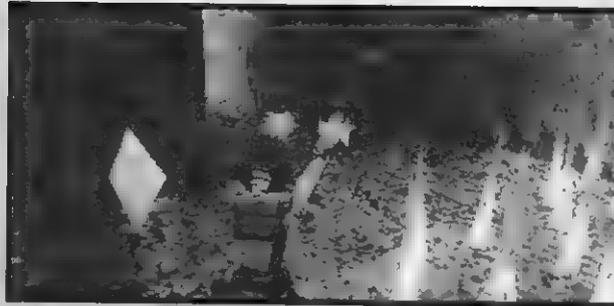


◀ *You've got to be quick in the prison cell puzzle.*

▼ *Be careful when walking past spikes.*

Careful when you run through the door, you'll run straight into a set of spikes covered in the blood of victims. You should save your game here to save doing this all over again.

Climb up all the walls and out on to the rocks, now do a running



Spike Secret

You can actually by-pass the timed door puzzle and jump straight down next to the spikes from the arena. If you allow Lara to fall, but grab on and shimmy as far as possible to the left, then drop. She will miss all the spikes and allow you to carry on with your adventure.



jump over to the platform. Now, a jump to the Emperor's Balcony. You'll be greeted by a gorilla, shoot him then shoot his mate who is inside. Inside you'll find a room with a grill on one side. Pull the block out of the wall, pick up the Small Medi Pack and pull the switch. This opens up the door in the Colosseum corner room, on your left as you go back into the arena. Make your way to this.

Rumble the rooms

You've got another boulder problem on your hands here. Walking towards it will make the giant stone start to roll, quickly jump down into the pit and the boulder will roll right over your head. Now you can run up the slope to the next switch, through the passageways and slide back down into the corner room.

- ▶ *There's a gorilla on the balcony—get those guns at the ready!*



- ▶ *Let the boulder roll over the top before climbing out.*

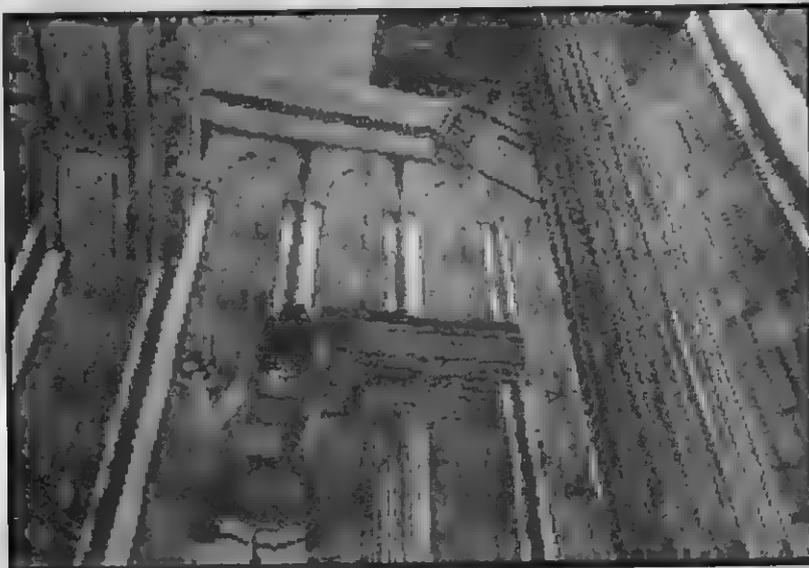


The door inside the next corner room will be open now, on the way there you can expect another lion attack, and the return of Pierre. Shoot both of them until they've had enough, taking Medi Packs when needed. Inside the room you'll find a series of columns.

You can do standing jumps to reach the highest one, then a running jump will allow Lara to reach the switch for the next door. Be careful when jumping back down, Lara will jump further when starting from a higher platform, and falling from high up here can kill her.

You'll have to jump to reach the final door in the corner of the Colosseum, and inside is a simple hole filled with water. Swim down

- ▶ *There's a secret room high up above the columns.*



Secret 3

In the corner room full of columns, there's an invisible pressure pad next to the first column on the left. You can hear a secret door open up the top of the room when you stand on it. It's timed, so you must quickly jump forward, right, backward, left and forward again to get inside before it closes. Your reward will be two Large Medi Packs, the Magnum gun and Uzi Clips.



here to come out in another tiny room with a gray block on one side. The Rusty Key is behind the block. There's no room to pull this, so push it through into the next room, to reveal the final golden switch and a Small Medi Pack for relief. Pull the gray block back from the wall to find the Rusty Key needed to open the grill in the Emperor's Balcony.



▲ *There's a switch—pull it!*

Now make your way back to the balcony, shooting any rogue enemies along the way and using the shortcut past the spikes if you wish, and use the key.

Dive into the water and swim through the passageways and up a small hole. Pull the switch and get back into the water. Swim on again, this time right through to the end where Lara will swim off into the distance. ■



◀ *Our heroine swims off into the distance, ready to tackle new challenges in the next level.*



Palace Midas

This large palace is full of complicated passageways to negotiate, and plenty of lions and gorillas who want nothing more than to greet you to their home. There's a switch puzzle, and a golden trap to avoid—so beware!



▲ *The temple is an impressive place.*



► *Watch out for secrets in the garden.*

Jump out of the water from the start and go right, through the large arched passageway. Get your guns out and shoot the gorillas in the room with columns all around it. Run through and to the top left, then up the stairs and to the temple, shooting the gorillas all around.

Go to the center of the temple and the large main doors will open, go in and up the slope, pull the switch to open the gate to the garden—for use later into the level. On the way back out, save your game so you don't have to do it again.

Back to the columns

Back at the front of the temple, go down the passageway and to the left where you'll have to shoot

three more gorillas. Back out in the columns room, jump over and out to the pool again. This time go left and around the back where you'll encounter a crocodile. Shoot him and pass by.

Go right around the corridors, forward and to the right until you get to a rocky passageway with a gorilla guarding some ammo. Pick this up and continue through, going forward until two lions come out. Shoot these and run past all the rooms on the right, and around to the right.

Shoot the bats, get the Small Medi Pack and exit back through the rocks and down the passageway to the right. You'll end up near a giant gray stone staircase—climb this to the top and go left. You'll now have to shoot more gorillas as you come to a large room with stone blocks, five switches on the far side and four doors to open.



▲ *Crocodile alert! Shoot it quick.*



▲ *Destroy all the enemies in a room before exploring for power-ups and switches.*

Study the symbols

Each door has a combination of Ω and Y symbols on it, which act as a combination lock when the switches are pulled. The Ω symbol means a switch must be up and the Y means it must be down. The combinations are:

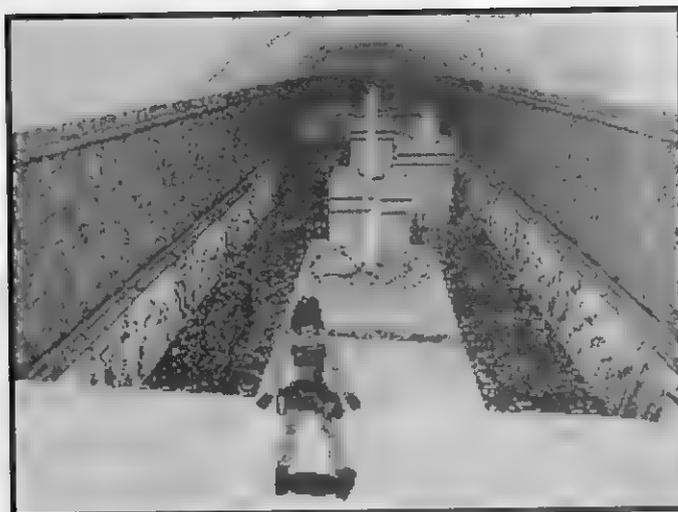
- Door One** ↓↑↑↑↑
- Door Two** ↑↑↓↓↑
- Door Three** ↑↑↓↑↓
- Door Four** ↓↑↑↑↓

Each of these doors contains a puzzle to solve. Many of them also have power-ups dotted about on the roofs of the entrance, check the place thoroughly before continuing, power-ups aren't as easy to come by later on.

Jump from pillar to pillar to reach the switches, make your first combination then go down the steps and pull the switch to open the gate. You can now come back up here instead of having to jump the pillars each time.



▲ *Check out the combinations above each door.*



Door One

There are flames on blocks inside door one. Walk right up to the line until you can't go any further, then jump forward over the blocks. The flames will go out for a short time when you reach the blocks.

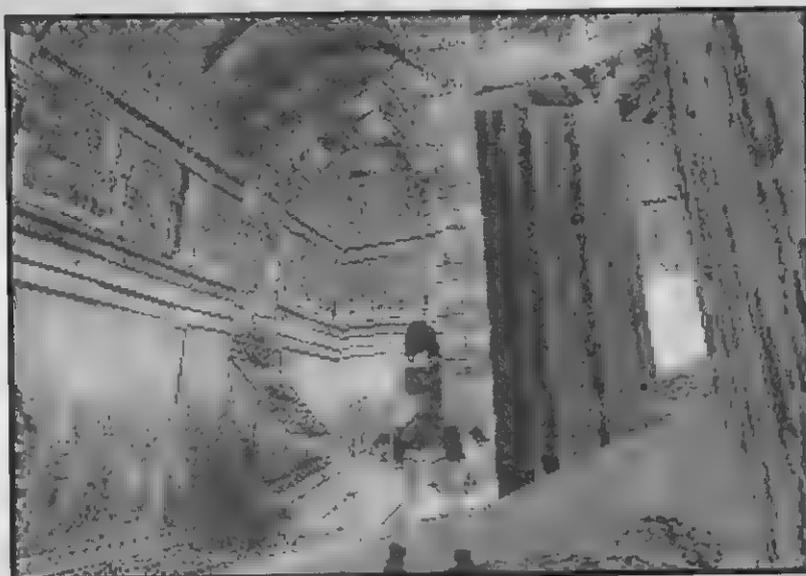
There are rats in the water underneath, if you fall in try to avoid them and shoot the fiends from dry land. Hopefully you will make it

- ▲ *One touch of the flames and Lara will fry!*

to the end without taking a dip, where you'll find your first lead bar. You need three of these for a special lock later on.

- ▶ *See that pillar high up above the ground? Now get to it!*

After completing the puzzle in this room, more gorillas will have been released in the main switch room, so shoot-'em-up!

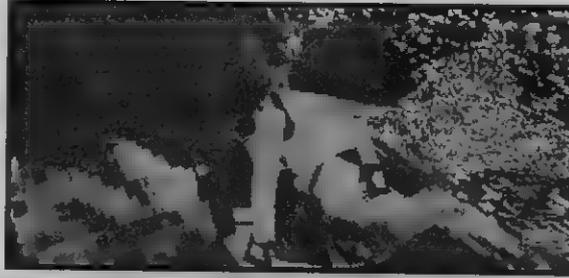


Door Two

Enter the second room and go through the door to the left and around the passageways. You'll come to a room with a block to pull out, this will fill the main room with sand allowing Lara access to the higher platforms. Now run out and jump to the center sloping pillar, then jump onto the sand at the far side. Jump into the passageway and up and to the right until you reach a ledge, with water on the far side. Jump over to the water and shoot one gorilla and bats. Now swim down the channel, avoiding the two crocodiles, or shoot them from dry land.

Secret 1

After shooting the two crocodiles in the channel, jump out and climb up the rocks then jump and slide to the left to find a Small Medi Pack and Magnum Clips.



Secret 2

Swim back out through the channel and jump down to the right, grabbing on to the ledge as you go. You'll discover a secret Small Medi Pack, Uzi Clip and Shotgun Shells.

Now get back out!

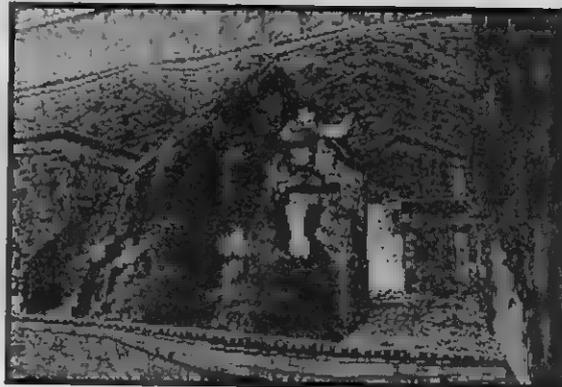
Watch out for the gorilla as you run back through the palace, collecting power-ups as you go. You need to jump diagonally onto the outside ledge of the palace where more gorillas will greet you.

Run down the outside of the palace to the end, there's another gorilla in the final left passage. Now do a running jump and grab over to the other side where you see the crack in the rocks.

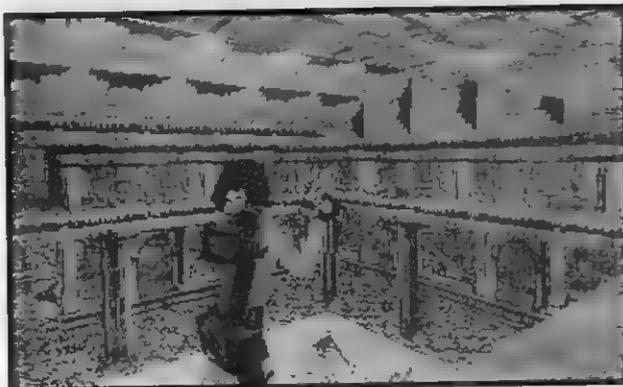
Shimmy over to the left then climb up for a Large Medi Pack. Now drop back down and grab, shimmy to the left again, along the crack in the rock and drop down onto the ledge. There are bats behind, so shoot them before continuing.

Do another running jump over to the far passage. Inside here you'll find a slope to run up, go through the corridors and up to the left. There are breakable slabs on the ground here so be careful. You can stop on the slab with a Large Medi Pack to the right, but none of the others, then jump over to the other side.

Slide down the long slope and then fall down the rocks. A lion will come along the ledge from the far side—shoot him. Run around



▲ *Always make your jumps carefully. One wrong move and Lara falls to her death.*



▲ *Guns at the ready—now blast those lions!*

► *Always pick up power-ups.*

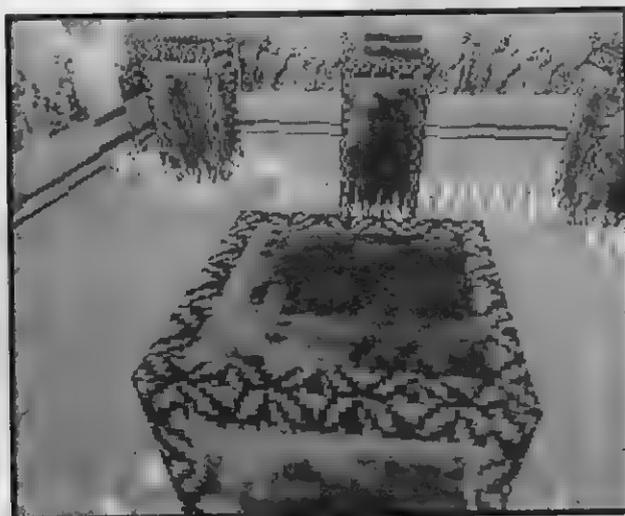


through the corridors back to the room with columns and through and up the steps again to the switch room.

the ledge and exit into a rocky passage. Jump through a gap on the left to be back out in the columns room. Do a running jump over to the next ledge where you'll find a pool of water to dive into.

Swim down, avoiding the crocodile and through to another sandy cave. Jump up the caves, shooting the bat then walk to the edge. Do a running jump over to the next ledge where you'll find another lead bar.

Jump down onto the right hand ledge from here where you can shoot the lion down below before venturing further. Go left



▲ *Another lead bar is the prize for clearing this room.*

immediately do a backflip back to the last block to shoot the gorilla inside the room without taking any damage yourself. Get the third lead bar and exit.

Door Three

Avoid the spikes as you enter this room, you can jump over them or walk slowly through the gap in between them, and go to the smaller room on the right. Pull the block out in here then pull the switch inside the alcove to raise blocks above the spikes.

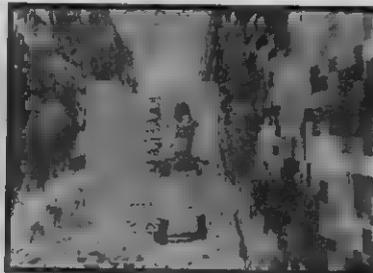
You can now jump over the spikes and follow the blocks to the right and around the room. When you reach the far ledge,

First open the door

Open door four then exit the switch room, back to the starting point near the water. From here go straight on and to the right, through the gate into the garden. Shoot the gorillas in here then jump up onto the ledge at the far side of the garden to get a Large Medi Pack. You can reach it from the side wall.

Secret 3

In the garden, you'll find a switch hidden behind the trees in one corner. This opens another gate in the garden. Go through this and avoid the two sets of metal teeth with a broken slab and spikes underneath for Magnum Clips, Shotgun Shells and a Small Medi Pack.



Through the hole here you'll come to the Midas room with two giant hands. Put the three lead bars you have into Midas' hands to turn them gold. Make sure Lara doesn't stand on the hands though as she'll turn to gold and kill herself!



Door 4

You can now exit the Midas room and go back through the garden to the start. Go up the stone steps again and to the left, go left again through the switch room. Enter door four, after shooting the lion, and up the steps around the room to the top for power-ups on the balcony. The other exit from this room has three stone alcoves where you must put your three gold bars, opening the main door.

You can now exit by sliding down the slope. ■

▲ *Don't stand on Midas' hands! Lara will crack up—literally.*

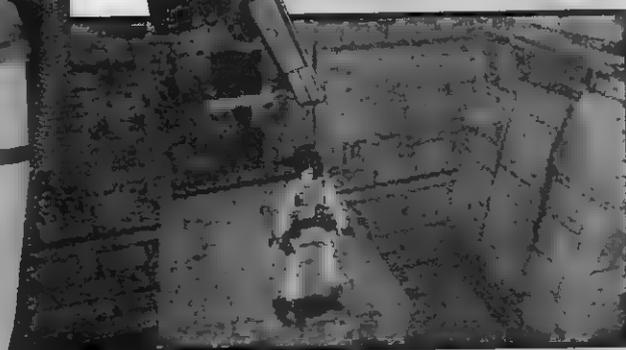
◀ *Three gold bars will open up the exit.*



Cistern

Where do you usually find a cistern? If your answer is “in the toilet” then you’re right, and you’ll know what to expect from this level. It’s full of water and green walls where mold and mildew has festered. There’s a real rat problem too, so keep those pistols handy!

From the start, drop down and shoot the rat. Push the block in the center of the wall twice, then to the



right to allow Lara access to the switch. Pull this and then shoot the two rats that come out of the door. Inside here you’ll find a Large Medi Pack. Run back out and drop down through the hole in the ground and on to the bridge.

▲ Hit the switch at the start.

Rats

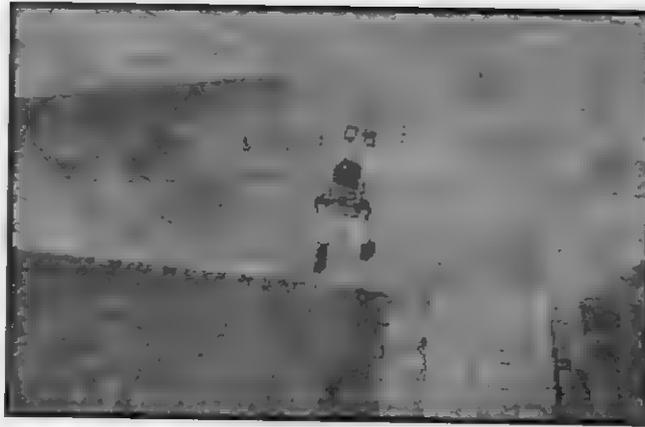
Vermin, plain and simple. The rats actually have the largest number of polygons of any enemy in Tomb Raider, with their little beady red eyes and sharp teeth. They can take quite a bite out of Lara, so shoot them on sight. Only a couple of pistol shots are needed to kill them.



Walk to the right of the bridge and do a running jump over to the next platform, now climb up onto the crack in the wall and shimmy to the left. You’ll see more rats swimming in the water down below.

Drop down at the end and get the ammo. Now shimmy to the left along the next wall. You'll eventually reach a gap above, so pull Lara up. Jump up onto the block and around the ledge pathway. At the end you'll find your first Rusty Key.

Run back around the ledge and drop down onto the other pathway, running around to the right and climbing onto the block. Now jump onto the balcony and go inside. Up the steps here you'll encounter Pierre again. Shoot him until he disappears.



▲ Shimmy along to discover a pathway.

◀ Find the rusty keys.

Secret 1

After shooting Pierre, jump up the gray blocks on the one side of the room. At the very top is a Small Medi Pack to pick up before running and jumping up the side of the wall. Here you'll find the secret: lots of Shotgun Shells. You'll need to slide and do a backflip to reach the second set.



Pipe jumping

Slide down from secret one, back into the room with gray pipes. Jump off the ledge and make your way over to the pipes to the far side. A Large Medi Pack and some ammo will be waiting for you. Jump down onto the grill at the base of this room and into the water. There are rats in here, so be on your guard.

Secret 2

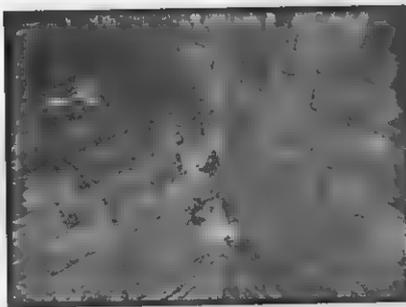
In the water of the main room swim around until you find a small hole to go through. Inside here you'll find secret Magnum Clips.





▲ *Pierre is a real pain—shoot him on sight.*

► *A-ha—the key! Now all you’ve got to do is reach it!*



Swim through the passageways until you come to a large room with steps on the one side. You can shoot the rats from here. Do a running jump and grab over to the blocks on the far side, then jump over again to reach your second Rusty Key.

Go through the hole in the wall, there’s a ledge below here that Lara must shimmy along to the left. Slide back down from this room and out into the main area. Shoot the rats in the water and on dry land, you don’t want these things running around after you!

You now need to dive into the water to entice the crocodiles out into the open. When you’ve got them chasing, jump out and shoot before diving back in. Now swim around and climb out of the water at the long, sloping runway. Get to the top and do a standing jump onto the ledge to the right. Lara must make her way around the large room to the Rusty Locks on the far side.

The Left Lock

▼ *Shoot the rats for an easy life.*

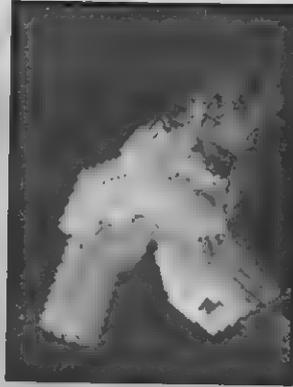
Jump over to the left lock and use the Rusty Key. Go inside the room and jump up onto the first platform in front of the door. Shoot the gorillas that have now come out, and Pierre may make another appearance. When they’ve all been dealt with do a running jump and grab onto the next platform.



Get the Large Medi Pack and jump over. If you’re careful, Lara can do a backflip from this platform onto the ledge to find the clips, just take one small step back to make it. Now jump onto the far wall and grab onto the crack. Shimmy to the right and fall down, sliding to the base of the next room.

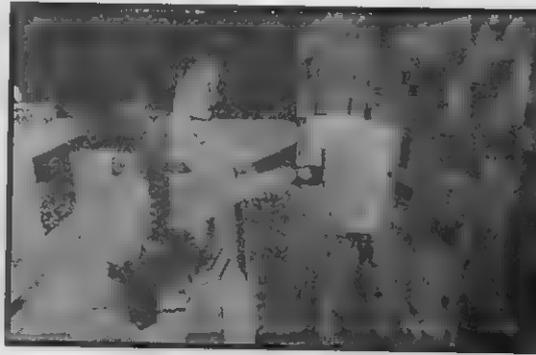
Magnum

You've been collecting the Magnum Clips for long enough, so it was about time you found the gun. This is much more powerful than the pistol, and looks cooler in Lara's holsters too! Just remember to keep picking up that ammo, a gun's no good without it!



There are three crocodiles in here, shoot them before continuing. When they're dead, run through the passage in the corner. There's a Large Medi Pack and a rat in here, and it will bring you back out into the crocodile room. Climb the blocks and jump to reach the small platforms at the top. Now do a diagonal jump over to the door—there's only just enough room for Lara here, any further to the right and she'll fall to her death.

Pull the switch and go through, jumping to the far side. In this switch room, there are two rats, a Small Medi Pack, a Large Medi Pack, Shotgun Shells and a save point. There are more rats to shoot before jumping down to the bottom green passageways. Jump up and to the far side of this room, performing running jumps to get around to the switch. This opens a door in the corner of the room at the bottom. In here you'll find a Silver Key.



▼ *A rusty lock works with a rusty key. Strange that!*



◀ *There's only just enough room for Lara to jump to this door—make sure you aim her correctly before you make the leap!*

- *This switch will change the water level back in the main Cistern room.*



Quick, it's Pierre!

Dive into the water again to avoid Pierre and swim back to the sloping runway. Lara must jump up to the balcony. Go inside and find the switch in the grid room. This changes the water level in the main room allowing access to a whole new set of holes and rooms.

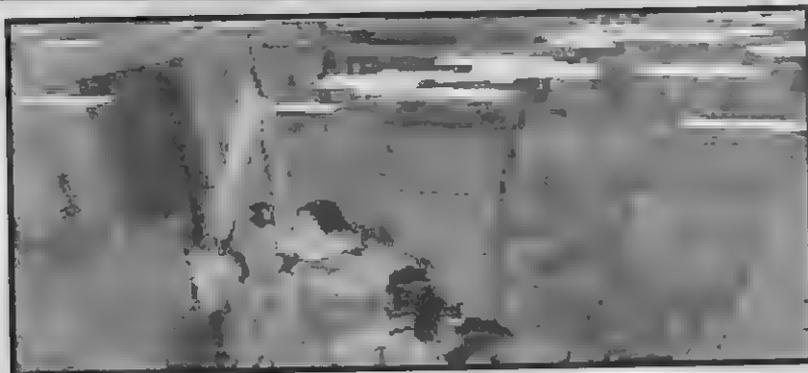
Back out on the balcony you can now dive into the higher water and go through a small hole in the side wall to find a lever to pull. This opens a door at the base of the waterlogged room. Inside here you'll find another Silver Key. Swim up and to the

Secret 3

To the left of the Silver Door is a block that can be pushed. Lara must do a backflip from the one side of this new room to reach the top where she'll find two Magnum Clips and a Large Medi Pack.



- *Make sure you've got enough air before searching for levers underwater.*





◀ *Two silver keys will open up the double doors.*

Rusty Lock to use the key you collected earlier. This door contains more water and spikes. Swim past these and around to find the Gold Key and a Small Medi Pack. Now jump up to the Silver Door at the top of the main room.

Use the two Silver Keys on the two doors in succession here to gain access to the room containing the Gold Lock at the top. There will be a welcoming party before you can use your Gold Key in the lock to open the door down below.

Inside here are two lions to shoot before you can run over the checker board of broken and stable slabs. Ignore the switch, it lets out two lions. Instead pull out the block behind the switch to reach the high ledge for some extra power-ups.

When you've had your fill, go through the gap where the block was and fall into the water to complete the level. ■



◀ *This pit may look dangerous, but it's the only way to exit the Cistern.*

Tomb of Tihocan

Another tomb to raid, and one where the enemies change from being natural, and becoming more mythical! You'll soon find out what I mean as you battle your way through!

You're really in the drink at the start of this tomb, just swim on through the water until you come to a lever. This lowers the water level allowing access to other tunnels and doors. Swim back out and pull the switch to open the door. There is a rat in the room.

Get your guns ready for the crocodiles in the next room. Climb the stairs and blocks, then jump over to the other side, avoiding the poisonous darts as you go. The switch at the top raises the water level again.

Dive into the water and find the hole at the base. Jump back out onto the gray block that raised with the water and go down through the small water hole. Down here you'll find another

lever to pull, this one actually changes the water current, allowing Lara access to new tunnels.

A strong current

Swim through, whizzing along as Lara is forced down the tunnel by the current. There are rats to be shot in the room you come to, when they're dead pull out the block and jump up onto the



▲ *Climb out of the water to reach the switch.*

► *There are darts flying across this room.*



ornamental ledge. Jump over into the darkness and up the blocks to the top. Pierre will appear again so start shooting him.

At the end of this room there are steel teeth to avoid and a crocodile to shoot, but pass the two and you'll find some power-ups you couldn't pick up when the place was full of water.



Secret 1

Past the teeth and crocodile you'll find a room with three pressure pads in the corners. Hit all of these to open a door in the other corner, go inside and jump from the block on the right to find a Large Medi Pack and Shotgun Shells.



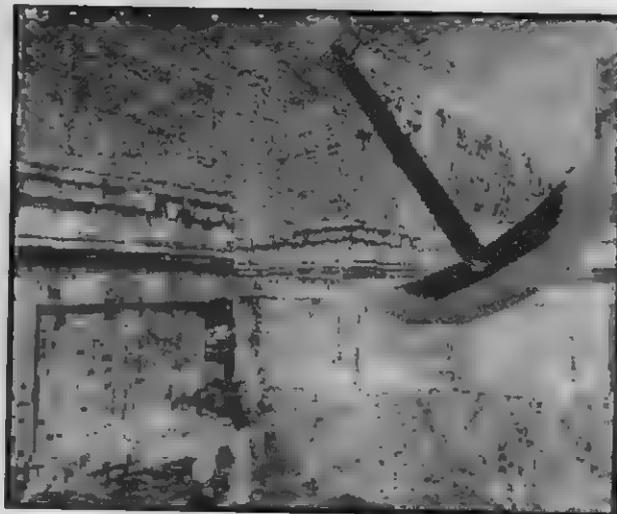
▲ *High up on the ledge there are power-ups to be discovered.*

Avoid the chop!

There's a swinging axe back in the main room; you need to time your jump perfectly to miss the axe and grab on to the far left ledge. From here Lara can shimmy to the right, above the room with the first secret in it. Climb up at the end of the ledge to find a switch that raises the water level once more.

Dive into the water and jump back out into a tunnel with rats to shoot. Back down into the water at the other end of the tunnel, Lara can swim around and up into another room, this time containing a lion and some spikes. Through the door on the right there's another switch to pull, this one opens a steel door.

Jump up through the ceiling in the main room, shoot the gorillas and climb out into the room above. Up here lies an opened door and a Gold Key. Jump out and go down to use the key in the lock, this raises blocks over the water—jump these.



▲ *You need to time this jump perfectly or face the consequences.*



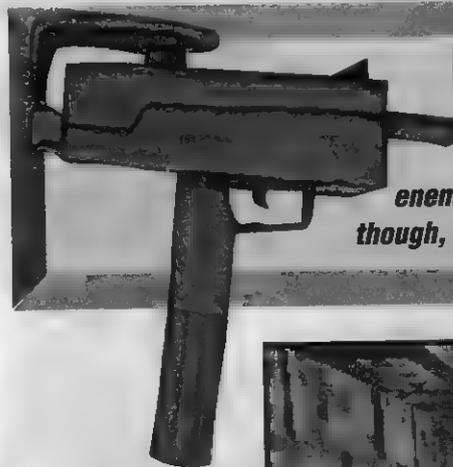
▲ *Always watch out for cracks in the wall.*

Inside the room to the left you'll see four pressure pads on the floor and a block. By pulling the block onto these pads one at a time, the doors in the corners open up. Each door releases enemies, as well as unveiling goodies to collect, and two Rusty Keys. The final door will also throw boulders from the sides, run straight through without

stopping to avoid these! Now use the Rusty Keys in the locks to open the door, and go through to find a long slope going down.

Secret 2

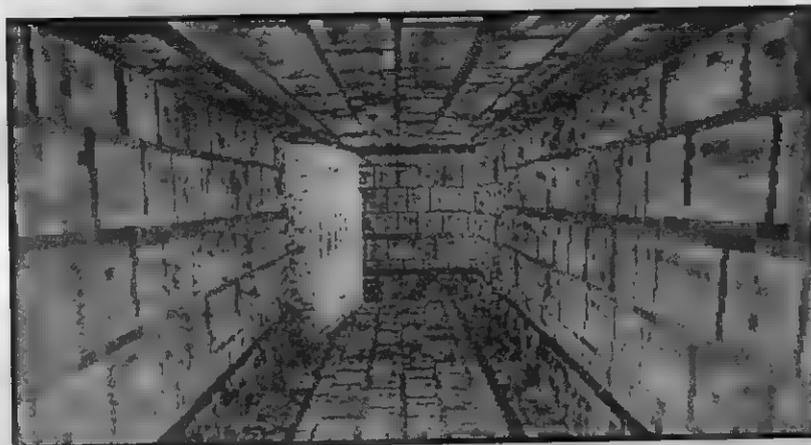
After going through the door with the Rusty Keys, don't slide down the slope—jump to the left. Keep jumping from one side of this cave to the other, over the broken slabs, until Lara reaches the end. Here you'll find some Uzi Clips and Magnum Clips.



Uzi

A very powerful weapon, and one that can fire off lots of shots at once, to kill an enemy with little hassle. It's very hungry for ammo though, so keep your eyes peeled for those clips.

► *There's an underwater door to be found.*



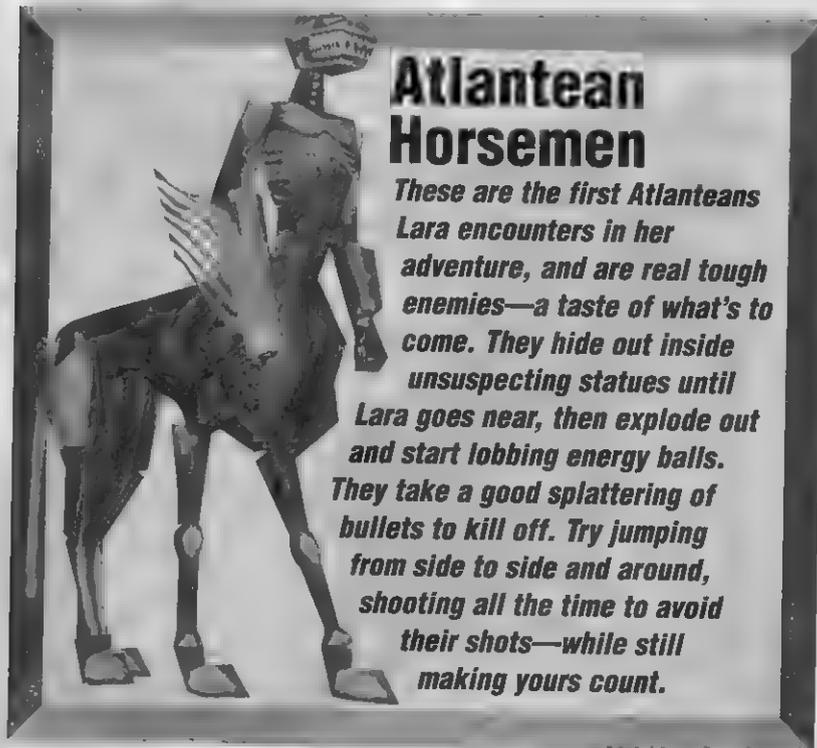


◀ You can tell when an Atlantean Horseman is near by the sound of hooves. These are mean enemies that blast out fireballs!

What a mouth full!

Lara will come flying out through the ornamental mouth and into the water—swim up onto the block to shoot the crocodile from a distance. Now run through the cave and climb up to the top ledge, go through the next cave and slide and jump onto the far wall, here you'll find a switch to open an underwater door.

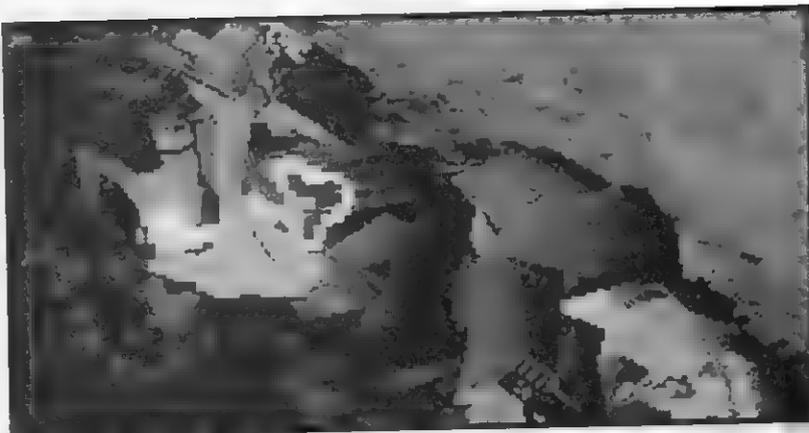
Jump back into the water and swim around until you find the tunnel surrounded by a lighter shade of green. The door is in here, with a switch to be pulled for the giant exit door.



Atlantean Horsemen

These are the first Atlanteans Lara encounters in her adventure, and are real tough enemies—a taste of what's to come. They hide out inside unsuspecting statues until Lara goes near, then explode out and start lobbing energy balls. They take a good splattering of bullets to kill off. Try jumping from side to side and around, shooting all the time to avoid their shots—while still making yours count.

- ▶ *When Pierre is well and truly dead, steal his piece of the Scion and Gold Key.*



- ▲ *The hieroglyphics make interesting reading.*

- ▶ *More strange symbols cover the blocks in this room.*

You've now got to swim out and to the main door, but be on your guard. As you approach this door the statues on either side will come alive, revealing Atlantean Horsemen! These take plenty of shots to kill before you can go through the door.

As if you hadn't already had enough, Pierre now makes another appearance, and actually talks to you this time instead of just shooting.

Blast him anyway, this time killing him. Lara can steal his piece of the Scion, and the Gold Key needed to exit the level. The lock is up on the ledge, opening the door at the base of this final room.

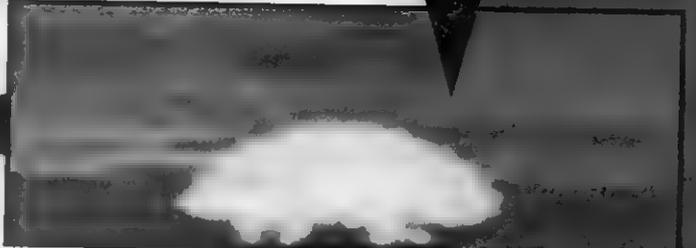
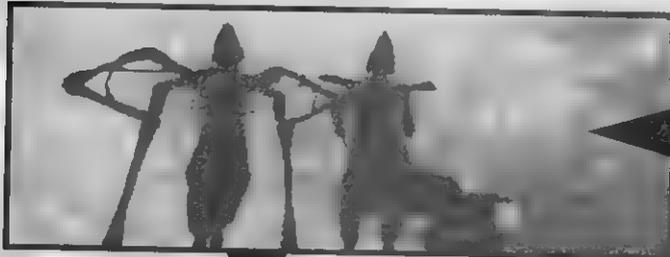
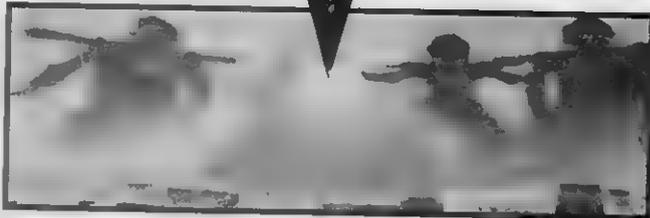
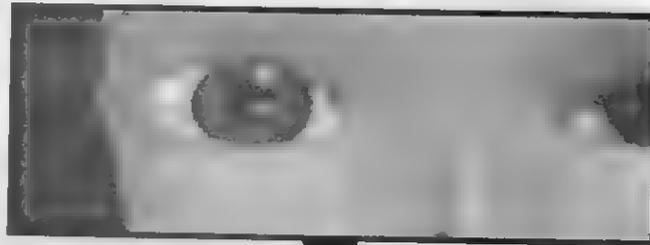
Lara will now read the hieroglyphics on the wall (what a gal!) to tell the story of the Tomb of Tihocan before moving on to the next level. ■



The Egyptian Civilization

The power of the Scion is beyond anyone's wildest imagination! And the trail of the Scion pieces takes Lara Croft on to Egypt where the vast power of this ancient civilization rose with the pyramids. New creatures appear to challenge Lara for her life, including black pumas and savage crocodiles. Then there are a new breed of enemies to tackle. Mystical monsters, larger and more powerful than the natural creatures Lara has encountered so far.

Great Pyramids, a hidden Sphinx, and a whole collection of ragged rocks to make pixel perfect jumps over are just a few of the sights in store—*Tomb Raider* just got real mean!



City of Khamoon

The trouble with sand is that it gets everywhere. Between your toes, in your sandwiches—everywhere. Sadly, this Egyptian level is full of the stuff, and contains some new and decidedly nasty creatures for Lara to battle!

Run though the caverns you arrive in to the left, pull the switch in here and jump down into the hole. Now pull out the dark block that is covered in small writing. This will reveal a Small Medi Pack and some ammo to pick up.

Now pull out the block on the next ledge up, and then pull it on top of the first and over on to the other side. Line it up with the larger block that's covered in hieroglyphics and jump up this one. Lara can now shimmy along the ledge, and climb up into a sandy room. Prepare your most powerful weapon as a new animal will pounce on our adventuring babe here, the puma!



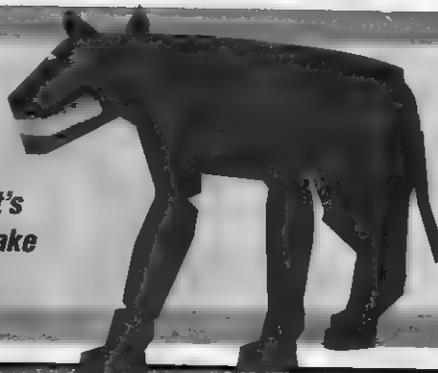
▲ Position the block to reach the switch.



▶ A new animal to battle—the puma.

Puma

This sleek, black cat is a real sly enemy, hiding out in the dark corners of a room waiting for the right moment to pounce. It's slightly stronger than the lion, so it will take around 20 pistol shots to kill.



Find the Sphinx

After shooting the puma, climb up onto the side ledge of this room. Up here you'll find a Small Medi Pack and some ammo. You'll now see the impressive Sphinx up ahead, and an Egyptian mummy will come wandering along just begging to be shot.

Jump into the green colored water to find some Magnum Clips then climb up and run around the ledge and onto the large block **▲ The Sphinx in all its glory.**



Mummy

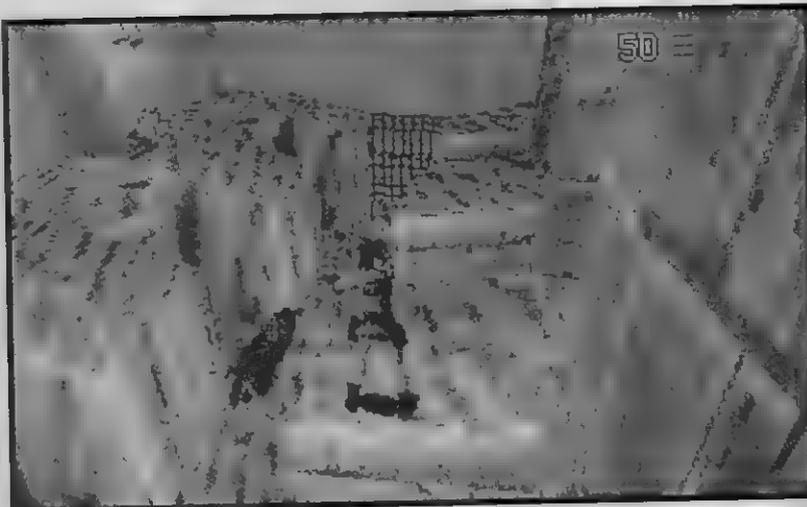
This creature leaps and bounds around the place, covered in bandages. Its main form of attack is trampling poor old Lara to death, so make sure you move around all the time to avoid being caught. If you have a shotgun, a couple of blasts will do the trick, making the creature explode.

You need to get down and on to the left paw of the Sphinx now, the best way is probably to just dive into the water to break Lara's fall. Jump up underneath the head and walk around the back to find a Sapphire Key and some more ammo.

There's another block in front of the Sphinx, pull this out to reveal the Sapphire Lock—now use the key you just picked up. Climb up on to the blocks and jump along this room, shooting any pumas that are running **▲ The Sapphire Key is hidden.**



- ▶ *Shooting the pumas before jumping down will save energy.*



around at the base. When you reach the end go right and on to the tunnel ahead, dealing with the puma.

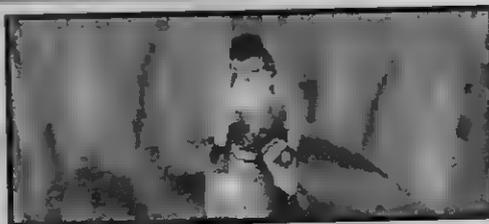
- ▶ *Setting off the boulder will make exploring the room much safer.*



You'll come to a bridge above, run under this to the large room, shooting the crocodile before jumping down backwards and grabbing on to the top of the tunnel underneath the platform. Inside here will be a welcome Large Medi Pack. Run on through the room now and just touch the sloping platform to set off the boulder, then get out of the way as it rolls down. This will make exploring this room much safer.

Secret 1

Up the blocks to the left of the cat statue you'll find a secret cubby hole containing a Large Medi Pack and some Magnum Clips.



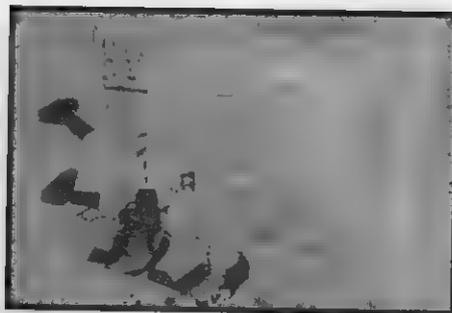
Time for a swim

Now dive into the water on the far side of the room and through the tunnel. Inside here is a lever to pull. This opens the door to an underwater room with a crocodile. Jump out and up to the higher ledge. You need to push the block up here over in line with the ledge, then jump and grab.

Up at the top of this room is a golden switch that raises a golden platform. Line up the block again to allow Lara to reach the top ledge, then push the second block out of the way to go through.

There's another mummified creature to kill inside and a switch to pull which opens up a golden trap door in the ceiling of the main room.

Pull the block back again so that Lara can reach the golden platform in the center, then jump out and into the room above through the trap door. There's a switch to pull here to open another trap door.



Find the cat!

Drop down through the floor near the cat statue and go through the passageways to find a switch. This opens a small trap door to shed some light on the room below. Drop down again and shoot the pumas before continuing any further.

When you reach the bottom, more pumas will be released from the room on the right. When these are dead, go through the door where they came from for a Large Medi Pack.

The sloping block on the side of this room can be jumped to reach the rope bridge. Once on the bridge, go to the ledge on the left side and do a running jump to go over to an alcove with Shotgun Shells. Go through the tunnel to come to a sandy room.

In the sandy room is a mummy running around, dispose of this creature and then jump up through the hole in the corner. Up here will be a block with a second Sapphire Key. Now run up the bank to the corner door and jump across the platforms on the right hand wall for some more ammo.

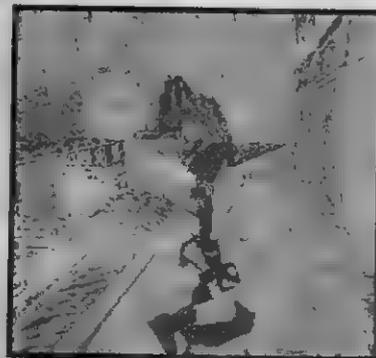
You can make it to the switch in the top corner now—this will release sand through the trap doors you opened, filling the entire level! Jump back across and slide down, then run through to a room containing the Sapphire Lock. Use your key and go through the large doors that the lock opens to turn your back on the City of Khamoon. ■



◀ *Blast any creature roaming down below before dropping off the ledge.*

Secret 2

After pulling the second switch, jump left of the globe object in the center of the room and over the rocks. Here you'll discover some Magnum Clips and a Small Medi Pack, but these aren't the secret items. You can jump on to the roof below the globe object to find some Uzi Clips.



▼ *The mummy is really mean!*



Obelisk of Khamoon

More Egyptian mayhem with mummies galore and some complicated platform climbing and jumping to be done. There are plenty of treasures to search for in this level, they all come together at the end to reveal the exit!

From the start, run around to the right and jump into the sand. Climb to the top of the platform on the left and through the tunnel. To the right you'll come out into a room full of blocks to pull. Go to the one on the right and pull it three times, then push it toward the high ledge.



A puma will escape from the hole left by the block, so shoot it before venturing inside to get a Small Medi Pack. Now

▲ *Which block does the job?*

► *Dive into the water to find the key to open the door high up in the main room.*



push the far block on the other side out and jump into the water inside. The underwater tunnel leads to the right and down. Follow it around until you come to a Sapphire Key. Pick this up, avoiding the crocodile that lives down here.

Lock up your Sapphires

Now swim back out through the hole you came in. Leave the block room and use the Sapphire Key in the lock to open a door high up in the room. You can now use the block you positioned earlier to reach the door.

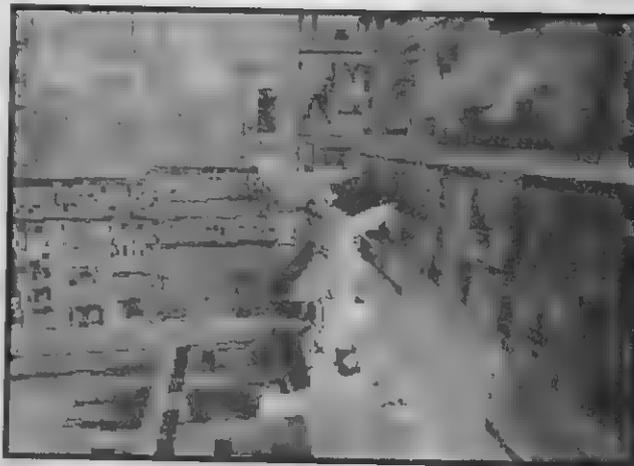
Save your game when you go inside, to save yourself from doing all that again. Lara will be attacked by a mummy creature before she can walk through the room admiring the furniture. Mummies explode with enough force to injure or kill.

▼ *Watch out for the mummy in this room.*

There's a switch on the far left side which opens a drawbridge. Run through the right hand door now and pick up the Eye of Horus next to the drawbridge, you need this to help open the door at the end. Drop down into the water again, there's ammo all around so pick it up if you need it.

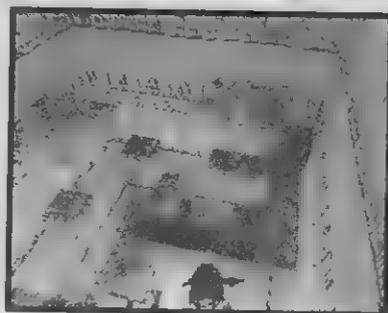


Jump out of the water into a small hole on the side and down a slope. There are two pumas to shoot in the next room, do this before going inside to make things easier. You need to walk up the black steps on the one side of this room, then stand and jump to the top block. Jump around the room from ledge to ledge until Lara reaches the exit at the top.



Up, down, up, down!

Walk past the exit and pull the switch to lower the next drawbridge. Drop down inside the fenced off block to get a Small Medi Pack and ammo. You should always stock up on power-ups whenever you see them—they get more scarce toward the end of the game and you'll wish you had built up your supplies!



▲ *The Eye of Horus!*

◀ *It's a long way down, step very carefully.*



▲ *Isn't she lovely?
And strong too!*

► *Pull the switch
to access the
treasure.*



Up the steps here another mummified creature will attack, screaming like a banshee. Shoot it and run around to the left, dropping down a hole in the far side. Slide down the slope to the bottom then climb up the next hole along in the room. Lara will have now enticed out a puma, shoot it from up here to save being bitten then pull the switch in this hole.

Go into the hole where the puma came from and around for some ammo. You'll see steps up the far side, climb these and jump off onto the gray floor. You need to jump from the gray floored area, back behind the fencing. Run around and to the drawbridge where you'll find the

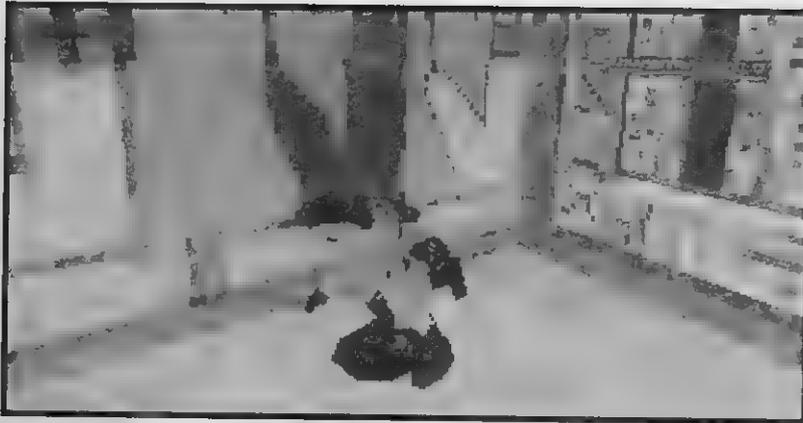
Ankh. This is the second item needed to open the door at the end of the level.

Run back around the fence and over to the other platform, up the steps and pull the switch at the top. Back down the steps and to the left, now jump up the blocks in the center of this room and do a running jump to grab onto the small crack on the other side.

You need to shimmy over, then drop at the end and off the platform. Run into the room opposite the block and pull the switch inside. Back out into the dark tunnels, go up the blocks.

► *Your first
treasure item.
You need four
to open the
exit doors.*





◀ *This switch will lower one of the drawbridges.*

At the top, jump up and get ready to shoot another mummy creature running around the room with a globe on the one side.

There's a switch to the right of this which will lower the next drawbridge. When you've hit this, pull the switch to the left of this room and go through the door it opens. Run back down the stairs here.

Secret 1

In the room next to the drawbridges, just before the stairs, do a running jump from the corner to land on the central gray pillar to discover some secret Uzi Clips and a Small Medi Pack.



Secret 2

From the pillar in the first secret, do a running jump over to the statue with a globe in it on the wall. Here you'll find two Uzi Clips and a Small Medi Pack.



Shimmy, shimmy!

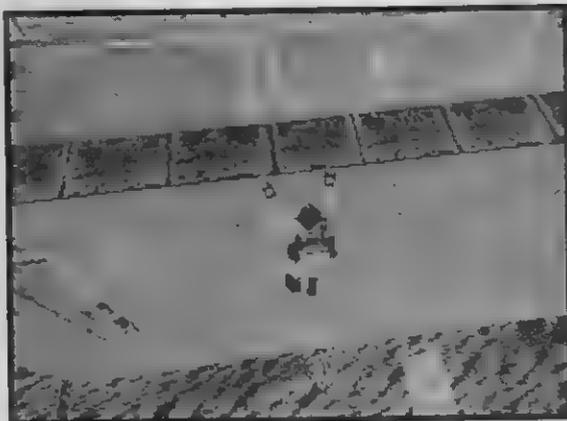
After collecting all the secrets, drop Lara off the platform and run down the steps until she comes to a place where she can shimmy along to the right. It's followed by another crack in the wall just below it where she can shimmy along to the right again.

At the end of this, drop down and do a running jump to the opposite platform, now save the game—that was complicated.

► *You don't want to wait around too long with mummies about!*



▼ *Take great care when climbing.*

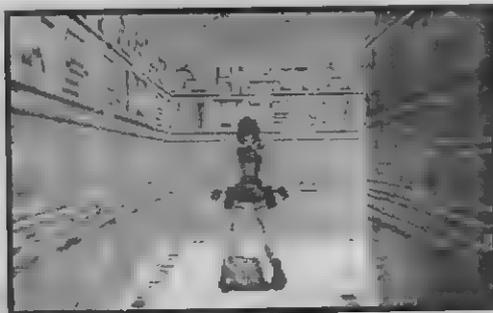


Through the hole here will be a switch to lower the last drawbridge. The next room will have small boxes on the ground—check for enemies before dropping down into the room.

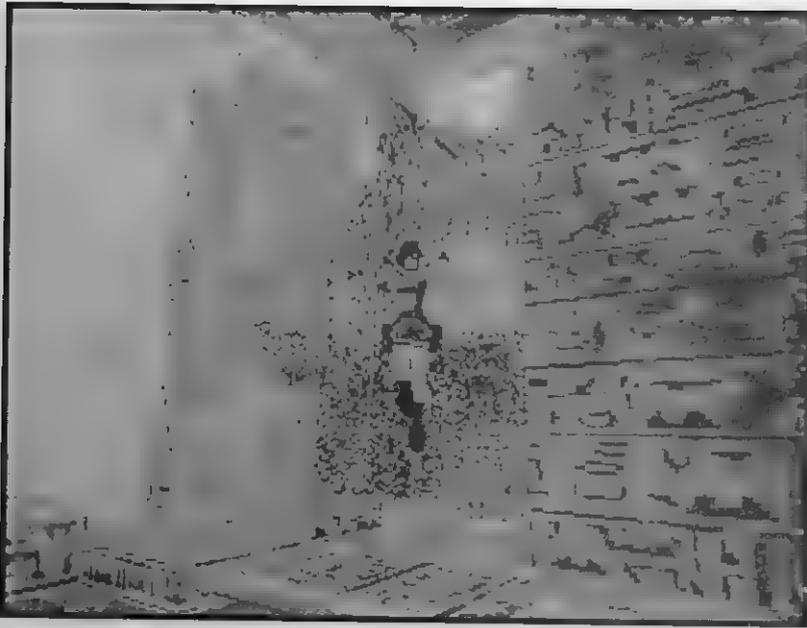
If you're unlucky two mummy creatures will jump out on Lara as she hits the ground. Make sure you've got plenty of Medi Packs handy and keep topping the girl up as you blast away at these possessed creatures.

Secret 3

Drop off the platform from secret two, behind a fence then through the hole in the wall. Go left here and shimmy along the wall, then climb up when it's possible. Climb up the blocks here to find a Large Medi Pack and some Magnum Clips.

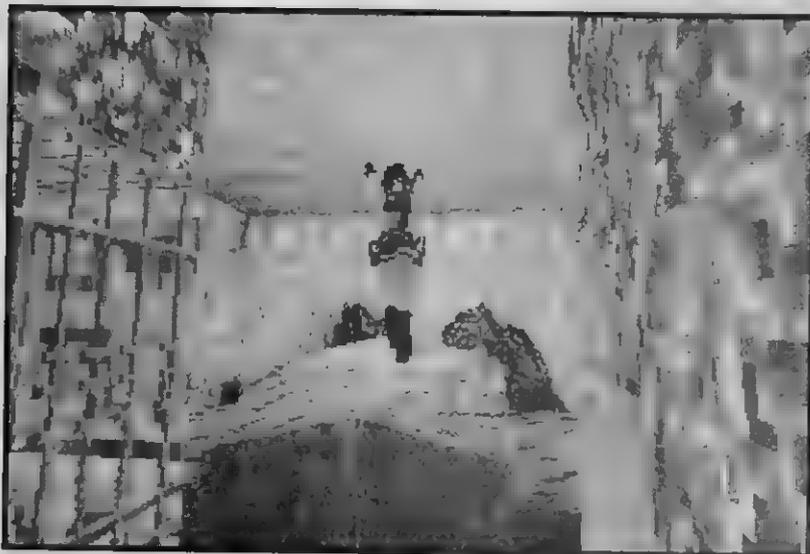


When both mummies are dead jump up the blocks on the side of the room and through the hole to the next drawbridge. Pick up the Scarab and jump diagonally over to pick up the Seal of Anubis. Picking this up will open the underwater door, so jump into the water and go through it.



There's a maze of underwater corridors here with power-ups to collect. Swim through and up into a large room with Egyptian paintings all around. A mummy creature will be moaning, so put it out of its misery. Save your game at this point before climbing the block at the side of the room and walking through the passageway to be greeted by another mummy.

In this rocky room jump over to the far side and up the other blocks and through the greenery. Walk to the large hieroglyphic covered block in the center of the far room and use the Scarab on the first lock, the Seal of Anubis on the lock to the left, the Ankh in the next, and finally the Eye of Horus in the last to open up the large exit doors. Run back through the room and out to complete the level! ■



◀ *Use all the treasure items in the block to open the exit doors.*

◀ *Nearly at the end of the level—just a couple of mummies left to blast.*



Sanctuary of the Scion

This entire level takes place in and around a giant Sphinx. Watch out because the Atlanteans are out in force, and in all shapes and sizes.

There's a real old fashioned showdown at the end with an old adversary—something to look forward to!



▲ *Shoot the Atlanteans on the steps.*

▶ *A hidden Sphinx to explore.*



Run straight through the large door at the beginning and arm yourself with the Magnums. There are Magnum Clips on both sides of the stairs. Up the stairs directly ahead will come two Atlantean enemies. Shoot these until they explode. Now go left from the bottom of the stairs for some ammo to restock.

Run up the stairs to the top and you'll find a room with hieroglyphic blocks and Magnum Clips all around. Go through and jump up onto the block to allow Lara access to the back of the Sphinx with rocks all around. Slide down to the right and run past the rocks. Another Atlantean will be waiting. Shoot him and jump forward onto the rocks and up to the right. Here, there are more Magnum Clips.

Up here you'll find a small crack in the wall, just perfect for grabbing to shimmy along to the right. Drop down at the end and up the rocks again. You'll eventually come to a switch on the far side—save your game before you use this. This switch opens a small door back down at the base of the rocks. A flying Atlantean will attack, so shoot it out of the sky.



▲ *An impressive view of the giant Sphinx.*

Coming 'round the mountain!

With some well timed running jumps and grabs, Lara can jump left from the switch and over to the platforms on the far wall. There are power-ups to collect around here, but the main reason for this route is to fall down from the end platform near the Sphinx, then slide down to save Lara's legs.

▼ *It's a long way to the blocks.*

Run in front of the Sphinx and around to the rocks on the other side. Jump up the rocks and do a running jump and grab over again to the large blocks standing on their own. Eventually Lara should come to a passageway in the rocks where steel teeth are clanging together.



Run through these for a Small Medi Pack, then to the right to find the second switch. Watch out for another Atlantean attack! Run back through the teeth and get Lara down to the ground. There's a small gap down the right of the Sphinx, run down here, collecting the ammo as you go.



Now go through the door that has opened up. Slide down up ahead, making sure you do this facing backward, then shimmy along to land on the platform. There are Magnum Clips here. Now make Lara jump up the blocks and into the building ahead.

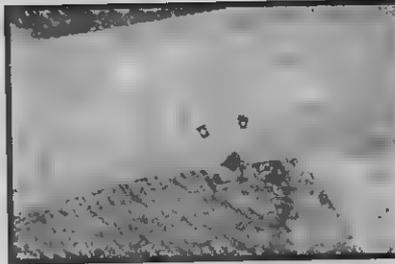
She will end up sliding down another slope and splash land into the green water. Down here will be a Gold Key, grab it and climb out again, up some more blocks. This time slide down the same slope again, but time your jump so that Lara can grab on to the bridge instead of falling into the water.

▲ *The clanging metal teeth are a vicious obstacle.*



▲ *Climb up from the water.*

► *You won't make this jump first time—guaranteed!*

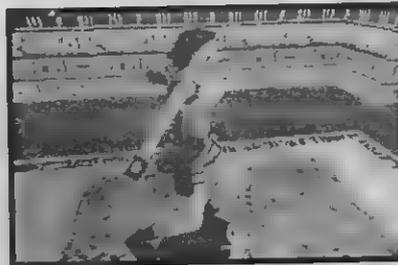


to a passageway with darker colored rocks. Jump up the blocks here and through a gap to the right.

There are larger rocks to jump up here, and Lara will have to shimmy to the left to climb up. Go through the door that's at the top. Push the block that you'll come across, then go around the other side and jump the blocks. Before going into the room at the top,

► *The Ankh will open up the Sphinx.*

▼ *There's a door high up in the rocks.*



Use the Gold Key in the lock to the right, now run along the bridge and go through the door that the Gold Lock opened up. One Atlantean Horseman is in here waiting to attack. After shooting him, run and jump onto the center platform to pick up the Ankh. Now exit this building and get back to the giant Sphinx.

Walk like an Egyptian

Run right around the Sphinx and up onto the rocks in front of it. Run and jump around the sandy platform and blocks that hug the rocks until you come

to a passageway with darker colored rocks. Jump up the blocks here and through a gap to the right. There are larger rocks to jump up here, and Lara will have to shimmy to the left to climb up. Go through the door that's at the top. Push the block that you'll come across, then go around the other side and jump the blocks. Before going into the room at the top, stand back and prepare to shoot another Atlantean Horseman. You'll be able to hear him coming by the sound of his hooves. Inside this room pick up your second Ankh and exit.

Slide down the slope from the exit to pick up a Large Medi Pack, and shoot the Atlantean Crawler that's moaning down below.

Lara should now be standing on the back of the Sphinx, run up the block on the right side and jump onto the ledge in its head. Climb to the top and use your Ankhs in the locks on either side of the head, the door between the Sphinx's legs will open up.

Secret

There's only one secret to be had in the Sanctuary of the Scion. From the left side of the Sphinx's head Lara must get as far into the corner as she can and do a diagonal jump. The tricky thing is that the platform with the prize on it is invisible! If you look carefully you can see what you're aiming for—the Uzi gun, so this will help in lining up the jump. Missing the invisible platform will kill Lara instantly, so make sure you've saved the game before trying this!

Two flying enemies will attack as soon as you land on the platform too, so be prepared!



Sphinx fun!

Slide back down the Sphinx and around to the front, go through the opened door and laugh as Lara falls into the water screaming! Down here you'll find many power-ups dotted around so have a small feast before swimming right down to the bottom and through a passageway to pull a lever.

Lara will be sucked through the hole and back to the surface. Climb out and climb the large blocks to get over to the sandy blocks on the far side of this area. Run around the platform when you get there and prepare to shoot another Flying Atlantean.

If you look down from this new platform you can see that Lara can drop off to the left. Jump and slide all the way down to get back into the water again. There's a switch to pull on the sandy slabs. When you've done the deed swim back through the water and through the door you've just opened.

There's a sandy slope to climb out of the water to, run up this and around, picking up the ammo as you go, to eventually arrive at a Scarab lying in front of a set of gates.

Pick this up and the gates will open to let Lara through.

▼ *Pick up the second Ankh inside the Sphinx.*



◀ *Dig deep into Lara's bag to open this door up.*



◀ *There's a lever to pull deep under the water.*

► *The most powerful weapon is the Uzi, but the Magnums come a close second.*



▼ *Shoot Larson on sight!*



All the Atlantean enemies are through the gates, screaming and shouting. Avoid their missiles and blow them to kingdom come before running to the far side of the room and using the Scarab in the lock to open the next set of gates.

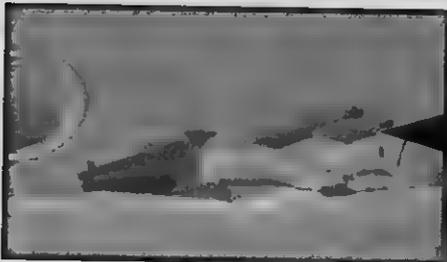
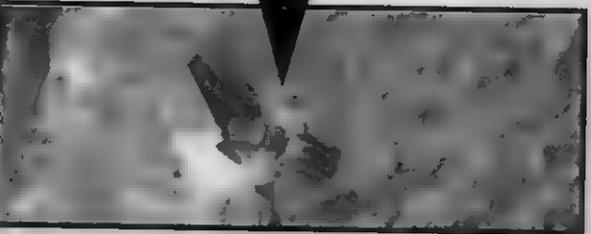
There's a welcome Large Medi Pack at the top of this slope, so pick it up before sliding down

and climbing to the left. In the next room you'll meet Larson. Let him say his piece before blasting him and continuing through the pillars and on to pick up another piece of the Scion. Well done, you've infiltrated the Sanctuary of the Scion! ■

The Atlantean Civilization

At last! A confrontation with Natla herself. Her goons appear to capture Lara and attempt to kill her so that Natla can continue her evil plans with the Atlanteans, but our heroine manages to escape. Not to be outdone by these crooks she jumps out of the water and immediately gets onto her waiting motorbike (hmm...). Racing after the boat the bike hits a ramp and takes to the air, splashing down into the water as Lara leaps from the seat and lands on Natla's boat. Hiding out in the hold, she follows Natla and her goons to the secret Great Pyramid!

The Atlantean Civilization and the Pyramid of Atlantis hold all kinds of weird and wonderful secrets for all adventurers. The enemies are real mean too. They're red, fleshy, and throw fireballs—so watch out!



Natla's Mines

After all the ancient pyramids and lost civilizations Lara has adventured through to get to this point, a level set in a modern day mine is quite a breath of fresh air! There are many new dangers to watch out for though—stay on your toes!

Sadly, all of Lara's weapons have been taken away from her, and she's got to start again from scratch! This wouldn't be too much of a problem, but the Cowboy is back on her trail, and he's armed to the teeth!

Swim through the caverns at the start, and head for the waterfall to the right. Behind this is a secret cave entrance that comes out in the mine. Pull the switch directly to the left as Lara enters to open up the wooden door and then head back to the waterfall.

Climb out on the far side of the water, near some large red platforms, and run down through the caverns to a block. This needs to be pulled out to allow Lara access to a second switch down the passage behind. This again, opens a wooden door.



▲ *There's a secret entrance behind the waterfall.*

▶ *This switch will open a wooden door in the mines.*

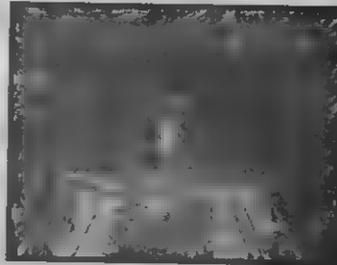


Climb back out into the main area and go back up through the caverns to the water again. Dive in and back through the waterfall. Jump up the side of this cavern and run around the passageways until you come to the end. You must make a running jump over to the ledge with barriers on the far side.

Now run through again and down into a cavern with a portable office on one side and a building suspended in midair. Run into the next area with buildings and pull the crate over to the building on the right as you enter.

This will allow Lara to climb onto the roof where a broken tile will grant her access through more passageways and to a third switch.

This one moves the boat on the water.

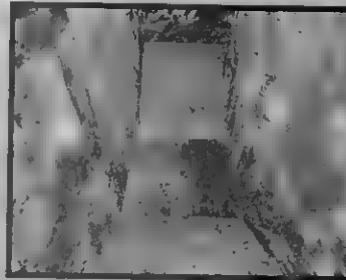


▲ *Move the block to access the roof.*

◀ *Lara can drop down to find a switch.*

Secret 1

From the roof of the cabin that drops Lara can jump across to a hole in the cavern wall. There's another cavern to the right with lava running down the center. By jumping from side to side down the cavern you can reach a platform with a Large Medi Pack and some Uzi Clips.



Follow the tracks

Drop back down into the area with the buildings and run through the wooden door onto a minecart track. Don't worry, there are no minecart rides to be had, but there are boulders that roll down slopes to squash Lara in her tracks. Tease the first one out of its hiding place before continuing forward, then quickly

run through the hole before the second one can roll down.

After avoiding the first two boulders, run on through the passageway to pick up your first Fuse. Now avoid a third and



▲ *Let the boulder roll before crossing.*

- ▼ *You can reach the next platform from the boat.*



- ▲ *Move the Natla crates to access a switch.*

- ▶ *The final Fuse will roll off.*



fourth boulder. You can tell when these things are coming by listening out for a rumble. Run up the slope where they came from and drop down, back to where the first boulder rolled. Now jump up the block and around to arrive back at the buildings.

When you arrive back at the water, dive right in and climb out

onto the boat you moved earlier. You can now jump from this over to an area full of red crates.

There's a gap in the one side of this area that leads to a maze of Natla crates. You'll notice that some of these are a different color to the rest, these can be pulled and pushed to get through to a switch that operates a mine cart back in the main area.

Take Lara back through the water and caverns, then go through the gap that the minecart once occupied. You'll need to push another Natla block before you can go all the way through. Climb up the block and jump to the top to pull another wooden door switch.

Drop down from the platform and forward through the passageway to come out in a cavern. There's a second Fuse on the ground here. Pick this up and get back to the office blocks by going through the waterfall again. Now run through the cavern to the buildings, go to the left and down through the passageways.

There's another switch to pull through here, to the left, that will start up a conveyor belt. In front of the belt should now be the third and final Fuse, it has rolled off.

Run back to the main office and go inside, there are three fuse holders, so put all the fuses you've collected into place. Each one will lower the suspended building a little more until it hits the ground with a thud. Now you can go inside to pick up the pistols, at last you have weapons again!

On the rooftops

Climb up onto the roof of the fallen cabin and jump over to the ledge on the wall. Slide down the passageway to arrive back at the water. Run back through the caverns and through the minecart

passage. Have those guns at the ready as the Cowboy is here again, firing for all he's worth.

After shooting him dead, steal his loot and do a running jump and grab toward the wall with a switch above it. Lara will miss the platform but should grab on to a small crack just below. Now shimmy to the right, over the lava flow.

Run on through this passage and up and down the slopes to arrive in a cavern full of lava. Jump on to the gray platforms only, moving **▲ The Fuses will lower the cabin.**



Secret 2

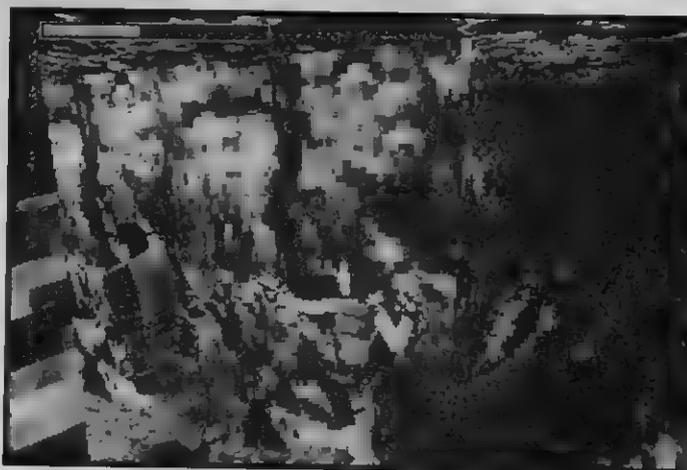
From the center pillar in the lava there is a hole in the wall to the right. Perform a running jump and grab from the pillar to make the jump, and immediately push the block to stop a boulder from rolling down and squashing Lara. Jump up from here for a Large Medi Pack and some Uzi Clips. Take the other exit from this cavern for Uzi Clips, the Shotgun and another Large Medi Pack.



On reaching the far side of the caverns, over the blocks, slide down and jump over to grab the other side. Run through the TNT crates and pull out the last one you come to. Go into the hole and pull the crate through; it is needed to reach a ledge high up in this cavern.

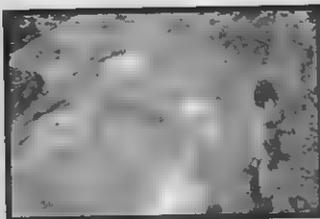
Up the slope from this high ledge, jump up the block to come out looking at another lava area. Jump over to the sloping side platform on the right and stand back as a large lava boulder rolls down through the cavern. Jump to the passage that it came from and run through and around the pathway to the switch, pull this.

Now run back through the caverns until you come out into an area full of white pillars with a crossroads at the center.



▲ Shoot the Cowboy again. This time you'll finish him off.

▶ *Jump the lava to safety.*



The Skateboard Kid will come skating from the right, so get your guns at the ready. It's okay to shoot this kid, he does have a pair of machine guns trained on Lara and is ready to attack.



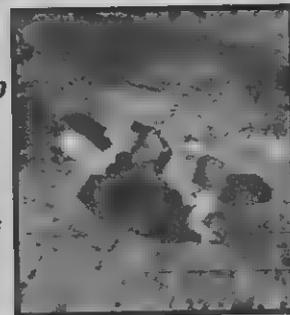
Skateboard Kid

Another one of Natla's flunkies, this time it's a dude on a skateboard. He may look like your average kid on the street, but this guy has machine guns and isn't afraid to use them. Shoot him and steal his ammo before continuing through the mines.



Secret 3

After shooting the Skateboard Kid, go left at the crossroads and jump into the water. Go through the wooden door to discover a secret Large Medi Pack, Small Medi Pack and some Uzi Clips. You've now got to climb back out to the pillar cavern.



Boulder alert!

Take the route straight on from the first entrance to the pillars and go through the small passageway. There are three boulders to avoid here, one coming down each side of the cavern, then a fourth that goes along the top. Go up the passage where the fourth boulder came from and climb up the blocks, jumping and grabbing to reach the top. Lara will come out into a golden colored cavern.

▼ *This game is all about pulling blocks!*



Now push the block through and jump up again, pushing a second block. Drop down to pull a third block out. After pulling out the third

block, if the player jumps back up to the upper level, runs diagonally over to the right and drops down again, they can then push another block to reveal the special door with a switch next to it. Lara will eventually uncover one of three special doors with Egyptian symbols. Next to one door is a switch; pull the switch to open a similar looking door down below.



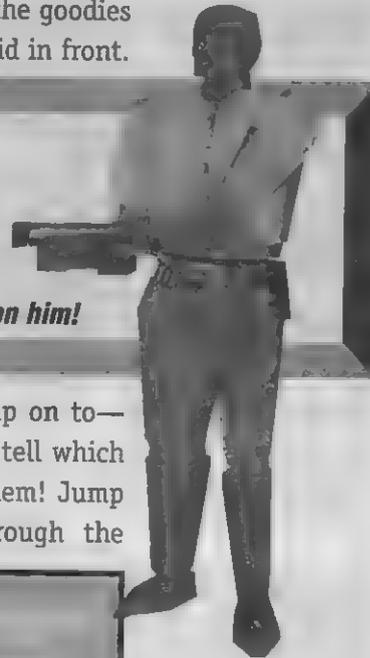
◀ *My, what a large switch you have!*

Run back through this golden cavern and down some steps to find the door, now pull the switch next to this one and go back up again. The door will now be open and Lara can go through. Here she'll meet the Bald Man, he'll be shooting and shouting out, "Say cheese".

Make sure you get him before he gets you! Pick up the goodies before climbing up the left hand column on the pyramid in front.

Bald Man

This guy is the last of Natla's hitmen you'll encounter in the game. As with all the rest, all Lara has to do is shoot him dead before he gets her, then steal whatever ammo and guns he might have on him!



This pyramid has tiles all over it that Lara can jump on to—they are a different color to the rest. You'll be able to tell which ones they are as Lara won't fall off by standing on them! Jump over to the far wall using these tiles and go through the passageway to pull a switch. This has opened a door in the blocks on the far side of this cavern where you can pick up the Pyramid Key.



Take this Pyramid Key down to the main door of the pyramid and use it to enter. You've now completed Natla's Mines! ■

◀ *Find the door with the symbols on it.*



Atlantis

If you thought you'd seen some strange sights so far, you're in for a real shock in Atlantis! The level is played out in blood soaked corridors and over the oversized intestines of some mysterious creature—the enemies are more ruthless than ever!



▲ **Blast those Atlanteans!**

with a grid on the ground. Go through this room and pull the switch in the right corner, then the switch opposite this one on the other wall.

Run on through the caverns at the start of Atlantis until you come to a large room full of globes. Each of these contains an Atlantean enemy. They will explode out as you walk by, so be ready with some pretty impressive weaponry.

There's a door to go through at the bottom left of this room—it will open as Lara goes near. Run up the stairs here and over a room

Secret 1

On entering the large room with the Flying Atlantean and jumping over to a ledge with metal teeth... Forget the jump and instead drop backward off the ledge and grab on to the ledge below to find secret Uzi Clips and a Large Medi Pack.



The Atlanteans

You've already encountered a couple of these Atlantean enemies, but this level is where they really come into their own. You can tell an Atlantean by its red body and vicious nature. They come in all shapes and sizes, and enjoy the luxury of having missiles to bombard Lara with. Here's a closer look at the Atlanteans...

Flying Atlanteans

Listen out for the flapping wings to know when one of these creatures is nearby. They hover around near Lara, throwing missiles, so jump around to avoid these and shoot like there's no tomorrow to knock them off their perch!



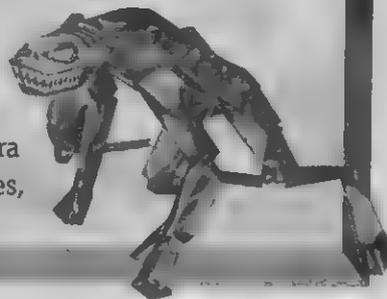
Atlantean Horsemen

The clatter of hooves and neighing of a horse are a dead giveaway that one of these half-man, half-horse creatures is nearby. They can burst out of statues or globes and also throw missiles. Jump around and shoot them before they shoot you!



Atlantean Crawlers

These creatures also appeared back in the Egyptian levels for some strange reason. They leap around the place, stomping on Lara if she gets in the way. These guys don't have missiles, so just avoid their jumps and blast 'em!



Go through the passageway in the center of the wall and you'll find a third switch to pull. This one opens the door in the center of the main cavern, so go back here shooting any Atlanteans you come across, and through the door.



Most of the Atlantis level looks like it's set inside a giant creature with blood and intestines adorning the walls and ceilings. Through the door here will be a



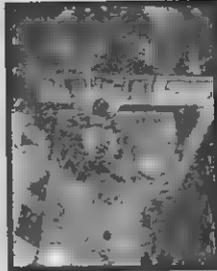
Flying Atlantean to kill before jumping over the bubbling lava to the ledge on the right, avoiding the metal teeth and going through.

▲ *Are you brave enough to go through?*

◀ *Keep the most powerful weapon cocked.*



▲ You can see through the floor to the cavern below.



▶ Keep away from the lava!



▶ Don't worry if you miss the jump—Lara can safely land in the water and climb back around again.

Deadly gnashers!

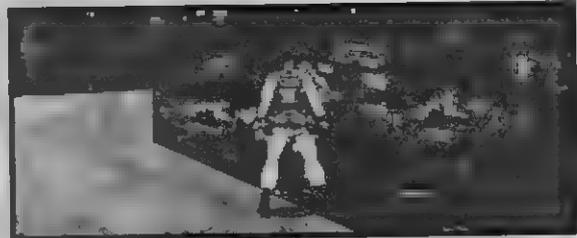
After dodging the metal teeth, go into the room and jump and grab from the far side. Lara will grab onto a crack in the wall, now start to shimmy along to the left then drop again. Grab onto the ledge with an opening. Run around here for a switch to pull.

Jump back out, picking up the ammo, to arrive back in the room with a see-through grid effect on the ground. You need to make a running jump and grab to the platform on the opposite side. Unfortunately this will wake up an Atlantean down below. Not to worry—ignore it and run into the passageway.

Through this passage Lara will come to a large cavern. Jump directly over and grab onto the pillar. Then from here jump onto the sandy slope. When on the slope you'll see which parts you can jump onto as they're a different color—watch out for the boulder that rolls down as you touch the slope.

Secret 2

Make your way to the far corner of the sandy slope and jump up to cliff side to discover a Large Medi Pack, Magnum Clips and Uzi Clips.



▶ You don't want to lose an argument with these metal teeth!



After collecting the second secret, slide down the side of the sandy section and onto the platform below. Now do a running jump and grab to the next platform around the wall, and do the same until you reach an alcove with a switch in it, picking up the Large Medi Pack on your way. There are two sets of Uzi Clips in the switch room.

Dive straight into the water from here to find the lever. Pull this, then jump out onto a small rock platform and up again onto the sandy slope. You'll now be able to go through the door at the platform on the bottom-right of the slope.



▲ *A lever opens the underwater door.*

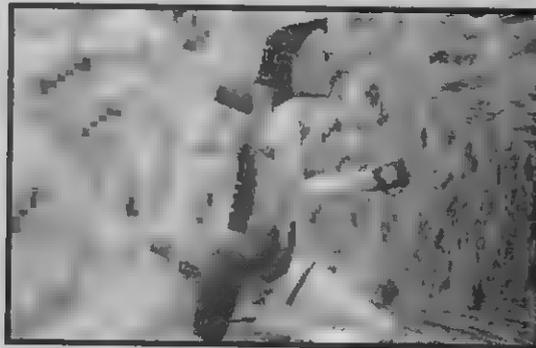
Jump over to the gray blocks and run around to jump through into a sandy passageway. Go up the steps, over the gap, and up the blocks. You'll come to a water hole. Dive in and around, pulling the large lever and going through the underwater door it opens. Run out of this passageway, avoiding the giant metal teeth, and then jump over to the next passageway and back into the water.

Globes trotting?

This time jump out onto a large platform but avoid jumping around here too much—there are Atlantean globes up above that will cause all hell to break loose if you disturb them! Run over into the corner to pull yet another switch. This one opens the center underwater door. There's another one opposite that opens the first underwater door.

▼ *She doesn't look very happy!*

If a globe breaks open, shoot the creature but all the time make for the other corner of the room. Here you'll find the last switch to open the last underwater door. Dive into the water and swim through the hole and through the opened doors to come out in a white patterned passageway.

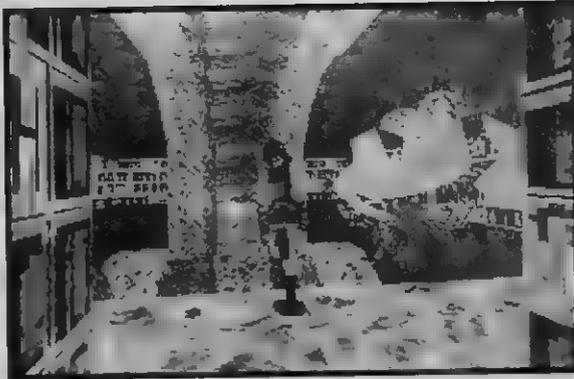


Run through the passageway and around, pulling the switch to go through the red membrane door. A boulder will have rolled down and plugged up the passage you need to go through. Run over to a block on the far left and pull this out, then push it up against the wall into the pathway of the boulder. Go into the red splattered passage and through the door to arrive back at the switch again.



▲ *Pull the block to stop the boulder.*

This time the block will trap the boulder before it can plug the passage. Go through and have your guns at the ready for shooting another Atlantean high up in the air.



▲ *If a globe breaks—get those guns out!*

► *The Atlanteans can fire fireballs!*

Go down the red splattered passage here and run right to tease the Flying Atlantean out of hiding. Shoot it before it can attack you. Jump over to the left from this platform, then make a very tight jump to the next platform, avoiding the wall.



▲ *One wrong jump and it's a hot death for Lara!*

► *Anyone fancy a rack of lamb?*



Do a running jump over to the platform on the right, through here you'll cause more globes to break open unleashing yet more Atlanteans to deal with. Shoot these, ducking back into the passage for cover, then ease over to the ledge, slide down and jump to the far side. There will be a Large Medi Pack and some ammo for your troubles.

Duck into the rocks to shoot the next Atlantean. Now jump over onto the central bloody mass and on to the opposite wall. Up here on the right you'll find another switch to pull. Run down the path and over to a platform with a block. Pull this out and go around it and up the pathway. There are more metal teeth doors at the top. Run through these and shoot the Atlanteans coming from the right.

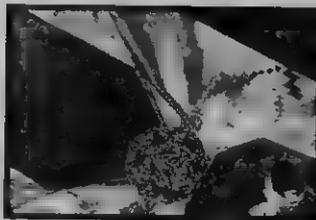
When they're dead, jump over to the right and on around the passageway, climbing up onto the top ledge with a Small Medi Pack and some more ammo to be had. Walk to the edge of the platform and look around the massive room you come to.

There will be another Flying Atlantean to shoot from the edge of this platform before making the diagonal running jump over to the next platform. A door will open allowing Lara through. Jump over to the next platform to the left and through the passageway, then pull the switch inside.



How offal!

Now jump back onto the last platform and over the pillars that have risen up above the bloody mess, to the far ledge. There's another switch to pull in here. Exit and jump over the pillars again to reach the high platform on the left. You'll arrive in what can only be described as the spinal column of a large beast!



▲ *These darts are best avoided.*

◀ *Avoiding this boulder is tricky.*

Secret 3

When you reach the spinal column area, there's a pressure pad at the bottom of the run, in the corner. This opens up a door in the top right for a short time. You've got to hit this pad then run and jump as fast as you can to reach the door. Inside you'll find secret Shotgun Shells, Uzi Clips, and a Large Medi Pack.



Continue to run up through the spinal column area and into the bloody passage. A door will open and Lara can jump up to the left. This will lead back into the massive room, but higher up. Jump diagonally across to the next platform again and around. Through here will be an

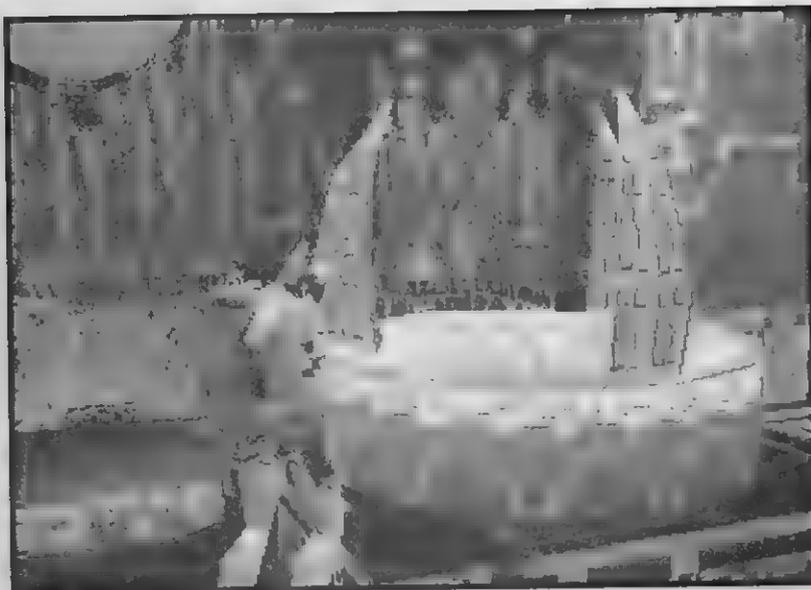


Atlantean to blast before running up a slope avoiding darts, metal teeth, and a boulder that rolls down—watch out!

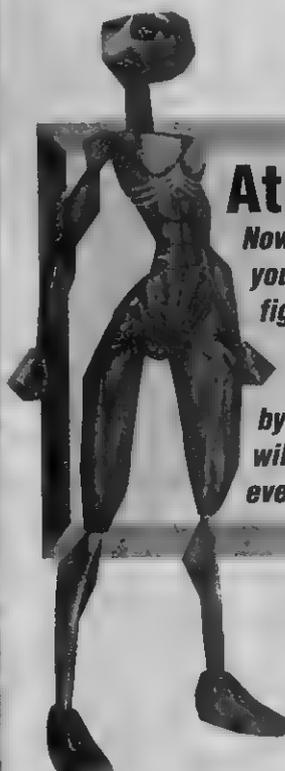
Push in the block to the left of the next room and run right, through the hole it creates. There's a door with a switch on either side in here. Pull the switch to the right of the door, immediately jumping backwards to avoid falling through the floor. Drop down

▲ *The Atlantean Horsemen are the most impressive enemies in this level.*

- *Is this the ultimate treasure? No, just shoot at the shrine.*



into the passage below. You'll see a boulder up a slope. You need to jump over onto the slope to start it rolling, then jump back again straight away to avoid being crushed.



Atlantean Lara

Now here's a strange phenomenon. Toward the end of Atlantis you'll come into a room where you'll notice a slim Atlantean figure running around. If you look closely, it's imitating every move Lara makes—including shooting!

Whatever you do, don't shoot at it! This is an illusion set up by the Atlanteans to trap Lara once and for all. If you shoot it, it will mimic you and shoot right back, sapping energy and maybe even killing Lara altogether!

Which switch is which?

With the boulder safely tucked away, run up the slope and to the left. Pull the switch and climb on up, dropping down the other side to come back out to the door with two switches. You can now go through the door and run up into a room with globes.

Of course they'll burst open giving more Atlanteans to shoot, so make sure you've got plenty of Medi Packs at the ready. There's a switch in the left corner which opens the door, but not before more Atlanteans have had a pop at you! When they're all dead, go through and slide down to be greeted by two Atlantean Crawlers.

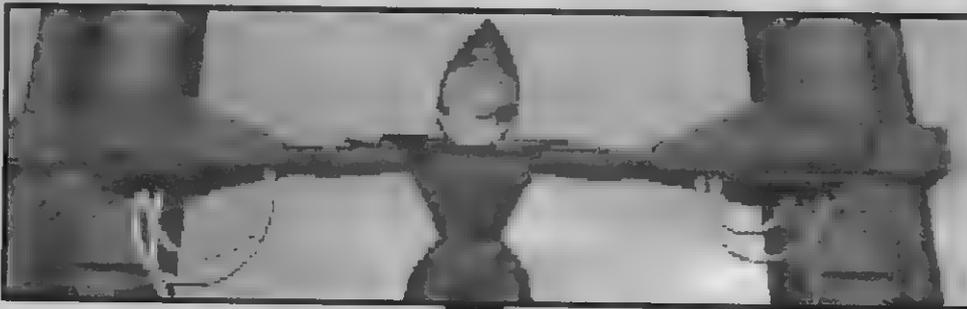
Run up the slope and block to the left of this area and over to the pillar. From here Lara can jump over into the corner to pull the switch. Jump over to the next corner and up onto the sandy colored

pillar. Now over to the next corner. Run over the block in this platform and you'll see that the Atlantean Lara mimicked you on the opposite side of the room, only she fell down a hole—you've got her!

Jump down and climb back to the corner of the room with the hole, only go past and jump up in the passageway to come to another bloody area. Walk slowly through here, you'll hear horses hooves, so be ready with your guns and Medi Packs. After killing Atlantean Horsemen, there is an Atlantean Crawler on the right.

Run around to the right and pull the switch. Run back around and this time go to the left, pulling a second switch. Back to the entrance again a bridge will have formed. Run over this and into the center room where you'll see the spinning Scion—grab it! ■

When Lara touches the Scion she has a vision of Natla's impending doom. Natla will appear and tell of her plans to create an army of genetically altered beings. After a short skirmish, Atlantis will be complete and you can attempt The Great Pyramid—the final level.



The Great Pyramid

Up and onward! Being the final level of *Tomb Raider*, The Great Pyramid has the most frustrating and challenging puzzles of the entire game, naturally. It's a real head spinner as Lara makes her way around the passageways to the top and has her final showdown with the evil Natla!



▲ *Run around this freak, firing all the time to blow him to kingdom come!*

► *Metallic teeth and a collapsing floor!*



On entering The Great Pyramid you'll immediately have to battle against a horrible Atlantean creature—see this off and then go through the door in the center of the wall. Run through the bloody passage and slide down. Run down and push the block to the right. Now run up this passage and push the next block.

Climb up the block, then jump over on to the passageway with the clanging metallic teeth. Jump through these, if you touch the floor underneath them it will fall away, then run around to the right.

Down the next passageway and to the right is another block to push out of the way. Now run back up and down to the block. Pull it one

Atlantean Boss

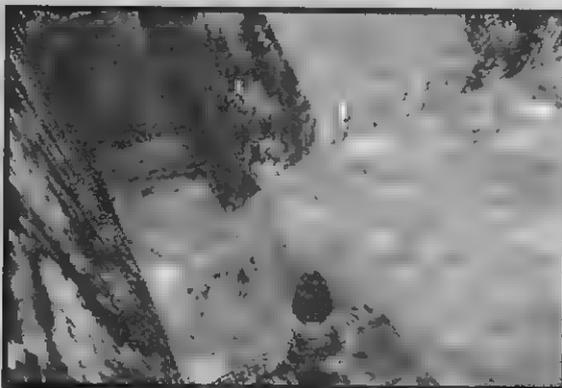
The very first creature you face in The Great Pyramid, and it's this size! This is the result of an aborted Atlantean genetic experiment, and the largest enemy Lara Croft faces in the entire game. The bullets needed to kill this creature are just too many to mention, just shoot off as many rounds of your most powerful weapon as you can. When it starts to come toward you, run and jump over to the next corner to entice it over there. It will take some time to turn around and give chase, just enough time for Lara to turn and get a few more shots in.

If this creature does manage to swipe Lara, use a Medi Pack immediately. It doesn't take too many swipes to kill our heroine!



step back and then go back up and around to the larger room. Now push the block up against the ledge.

Run back up the passageway and down the other side to find a switch to pull. Lara can now run through the passage into a rocky area with lava bubbling along the bottom. Jump across the sandy slope using the different colored platforms.



Secret 1

On the sandy slope, jump along to the third dark colored platform until Lara comes to a bridge. On here will be secret Magnum Clips, Shotgun Shells and a Large Medi Pack. Hit the switch twice, once down, once up, to lock part of the bridge up.



▲ Always look before you leap!

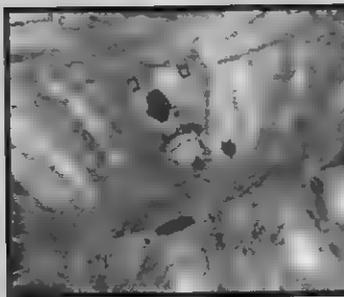
Rocks that roll!

At the far side of the sandy slope will be another passageway to run down. A boulder will start to roll so make way for it, then go up to the top and right. You'll meet another boulder, avoid this in the same way by running back down. When it's passed, go up and left, then right. Let the broken slab fall, then lower Lara off the ledge and down.



▲ *Shoot the shrine to set off an explosion.*

► *Yuck! I wouldn't touch this stuff.*



▲ *One touch of these spikes and it's Game Over!*

Run through this next room and shoot the central spinning shaft. An explosion will rock the entire level, so quickly run out through the door and land on the black rocks at the bottom. Drop down a hole in the far wall and over to the left where you'll find a bloody crack in the wall to shimmy along to the right.

Shimmy over the lava, avoiding poisonous darts firing from behind. You won't be able to avoid losing some energy, so make sure you have enough Medi Packs before entering this section. At the end slide down the slope and do a backflip to land on the rocks.

Go through the passage where you'll see an axe in the distance. Watch out, there's a boulder coming behind you! Jump over the crevasse, timing your jump to avoid the axe, then walk through the spikes and jump the lava.

Walk around to the left—now this is a tricky part. Lara needs to jump onto the breakable slabs ahead, then jump right to position herself for the hole in the wall, then immediately jump forward again to get to the other side without falling with the slabs—nasty!

Secret 2

After jumping the breakable slabs, you'll come to an area with sloping platforms to jump over. Jump to the crack in the wall to the left and shimmy right. Go down the slope to find secret Uzi Clips and three Large Medi Packs. These are definitely recommended for this level!





Jumping the sloping platforms in this area is tricky. Perfect timing is needed to reach the final platform. Make sure you take one small step back from the top and then make the jumps. If you're not going for Secret Two, jump to the platform on the right.

The game designers have come up with a real treat for all adventurers now. There's a complex system of boulders, axes and breakable slabs to go through—perfect timing is needed. Walk as far up to the slabs as possible without breaking them then watch the axe in the distance. Wait for it to swing backward then run over the slabs and duck into the hole to the right to avoid the boulder, hoping that the axe is swinging out of the way at the time!

If you need to, stock up on energy before running down the next slope and avoiding the boulder that will roll down after Lara. Next slide down the passageway, avoiding the axe and boulder and jump to the ledge ahead. Jump off this and go through the passage—don't stop as lava comes in from either side. Pull the switch and go through the door that opens.

Run right through here to get Uzi Clips. Do a standing jump and hang from the next platform as a boulder rolls over the top—this is tricky stuff!



◀ *If you can survive the broken slabs over spikes—you're a real Tomb Raider expert!*

◀ *There's a crack in the wall to jump to.*

▼ *Watch out for the axe!*



Run up this slope and to the right to come to platforms with flames coming up. Jump over the first, grabbing onto the ledge then jump over the others. A running jump and grab should be long enough to clear the flames.

Secret 3

After jumping over the flames and clearing the temple with an axe you'll reach a platform on the far side. Inside this cave you'll find a secret Large Medi Pack and Uzi Clips.



The final showdown

The next area has a temple in the center with a swinging axe. Jump and grab onto the breakable slab. Now when Lara pulls herself up onto this it will start to break. You must quickly run off it and jump to the far ledge before the slab breaks under her weight and Lara falls to her death!

▼ *Let the boulder roll overhead.*



► *It's a long way down—and Lara must dive into the small hole in the center of the base. Make sure you jump from the right position!*

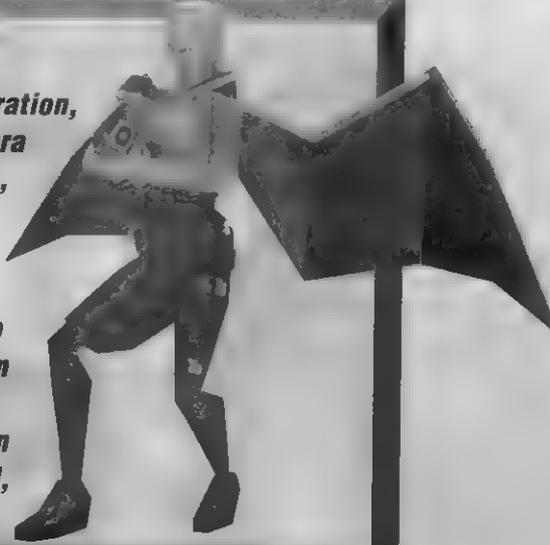


Inside the next room you'll find a few secrets. Walk up to the ledge with the swinging axe in the distance and take one small step back. Now do a dive off the ledge. There's a small hole of water surrounded by concrete slabs down below. If you haven't jumped at exactly the right position Lara will land headfirst on to the concrete. Hopefully, you'll get it right!

Down in the water swim through the hole and up to pick up some power-ups. Run through into the rocky area, now the creature that attacks looks just like any other Flying Atlantean, but is in fact Natla, who has mutated and grown wings! Shoot her out of the sky, she'll fall into a heap.

Natla

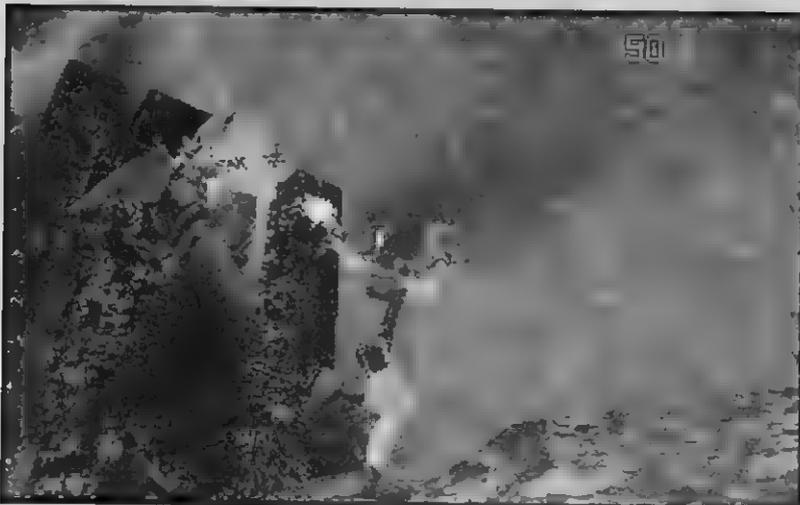
The head of the Natla corporation, Natla is the one who sent Lara on this dangerous adventure, only to betray her. She is a real evil piece of work and will do anything to stop Lara, even though she fell to her death in the last level. In The Great Pyramid she's mutated and grown Atlantean wings and will swoop around, throwing lava missiles.



Don't be fooled by Natla lying on the ground, she'll rise again to have one last go at Lara before dying for good. Blast her again with continuous shots, fill up your energy bar, then run through the rocks and climb up to the corner. Run down the passageway and up the slope—the entire level will be jumping. Jump over the pillars to the left and climb up through the gap.

Go up the next passageway, all the time climbing up through the great pyramid. Drop Lara off the end and jump over the next set of pillars. Climb up onto the next sandy ledge and run through and up again.

Drop down on to another pillar and this time do a running jump over to the far platform and climb up into the very top of the pyramid. Get those Uzis ready for an airing now and slide down the slope, shooting all the time to finally destroy The Great Pyramid and complete the game! ■



◀ *Polishing off Lara once and for all is really rewarding!*



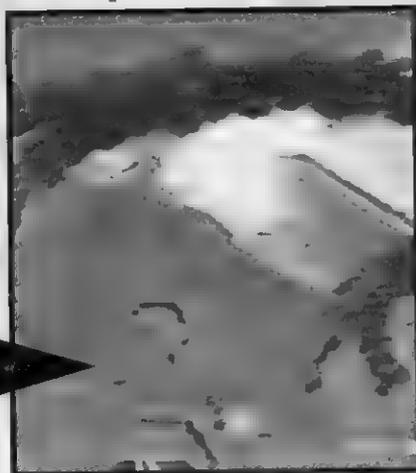
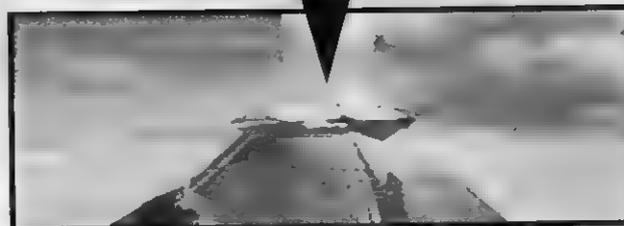
Is This The End?

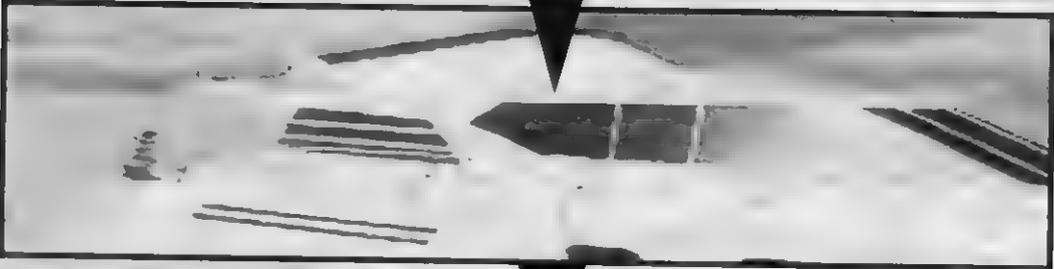
Sliding down from the top of the Great Pyramid, Lara shoots for all she's worth, blowing the roof off the place.

We next see her running for her life from the pyramid as it explodes into a million

pieces in the background. The entire island of Atlantis shudders and quakes underfoot then finally explodes as Lara swims off to climb aboard Natla's boat moored in the ocean.

As Lara Croft starts up the boat and speeds off into the distance we can't all help wondering whether this is the end of her adventures—or will she return in *Tomb Raider 2*? Let's hope so!





Created By

**Neal Boyd
Paul Douglas
Toby Gard
Heather Gibson
Jason Gosling
Gavin Rummery**





The Making of Tomb Raider

Wow—what a game! *Tomb Raider* is probably the first 32-bit adventure game to give the player complete freedom of movement in a 3-D environment. I'm sure we're going to see many more adventures of this kind—they're just so addictive and rewarding to play! Hundreds of hours go into creating a masterpiece like *Tomb Raider*. Graphic designers, programmers, sound engineers, level designers—there are all kinds of jobs involved in putting together the huge levels and making them as realistic as possible for the player. This final chapter will hopefully give you an insight into the creation process involved as we talk to the creative minds at Core Design, the developers of *Tomb Raider*...

Q. Where did the idea for *Tomb Raider* originate from?

A. At the beginning of 1994 the game industry appeared to be moving towards a glut of Ultima Underworld rip-offs like *Doom* for instance. We conceived the idea of taking a corridor style game and introducing a main character, moving away from the first person feel. The idea was to create a game that would look as visually exciting as a cartoon but that offered the same complete freedom of movement that Underworld had.

Q. Why did you decide to have a woman as the protagonist?

A. Bored of the stereotypical main character I suppose. Also, if you're going to spend an entire game staring at a character, it might as well be an attractive one!

Q. Was Lara based on any women you know? How did you make her animations so realistic without using motion capture?

A. No. Motion capture is a bit of a non-starter for a game like this. The problem is that in order to make something move smoothly, the various animations have to link at the cross-over point. If you use motion capture, you just can't get a person to move into exactly the same position time and time again. If you look at motion capture stuff the feet tend to jiggle around like anything. To avoid that sort of thing you would have to spend so much time cleaning it up, you might as well have key framed it the first place. We also have direct control over each animation, for instance how fast Lara runs, how quickly she can come to a stop, how far she can jump. These aspects directly influence how the game plays and needs to be tweaked during the game's development.

Q. Does *Tomb Raider* take place in a certain geographic location or historical period?

A. The game takes place in the modern world, in four geographical locations, starting in an Aztec temple in South America and then—well you can see for yourself!

Q. Can you explain the dynamics of the game?

A. In *Tomb Raider* there are non-player characters you can interact with, but only in a limited way. The game is not trying to be an RPG, so you can't hold any conversations. The gameplay is divided between frenetic blasting action, platform elements, and puzzle-solving. You have to press the action button to make Lara pick up objects. We do not see *Tomb Raider* as occupying the same market niche as *Doom*, they are mutually exclusive games, the only similarity is that they are both in 3-D.

Q. *Prince of Persia* is mentioned in the game design document. Were you inspired by its realistic animation and freedom of movement?

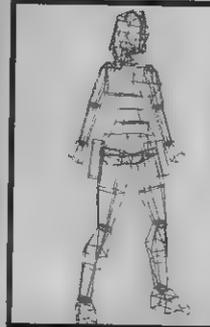
A. Yes. *Prince of Persia* is one of those great games that was pure gameplay. We wanted to recreate that sort of thing in 3-D but with loads of extra stuff thrown in for good measure.

Q. Have any of you played *Fade to Black*? How do you think *Tomb Raider* compares?

A. Yes. We thought it was very nice. *Tomb Raider* is a much more ambitious project though, it's simply much more advanced. For a start we're not limited to a flat floor system: the areas in which the game takes place are multi-leveled, and we have used that as much as possible. Not to mention the Camera System and Artificial Intelligence.

Pixel Perfect

Lara Croft

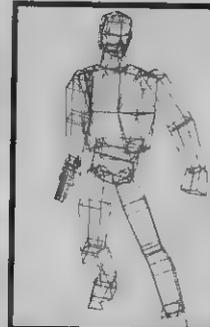


Wireframe



Texture Mapped

Larsen

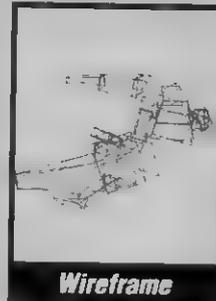


Wireframe



Texture Mapped

Crocodile

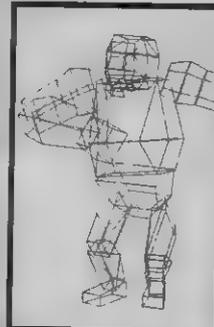


Wireframe



Texture Mapped

Gorilla



Wireframe

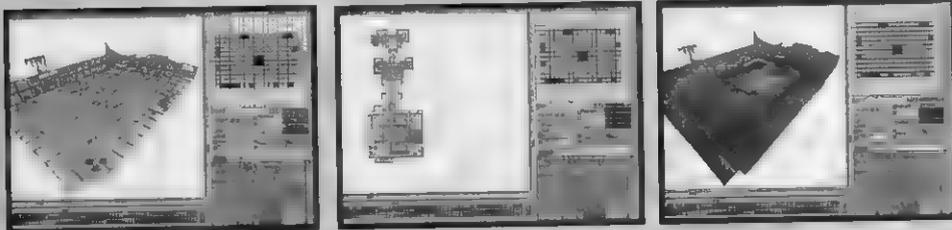


Texture Mapped

Creating Worlds

The level designers for Tomb Raider started out with nothing but a blank screen in their unique Room Editor program. They then had to create all the intricate and realistic levels that make the game such a hit. Each level is made up of polygons—meshed together in wireframe form.

All the trigger points for doors and switches are then added and finally the texture maps for the various terrains and atmospheric light sourcing is added to the polygons to create the finished result—hard work, but I think you'll agree it's all worthwhile.



Q. I understand you're using a new 3-D graphics engine. How does this differ from the previous Core Design engine used in games like *Thunderhawk 2* and *Shellshock*?

A. The 3-D Engine in *Tomb Raider* was designed from scratch by Paul, as none of Core's previous games used a flexible enough engine.

Q. What sort of utility did you use for designing the levels?

A. All the figures are designed and animated in *3-D Studio*. These are then imported into our own Animation Editor, which allows the artist to "paint" the texture maps directly onto the figure. The artist can then load different animations for this figure, which are then linked together so the game knows for instance how to go from a run to a walk. The actual levels are designed in another in-house utility called The Room Editor which allows the 3-D room meshes to be built from scratch, texture mapped, light sourced, and linked together. Then objects can be added along with their trigger points and cameras, and the whole lot previewed before outputting for use in the game.

Q. From a development viewpoint, what's the most difficult technical obstacle you've had to contend with?

A. Animation system, AI and camera system—basically all the things that make *Tomb Raider* third-person rather than a first person *Doom* clone.

Q. Are you planning any expansion disks or other add-ons?

A. There's nothing planned at the moment, but it's certainly a possibility for the future.

Q. Do you think there are too many first-person perspective games around—hence the choice of a third-person view?

A. We don't think there are too many first person perspective games around, maybe just not enough good ones. There seems to be two directions in which 3-D games are going; first person has been fairly well represented so far, but third person games have just not come into their own yet. We just hope that *Tomb Raider* will help to move that genre along a bit.

Q. Did the third-person perspective make things more difficult to program?

A. Infinitely! For a start you can see your character all the time, so any imperfections in the animation or movement are obvious. Also the camera has to be able to react intelligently for any possible circumstance. Programming this was a real challenge.

Q. Did you have trouble creating a simple enough control system for Lara's many actions?

A. The control system has evolved over the whole development of the game, so we are confident that it is simple to use, but allows the player to make Lara do loads of moves.

Q. How has the game changed since its original conception? Are you happy with the way it's turned out?

A. The overall skeleton of the game has not changed much from the initial concept, but during its realization it's evolved quite a bit. Certainly Lara has come a long way; we seemed to be endlessly adding new moves and features.

The key *Tomb Raider* team members are...

Programming

Paul H. Douglas

(3D System, Animation System/Editor, Lara)

Jason Gosling (Front End)

Gavin Rummery (Room Editor, Camera System, AI/Baddies)

Artists

Neal Boyd (Level designer)

Toby Gard (Animation)

Heather Gibson (Level designer) ■



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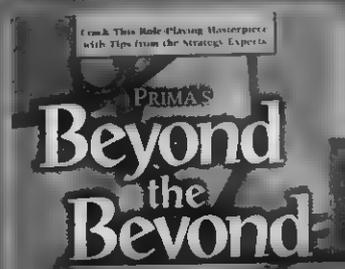
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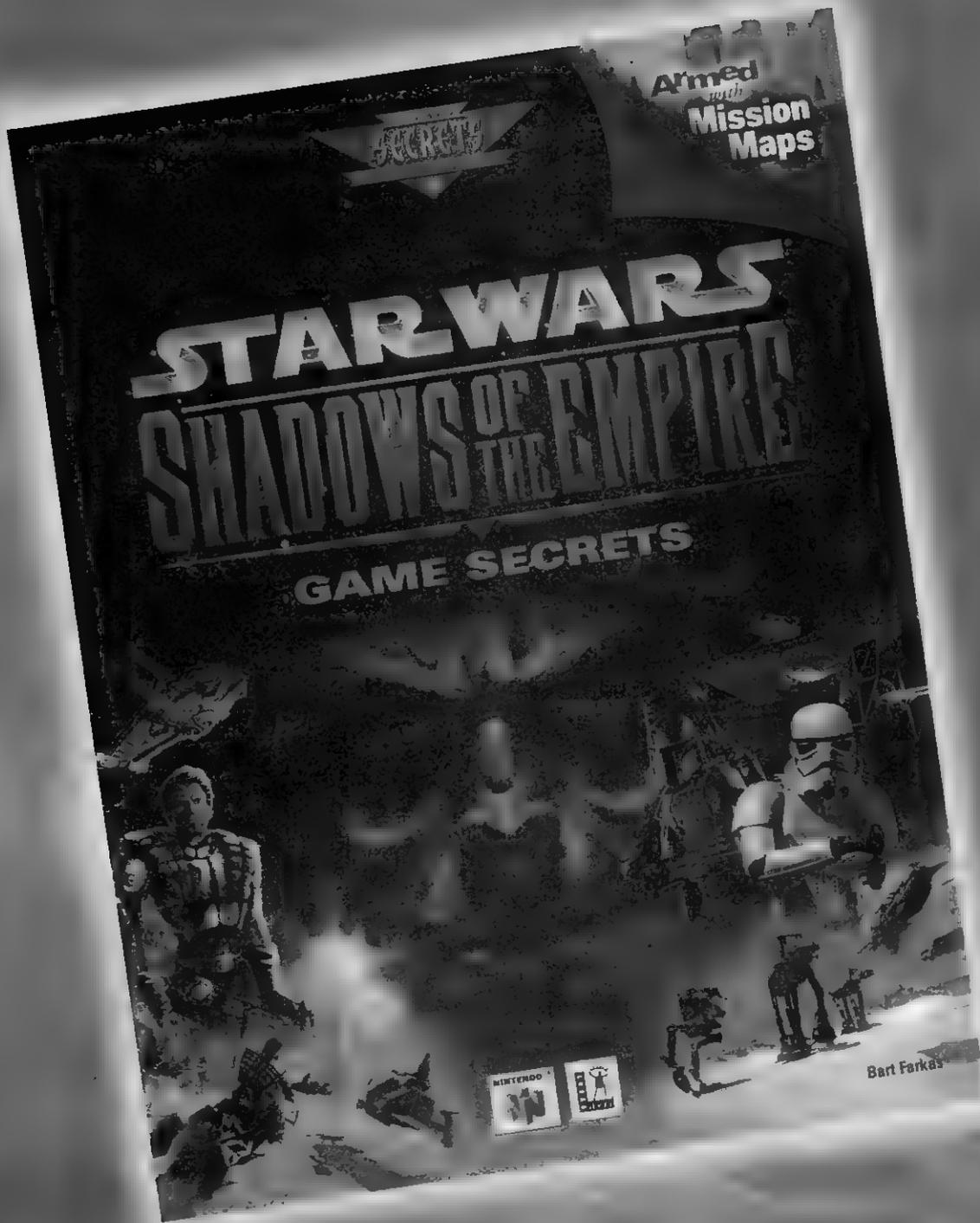
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