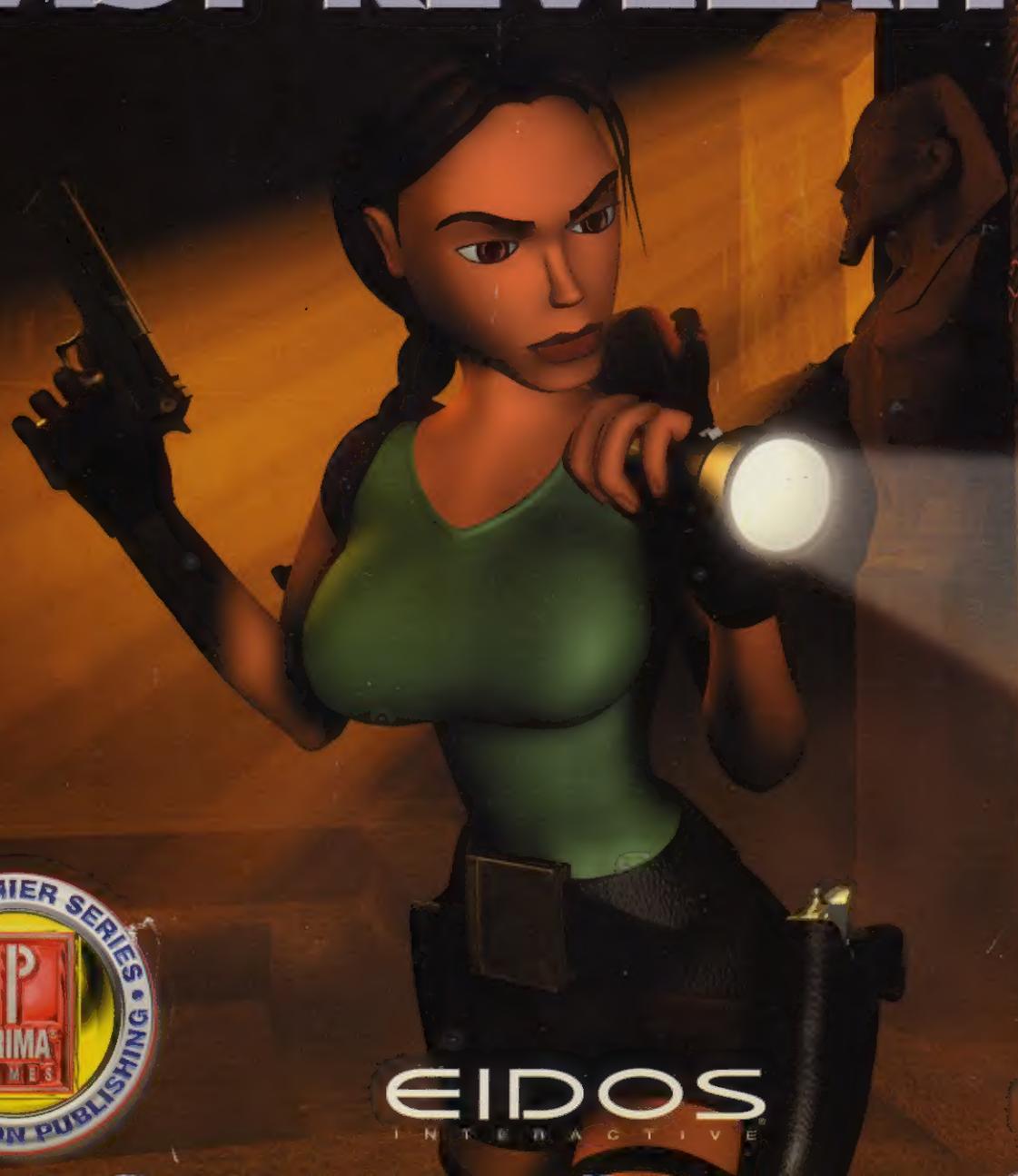


PRIMA'S OFFICIAL STRATEGY GUIDE

TOMB RAIDER

THE LAST REVELATION



EIDOS
INTERACTIVE



U.S. \$14.99 Can. \$17.95 U.K. £9.99

Electronic Entertainment

TOMB RAIDER THE LAST REVELATION

We reveal it all!



A thorough, step-by-step walkthrough of the entire game.



Over 2,000 full-color screen shots describe all of the action in glorious detail.



All the moves, weapons, and items—including “combining” abilities.



We follow every move Lara makes, through every area, in this massive adventure and bring you to the climactic ending.



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Platform: PC & Sony PlayStation



TOMB RAIDER

THE
LAST REVELATION



Prima's Official Strategy Guide

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Franklin Vasquez	Daniel Franklin

In addition, our special thanks go to Mike Schmitt, who has been with us through all four of our Tomb Raider books, Chip Blundell, Rob Dyer, Dave Cox and Paul Baldwin. All of these guys have been in the trenches with us at one point or another over the past couple of years and we appreciate their trust and confidence. We hope you have fun playing the Last Revelation. Is it, really?

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WHO IS LARA CROFT?

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth, in 1965. She was privately tutored from age 3 to age 11, whereupon she attended Wimbledon Girl's High School in Surrey, England. At the age of 15, she showed a brief interest in archaeology and was introduced to the subject by the renowned adventurer, Von Croy, whom she accompanied on an expedition to Columbia. Von Croy never returned from the trip, however, and the undisclosed incident which led to his apparent demise also ended Lara's interest in archaeology. She returned home to graduate from high school, a boarding school, and finally a Swiss finishing school which she left at the age of 21.

Lara's marriage into wealth had seemed assured after her father arranged for her to marry the Earl of Farrington. However, on her way home from a skiing trip with her fiancée, her chartered plane crashed deep in the heart of the Himalayas. Although Lara was the only survivor, in a way she died too — the woman who learned to stay alive for two weeks in the hostile wilderness before emerging from her ordeal was not the same sheltered Lara Croft who had originally boarded the plane.

Back in upper-class British society, Lara was unable to stand the claustrophobic and suffocating atmosphere. She realized that the only time she had felt truly alive was when she traveled alone and depended upon her wits to survive. With her wealth and connections behind her, over the following eight years she was able to acquire an intimate knowledge of ancient civilizations across the globe. Her father, however, soon disowned his prodigal daughter and cut her off from the family fortune. Lara turned to writing to fund her trips. Famed for discovering several ancient sites of profound archaeological interest, she made a name for herself by publishing travel books and detailed journals of her exploits.

Prima's Official Strategy Guide

TOMB RAIDER

THE LAST REVELATION

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THE WORLD OF TOMB RAIDER

If you are new to the world of Tomb Raider, one thing you might be surprised about is the amazing level of control you are given over the character. Just about every kind of movement you can think of — walking, running, climbing, jumping, swimming, and crawling — can be performed at the touch of a button (or two). Before you get started on your adventure, it is a good idea to familiarize yourself with the controls. If you are playing the PC version of the game, please consult your game manual for keyboard and gamepad controls.

GENERAL MOVEMENT

The game takes place from a third-person, behind-the-back perspective. This means that you get to see everything that Lara sees, and by pushing the analog stick or direction pad you can make her move in that same direction. Pushing the pad or stick Up will move Lara forward at a running pace. Pushing the pad or stick Down will cause her to jump backward a short distance, although she will still be facing forward. Pushing Left or Right will cause Lara to turn in place left or right—you've got to press both Up+Left or Up+Right in order to get Lara to veer to the left or right while running.

WALKING



Probably the most important thing to remember is that Lara's natural inclination is to run—wouldn't you do the same in her situation? The problem is that, while you are running you might run straight over an item you wish to pick up. More importantly, while she is running, Lara won't stop at cliffs but will go straight over the side. Sometimes you need to slow down the pace! In order to make Lara walk, hold down the R1 button and move the stick or pad forward. While walking, Lara will stop at the edge when she comes to a drop. This will also help you to move directly over an item so that you can pick it up with the X button.

SIDE STEPPING



At times, you may find yourselves slightly to the left or right of a lever, button, ladder, or other object you wish to manipulate. Hold the R1 button and press either Left or Right and Lara will side-step in the direction chosen. This will help you to line up more accurately.

CROUCH/CRAWL



By hitting the L2 button, Lara can crouch and duck behind objects and crawl through small openings. When jumping to grab the edge of a small opening, hold down L2 to pull Lara up into the opening.

SPRINTING



Although Lara runs pretty fast, there may be instances when she will need to run even faster! While moving forward, press and hold the R2 button and Lara will sprint. If you press the jump (Square) button while sprinting, Lara will do a forward roll. Keep in mind, however, that she cannot keep up the quickened pace indefinitely. A bar will appear on the screen to show you how much longer you can sprint before Lara will return to her normal run. You'll have to let go of the R2 button, then hold it down again before you will be able to run like the wind once more.

ROLLING



When you need to perform a 180 degree turn in a hurry, pressing the Circle button will cause Lara to roll and face the opposite direction. This move can also be performed underwater, which is handy if you have just pulled a switch and have a limited amount of air to reach your goal. You can also press the Circle button immediately after jumping forwards. Lara will turn around in mid-air so that, after landing the jump, she will now be facing the direction she came from.

LOOKING



Holding down the L1 button and then pressing one of the direction buttons will allow you to look around the room. Lara will pause in place and the camera will zoom in to give you a better view of the vicinity. This move is essential for spotting doorways and ladders high above your head, as well as for looking into holes and water to determine what may be in there before you climb down into them.



JUMPING

Pressing the Square button will cause Lara to jump. You can jump in place with the Square button alone, or you can jump in any direction by pressing a direction button right before hitting the Square. If you are running when you press Square, you will perform a Running Jump — a longer jump than if you were standing still. If you point the control pad to the left or the right, you will do a standing left or right jump.

CLIMBING



When you reach a ledge you wish to climb to, move forward directly against it and then press Square to jump. Immediately press and hold the X button and Lara will grab hold of the edge. Now push the direction pad or stick up and she will climb up. If there is no room for her to pull herself up, you can use the left or right direction buttons to cause her to shimmy over until you reach a spot where Lara can climb up (or jump down safely). Along with ladders, you will find that certain walls have surfaces covered with ivy or cracks which will allow you to gain a foothold. Use the Square button to jump up or over onto these surfaces and then press and hold X. If it is a climbing surface, Lara will hold on—allowing you to use the direction buttons to help her climb up. Note that you may also be able to shimmy over to the left or right with the direction buttons depending on the size of the surface.

Lara is also able to climb ropes and poles. Line her up within jumping distance and press the Square button. As she is jumping, hold the action button (X) so that she catches the rope/pole. Simply push up on the control pad to move up the pole/rope and down to slide down it.

SWIMMING



While in a body of water, pushing the Square button will allow Lara to swim underwater. You must use the left or right direction buttons to determine which way you will go. Pushing the direction pad or stick Up will cause Lara to rise to the surface, while pushing it Down will cause her to dive deeper. When Lara is floating on the surface, pressing the direction buttons will cause her to tread water in the appropriate direction. The X button will allow you to exit the water at the edge if there is a surface to climb out on. The Square button will send Lara back underwater. Be mindful that, even with Lara's amazing lung capacity, she cannot stay underwater indefinitely. A blue status bar will appear when you are underwater and will slowly empty. When the line runs out, you better make it back to the surface for some air quickly! Otherwise, your health bar will start to empty rapidly until poor Lara drowns.



SHIMMY

There are many times in the Last Revelation where you will need to grab a ledge or wall and work your way around it, from side to side. By holding down the X button and moving Lara with the directional pad, you can move across these surfaces — you can even move around corners!



SWINGING

New to the Last Revelation is a move that allows Lara to grasp ropes then swing from them to another rope or platform. You grab and hold the rope by holding the X button, then use the control pad to get Lara pointed in the desired direction. Finally, you need to use the R2 button to get her forward momentum going on the rope, then hit the Jump (Square) button to release and fly toward the next rope or platform.



ACTION

If there is one button that does almost everything, X would be it! If you are standing over an item, pressing X will let you pick it up. If you are standing in front of a button or lever, pushing X will activate it. If you happen to be inside a vehicle, the X button acts as the accelerator. If you jump to a ledge, holding the X button down will allow you to hang on the ledge and climb up (by pushing the direction pad or stick forward), or hang from a suspended rope, etc. If you are in front of a door that can be opened, X will do it. More importantly, the X button fires your weapons once they have been drawn from their holsters.



GRAPPLING

Lara also has the ability to hold on to ceiling surfaces, then traverse them hand-over-hand. Simply hold the X button, then use the control pad to move her in the desired direction.

USING ITEMS



Pressing the Select button at any time during the game will bring up your Inventory. Items such as Health Packs, Flares, or Artifacts may be used by selecting them with the left and right direction buttons and then pressing the X button. If the object you have selected cannot be used where you are trying to use it, nothing will happen and the item will remain in your inventory. Many items can only be used once — they will disappear from your inventory after they have been used.

While you are in the items menu, the game "pauses." So, even if you are in the midst of a heated battle, you can press the Select button, choose a Health Pack, use it to refresh your energy, and then return to fight the good fight.

WEAPONS



As with the items, pressing the Select button at any time during the game will bring up the menu where you may choose which weapon you wish to equip yourself with. Just make sure that you have ammo remaining for the weapon you've chosen! When you return to the game after equipping a weapon, pressing the Triangle button will draw your weapons from their holster. As I mentioned earlier, the X button will allow you to fire the weapons. You can run and jump while holding and shooting weapons, but you cannot activate switches, pick up items, or perform other moves. You'll have to press the Triangle button again to holster your weapons first.

VEHICLES



If you've found a vehicle and you've got the key, walk up to the driver's side (Lara has learned to go to the left, even though in England it's on the right) and push the X button. Once inside the vehicle, the X button will act as your accelerator. If you need to shift, R2 puts the vehicle in Reverse and R1 puts it into Drive. In the case of the motorcycle, the R2 button will give you a Nitrous Boost, once you've found the appropriate equipment and installed it on your bike. Keep in mind that you can sustain damage while driving, so don't try anything reckless! Use the Square button to brake. In order to get out of a vehicle, press the Circle button. You can only get out on the driver's side, so be careful what you park near!

WEAPONS AND ITEMS...

AND OTHER STUFF YOU NEED TO KNOW BEFORE YOU BEGIN

There are a number of weapons that Lara has at her disposal in the Last Revelation, and a number of useful items that she needs to take with her on her journey. The following is a listing of all the good stuff that you can find and use.

WEAPONS



PISTOLS: It all begins and ends with the Pistols. Lara has an unlimited supply of ammunition to go with these babies and she begins the game with them. Most enemies can be killed with these, even though you may have to get off hundreds of rounds to take care of business.

UZI: The Uzi can rip an enemy to shreds in a matter of seconds. You will want to make use of the Uzi when you are in a fight with multiple enemies at once.



REVOLVER: The Revolver is a powerful handgun, made even more so by Combining it with the LaserSight attachment (found in Part IV, in Alexandria). You will use this for specific target shooting a lot in Last Revelation. When the Lasersight is equipped, the L1 button will bring up the first-person targeting mode. While holding L1, you can use L2 and R2 to zoom in and out on a target.

SHOTGUN: The Shotgun is an extremely powerful and messy weapon. Ammunition comes in two flavors — the red boxes contain Shotgun Normal Ammo and the blue boxes contain Shotgun Wideshot Ammo. The names really say it all; the Wideshot gives you the ability to spray shot in a wider arc.





GRENADE GUN: The Grenade Gun causes massive damage and should not be used in close quarters. It is great for shattering the bones of a skeleton, which would otherwise require a Revolver/Lasersight shot to the head to stop. There are three types of ammunition available for the Grenade Gun: Grenade Normal Ammo, Grenade Super Ammo, and Grenade Flash Ammo. All three of them are lethal and effective. The Flash Ammo will temporarily stun any enemies on screen.

CROSSBOW: The Crossbow is kind of Lara's boutique weapon — it really doesn't do anything better than any other weapon, but it is really cool to use. There are three types of ammunition available for the Crossbow: Crossbow Normal Ammo, Crossbow Poison Ammo and Crossbow Explosive Ammo. The Crossbow Explosive Ammo gives the weapon capabilities similar to the Grenade Gun.



ITEMS



BINOCULARS: The Binoculars allow Lara to get a close-up view on things she wouldn't otherwise be able to see or read. They are very useful in some of the later levels of the game, particularly in Part VI.

FLARES: We cannot stress enough the importance of finding Flares in THE LAST REVELATION. There are a number of levels that are on the dark side and Flares serve to light-up the immediate area around Lara. Always keep your eyes open for them as you move through the game.



MEDI PACKS: Medipacks come in both the Small and Large varieties. They will return Lara to health when she is suffering from gunshot wounds or a nasty fall or attack. If Lara is poisoned, you will have to use the Medipacks to return her to FULL health to get rid of the poison. Otherwise, her health meter will continue to go down. Collect all of the Medipacks that you come across in the game — you will need them!

LEVEL SPECIFIC ITEMS: In addition to the basics, there are a number of useful items that you will pick-up as you move through the game. These include: the Crowbar, which you pick-up on the Desert Railroad and use from that point forward, a number of pieces of Armor, Black Beetles, a Music Scroll, the Amulet of Horus, and others too numerous to mention. Many of these items can be Combined in your Inventory with others to create items that you need to aid you in your journey. Consult the walkthrough for locations of these items and information on Combining them.

OTHER STUFF YOU NEED TO KNOW

SECRETS: All experienced TOMB RAIDER players are used to looking for Secrets. In THE LAST REVELATION, things are a little bit different. This time around, you do not NEED to find all of the Secrets to complete the game or get a bonus level. They act more as challenges and can give you some needed weapon, ammunition or health pick-ups. There are a total of 70 Secrets that can be discovered throughout the game. A word of caution; Because of the way that THE LAST REVELATION is constructed, there are many times in the game when you need to go back and forth between areas. There are also many times when you will leave an area and you CAN'T go back. A perfect example of this is the Desert Railroad area. Here, you are taking a train ride that bridges the end of Part III of the game with the beginning of Part IV. Once you get on the train, you cannot go back. So, if you missed Secrets in the first three parts of the game, you will not be able to go back and get them.

INVENTORY: Make sure you check your Inventory often — you never know what you might find. If an item can be Combined or Separated with/from another item, it will say so in your Inventory. Many times, the Items you need to Combine are found right next to each other in an area. Try to Combine things that seem useful....There is no penalty for trying!

COMPASS: Another critical part of the Inventory is the Compass. You will not be able to find your way around THE LAST REVELATION without it. We refer to the Compass constantly in this book, so make sure you know how to use it!

GET GOING!

Well, that's all you should need to know to get started. Have fun and let's find out what this Last Revelation is going to be!



TRAINING LEVELS



The initial levels serve the same purpose as Lara's estate did in the past three *Tomb Raider* titles—they act as a sort of “training ground” to introduce us to the various moves—new and old—which Lara can perform. By the time you have finished them, controlling her will become second nature. These levels also serve an important function relating to the storyline of the new game. They show us Lara as a teenager and introduce us to her mentor, Verner Von Croy, who plays a pivotal role in the rest of the game.

ANGKOR WAT



Who's the man in the hat? Could it be? It is! The world-famous archeologist and adventurer...



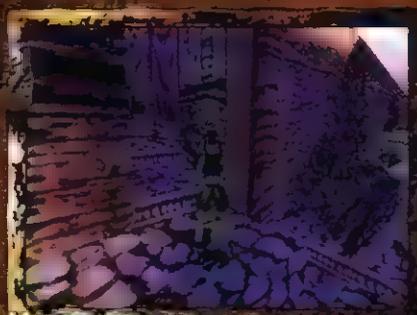
...Verner Von Croy! In this level, which takes place in the recent past (15 years ago), he will act as our mentor and teach us all the various movements we can perform.



Throughout the game, the size of the screen will often change from a narrower cinematic view to a normal television view. This lets you know when a cut-scene has ended and control of Lara has returned to us. When this first happens, follow Von Croy toward the steps.



Von Croy will warn you of the dangers ahead. As he says, we'll want to stay close and follow his instructions. Well, most of the time anyway! Here, for instance, there is a secret to obtain before we go after him.



On the left side of the set of stairs is a Golden Skull. Either run over to it or push forward and hit the Action button at the bottom of the stairs to climb up. Stand over it and press the Action button to pick it up. Use the Walk button in order to line yourself up with items you wish to acquire.



Head forward into the next room where Von Croy is waiting. He offers some more advice before heading down the next group of stairs. Pretty grumpy guy, isn't he? Follow him, but don't pass him by when he reaches the next area of stairs.



Yikes! Spikes! Good thing we waited for Von Croy to deactivate the trap for us or we would have been Lara shish kebob! When Von Croy takes off, continue to follow him into the next room.



At the ledge, Von Croy will tell you how to jump across. Before you do, use the Look button to check out the water below you. Notice anything? Hop down and pick up the Golden Skull, then make your way out of the water and up the stairs to the left or right.



Once back at the ledge, make a Standing Jump across it. Head around the block in the next room until you are once again united with your mentor.



A Wild Boar will attack in this next room. Let Von Croy deal with it—after all, he has a knife and you don't! After he has made pork chops of the hog, he will continue into the next room. Follow him through the doorway.



Follow Von Croy into the next large area. He will explain the finer points of jumping, giving you an opportunity to make some leaps of your own. Use the Walk button to reach the first edge, then do a Standing Jump. In the air, hold Action down and you will catch the next ledge.



With Action held down, push forward and Lara will climb up. Piece of cake! This next gap is wider, though, so we will have to do a running jump this time. First, use Walk to reach the edge, then quickly tap backward. Lara will take one step back.



As soon as you press forward, Lara will start to run toward the edge. As she does, press the Jump button then quickly press and hold the Action button to catch the ledge. Push forward and she will pull herself up. Congrats! You just pulled off a Running Jump with a Grab.



Von Croy will cross a walkway over the last little waterfall. Don't follow him just yet. Instead, go to the left edge of this walkway, turn around, and tap backward holding the Action button. Lara will drop and hang. Release the action button and she will fall gently to the ground.



Under the walkway you'll find a Golden Skull. Take it, then turn around and head left across the ground floor of this main room. At the far end you'll find a ramp which will take you back up to where we first entered this area.



Remember the jump sequence? Good, because we've got to do it again. Do a Standing Jump with a Grab at the first gap and a Running Jump with a Grab at the second. This time, cross the walkway at the far end and take a left until you catch up with Von Croy.



He will explain how to shimmy. Move forward until you are directly against the wall. Jump, then press and hold Action to grab the edge. With Action held down, move right and Lara will shimmy her way across. As long as you hold Action, she will not let go.



When the crack opens up into a larger space, you will be able to pull yourself up by pressing forward. Do so, then head down the hall and take a right. Take a left at the corner and head straight to the end. Don't let the changing camera angle throw you off! The controls for movement are the same.



Von Croy tells you how to drop down. I already mentioned this to you when we found the last secret. Get to the edge of the drop, turn around, and tap backward while holding Action. Lara will drop and hang. Release the Action button and she will fall to the floor.



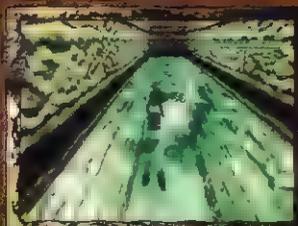
Now turn to your left and reach Von Croy, who decides that you will swim across to activate the bridge while he stays nice and dry. I guess it's good to be the mentor! Jump in the water, using the Swim button to propel yourself forward and the left and right direction buttons to steer.



Straight across and to the right of where you jumped in is an underwater passageway. Enter it and swim to the left until it comes to a dead end.



A Large Medi-Pak and a Small Medi-Pak await you. Use the Action button to pick them up while you are floating over them.



Do a Roll Turn to turn around and head back out. If you are running low on air, you can surface in an air pocket in the long part of the passageway before continuing. Make your way to the large area outside where the waterfall is located.



In the very center of the deepest part of the pool you will find another Golden Skull. After retrieving it, resurface.



Von Croy will talk to you and tell you how to move across the surface of the water by using the directional buttons. Make your way directly across from Von Croy, and use Action to pull yourself out.



Climb the ledge to your left and walk over to the lever you'll see in front of you. Get directly in front of it and then press the Action button to lower the bridge. Von Crox will walk across without a word of thanks. Follow him through the corridor to the right where he will unlock a door.



Continue around to the right after him. After a little small talk, walk straight up against the ladder on your left. Jump and hold the Action button to catch on. With the Action button held down, push forward and climb the ladder to the top.



Walk to the right side of the lever in front of you and pull it. Return to the ladder, turn around, and Hop backward while holding Action. Lara will catch the ladder. Push down to cause her to descend.



Here's a tip for you thrill seekers: if you don't mind risking a fall, you can release the Action button while heading down a ladder and then press it again before she falls too far. Lara will drop and catch the ladder each time you do this, making her way down much more quickly.



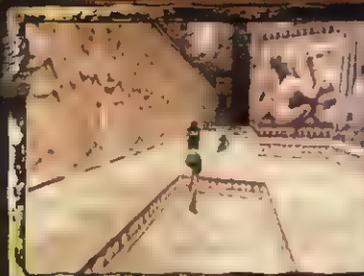
At the foot of the ladder, take a left and head up the stairs after Von Crox. He certainly seems to be in a hurry! At the very top of the stairs you will find yourself facing a long drop. Good thing you were a monkey bars champion in school!



Here's how to swing: Jump and then press and hold the Action button to grab an overhead surface. As long as you keep Action held down, Lara will hang from the ceiling. Use the direction buttons to maneuver. In this case, push forward to head across after Von Crox.



You can always Look while you are hanging, but don't let go of the Action button! Although you cannot see the ground under you, there will almost always be a surface to drop down onto when you reach the end. After swinging forward as far as you can, let go of Action.



Follow Von Crox up and around to the left. You'll encounter a couple of Wild Boars in this area. Since you are unarmed, let Von Crox do the dirty work for you. Von Crox? Now where did he go? Better escape the hogs and run after him around to the right.



In this second area, Von Crox will open a door. Instead of following him inside, continue to the right. In the far corner you'll find a Golden Skull. Take it in a hurry before the Boars cause you damage. Turn around and return through the doorway. Von Crox may dispatch the Boars for you.



Continue forward, heading down the steps all the way to the bottom. Enter the doorway which is flanked by two guardian statues. Spooky!



Take a right and you'll find a Golden Skull next to the right-hand pillar. Continue through the room and out the back doorway, past the skeleton of the poor sap who got skewered by a trap.



In the next room, Von Croy gives you a new assignment—opening the giant door from the inside! Move ahead and to the right to face the hole at the bottom of the wall. Hold Crawl, then press forward and you'll enter the crawlspace.



Take an immediate left and continue crawling forward until you come to a Golden Skull. Pick it up, turn around, and crawl back to the main passageway, taking a left and then a right until you enter a large room.



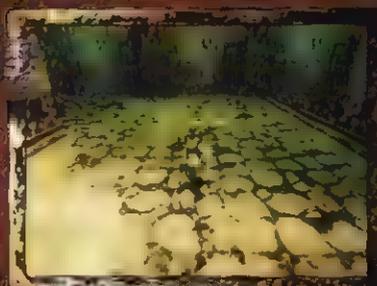
We lose control of Lara temporarily, but here we learn the origin of the backpack she always wears. It seems she took it from the bones of an unlucky adventurer. And I had always thought she bought it at the local Gucci outlet!



When control returns to us, make your way to the lever to the left side of the skeleton. Pulling it will cause the large door to roll open. Head back outside through the crawlspace to where Von Croy is waiting.



Run down into the darkness, turning right to follow Von Croy. You'll be shot at as you traverse this next area, so when you reach the ground floor Sprint through it. Pressing Jump while Sprinting will cause you to perform a Forward Roll—do this when you reach the nearly-closed door at the end.



If you didn't time your Forward Roll correctly to make it under the door, don't sweat it! You can always drop and Crawl through instead. While it doesn't look as "cool," it sure is easier to do.



Take a left up the hill into an open area where Von Croy awaits. Looks like we are getting closer to reaching our goal.



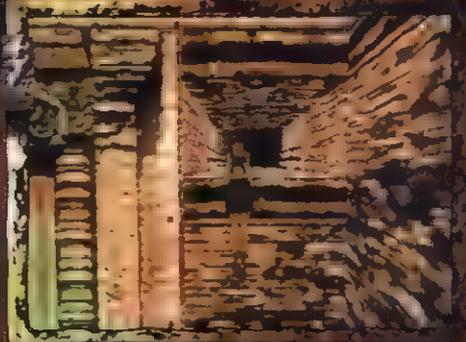
Right above where you entered, in the corner of the walkway, is a Golden Skull. Get up on the walkway to the left or right and head back there to pick it up. Once it's in your possession, follow Von Croy up the small stairs where you see the torches.



Inside this next room, Von Croy tells you that one passage is for the virtuous and another is for the heretical. The door he opens will depend upon whether you obtained all eight secret Golden Skulls or not. No matter which one opens, follow him down the stairs and into a large room with another rolling door.



Take a left, and Climb up to the walkway on the edge of the room. If you didn't notice it already, Von Croy will tell you about a passageway above you in the far corner.



Press forward or Jump and hold Action to hang. The space is too small to stand up in, so you'll have to hold Crawl and press forward to enter the crawlspace. Follow it out, stand up by releasing Crawl, and head to the right on the second-floor walkway. Watch your step up here!



Walk forward until you can go no farther. Fortunately, there is a rope in front of you. Ready for some action? If you didn't get all of the Golden Skulls, there will be a pool of water below to break your fall. If you took them all, you've got no safety net!



Line yourself up in the middle of the walkway facing the rope, hop backwards, and do a Running Jump with a Grab (hold Action). Lara will catch the rope in midair! Whew!



While on the rope, press R2 on the backswing to Swing with momentum. When you are over the ledge on the other side of the room, Jump down off the rope and land on the walkway.



Turn to the right and pull the lever in front of you. The large rolling door will open down below.



Instead of using the rope again, we can Drop Down off the ledge to the ground floor. For those who want to show off, you can also dive into the pool by holding Walk at the edge of the ledge and then taking a Forward Jump. It goes without saying that you shouldn't dive if there is no pool below....

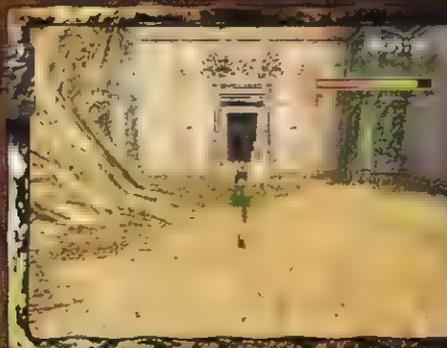


Von Croy will be waiting for us when we get down. Ladies first! Head down the hole into the darkness....

RACE FOR THE IRIS — NORMAL



J If you didn't recover all eight of the Golden Skulls from the last area, why not? Didn't I just tell you how to find them? No matter! You will get the easier of the two race courses.



J Run straight out of the mouth into the doorway ahead. Turn right, then take a left and another left up the stairs.



J Jump right when you come to the first gap—you don't have to stop running if you time it correctly. On the other side, climb up the ledge then run forward and jump the next gap. If you fall into the pit, look for an ivy-covered hole in the wall which takes you to the next room.



J After you head through the arches, the camera will shift to an overhead perspective. Don't let it throw you off! Turn to the right and run straight off the ledge and head forward through the door down below.



J If Verner reaches the room ahead of you, he will close the door behind him. You'll have to jump and climb the ivy to the left side of the door and drop down into the next room.



J Climb up the opening to the right and continue down the hallway which weaves to the right and left before heading left up a ramp. The upcoming jump is the longest one you'll have to make, so get ready!



J While running, hit jump and get ready to grab the opposite ledge and pull yourself up.



J If you miss, the fall won't be fatal—but you'll lose time making your way to the corner block to climb back up out of the pit.



J Enter the doorway and take an immediate right into the next room. Head through it, turning to the right at the end until you come to a hanging walkway. You can jump and hang and then swing your way across...



J ...or you can also ignore the monkey bars altogether. Run forward into the pit, jump over the tree stump, and jump and hang to climb up the wall at the far end. This may save you a little time.



J This next room is difficult only because it is barely lit. The rock piles form "stairs" against the back wall. Head for the pile to the far left side of the room. Climb up the first block, Jump and Hang and Climb up to the highest block, then do a Roll Turn.



J Run forward (toward the camera) and press Jump to reach the upper walkway. Turn to the left and make an angled Jump across the next gap, then head across the bridge to the final section of the level. If the door is closed, find a hole in the wall to the right and use Action to open it.



J You'll have to zig and zag through this area—right, left, right, right again, and finally left before reaching the end. Don't run at full speed or you will likely hit a wall.



J At the very bottom, Lara will enter a room with a glowing globe. You'll lose control of her, so sit back and watch the story unfold.



J If you beat Von Croy into the room, the cut scene will be slightly different than if he reaches the Iris first. In either case, Von Croy will ask Lara to help him. Mindful of the curse, Lara is hesitant.



J Reluctantly, she agrees to help. Von Croy heads across a bridge for the treasure, but as he reaches it the area is rocked by an earthquake. At least, I hope it's just an earthquake...



J With Von Croy seemingly trapped inside, Lara has no choice but to make her escape by diving to safety.



J A computer graphics scene signals the end of this level. Like sands in the hourglass...I mean...like the shifting desert sands, we shall soon find ourselves in another time and place.

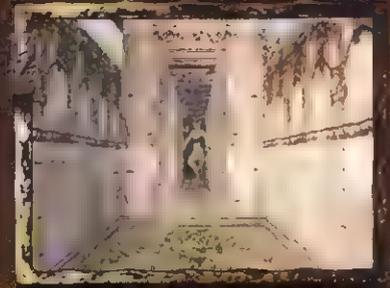
RACE FOR THE IRIS — DIFFICULT



So you've recovered all 8 Golden Skulls, huh? Apparently, for our heresy in trying to remove the treasure from the temple, we will find a much more difficult route to the Iris. Although it is simply a matter of knowing which way to turn and when to jump, there are spike traps here that will kill you!



When control is returned to us, Run to the Northeast (left) after Von Croy. You'll make a quick right turn in the corridor—get ready to do a Running Jump!



Just as the gray stone corridor ends, take a Running Jump to leap over the first pit. If you timed it correctly, and didn't step outside the corridor before you jumped, you should be able to land and then do another Running Jump over the second pit.



If you don't want to risk it, Walk to the edge, Hop back, and then Run and Jump over the second pit instead. You will lose time, but better late than dead! Keep running straight ahead once you've landed on the other side of the second spike pit.



You've got to do another Running Jump over the next pit. As before, Jump when you reach the end of the stone corridor—but this time get ready to Grab and Hang. There are no spikes below, thank goodness. If you don't reach the ledge, you will at least catch the ivy and can Pull yourself up.



Head right inside the next room and take a left. Continue through the next door (if closed, it will open as you approach) and take a right toward the long bridge. Don't stop running but continue across the bridge as fast as you can! Get ready to make two Jumps.



When you reach the end of the bridge, you will start to slide down toward some spikes. Stop running. Immediately jump forward and you will land safely...on another sloping block leading to more spikes! Jump forward immediately once again to clear the second set and enter the corridor.



Take a left and climb, or, from the left side, jump right and then jump forward over the pile of rubble blocking your way. The water up ahead may look refreshing, but ignore it. Just past the rubble is a doorway to the East (right). Enter the darkness and take a right to find yourself at a bridge.



Sprint across the bridge and stay to the right as you head through the next corridor. That is, assuming the bridge is still present...



If Von Croy reaches the bridge far enough ahead of you, he will cut it loose. You'll have to drop into the water below and swim through the crawlspace until you can pull yourself out of the water up ahead.



Take the pathway across the water without falling in. You can jump to cut corners if necessary. Exit through the open gate and follow the corridor ahead to the left until you come to a spike pit.



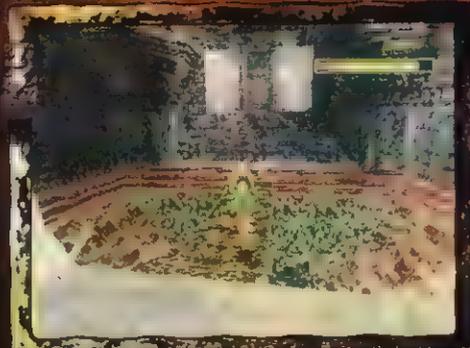
If the gate on the other side of the water is closed, turn to the right and head to the corner. Climb up two blocks and run to the right around the upper pathway. You'll end up joining the long corridor just ahead of the first spike pit.



You'll have to take a Running Jump across the pit. Pull yourself up on the ivy. To cross the next pit, don't jump while inside the corridor but wait until you are right at the edge.



The spikes in this second pit are much closer to the far wall. If you don't jump far enough, they will cause you damage while you are hanging on the ivy until you can Climb out of their way. Use the Medipack if necessary. Take a left in the dark corridor ahead.



Climb up through one of the two openings and enter the next room. If Von Croy cut the bridge, use the rope to swing across. Otherwise, Run across the bridge and again Climb up through one of the two openings. Take a left turn once you've gotten through.



Take an immediate right through the stone corridor, winding to the left and out to the other side near the giant stone head. The camera will zoom away from Lara, making it difficult to see which direction she is facing.



Turn to the left to go around the giant stone head and then turn right and enter its mouth. If you accidentally fall off the ledge into the area below, use the ivy on the inside wall to Climb back up to the left of the stone head.



Once inside the head, turn right and weave left, right, and left again through the dark corridors. As you head down toward your goal, you will lose control of Lara and a cut scene will play.



If you beat Von Croy into the room, the cut scene will be slightly different than if he reaches the Iris first. In either case, Von Croy will ask Lara to help him. Mindful of the curse, Lara is hesitant.



Reluctantly, Lara agrees to help. Von Croy heads across the bridge toward the treasure, but suddenly the cavern is rocked by an earthquake. At least, let's hope it's just an earthquake! Von Croy tumbles off the platform and is caught by his leg.



As she turns to help, the globe closes up and traps Von Croy inside. Lara has no choice but to make her escape by diving to safety.



A computer graphics scene signals the end of this level. Like the shifting desert sands, we shall soon find ourselves in another time and place.

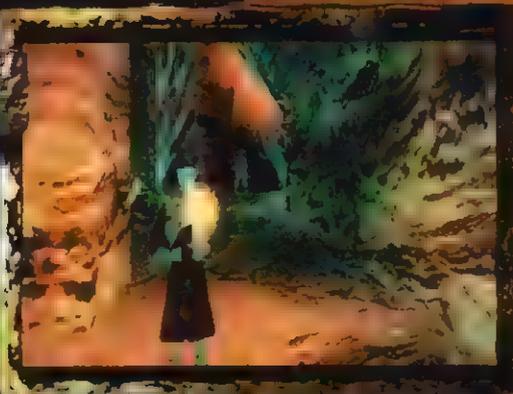


RECOVERING THE AMULET OF HORUS



Lara and her guide are exploring the Tomb of Seth in Egypt looking for the Amulet of Horus. Solving the puzzle of the fire tiles will give you the Timeless Sands. When this is placed in the hands of a statue you find in a room to the south of the Sphinx, sand will empty from the main floor and allow you to climb inside the Sphinx's mouth.

TOMB OF SETH



Fifteen years after our escapades with Verner Von Croy, Lara Croft has indeed grown up. She is now a world-famous adventurer and archaeologist herself. As a "tomb raider," we find her in Egypt exploring the legendary Tomb of Seth. This level will show us how Lara unwittingly releases a great evil, and how she attempts to set things right.



Before following our trusty companion down the hill, turn to the left and Grab the Flares. Turn around and Grab more Flares in the room behind us. Now follow the guide. From here, there is only one way to go—onwards and downwards!



As you move down the hill, you'll notice small impressions in the ground. The first one contains a Shotgun. Take it, and head to the left down into the cavern. Your companion will light torches to help guide our way.



The next impression contains a Large Medipack...and a Scorpion! Draw your pistols and shoot it dead. There will be more danger ahead, so you might not want to holster your guns just yet. Lara will automatically lock on an enemy when it appears.



Suddenly, the camera shifts to the point of view of someone...or something...else! And it's coming your way! Gee...do you think it will be friendly?



Dispatch the Wild Jackal with your pistols. Bad dog! No biscuit!



Before we enter the tomb, we will want to check out a lit area to our North. Jump over an impression in the ground and take a right until you find yourself between two rock ledges.



Walk up on the highest ground possible and then jump and Climb up to the corner of the left ledge. You'll hear the melodic "secret sound" and score a Small Medipack for your trouble.



Head back down the hill toward the entrance. On the ramp leading to the tomb you'll find a Large Medipack.



Enter the the tomb and continue down the stairs following your guide. He needs a name-let's call him Sahib. Doesn't talk much, does he?



The door ahead of him is locked, and the one behind us closes as well. Before we attempt to open them, take out your pistols and blow away two pesky scorpions that come after you.



Did you notice the square holes on the wall? Approach the hole to the left of the locked door and use Action to reach inside. Lara will trigger a mechanism that fills up a room with sand. The hole in the wall directly opposite contains a Large Medipack. Take it, then head down the open passageway to the North.



Now that the room is full of sand you can walk across easily. On the left pedestal is an Eyepiece. When you take it, you'll be shown that the locked door upstairs is now open.



Don't forget to take the Small Medipack from the right pedestal before returning to Sahib.



Make your way through the door to a large room with some sort of stone altar in the center. Sahib will head down the stairs and enter a room behind it. Follow him, but don't get ahead of him.



Now you know why! There was a blade trap waiting for us which our buddy has now disabled. We owe you one, Sahib!



At the other end of the room is a pedestal with a second Eyepiece you'll need to obtain. Take it and leave the room.



In the inventory menu, select one of the Eyepieces and use "Combine" to graft it to the other Eyepiece. You've now created the Eye of Horus.



Before we use the Eye of Horus to open the door upstairs, let's detour for a secret. Climb the stone in the center of the room and make your way directly under the rope. Turn left or right until Lara sees a doorway that is glowing with blue light. Jump and Grab the rope and she will start to swing.



Use the R2 button to gain momentum on the rope. When you are high enough, Jump off the rope and land in the doorway of the room we spotted. Enter it and you'll hear the "secret sound." Turn to the right and Jump and Hang from the ledge. Whatever you do, don't pull up yet!



Use the look button to get a view overhead. In a few seconds, you should spy a device with some nasty spikes on it making a circuit around the room.



As soon as it passes overhead, Climb up and run forward as far as you can. Take a standing jump into the small alcove on the right side, and then Crouch (L2).



When the spikes have passed overhead again, Climb up and grab the Small Medipack on the next ledge. Then quickly Hop backwards before the spikes return. Hop backwards again and Lara will slide. Continue Hopping backwards until she lands near the opening of the secret area.



The rope is out of reach, so turn around and Hop backwards yet again and you'll slide safely to the ground. Head to the opposite side of the chamber.



On the wall here is a receptacle for the Eye of Horus. Use it, and the door will open for us. Oh, and you might want to have your guns at the ready...



More Wild Jackals attack us here. Do an "Old Yeller" on them, and then Run or Climb your way up to where they came from.



A cut-scene will show us a panoramic view of a giant Sphinx head. Wow! I wish we had brought our camera! No one's going to believe this. Isn't this cool, Sahib? Sahib? Hey, where is he going off to?



Before following him, drop down to the right between the stairs. You'll find Ammo Clips here. Climb your way out, or Walk around, and head back to the left.



Between the stairs on the other side you'll find a Small Medipack. Now head South until you find a doorway and Walk through the opening.



Sahib is here. He lights the oil on the water with his torch, causing the door on the other side of the room to open. Follow him down the steps until you reach an intersection. He will take a left, following the brightly colored passageway lined with figures.



We want to go to the right into a glowing green area instead. Drop into the hole in the ground and retrieve a Small Medipack and then climb out.



Make your way forward into a large room with a statue ahead. We can see that there is a gate blocking Sahib's way. How are we going to let him in?



To the North of the room is a doorway. Wind your way around until you reach a room at the top. There is a chain in front of you, and many intricate carvings on the floor.



Pull the chain and the gate below will open, allowing our guide to enter and light the water on fire.



It's puzzle time! Our way back down is blocked, and the treasure at the far end of the room is blocked by a gate. Notice how the fire in the room below has illuminated certain floor tiles? That's our clue!



We want to cross the room landing only on the illuminated patterns. Try and perform your jumps from the center of the squares. Walk around the rope to begin, then do a Standing Jump diagonally to the right. Now do a Standing Jump forward to the illuminated pattern which looks like a Christian fish symbol.



You can jump to the left, or else you can turn to the left and do a Standing Jump forward to the next space. Only one more to go!



Do a diagonal Standing Jump to the right, landing on the space directly in front of the gate. If you hit only the illuminated spaces, the gate will open to reveal the Timeless Sands.



If you didn't hit the jumps correctly, leave the room (without catching on fire) and slide down to the right until you come to a room with another chain. Pulling the chain will open a gate and allow you back up to the room with the illuminated squares, resetting the puzzle in the process. Try again!



Once you've got the Timeless Sands, continue through the next gate until you find yourself on the ground level near the Sphinx. Sahib will be joining us soon—look for him to come down the stairs on the left. He will head down to a room on the left of the Sphinx near the lit torch on the South wall.



Before we follow him down there, head toward the far left of the Sphinx. You will see a closed gate down below, but you can climb up the back wall next to it all the way up to a lever.



Pull the lever and carefully climb back down. The gate will now be opened, and the "secret sound" will chime as you enter. Leave this secret room and head to the left and then right down the passageway after Sahib.



Something sure has our friend spooked! Although he opens the door for us, he then turns tail and runs. Oh well, looks like we're on our own from here on out. Follow the passageway and jump down to the large room.



On the center platform are a couple of treats for us — specifically, Shotgun Shells and a Small Medipack. Take them first, as they won't be there in just a few minutes. Now climb up to the statue at the far end of the room and Use the Timeless Sands.



With the hourglass in the statues hands, the room will start to fill with sand (which is emptying from the room with the Sphinx). Turn around and head back out, circumventing the sand, mindful of the Scorpion which appears. Jump and climb up to the passageway.



With the sand removed, the Sphinx's mouth is now accessible. Stand directly in front of it, then Jump and Hang. Since the mouth is so narrow, you'll have to press the Crawl button (L2) as you pull yourself up into it. Once inside, follow the passageway and slide down into the next level...

BURIAL CHAMBERS



At the end of the slide, we will find ourselves in a small but opulent room. From the looks of things, I'd say we are getting closer to our goal—the fabled Amulet of Horus!



Pull the lever at the end of the room, then do a Roll and run North through the door we just opened.



When you stop sliding, you will notice an object on the ground. Pick up the Hand of Orion, and get out of there in a hurry! Jump forward to the Northwest passageway (in the left corner) before the spikes reset.



Picking up the Shotgun Shells will cause the gate to open—and will also give us credit for finding a secret. Run forward past the statues until you come to more spikes.



Walk, don't run, to the edge just in front of the spikes. As soon as the spikes retract, run forward. You'll make it past them with just inches to spare.



Head down the hallway to the right. Use your pistols to shoot the urn on the left. A Small Medipack is inside. Climb up to get it. Go ahead—you've "urned" it!



At the end of the hall will be another group of spikes. Once again, Walk forward to the edge of the red carpet just before the spikes. When they retract, Run forward. You'll slide down to another area.



J The receptacle on the wall looks like a perfect place to insert the Hand of Orion. When you do so, there is good and bad news. The good news? The spikes on the platforms have retracted. The bad news? The blades have now started spinning!



J Walk to the edge and get ready to do a Standing Jump just as the blade passes by. As soon as you land on the platform, get ready to jump to the left when the next blade approaches.



J If you didn't jump at an angle, you'll land on top of the single column where a Shotgun is our reward.



J Before taking the Shotgun, you may need to jump straight up to avoid the next blade. If you get nicked, use a Medipack to repair the damage. Take the Shotgun and then immediately Jump or hop backwards.



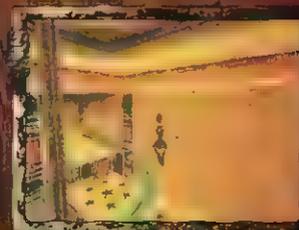
J When you land safely on the ground level turn around to find a Small Medipack in the corner here. Take it and head back to the Northeast corner.



J Jump and pull yourself up back to the room's entrance. We are now back where we started from! But what good is a Shotgun without any ammo? Let's get some shells!



J From the edge, hop backwards. Now do a Running Jump to the platform as the blade passes by. You should land right on top of the Shotgun Shells, but you may need to Jump straight up to avoid the oncoming blades before claiming your prize.



J With shells in hand, hop backwards until you are hanging from the edge. If you are feeling adventurous, you could run and jump over the blades while running along the top.



J As for me, I prefer the safer route—while hanging, with the Action button held down, push to the left or right and Lara will Shimmy along the edges and around the corners.



J Shimmy your way around two more corners until you reach the Southwest part of the room. The exit is right behind us. As soon as a blade passes overhead, climb up.



Without hesitating, do a backwards jump. Lara will flip over and land perfectly in the next passageway. Ta-da! A perfect landing! Judges?



Make your way up the passageway, climbing over the block, until you come to room with a sarcophagus in the center. A brief cut scene will show you a statue which is the key to the next puzzle.



Turn left upon entering the room. Use a Flare to light your way and you will find a Small Medipack in the Northwest corner. Stay on the outside edge of the room and run around to the Southeast corner until you reach the Shotgun Shells. For now, we want to stay away from the sarcophagus.



Exit the room opposite from where you entered it. Turn the corner to the left and you will come to a small room with sarcophagi on the West, North, and East walls and a statue in the center. There is a Small Medipack on the left side (West). Take it, then drop down into the Northwest corner.



Inside this small space you'll find a Small Medipack and Shotgun Shells. If you had approached the golden sarcophagus in the first room, this secret area would have been inaccessible. It is safe to go back there now, so let's return to the South.



As you approach the foot of the golden sarcophagus, we will temporarily lose control. The cut-scene shows Lara climbing up to boldly remove the Amulet of Horus.



When control returns to us, follow the river of blood which is now seeping from the casket. It leads us back to the room with the statue and three sarcophagi.



The sarcophagi will have opened, revealing mummies inside, but they won't come after us until we approach. For now, keep your distance. Walk up against the right (North) side of the statue and hold Action down. When Lara gets in the ready position, push forward to move the statue South.



See that circular pattern on the floor near the empty sarcophagi? That is where we want to push the statue. You'll have to maneuver around the east and north of it in order to push it into place. When the statue is resting on the circular pattern, a door will open inside the sarcophagi to the North.



J Problem is, the sarcophagi is currently occupied! Lure the mummy out by approaching and shooting at it. It will moan and then come out to chase you. You can't kill it, but you don't have to! Run around it into the sarcophagi instead and through the passageway behind it.



J Drop down into the cavern, drawing your weapons to take out the Egyptian dogs which come running toward you. Perhaps they just wanted to play fetch, but we can't take any chances!



J Head towards the fancy chamber entrance, but instead of entering it take a left turn and wind your way up the dark stone stairs. When you reach a fork in the path, take a left.



J Cross the bridge and enter the chamber up ahead. Two more dogs await you, so get your guns ready. They may look like statues, but as you approach they will spring to life.



J With those head dresses on, the dogs remind me of Max-you know, the Grinch's dog with the tied-on antlers. But I digress... After disposing of them, Climb up to the far end of the room and then lower yourself down the hole.



J Wow! This room is huge. Take a look at where we are going, then turn around and lower yourself down the ladder to the ground. We can't go forward into the spikes, so Climb the block to the right of the grate.



J From the first block, Climb up again and head across the set of three blocks. Jump across to the solo block at the end and then turn to face the center of the room.



J Do a Running Jump over the spikes below to land on the next set of blocks. Walk forward until you are under the side of the block above your head, then Jump and Climb up it.



J Climb the next block and enter the room containing a switch. Pulling the switch will open a gate far below. I guess that means we gotta go back down there!



J Make your way back to where we first entered this large chamber, dropping down and jumping across the blocks wherever necessary.



When you make it to the ground floor, enter the gate which was just opened. There is a lever inside. There is also a lever on the side of a wall. Hmm. That's odd, isn't it?



Pull the lever and you will notice that the entire chamber has turned! In order to exit this room, you've got to jump up to the hole on the East wall. Turn left and head out the hallway. When you reach the end, you'll slide gently to the ground.



There is a hole to the right of you (South). Turn around, hang from the edge and drop into the room below. Pick up the Hand of Sirius and leave out the only passageway to the West. Climb the ladder at the far end, and Climb a block to get out.



Climb the next block, walk to the edge, and do a Standing Jump and Hang. Climb up to the next block. Crawl under the spikes ahead and make your way left to the end of the blocks.



You should be facing south now. There is an alcove ahead we can reach, but if we miss we will slide down the walls to our death on the spikes below. So don't miss! Do a standing forward jump and land in the alcove.



This next part is tricky, because the side we are on has no ladder or climbing surface to lower ourselves down the deep hole. Get to the edge, Hop backwards, and then Run straight off the side. Don't jump, but hold the action button to catch the ladder on the opposite wall.



Climb down and turn around to enter a small room with two sleeping mummies and a chain. Pull the chain to rotate the chamber (which wakes the mummies, by the way). Avoid them like the plague, continuing forward (West) to Climb the ladder. Don't let go of the action button as you reach the top.



You see, the ladder exits on a sloping surface which will send you sliding back down to the mummy room. While holding the Action button, do a Backwards Jump at the very top of the ladder. Lara will somersault backwards and land on the floor of the main chamber. Good job!



Climb the two blocks on the right and insert the Hand of Sirius. When you turn around, you'll notice that a rope has fallen from the ceiling. Line yourself up with it and then do a Standing Jump to grab it.



Swing over on the rope to the South and jump off into the opening. The Scarab Talisman sits on a pedestal here—let's be sure to take it with us!



As you make your way around the pedestal, take out your weapons again—there is another pair of dogs running up to greet us. Warn them off with the business end of your pistols.



A third dog may be waiting for us as we head down the hallway and back out into the cavern. Take a right and head North up the stairs once again. Instead of turning left to cross the bridge, this time we will continue straight ahead.



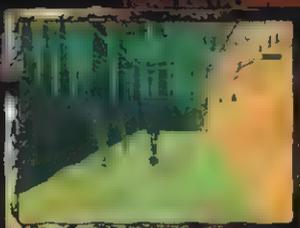
On the right side of the stone stairs is a small area you can drop down into. At the far end, to the left, is a Large Medipack. Take it and Climb back out.



Moving on straight ahead, we'll need to climb the large ladder on the far wall. There are two large urns in the room at the top. Target practice time! Shooting them reveals a Small Medipack and Shotgun Shells.



Climb into the next room that contains two sleeping mummies and the Golden Serpent, and we need it to make it out of this level. No matter what, the mummies will awaken. Avoid them as you jump and climb out to the North.



Look sharp! When we slide down into this next room, spikes will fall down on us from the ceiling! Turn left and immediately start running ahead to the far left corner.



Whew! Made it! Nice Running! There aren't any spikes in the corner here, so you can climb out easily.



Run down the passageway until you come to a large hole. Take the Large Medikit nearby before dropping down below. Make sure your health bar is full, because you may take a little damage. And try not to drop onto the flaming torch, okay?



Recognize this area? It's the main cavern. Head to the East, because we are finally going to enter the chamber on the far side. Climb over a block and you'll find yourself in a sandy room with another mummy who is sleeping on the job.



There are two receptacles on the North wall. The one on the left accepts the Scarab Talisman. The one on the right accepts the Golden Serpent. Neither one of them accepts American Express. Insert the items and you'll find the room filling with sand.



Unfortunately, you woke the mummy again! There is nowhere to go until the level of sand has risen high enough to allow you to climb out. You've got to run in circles for awhile to avoid the mummy's clutches.



Eventually you will see an exit appear in the Northeast corner of the room. Bid the mummy farewell, and Climb out.



Bid the level farewell also. For when we head outside into the warm sunshine, we'll lose control of Lara. Sit back and enjoy the cinema.

VALLEY OF THE KINGS



So we've got the Amulet, but maybe we shouldn't have. From here on out, the game becomes more difficult. You'll have to learn how to drive a vehicle starting with this level, and our enemies are no longer just animals but human beings who will shoot back at us.



Like Sahib, for instance, who gets the drop on us and takes our treasure. Fortunately, a sandstorm helps us recover our weapons. Unfortunately, it also brings along his reinforcements.



When the intro ends, draw your weapons as you step out into the sunlight. Armed thugs will attack you two at a time. You can take them out easier with the Shotgun, but you have limited ammo.



Your best bet is to run in circles around the rock formations in the center of this area. As the henchmen come into view, Lara will automatically lock on them. Shoot first and ask questions later. You'll notice that they drop items, but don't stop to pick things up until they are all wiped out.



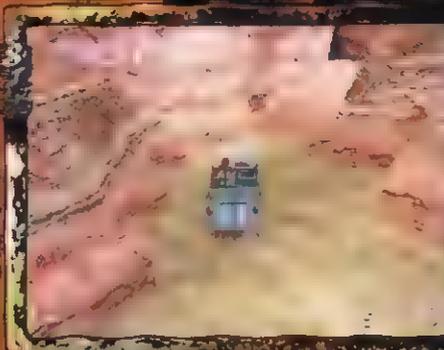
Eventually you will have sent them all to Allah. Meanwhile, you spy our double-crossing, no-good swindler of a guide Sahib heading toward the Jeeps. We're not going to let him get away!



Walk around collecting the Medipacks and Uzi Clips the bad guys left behind when they shuffled off this mortal coil. One of them will have dropped Ignition Keys to the blue Jeep nearby. That's our ticket outta here!



Approach the driver's side of the Jeep and use the Ignition Keys to enter. Although Lara grew up in England, apparently she has learned to drive on the left side of the vehicle. Once you are inside, Sahib takes off in a hurry.



Control the vehicle as you would control Lara with the direction buttons or analog stick. The Action button is used to accelerate, while the Jump (Square) button acts as a brake. You can shift from drive to reverse with the R1 and R2 buttons, respectively.



In case I forgot to mention, Sahib isn't very happy that we are following him. In fact, he will start tossing grenades back at us to shake us off. Unlike in the movies, you can't leap out of an exploding Jeep so try to avoid the grenades as best as you can.



Follow Sahib's Jeep around to the right and then left. There is really only one way to go, so keep driving until you climb the hill at the South end.



At the top of the hill you will suddenly be fired upon by two more thugs. Perhaps now is a good time to tell you that you cannot fire a weapon while driving. You can, however, use your car to run your assailants down like dogs.



You can also use the Circle button to exit the vehicle and take them out with your guns while on foot. Just remember where you parked the car, okay? By the way, it is possible to traverse the level on foot using passageways and climbing rocks. However, this isn't advisable—you'll need the jeep to exit the level.



Drive down into the next dark cavern area until you come to a light at the end of the tunnel. Ahead is a large pit, so be careful! You can either take the ramp on the left at full speed to jump over it...



Or, a better choice, you can take the path on the right which forms a bridge over the gap. This allows you to run over the shooter who is positioned here. Just don't drive too close to the edge!



On the other side of this pit, you'll take a right and head up a long incline. At the very top is another thug shooting at you. Introduce him to your front bumper and don't stop to call 911. Slow down at the top of the hill, because the road is about to end abruptly.



You'll have to turn tightly to the right and then head left across the bridge formation. It's a long way down, so go gentle on the accelerator.



There's a second bridge to the right, with yet another dumb goon standing there shooting at you. At this rate, we are going to find a car wash that can get blood off our grill.



Head down into the cavern and up the hill where the next level awaits. That wasn't so hard, was it?

KV5



Our wild Jeep chase continues into the site of an archaeological dig. There are more bad guys ahead, as well as countless pits for the unwary driver.



At the bottom of the hill, park your Jeep for a moment and get out. Don't block your door by parking too close to the center stone! In this room you can collect two sets of Wideshot Shotgun Shells and a Large Medipack before continuing.



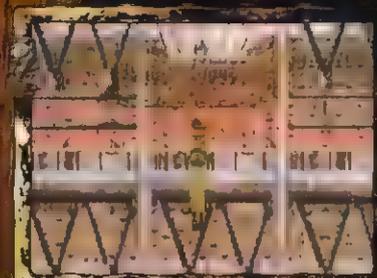
When you re-enter your Jeep, Sahib takes off in his. Follow him, but not too closely—on the way up this large ramp and in the next area, he will be tossing grenades your way.



Pass the statues and drive straight ahead through the small opening in the rock. A sand dune cuts the path in half—to the right is a pit; to the left is a thug on top of scaffolding. Easy choice! Simply drive through the support timbers and send him crashing earthwards. And, yes, you can turn around and run over him.



Leave this area through the hole in the rocks ahead. Sahib's Jeep is nowhere in sight, but there is more scaffolding here. Take a left turn and run through the support beams to drop this goon to the ground. Back up and run him over for good measure.



Park your Jeep directly in front of the closed gate ahead. Exit the Jeep and look for a place to climb up on the scaffolding on the South wall opposite of the structure you just took out. Once you've climbed up, take a left to get the Shotgun Shells at far end. Now turn around and head back to the West.



As you turn left around the corner, draw your guns. A thug decides to climb over the block in front of you. Show him why nobody should mess with Lara Croft! Climb the block and drop down into the hole ahead.



Now you can run around underneath the scaffolding. Get the Large Medipack at the far end (a secret) and come back. Climb up to the scaffolding and climb back over the block into the corner. I'll wait.



From the corner, you can Jump and Climb up to the very top of the scaffolding. An alcove on the wall contains a Large Medipack. Take it, turn around, and you'll notice a rope.



Walk to the edge, hop backward, then do a Running Jump and Hang from the rope. Now swing across to the ledge on the other side.



To the right is a lever high up on the wall. Line yourself up directly beneath it, then Jump and Hang to pull it. The gate below us will open.



Hang and drop backward off this ledge to the ground. On the way down you might notice a Large Medipack tucked up in the corner to the left of the gate. Climb up and take it before getting back in your Jeep.



Here we go again! Drive forward into the tunnel, but stay to the left side! A spiky ball will drop down on the right. As soon as it does, swerve to the right side of the tunnel to avoid a second spiky ball on the left. Now swerve back to the left to avoid the final ball on the right. Nice slalom job!



You may catch a glimpse of Sahib's Jeep at the top of this hill. Head down to the right. Stay to the left side as there is a pit below on the right-hand side. At the very top, you'll have to turn left and drive between two very large pits.



Here is a totally unnecessary but cool secret. Did you notice the climbing surface on the wall of the pit? Park the Jeep in a safe location then walk to the edge of this pit. Back up, Hang from the edge and Climb down. Stay at the very left side of the climbing wall.



There are a lot of spikes beneath us. There is also a small crawlspace on the left side of the wall. Climb down as far as you can until you are directly over the space. Let go of the Action button to drop, then quickly press it again to catch the ledge of the crawlspace.



With Action held down, use the Crawl button to pull yourself up into the crawlspace. You'll find Wideshot Shotgun Shells as well as Crossbow Normal Ammo inside. Back out, Hang, Climb to the right and head back up to the top of the pit.



Back in the Jeep, drive down the next hill (stay left to avoid a pit) and up the next incline. Cross between the two pits very carefully and follow the Jeep East through the rock opening into an area filled with sand dunes and pits.



Sahib heads over the dunes to the North. Turn left to follow him, but watch out for pits directly on the other side of the hills where you can't see them. Follow him to the West.



There is a goon on scaffolding whom you can knock down and run over if you so desire. Otherwise, head out of this next dune area to the South.



This final area of the dunes contains a tunnel entrance that isn't hard to find. Drive down into it and you've made it to the end of the level. Sit back and watch the movie.



A cinema will play showing Lara's escape from the henchmen. In typical over-the-top fashion, she runs her Jeep through them and launches it on to a ferry to make her escape.



And who is the mastermind behind this attack? Why, it is none other than our former mentor Verner Von Crox. Gee, I wonder if he's still mad about that Iris business?



No matter. We've arrived at the house of our good friend Jean Pierre, where he translates the Amulet and reveals the true nature of the evil we've released. Oops!



It's up to us to set things straight, right the wrongs, atone for our... well, you get the idea. It's off to the Temple of Karnak.

DISCOVERING THE TRUTH



Your former guide has managed to escape for the time being. You've got to figure out how to open a gate in order to continue chasing him. Follow him across the dunes and enter a tunnel at the very end. You discover that by removing the Amulet of Horus, you have set in motion events that will lead to the release of an evil power. You've got to enter the Tomb of Semerkhet in order to find clues on how to contain the evil. Before you can reach the Tomb, however, you must traverse through three separate areas acquiring the relics which will allow you to reach the next location.

THE TEMPLE OF KARNAK



In a new twist for the Tomb Raider series, you will have to move back and forth between areas you've already visited. This time around, we are looking for a single Canopic Jar.



Where did you learn to parallel park like that? There's only one way to go, so start climbing the blocks to the West and make your way down to the other side.



Use your guns to blast the two Scorpions, and don't forget to take the Small Medipack at the foot of the obelisk. From this central location we can head in all directions. Go South first, taking the center doorway. Climb up the block once inside.



Drop down on the other side of the block. Head through the doorway on your left. See that hole in the floor? Lower yourself down there. Enter the crawspace to a Secret area.



Head up the steps to the rear. Shooting the urn in the corner reveals Shotgun Shells. Climb up to get them, and make your way into the back room where there are six more urns...



...and more scorpions! When you've shot them dead, Jump and shoot at the four light colored urns. This will "urn" you Wideshot Shotgun Shells, Flares, Uzi Ammo, and a Large Medipack. Head North out the crawspace and climb back up to the ground level.



Return to the block you climbed over to enter this area. Get on top, then jump and climb up to the adjacent wall. From up here you can get some goodies.



Turn around to the East, jump and hang, and you'll be able to obtain Uzi Ammo and Wideshot Shotgun shells. Jump back toward the West and snag the Small Medipack. Drop down and head back outside to the obelisk.



Now, let's explore the room to the West just through the columns. Inside the foyer you'll see a locked door on the left. Keep on going up the ramp into the next room.



The camera will shift and focus on the ceiling above. Is that a hint? You betcha!



Climb the block on your right, turn to the left and hoist yourself up to the second story level. There will be two gated doors here. Continue on to the left until a column blocks your way.



We've got to jump at an angle here. First, move as close to the column as you can. Now turn to the left and walk to the edge until you are facing the walkway. Take a Standing Jump and you'll land safely.



Holes in the walls at each end contain switches that open the grated doors we just saw. Go ahead and activate each of them.



Before entering those rooms, you might want to jump across to the far side of the second level and pick up the Uzi Ammo and Shotgun Shells you'll find there.



Enter the gated rooms to the West. One contains a Small Medipack and Shotgun. The other contains our prize — the first of two Canopic Jars. When we take it, we'll see a scene of our destination. Drop back down to the ground floor the way we came up.



The pool of water contains a lot of goodies, but we'll have to be careful not to run out of air trying to get them. Dive down, grab the Flares, and head through the small opening on the North wall. Continue forward and down into a hole where you'll find a sealed door.



Line yourself up directly in front of the door and use the Action Button. Lara will pull it open and swim inside. Swim through the small triangular opening in the bottom of the rock.



Turn to the left and look for a hole in the roof above. Swim up to it and fill your lungs with fresh air. Climb out and you'll hear the "Secret sound." Fill your backpack with the Uzi and Crossbow Ammo you'll find.



Drop back down into the water and head to the North again. Swim through another triangular hole and up into a hallway. Don't head to the right (the gate is locked). Instead, look for a crack in the wall to the left and swim through into a Secret room.



Quickly take as much of the loot as you can. Leave the room through the crack and turn to the right to reach the ceiling hole before you drown.



After refilling your lungs, make your way back the way you came. Head out the underwater door and back up to the temple. When you exit the pool, head back outside to the obelisk and climb over the stones to the North.



Enter the Northwest corner of this area. There will be scorpions amidst the ruins, and also some Flares you can jump over to. Drop into the hole in the ground (if you didn't already do so by accident) and follow where it leads. This is the room you were shown when you recovered the Canopic Jars.



On the right side of the room, climb the block and then jump and hang from the ceiling. Swing your way over to the opposite side. Climb up to the highest block and push the button on the back wall to your left. This will open a door directly behind us.



Before we check it out, drop down into the pit on the other side of the room and take a Small Medipack. You don't have to swing across, since you can climb out on the far end.



Make your way to the door we just opened and activate the switch in the hole in the wall.



The switch causes the bowl to lower, opening a hole for us. Turn around and take the Large Medipack off the block behind us. Note the crawlspace up on the wall to the right — we'll be using it momentarily.



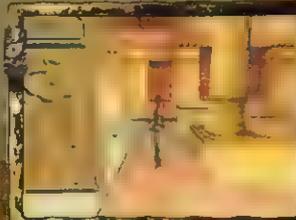
For now, insert the Canopic Jar in the receptacle on the back of the sitting statue on the East side. This opens the locked door near the water area.



Since we can't exit the way we came into this room — straight down — we've got to use the crawlspace. Jump up and hang on the edge and then pull yourself inside.



Turn around and lower yourself out the other side. Climb up the block, then jump and climb again. You'll find flares just before you reach another crawlspace. Enter it and stand up at the end. Jump up to the top of the room filled with sand and enter yet another crawlspace.



Back out of this one and drop to the ground. You'll find yourself just outside the temple area. Enter it and take a left to make your way to the hole in the ground against the South wall. Climb down and head out the other end to the columns.



Climb up the blocks to the South and you'll find yourself in the main area near the obelisk. Turn right (West) and run through the set of columns to the foyer.



Enter the door and slide down. Congratulations! You've made it to the next area.

THE GREAT HYPOSTYLE HALL



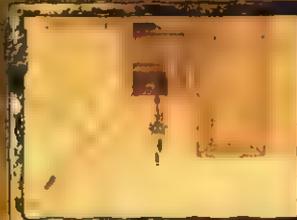
Until you recover the Hypostyle Key, you can't really do much in this level yet. For now, it basically acts as a conduit between the Temple of Karnak and the Sacred Lake.



Climb the wall straight ahead of you (North) and take a left out of this first room. You'll find yourself in a room open to the outside. The ground is littered with blocks you can climb on. Straight ahead on one of them are Shotgun Shells. Take them, turn around and head to your right.



Through the columns to the South is a small room containing Flares, a Small Medipack, and two scorpions. Kill the buggers and take your booty before heading back outside.



Climb over the block to the North to enter a second room with more columns. We'll check this room out the next time through.



For now, head through the long hallway on the left side. As you turn the corner, a cut scene will play and we'll lose control of Lara temporarily.



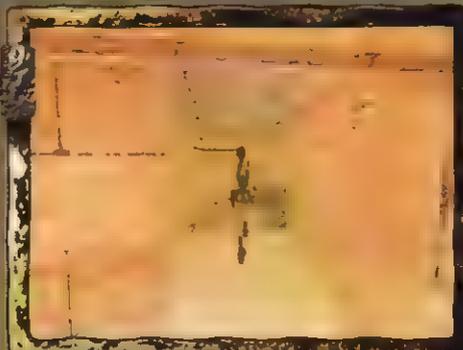
Looks like Von Croy and his henchmen have followed you to the Temple of Karnak! We shall deal with those goons later....



When you regain control, walk carefully to the edge of the large chasm ahead of you to the West.



J Hop backward and take a Running Jump over the edge. Grab the other side and pull yourself up. Made it!



J In this next area there are two passageways—a small crawlspace to the West and a doorway to the North. For now, we'll take the doorway. There is Uzi Ammo on a block just inside to the left.



J Take a right and head up to the top of the room. There is only one way to go—down a sliding block to the North. Walk down it and we'll find ourselves in the next area.

SACRED LAKE



J In this area, we will finally obtain the second Canopic Jar. We've then got to return to the Temple of Karnak to use it.



J Climb up the ledge you're facing (North) and turn to the left. Exit to the outside. It is probably a good idea to draw your guns as you approach the ruins.



J There is a crocodile lumbering towards you. These things are pretty fast, and they can cause significant damage with their teeth. A couple of Shotgun blasts will do it in. Take the Small Medipack from the rock if you need it and head left (West).



J The path ends at a body of water, but we can take a short cut. Take a right through the break in the rocks and jump into the water. There are more crocs where that last one came from, but we have no choice. Swim around the structure in the center until you come to the shore and climb out.



J Remember, you can't shoot the beasts while you are swimming! You can, however, plug them while on the shore. Run and jump to avoid their attacks, then Roll to face them while blasting away with the Shotgun.



J When the coast is clear, head down the shore to the North. At the far end is a stone entrance to another chamber. Enter it, using your handguns to shoot down more bats.



J At the rear of the room straight ahead is a smaller hole which you can back and drop down into.



Straight ahead of you to the South you'll see a large white pole. In order to get to it, hop forward down the sloping stone and you'll start to slide. Jump and hang before reaching the bottom of the slide.



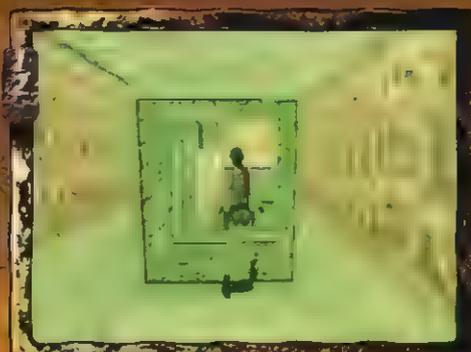
While holding on to the pole, turn until you see another pole to the West. We've got to get over to it. Climb up the pole until you are higher than the platform we are trying to reach. Now turn back around to face the East so that the pole and platform are behind us. This next move is difficult.



While holding on to the pole (action pressed down), quickly press Jump and the backward direction. Lara will flip head over heels and land on the platform. If you miss the jump and land in the water below, you'll just have to make your way back again.



Jump and climb the second pole until you are right below the top marker. Turn so that the wall is behind you. Yep. We've got to do another backflip to land on the upper ledge. You can do it! Once you've landed, turn around and climb up into the crawspace.



Head down the crawspace and back out at the end. Drop down and head forward (South). The corridor will end in a long room with a chain in the middle and gates on the sides.



Pulling the chain will cause the large gate outside to open. It looks like a few more crocs were let out as well.



We've got no place else to go, so head back to the tunnel and crawspace until you lower yourself down on the ledge in the pole room.



Jump to the first pole and slide down. Now jump to the second pole and slide down to the bottom. From here, walk off the platform so that you slide down the sloping blocks into the water.



Pickup the Flares in this first room as well as the Small Medpack down the corridor to the North. Get a full breath of air and then leave the room to the South.



Turn right and swim forward. Turn right again and keep swimming straight ahead. When the corridor comes to a dead end, swim straight up toward the blue sky you can see above.



Don't dwell too long on the surface, as there are crocodiles swimming around. Head for the same shore we were on before so that you can blast them to bits.



When the reptiles have been taken out, face the structure in the center of the water to the East. The gate is now open, so let's swim inside.



Straight ahead underwater, directly underneath an outcropping, you'll spy some kind of lever. Line up with it and pull it. A trapdoor at the very center of the room will open. Before exploring, get to the surface and get a full breath of air.



Inside the hole you'll find a closed door. Line up with the center of it and Pull it open. Lara squeezes through. Swim forward and to the left through the hole in the stones, then down and to the right.



Swim through another hole in the rocks, then straight up when you come to a dead end. You've got to take a left above toward an illuminated area. Swim up toward the room which is lit with blue-green light.



Straight ahead you'll see someone swimming toward us. Oh wait...it's our reflection! Looks like there is no way out...or is there? Look at the ceiling in the mirror and you'll spot a hole directly above the center of the room.



Even though you cannot see it, the hole is there. Swim to the center of the room and attempt to surface. When you find it, Lara's head will break through the water and gasp for air. Tread water to the edge so that you can pull yourself out. Use the Look button if you need help.



After getting out of the water, head down the hallway and pull yourself up to a room with a pedestal. At last, we've found the second Canopic Jar! Another gate has been opened.



We've got to go back the way we came. Drop down into the water in the mirror room and head through the doorway. Swim down into the next hole and take a right turn.



Follow the hall around to the left, swimming through holes in the stones, and then follow it to the right until you see the door you Pulled open. From here, head straight up to the surface.



The gate you opened when you obtained the second Canopic Jar a few minutes ago is at the end of an underwater hole to the North. Take a breath and dive back down into it.



The water current will start to push you forward. When the next level loads, you'll find yourself back at the Temple of Karnak.

BACK TO TEMPLE OF KARNAK



Now that we've got the second Canopic Jar in our possession, we're going to use it to obtain two more relics — the Hypostyle Key and the Sun Goddess. We've got to run back through the last three levels to do so.



The flow of the water pushes you along. Climb out of the water and continue climbing up until you come to an overlook facing East. Look familiar? This is the Temple of Karnak again.



Turn around, hang and drop to the ground below. Take a left turn and you'll end up near a statue. We need to place the Canopic Jar inside of it.



Use the Canopic Jar on the back of the statue. The bowl in between the two figures will tip over and spill something into the water.



Jump over the bowl ONTO the water. Lara is now able to walk across the surface.



Leave this area and head South through one of the doorways back into the large room. We can now walk across the water ahead.



Walk behind the large statue and climb the stairs. Take the Uzi Ammo which is on the ground behind it. Now continue forward into the passageway. At the end, turn and face the right wall. Jump and pull yourself up.



We find ourselves overlooking another pool of water... and more crocodiles! Drop down to the next block. From here you can use your guns to plug the crocs as they swim past.



When they've been dealt with, drop into the water. Take the Shotgun Shells before swimming ahead into the opening.



Swim to the right inside the passageway and climb out of the water. Inside this tiny room is a switch on the back wall. Press it and you'll be shown a scene of a gate falling down outside.



Swim back outside and get to the shore. If there are any crocs still present, take them out with your weapons from dry land. There are more Shotgun Shells here. Now climb up behind the back of the altar.



Our reward? A Hypostyle Key and the Sun Goddess!



Climb out of the water and use the block to climb back up to where we first entered the area. You can still walk on the water in the next room. Make your way across to the room with the two statues and the bowl. Remember that crawlspace we used before?



We've got to use the crawlspace once again. Just continue on through to the other side.



Exit the final crawlspace and head inside the doorway to the right. One of Von Croy's goons starts shooting at you.



Once you've dispatched of the first henchman, take a left and watch for another one. Drop into the hole near the wall to exit the room and climb back outside.



In the area with the columns you'll come under heavy fire again. Run around the room in circles, dispatching anyone foolish enough to get in your way. Climb out of the room to the South.



Take a right turn at the obelisk. There's another goon blocking our path ahead. Send him to his eternal reward before pressing forward into the next room.



The door on your right leads to the Great Hypostyle Hall, remember? Slide down and bid the Temple of Karnak adieu!

BACK TO THE GREAT HYPOSTYLE HALL



J Here we are again! You know the drill—climb up the wall ahead of you to the North. Take a left and exit the room to the outside. Get your guns ready....



J A new enemy awaits! This crimson-clad Ninja wields a nasty sword. Not only can he cause you damage with it, he can also use it to block bullets!



J The key to his defeat is to retreat and fire at him from out of range of his sword. Stop firing and wait for him to stop swishing his sword around. Just as soon as he lowers his defenses, shoot at him again!



J After dispatching our foe, head North and climb over the block to the next room. Another Ninja jumps out at you. Take him out with the Shotgun.



J You could head to the East and climb up to the second floor if you wish. There's not much up there except for a few scorpions guarding Uzi Ammo and Shotgun Shells. If you're running low, go ahead and restock then get back down here.



J Head to the Northwest towards the large chasm that we jumped before. Watch for falling Ninjas! As we turn the corner, one attacks us from the front and another comes up from behind.



J After striking both of them down, walk to the edge of the chasm. Hop back and do a Running Jump with a Grab to get to the other side. Pull yourself up and head forward into the next area.



J Remember how we took the doorway to the North last time? This time we are going to climb over the blocks and enter the crawlspace to the West instead.



J Once inside, follow the passageway forward until you come to a dead end at a door. Use the Hypostyle Key to open it and enter.



J You'll be attacked by another sword-wielding Ninja. Even worse, from behind him another baddie pops up and starts shooting at us with a pair of Uzis!



J Take out both of the Ninjas. The goon with the guns will leave them behind when he dies. Make sure you pick them up. Now we've finally got something to use with all the Uzi Ammo we've found!



J Take a look at the ceiling and you'll see where Lara can Grapple. There are two places to get up there — in the center of the room facing the South wall, or at the west end of the room. No matter how you get there, Grapple toward the entrance to the second level on the South wall.



J Uh-oh! A Ninja comes swinging toward you from the doorway. You can't shoot him while hanging, and he can use his sword to knock you off. You've got two options. If you don't hesitate, you can head straight to the doorway and drop down before he reaches you. Take out your weapons and then shoot him.



J The other option is to find a spot where you can safely let go and drop to the ground. Take out your Uzis and use the hanging Ninja for target practice.



J If you dropped down or he knocked you off, get back up on the ceiling and Grapple across to the doorway in the center of the Southern wall. Drop down and wind your way through the blocks to the other side. Stop at the edge!



J We've got to do a Standing Jump to reach a platform diagonally to our left. First, scoot back as far as you can in the doorway and turn at a sharp angle to face the platform. Now jump forward toward the platform.



J While on the platform, walk to the edge. Do a Standing jump with a Grab to reach another platform straight ahead of you.



J Jump and hang from the ceiling, then Grapple all the way over to the left (West) until you reach an open hatch which is blocking your path.



J Let go, then quickly catch the edge of the post. Climb up and under the open hatch.



J Continue ahead. To the left is some Uzi Ammo. Take it then turn around and climb up the two blocks at the other end. On the top block, either backflip or turn around and jump across to the other side of the top platform.



J Now turn and face the center of the room (East). Do a Standing Jump to the next platform ahead. You've then got to turn and jump diagonally around the post which is blocking your way.



J Continue forward to the end of the platform, mindful of the hole, and head to the South. See that giant brown boulder? That is where we are headed.



J Walk toward it so as not to fall off the edge. While facing the boulder, pull out your Handguns and start firing. The rock will fall to the floor below, creating a large hole.



J Now walk back across the platform to the hole. Turn around and hop backward to hang from the edge before dropping down through it. There are Shotgun Shells below, and there is also likely to be a Ninja hiding behind a block.



J Once you've taken care of business, head toward the hole you just made. Don't bother checking out the back room unless you are really in need of Flares and you are willing to take on a Ninja to get them. Instead, drop down the hole from the edge.



J A crawlspace just East of the boulder contains Uzi Ammo. Take it and leave by climbing up the blocks to the North. Ignore the first area on the left for now. Head all the way to the end of the hallway and turn left.



J Look up! See that ladder above you? Line yourself up, jump and Grab, then climb up to the top.



J In the center of this next room is what appears to be a large bowl with a wooden handle on one side. There will be three such mechanisms, and we want to get them all pointed in the same direction.



J This first handle needs to point to the South wall. Use the Action Button to move it 90 degrees since it is currently pointing East. After you've finished turning it, head down the hallway and take a left until you come to the next mechanism.



J This handle needs to be pushed 180 degrees so that it points to the East. Make it so! When you're done, continue on down the hallway and make a left. Enter the room with the final mechanism in it.



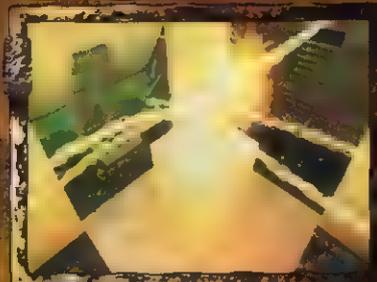
J It needs to be pushed 90 degrees — to the North. Turn around and head back to the ladder.



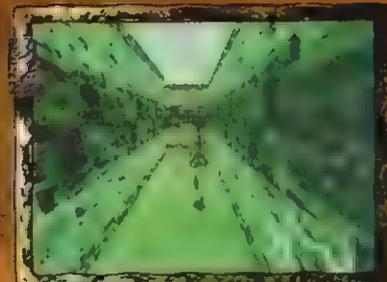
J Back up and climb down. Don't fall or jump—it is a long way to the bottom! When you reach the ground floor, turn around and head back down the corridor, turning right at the corner.



J Make your way around the posts and you'll encounter a glass pyramid on top of a pedestal. See that chain there? As long as you lined up the mechanism correctly, pulling it will cause quite a show.



J With the pyramid shattered, you can jump and climb to the top of the pedestal. Take the Sun Disk that you find on top and drop back down to the floor.



J In case you didn't notice, there is a hole in the floor on the West side of the room. Drop down there. As you head through the corridor, this level will come to an end.

BACK TO SACRED LAKE



J Walk down the hallway until you end up outside near a small pool of water. There's something on the island.



J Before we go for a nice swim, use your weapons to take out the scorpions in your immediate vicinity. Now go ahead and jump in.



J In the moat, you'll find Shotgun Shells and a passage leading to a Small Medipack but no crocodiles (thank goodness). Grab the items you need and resurface.



J Climb up to the center of the island. Go to your inventory and combine the Sun Goddess with the Sun Disk. Voila! A Sun Talisman! Now use it on the strange looking item here.



A cut scene shows some glowing blue electrical energy which lifts the talisman into the sky. The energy also opens a door ahead to the West (our ultimate goal) and doors to the North and South. Let's check out the latter two first.



To the North, you'll have to climb a block and enter a crawlspace to obtain a Small Medipack. To the South you'll see a long pole above a pool of water far below. Do a Standing Jump over to it and grab the pole. Don't worry if you miss—the water should break your fall!



Lower yourself down and enter the water. Take the Uzi Ammo, then swim down the small hole to the East. Wideshot Shotgun Ammo and a Small Medipack are inside here. When you come to a door, line yourself up with the center and then pull it open.



Head down a short passageway, take a right, and surface in a Secret room. On the pedestals you'll find a Large Medipack, Wideshot Shotgun Shells, and Crossbow Ammo. Take everything and swim back outside.



The underwater area to the West holds Shotgun Ammo. Take them, then surface and climb up the block. Jump onto the pole and climb it to the top of the room until you spot the Flares on a small ledge. Turn around and backflip over to the ledge.



After taking the Flares, walk to the edge and do a Running Jump across to the exit. Turn to the right as you are in the air so that you'll land safely in the passageway.



Back outside, take the West door this time. Just inside this room you'll see a crumbled block formation. Climb up on the very top of it and turn to face South. There will be a surface on the ceiling which you can Grapple from. Jump and Grab, then Grapple across. Don't worry about the bats for now.



When you reach the end of the Grapple, drop and quickly Grab the ledge below. Pull yourself up into the crawlspace and head inside.



Shoot the bats here before moving on. A small crawlspace to the East contains Uzi Ammo. Take it, then head out the crawlspace to the West.



Stand up at the end, turn around, and jump and hang to climb out. Watch your step up here! It's a long way down!



Turn and walk toward the edge of the walkway facing North. Now hop back and do a Running Jump and a Grab over to the next ledge. Turn around and drop to the walkway below.



Look for a small hole in the Northwest corner of this room. That's our passage outta here!



Get to the small piece of the walkway which is facing the hole. Hop back and do a Running Jump and a Grab to catch the ledge. Now pull yourself up and carefully walk over the edge and drop down into the next room.



You'll find yourself on another narrow walkway—with more bats! Shoot 'em or ignore 'em, then head to the North end of the platform. Turn and drop down onto a block in the room below. Move forward off the block to make your way down to the ground floor.



Enter the room to the South in order to obtain Flares and a pair of Uzis from the pedestals. After you've retrieved them, head outside to the West.



Walk straight across through the pillars until you reach the door between the two green-colored statues. Another movie signals the end of the level. Sit back and enjoy!

TOMB OF SEMERKHET



As the level opens, a movie shows Lara using the Amulet to open the Tomb of Semerkhet. Just as she enters, guess who arrives? Von Croy!



After a brief verbal exchange, Von Croy grabs the Amulet from its receptacle. The tomb door comes down with a mighty crash. Looks like we're trapped inside!



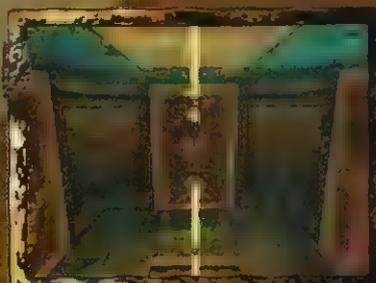
When we regain control, walk forwards and earn yourself Uzi Ammo and a Large Medi Pack by shooting the priceless vases.



Walk straight ahead to the north and you will slide down and to the West, landing in a room below. A cut scene shows us a welcoming committee coming our way—dozens of Morgue Beetles! Laugh if you want to, but these things are one of the most dangerous enemies in the entire game!



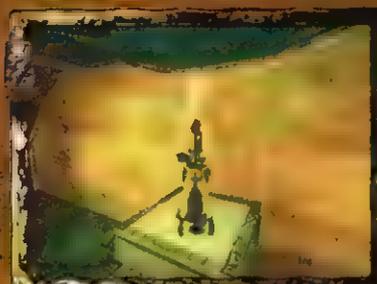
Turn to your right, run forward and quickly jump up and Grab the monkey bars overhead. Swing your way across the length of the room to avoid the Beetles below.



Drop at the end and slide down to the pole. Jump and hang on the pole, then slide down it to the next level. Don't go all the way to the bottom just yet.



In the next level, do a backflip to get off the pole and land on the walkway. You've done this so many times before that you should be a pro by now.



To the East is a burning torch. Jump across the gap and pick up the unlit torch in front of it. Walk toward the flame and use the Action Button to light the torch in your hand.



The flame will help keep some of the Morgue Beetles at bay. There are three problems, however, with carrying it. First, we cannot draw our weapons. Second, we cannot hang on the rope. Jump back to the center of the room and then hop down the hole to the ground floor instead.



You'll be surrounded by Beetles down here. Make your way to one of the three holes in the wall to the North, South, or East side of the room. Use Medipacks if necessary to replenish the health that the Beetles are taking away from you.



Did I forget to mention the third problem with carrying a torch? You cannot push a button while holding it! Drop the torch by pressing the Triangle Button and immediately use the Action Button to reach into the hole in the wall. The South hole contains a Small Medipack. You're gonna need it!



For the rest of this area, you'll need to constantly enter the menu screen and refill your health with Medipacks. Don't wait too long—the Beetles can kill you in just a few seconds. I told you they were tough!



Leave the torch behind and run as fast as you can to each of the other two holes in turn. Just remember to replenish your health before or after reaching into the hole, as you are vulnerable during that time. When you've pushed them all, head to the pole in the center of the room.



Climb up the pole to the center level and backflip off of it. Look around the room until you spot two urns on the West wall. A doorway has opened between them. Jump over the gap and shoot the left urn for a Small Medipack before entering the doorway.



Once inside, the door is sealed behind you. Look carefully at the red square on the south wall—it is a door which can be pushed open. Do it, climb over the block in the passageway, and then drop down to enter the next room.



Every tomb needs a game room—what else is a Pharaoh going to do for all eternity? Before heading down below, look to your left. You can take two diagonal standing jumps to reach a ladder on the West wall.



Climb up the ladder to the top and then move over to the right side. Let go right above the edge when you can see your shadow. There is a Small Medipack and Wideshot Shotgun Shells here in this Secret area. Climb or drop back down from the ladder, then drop or jump down to the ground floor.



Walk through the doorway in the center of the east wall and climb the ladder. Climb a block in front of you and then head down the hallway which leads to the left (North). Check the layout of the next room before dropping down there.



Two attack Jackals come running to greet you. Use your weapons to greet them back. Watch your step while running around lest you fall down the ramp in the center of the room or run in front of the open flames.



Speaking of which, you may have noticed that the flames are emanating from three holes in the wall. You've got to wait until the flames subside, then reach into the holes. No, I'm not kidding! By the way, this is a very good place to save your game.



Use the square tiles on the floor as a reference—a safe distance is two squares away. Watch the flames to try and determine their pattern. You can walk right between two of the holes without getting burned, but don't stay there too long. Sidestep over in front of a hole and press the Action Button.



The left firetrap contains a small Medipack. The other two must be activated to open an adjacent door. If you do catch fire, quickly turn and sprint toward the water. You won't be able to make it without using at least one Medipack to replenish your health along the way.



You should be able to activate the firetraps within a few attempts. Hate to break it to you, but this is the easy one!



When you enter the room you just opened, you'll see another pool up ahead. Guess what that means? More firetraps! Six this time!



These firetraps are harder because they line both sides of the wall. You'll have to pull yourself up to reach the pool of water if you get burned. Once again, try and keep a safe distance away and walk directly between two of the holes before trying to activate them. Look for a pattern.



One of the firetraps contains Shotgun Shells. Activate all six, and then make your way across the room and climb up to the west.



Walk to the edge, but don't even think about dropping down! Instead, Jump and Grab the ceiling and then Monkey Swing across to the Southwest.



Drop down into the passageway and return to the main hall area. You may have noticed that there are now two raised platforms on the West and East sides of the room. Take a right and climb up to the top of the nearest one.



Walk to the southeast edge, hop backward, and do a Running Jump to reach the platform on the structure in the center of the room. You may have to use the Direction Buttons while in midair to "guide" Lara so that she doesn't miss the jump.



In the center of this structure is another firetrap. Activating it will turn off the flames in the room at the bottom of the ramp.



Should you happen to catch on fire, turn around and jump off the left or right corners of this structure to land in the pools of water below.



Before heading down the ramp, drop and hang from the East ledge. Now Shimmy to the North and around the corner.



Continue climbing around to your right until you reach a small enclave. Inside you'll find Wideshot Shotgun Ammo and a Large Medi Pack. Climb back down from the bottom of the ladder. You can drop to the ground floor without taking damage.



Run down the ramp to the South. Now that the flames are turned off, you can take the Rules of Senet from the pedestal. As soon as you take it, a cut-scene will show you the game board and an open trap door. That's where we're going to next.



When control returns to us, run up the ramp and then exit this room by climbing up the blocks to the South the way we first came in. Head down the hallway, taking two drops down. Lower yourself from the ladder on the final drop.



Head straight out into the room with the Senet board. You can jump or climb over the game board in order to reach the ladder on the other side of the room. The trap door above is now open. Climb up and slide over to the right when you reach the second floor.



The Egyptians played a game called Senet.



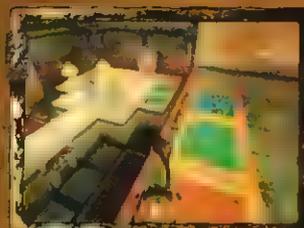
Don't know how to play? Well, you just picked up the instructions so go to your inventory and examine them.



RULES OF SENET
The four black and white spinning sticks determine the number of spaces that you will be able to move one of your pieces (red, green, or blue). If all four sticks end up white or black, you get to move six spaces and spin again. If your piece lands on an Ankh symbol, you also get to spin again.



If one of your pieces lands on an opponent's piece, they get sent back to their starting position. Pieces can pass over each other while moving, but cannot occupy the same square. The object is to move all three of your pieces to the far (long) end of the board before your opponent does. You must reach the final square on an exact spin.



To spin, stand Lara directly in front of the sticks and hit the Action Button. In order to choose which colored piece to move, walk onto the floor tile of the corresponding color. Use the Look Button to glance at the board below and determine your best move.



The level branches into two different areas depending on whether or not you win. Your route will be far easier if you win, so you'll want to save your position right before you start to play Senet.



LOSING SENET
Too bad! You don't even get a lousy copy of our home game! Instead, you get to leave the level the hard way. Climb down the ladder from the control area and enter the main hall. Look for an open trap door in the floor to your left and drop down.



There is only one way to go—down! Move forward and you'll start sliding. You'll continue sliding as the slopes drop you in different directions.



On the third slide, get ready to jump forward and hang just as you are about to drop to the next slide. Pull yourself up and walk toward the edge of the block you climbed up on. Don't worry if you miss it, though—it isn't vital to the game.



Inside the next room you'll notice a climbing pole and several platforms. Make your way down to the bottom by either jumping to the pole and sliding down or jumping and hanging from one platform to the next. You'll hear the "Secret sound" when you reach the ground.



Wow! Those are priceless artifacts! Not anymore! Shooting the two urns on the East reveals a Small Medipack and Wideshot Shotgun Shells. Take them and return back up the pole.



After you've climbed up to the level of the platforms, turn to the West. Now do a backflip off the pole. Do a Standing Jump from this platform over to the North platform. From the far left side, turn slightly to the left and jump toward the top opening. Hang and pull yourself up over the block to re-enter the slide.



Just as soon as you start sliding, get ready to jump and catch the pole. Now lower yourself downward.



Before you reach the bottom, there is an area where you can backflip off the pole to collect a Small Medipack and Uzi Ammo. Take them and jump back on the pole, sliding down to the bottom.



Carefully walk forward and take a look at your surroundings. Draw your guns to take out the bats coming at you, but don't jump around lest you fall to your death.



Just ahead to the left side (West) is a ledge you can reach with a Running Jump and a Grab. When you reach the other side, head through the first doorway on your left. Actually, it's the only doorway so it's hard to miss.



Climb up the stairs inside and get your guns ready! There are two more attack Jackals here—take them out with your weapons and then head to the glowing hallway on the far side of the room.



There is an oversized Senet piece located here. Grab it and drag it with you back into the main room.



I Pull it until you are able to pull no farther. The goal is to place it directly between the large hammers on either side of the room. Move over to the lever and pull it. The hammers will come crashing down on the Senet piece, revealing a Cartouche Piece inside. Take it and leave the room.



I Turn around and drop down from the edge to a level immediately beneath you. Turn to the left and drop down from this ledge to the ground floor. It is a little farther down, but you won't take any damage.



I You'll notice two doors here—one to the east and one to the West. There is also a ladder on the wall to the North. Take it up just above the first level and Shimmy to the left before dropping down. Turn around and head for the crawlspace on the West wall.



I Follow the crawlspace until it ends. Jump and climb the wall in front of you and you'll be facing into another room with a Senet piece and two hammers. Do a standing jump to the raised walkway and follow it all the way across.



I Pull the Senet piece out onto just the first square. Now move around the piece so that you'll be Pushing it, instead of Pulling it, to the hammers.



I The hammers will drop just as soon as the Senet piece is pushed in front of them, so be alert! Pick up the second Cartouche Piece which is revealed, and combine both pieces in your inventory to create the Ba Cartouche.



I If you're curious about what lies in the room below, drop down to the ground floor. Two Jackals will attack. Silence them, then retrieve the Small Medipack and Shotgun Shells by shooting two urns in a room to the North. Now climb back up the small block to reach the raised platform.



I The doorway is not quite on the same level as the platform, so you'll have to do a Running Jump to reach the exit. A Standing Jump will cause you to bonk your head on the wall and fall down to the block below.



I Use the crawlspace and the ladder to head back to the room with the two large doors. The Ba Cartouche can be used to open the East door by placing it in the adjacent receptacle. When it opens, two Jackals come out of nowhere to attack. Didn't you see the "Beware of the Jackals" sign?



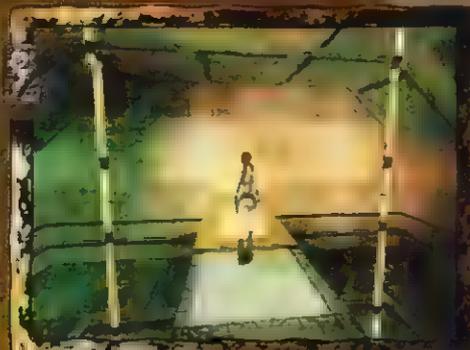
I When you enter the next room, stay on the walkway and take a right turn until it ends. There is a lever on the wall straight ahead—you'll have to do a Running Jump with a Grab to reach it. When you hang on it, you'll deactivate the fires (temporarily) and slide to the ground below.



Take note of a crawl space on the bottom southwest corner of the next room—this is where you'll have to go if the lever resets itself and fire prevents you from exiting the top of the room.



For now, turn to the north and Sprint around the columns all the way to the end of the room where there are two pools of water and two poles.



Climb either one of the poles to the room above. Perform a backflip off of the pole when you reach the top level. Now head to the Gold Senet piece and pull it one square away from the wall. Maneuver to the other side of it so that you can push it down the walkway into the main room.



Don't waste any time, as the flames will come back on momentarily. In the event that you catch on fire, do a quick roll turn and drop through the openings where the poles are located. Use your Medipack to replenish any health lost before you can reach the water below. Use the crawl space to start over.



Push the piece as far as you can and the hammers will fall down and smash it. If the flames are about to come on while you are waiting, side jump and slide down into the room below, then use the crawl space to return to the top. Take the Ra Cartouche Piece which is left behind before leaving the room.



Use the Ra Cartouche Piece in the receptacle to open the western door. Head up the long flight of stairs, turn left, and head up a shorter flight of stairs. You ought to save your game here if you haven't done so already.



This next part is tricky. As you enter the room, a Flame Spirit will be released from the torch in the center. Don't let it touch you, or you will burst into flames! Run forward or jump down into the room and head to the right up the ramp on the west wall. Jump at the top to enter the tunnel quicker.



Sprint straight down the tunnel into the next room. Directly in front of you is a lever. Pull it quickly, and you'll release a Water Spirit. Don't just stand there, however! You are vulnerable until the Water Spirit mixes it up with the Fire Spirit. Take the Small Medipacks from each side of the room before leaving.



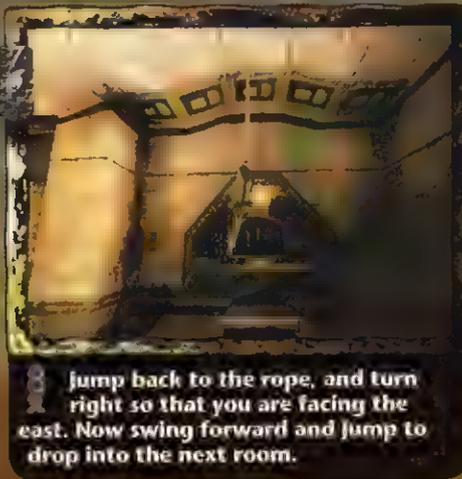
Now that both Spirits are preoccupied, turn around and head back to the main room. Climb up and out to the northern doorway where you first entered the area. Turn around again and this time do a Running Jump to grab the rope.



Make your way across the room by swinging from rope to rope. On each rope, lower yourself as close to the bottom as possible by using R1 and the down direction button. Then use the R2 button to help gain momentum. Jump when the rope reaches its maximum swing forward. Tarzan would be jealous.



On the third and final rope, continue swinging forward (south). You can jump and reach a platform between the columns that contains Grenade Ammo, Magnum Ammo and, around the corner, Uzi Ammo. Make your way back to the ledge you landed on facing the rope.



Jump back to the rope, and turn right so that you are facing the east. Now swing forward and jump to drop into the next room.



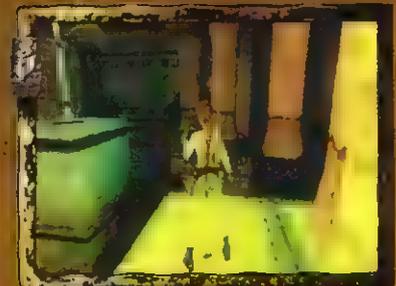
Head straight across to the other side until you come to a doorway. Do a Running Jump with a Grab to catch the edge of the midair block with the pole on it.



Climb the block, then climb the pole. Do a backflip to land on a platform to the east.



Just off the right side of the platform you'll spot a switch. Jump and hang on the switch to activate it. Lara will fall safely below.



Walk to the corner facing the pole block and do a Standing Jump back over to it. Now climb the pole and once again backflip to land on the east platform.



A door has fallen to allow us access to a block with a hole in it. Inside is an unlit wooden torch just in case you are looking for one. Do you really need it? Only if you want to get another Secret.



Walk to the edge and throw the unlit torch over the side. You heard me! Now get back to the platform facing the pole and do a Standing Jump over to it. Slide down, face the West, and do a Running Jump to land in the archway. Drop to the ground and continue to the room with the three ropes.



Jump up to the open flame—you cannot climb with the unlit torch in your hand. Light the Torch, then turn around and head back to the East.



On either side of the room with the columns are two unlit torches hung on the walls. Light them and a trap door will open in the floor behind us.



You'll have to drop down a few times and make your way through a spinning blade trap by doing a Backward Jump. For your trouble, you'll end up in a room full of goodies—Wideshot Shotgun Ammo, Grenade Flash Ammo, Crossbow Ammo, and a Large Medipack.



Take as much as you can carry and then get out of there before the Morgue Beetles devour you. New trap doors have opened in the floor to allow you to exit without having to face the spinning blade trap again. Now we've got to retrace our steps to get all the way up to where we got the unfit torch.



Use the walkway to make your way around the sides of the room. On either side you will come to a gap which you can do a Running Jump over to land safely on the West side. Enter the passageway up ahead and jump and climb through a hole in the ceiling.



There are ramps on either side of the room and a large block in the center of the wall straight ahead. Take one of the ramps, do a Standing Jump with a Grab—angle yourself in the air toward the large block. Now climb up.



Head left then right down the corridor. At the far end, a door has opened which allows you to drop down into another hallway.



Straight ahead and slightly to the right you will find a doorway. Enter it, and you have completed the level. Good job!



A cinema will play, giving you a taste of the evil you have unleashed and showing you the Armor you'll need to obtain to help contain it. **GO TO GUARDIAN OF SEMERKHET**



WINNING SENET
Congratulations! Now you'll be the hit of your in-laws' Christmas party the next time they break out the Senet board. Climb down the ladder and take an immediate right (to the South). Follow the passageway up the stairs and around to the left.



At the very top, turn and face the north. Through a hole in the wall you can see that all the Ankh squares on the Senet board have now become pillars you can jump across. So let's do it!



Do a Standing Jump to either the left or right Ankh pillar. From the right front corner, Hop Backward and do a Running Jump to the next Ankh pillar.



Walk to the edge, hop back, and do a Running Jump and hang. Pull yourself up and repeat this move to reach the final Ankh pillar. From here it is a standing jump across to the edge.



Once you've reached the other side, head downstairs to the left or right until you reach a large door. It opens for you automatically. There are two Jackals behind it. Take them out and head inside.



Run down the ramp into a room with two more urns. Uzi Ammo is inside one of them. You would think that they would have found a better hiding place to stash this stuff in by now! Continue down the stairs and get ready for another Jackal to attack. Don't they usually come in pairs?



Wait a minute—here comes the second Jackal now from the east. Take him out as well, then drop down into the hole at the far end.



Run down the slope into a room filled with blocks. On second thought, sprint! Dozens of those Morgue Beetles drop down on you from the ceiling, so don't stop until you reach the pole at the other end.



Climb up the pole, leaving the Beetles below. Do a backflip off, then jump and shoot the urns to reveal more goodies—in this case, a Large Medipack. Now enter the doorway to the East.



You'll notice three mirrors reflecting light towards the top of a crypt. The two Jackals standing (sitting?) guard remain motionless...for now! Head to the Southeast corner of the room and take the ramp leading up to a pole.



Climb the pole, ignoring those pesky bats for now. Face East so that you backflip off into a room to the west. The other room to the South contains nothing of interest to us. As you turn around and head toward the stone door, it will open for us.



Drop down into a large room with three Senet pieces inside of a track on the floor. You can see beams of light coming down from the ceiling. We've got to move each Senet piece to its corresponding tile.



Take the red one first. Push it toward the two beams which are lighting the green squares, then Push it to one side or the other. Now that it is out of our way, return to one of the green pieces.



Push the green piece forward into the main track, and then push it all the way down to the end. Push or pull it to one of the green squares where the beam of light is shining (the red piece should be blocking one of the squares). A cut-scene will play when it is in the correct position.



Now pull and then push the red piece directly in front of the green piece which you just moved so that it is no longer blocking the path to the second green tile. Go get the second green piece and pull or push it all the way over to its end square. Again, a cut-scene will play when the beam of light hits the piece.



Finally, pull the red piece back into the large track and push or pull it to the far end. When you line it up with the red tile, the beam of light hits it. A cut-scene shows us that all the reflected light has been diverted from the crypt, which now opens.



Climb up on the block in the southeast corner and do a Standing Jump and a Grab to pull yourself back up to the corridor where the pole is. Jump to the pole and slide down. Climb out of the pole pit and head down the ramp.



By the way, the guardian Jackals are now awake. Gun them down as they come running toward you.



Head to the opening at the foot of the crypt and drop down inside. Enter the crawlspace and follow it to the end. Back out and drop down to a small hallway.



Take the first right into the room with the red carpet. Congratulations! You've made it to the end of this level.



A cinema will play, giving you a taste of the evil you have unleashed and showing you the Armor you'll need to obtain to help contain it.

GUARDIAN OF SEMERKHET



To the right side of the tomb straight ahead you'll notice a small hole in the ground. Drop down inside and you'll slide down into a corridor. Straight ahead you'll notice a set of spinning blades. (SHOT: 1)



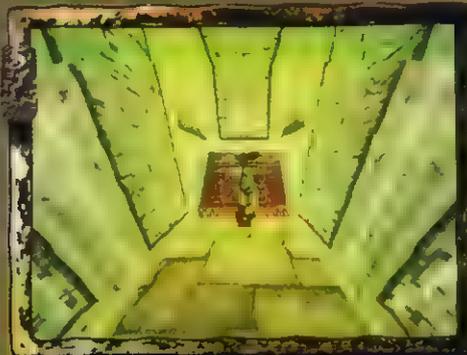
Walk as close as you can to the blades without getting nicked, line yourself up in the exact center, and then turn around. With your back to the blades, do a Backward Jump just as soon as they retract. You should be able to pass through with very little damage, if any.



Use the Medipack if necessary to heal yourself. Head around the corner to the second blade trap and do the same maneuver. Remember that the blades will extend twice before briefly retracting.



▲ You could try to sprint and dive through them, but you'll take less damage with a Backwards Jump. Trust me!



▲ After the second blade trap, continue forward and you'll slide down into the map room. Anyone seen the head piece to the staff of Ra? Anyone?



▲ Turn to the left (West) and jump and climb up into the chute. Immediately inside to the right is a crawlspace. Let's enter it and take it where it leads us.



▲ We'll find ourselves standing in front of a large wheel level which opens a large door ahead to the north. The problem is that, as soon as we let go of the level, the door will start to close. I guess that means we've got a race on our hands!



▲ Pull the wheel lever some five or six times to open the door. Now quickly head down the raised walkway ahead and follow it to the right. Without breaking your stride, jump the gap to the next walkway. You might notice the sound of blades extending behind you—as long as we keep running, they won't hurt us.



▲ Immediately turn to the right on this second stretch of walkway and continue Running forward. After one more Running Jump, we'll find ourselves on a small L-shaped platform just in front of the closing door.



▲ This is the hardest part—you've got to turn left toward the door and make it through before it closes. To do so, sprint and immediately jump to do a forward roll through the opening.



▲ If you fall down into the room below, make your way across to the south without stepping in any of the sunken areas (as they contain blade traps). Behind the column at the end is a passageway we can crawl into, followed by a ladder and a crawlspace which take us back to the wheel lever.



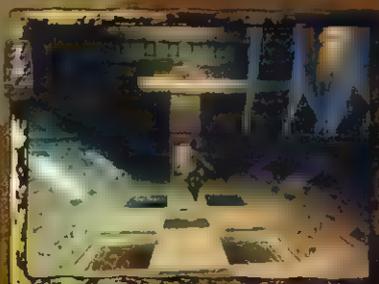
▲ With a little practice, you should be able to make it through the doorway. Don't stop Running, however, as there are more blades on the other side. Continue forward until this second walkway comes to an end. Now take a Standing Jump over to the pedestal in front of you.



▲ On the pedestal is the Golden Vraeus. Careful—it is spring-loaded with more blades. Either grab it from the back or from in between two of the blades.



▲ If you are about to get hit with a blade, don't hesitate to jump backward off the platform. We need to go down below anyway, so hang and drop.



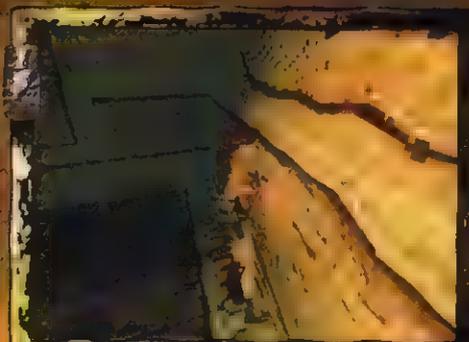
▲ Make your way across the bottom level without stepping in the impressions. A few long Running Jumps should do the trick. Enter the opening at the south end, climb the ladder you come to, and enter a crawspace which takes you back to the wheel lever. Head back out the crawspace to the chute.



▲ Drop down into the map room and look for the receptacle on the south wall. Insert the Golden Vraeus and a mechanism will activate, opening a tiny pyramid on the map.



▲ When control is returned to us, get on top of the table and walk to where the beam is hitting it. Take the Guardian Key which has been revealed.



▲ On the East wall of the map room is a tiny slot to the left side of a trap door. Insert the Guardian Key here and the trap door will open. Now drop down into the hole. Turn around and slide all the way down to the bottom.



▲ From the sound of it, there is something very large and very powerful down here. Are you familiar with the running of the bulls in Pamplona? It's going to be like that, except without all the hundreds of drunk people getting in your way.



▲ Take a right, sprinting East down the hall. As you do, you may notice the doors on your left side buckling as you run past. Something definitely wants to come out and play. You might want to save your game before continuing.



▲ If you really need the Small Medipack at the corner, stop and take it. Turn left down the hall and Run all the way to the end, crossing what appears to be a glass-covered gap, until you reach the lever.



▲ If you made it down here fast enough, pull the lever to open the door. If you took your time to arrive, something has already decided to open the door on its own. It looks like the Egyptian version of a large bull. We're not wearing red, but I get the feeling that doesn't matter.



▲ If you want to take a detour for a secret, head straight inside where the Bull came from and follow the hallway all the way around. It will dead end in a small room with a Small Medipack on the small floor. More importantly, a hole in the North wall contains an unlit torch.



Take the torch and head all the way back to the East near where you pulled the lever. When you see a lit torch on the wall, Run to the side of it and light your torch there. Now head back to the small room where we found the torch and light the sconces on the wall.



A door will open in the wall, allowing us access to a secret room. Inside you can pick up a Large Medipack, Shotgun Shells, and Crossbow Ammo. Watch out! The room is loaded with spike and blade traps. Now you can head back all the way down the hall to the lever.



Sprint back down the hallway South and then all the way to the door at the far west end. If you hear the Bull right on your tail, Jump forward to the left or right to get out of the way. He will continue to follow us for the rest of this level, so we don't have time to stop and take a breather.



Yes, I noticed the climbing surface on the ceiling, did you? From the corner where the Small Medipack was located you can jump and hang on the left track. It will take you over to a crawlspace which drops you into a pit of firetraps. The only goodies to be found here are Shotgun Ammo and Crossbow Ammo.



Be careful not to walk in front of the flames as there is no water to put you out! Climb the ladder on the wall to exit. Although you might not need the ammo, there is one good thing about getting into this area. When you drop out of the crawlspace to the main hall, the Bull may have already broken open the door.



At the far West end of the hallway you'll come to a door. Stand directly in front of it and get ready to jump left or right out of the way. We are trying to get the Bull to slam into it and open it for us.



Don't worry if the Bull seems to be standing too close to you when you are trying to line yourself up with the door. He is smart enough to take a few steps backwards and then charge. Ignore the bat-it is the least of your worries! When the Bull slams the door, jump out of the way.



The hard part is that we usually do not have enough time to turn around and face the Bull before we need to jump out of the way, and sometimes the camera won't turn with us anyway. You'll have to rely upon your sense of hearing to determine when you need to jump. Now run through the open door.



You'll end up in a larger room with three "eye" buttons. One is on the column straight ahead, and two more are on the columns flanking the doorway. There is also a very large Bull here. Where is Bugs Bunny and his anvil when you need him?



It doesn't matter which order you get the Bull to hit the buttons. Just remember to refill any health lost by your failing to jump away in time, and remember that if the Bull has already exhausted his charge he will back up before charging again.



Since you can't always see the Bull coming, jump left or right when you hear him. You may need to sprint away from the eye buttons to draw his attention. Sprint back in front of them and get ready to jump.



When all three buttons have been smashed by the Bull, both doors on the West side of the room will now be open. You'll want to take the left door to reach the exit. But first, head through the one on the right and Climb the ladder at the end. You'll find yourself on the second floor.



To the north on the second floor is a room containing more goodies—Shotgun Shells, Uzi Ammo, and a Small Medipack. But be careful—a spike ball will fall from the left side of the ceiling as you enter. Take your fill and head back downstairs.



Follow the hallway around and climb the ladder at the far end. You've reached the end of the level, whereupon a cinema will roll.



Looks like we've finally caught up with our old friend Sahib. He tells us that Von Croy is on his way to Alexandria. Although I don't think our disguise will fool anyone, it looks like we're going to go for a little train ride...

DESERT RAILROAD



Lara is about to take a train ride and the bad guys want to make sure that she gets off at the next stop... The hard way! Begin by Pushing the lever in this train car (you will notice a second lever without an arm... We'll be back later for that.



Throwing the lever will cause the door in front of you to slide open. Go to the edge and do a Standing Jump to the next train car.



Go through the door. Inside this next car, you will find three cabins. Two of these contain boxes that you can shoot open for items—the first one contains a Small Medipack, the second: Shotgun Normal Ammo.



As you move toward the back of the car, a bad guy will roll out into the corridor and attack. Shoot him dead, then exit through the opening in the back.



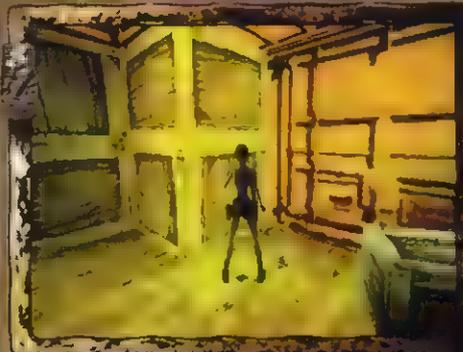
After jumping to the next car (it features cargo covered by a blue tarp), you will receive a cut scene showing two more bad guys boarding the train. Take them out the only way you know how... Permanently!



Jump to the next, flat, car. Then, at the end of it, do a Standing Jump and a Grab to either one of the two climbing surfaces on the back of the next train car. Climb up top.



As you move forward, past the roof hatch on top of this car, bad guys will pop out of both this hatch and the one on the next car. Take care of them both, then drop down the hatch.



In this car, you will find Shotgun Normal Ammo and a bad guy. Take what you need and shoot what you must!



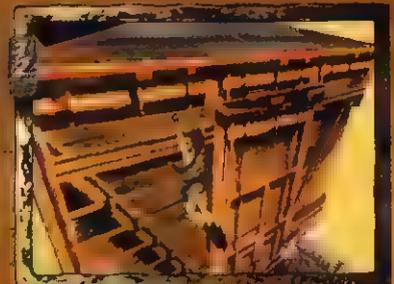
Exit through the opening in the back of the train car and do a Standing Jump and a Grab to the next. Climb up and head toward the back of the car (don't bother dropping down the hatch—there's nothing inside).



Do a Standing Jump to the flat car with the blue tarp. Now, we're going to have some fun. Hop off the edge of the car and Grab it.



Hang, then Shimmy along the length of the car. The ground will be speeding past Lara, just inches from her! Once you make it to the other side of the car, pull Lara up. This will cue a cut scene featuring a helicopter.



Now, execute a Standing Jump and a Grab to the climbing surface on the next car. Climb up to the top.



Up top, you will have to plug a bad guy. Then, head toward the far end of the car, turn around and Hop and Grab off of the back.



Then, drop and Grab the bottom of the opening after the door slides open and climb inside.



In this car, you will find a Secret: Shotgun Normal Ammo, Crossbow Ammo and a Large Medipack.



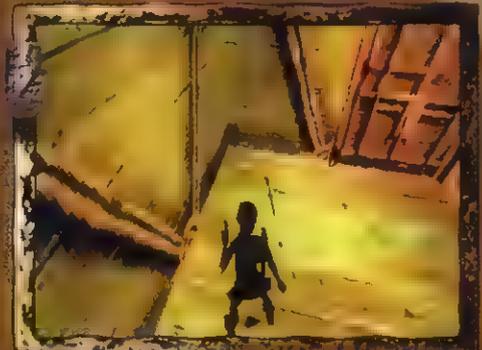
Now, drop back out of the opening to this car and hang. Shimmy over to the climbing surface and get back on top of the train.



Go to the North side of the train, Hop, Grab and Hang off of the right side.



Then, Shimmy to the right until you see an opening in the wall of the train. Then, drop and Grab the opening and pull Lara up into the opening.



Inside, you will find a Shotgun, Shotgun Normal Ammo and the Crowbar.



Now, use the Crowbar in the lever seat without a handle.



This will open up a door, allowing you to Jump back to the previous car. (You'll also have to deal with a bad guy.)



Now, reverse your steps and go back to the first train car (the one where you pulled the lever).



Along the way, you will encounter a few more baddies.



As you get ready to do a Standing Jump back to the first car, make sure you take a step back before jumping. If you don't, Lara will smack her head on the top of the opening and fall to her death.



Now, use the Crowbar in the lever seat. This will cause the next car (and the rest of the train) to unhook from the first car. Then, you will be treated to a cut scene as Lara makes her way to the next area, Alexandria.

THE SEARCH FOR THE ARMOR



During this stretch of the game, you will be looking for the Armor that is located in Cleopatra's Palace. However, in order to get to the palace, you must first make your way through the Lost Library and find all three Golden Star Keys. In order to get to the Lost Library, you must make your way through parts of Alexandria and the Coastal Ruins. Then, you have to make it through the huge Catacombs area alive (and with the four Tridents in your possession) and come out of Poseidon's Temple unscathed. Then, there is the Temple of Isis... Oh, my! This adventure is not for the weak. Come on... Let's get going!

ALEXANDRIA



Upon our arrival in Alexandria, things seem quiet... too quiet.



Once you arrive in the center of town (marked by a fountain in the middle of a plaza), you will see a gray-clad bad guy running through the streets. He seems bent on escape. If he's buggin' you, send him to the other side.



There are a number of buildings on this plaza to enter. To begin, head into the two story building with eight arches — four on the first floor and four on the second.



Head up the stairs and you will be taken to a cut scene. It seems Lara needs to make her way to the Catacombs.



Once action resumes, you will find the LaserSight, Crossbow Normal Ammo and Shotgun Normal Ammo on a table near the opening to the stairs.



Go out onto the balcony and take a left. At the end, do a Running Jump to the next roof ledge.



A guy will shoot at you here. Take care of him, then snag his Uzi Ammo.



Now, walk around the ledge and line-up so that you are facing the West building with the clay tile roof.



Do a Running Jump and a Grab on the roof, then Shimmy around the corner of it.



Line Lara up with the switch below, then drop and immediately Grab the lever.



This will cause a wood panel to swing open on a wall inside this building, revealing a Secret: a Large Medipack and Crossbow Ammo.



Now, go down the alley that is Southeast of the fountain, to the left of the building with four columns at its front door.



Go past the opening in the building to your left and continue moving to the left as you work your way through the alley.



You will come to a dark corridor. As you move through it, the action will stop and a new area will load — Coastal Ruins.

COASTAL RUINS



Once action resumes, find the archway behind a palm tree.



This will take you to the entrance to the "Egyptian Adventure." Shoot the boards, then proceed.



Head into the EA and you will find a room that features a stone pyramid on a marble base.



To the right of the pyramid is a pathway. Take it to the end.



When you arrive, you will slide down a ramp and a hinged platform will swing up.



You only have a short time before the hinged platform collapses and Lara falls to a spiked death below. In order to avoid this, quickly equip the Revolver with LaserSight.



Now, get a bead on the nine bulls-eye targets that are across the way. If you shoot them before the platform collapses, you will get rid of the spikes below and can land safely on the ground.



Once you do, turn to the other end of the room and collect the Token.



Now, turn to the South (left) wall and look for the opening above. Jump and Grab it, then pull Lara up and hold down the Crawl button at the same time to go through.



Back at the main level, cross through the pyramid room and head up the stairs.



At the top, you will find a boarded-up opening and one that you can go through to the left of it. Head through the opening on the left.



Here, you will find an old mechanical snake charmer just waiting for that Token. Use the Token and he will blow his flute and a rope will appear. Climb the rope.



At the top, Reverse Jump off of the rope. You will find a Broken Handle up here on the floor.



You will also find a cove with three hooks on the wall. Walk up to the hook on the East (left) wall and hit the Action button.



Lara will use the Crowbar to pry the Wall Hook out of the wall.



Now, go to your Inventory and combine the Wall Hook and the Broken Handle to create the Hook and Pole.



Go back down the rope and head to the boarded-up opening. Use a weapon to shoot through the boards.



The key to getting across this room and back alive is paying attention to the mirror. It shows in reflection what you can't see with the naked eye.



Anywhere the floor is carved out is an unhealthy place to stand. The easiest way to get to the other side (so that you can pick-up the Crossbow) is to Hop so that Lara's back is to the wall next to the stair, near the bottom, and do a Running Jump to the raised strip of floor in the middle.



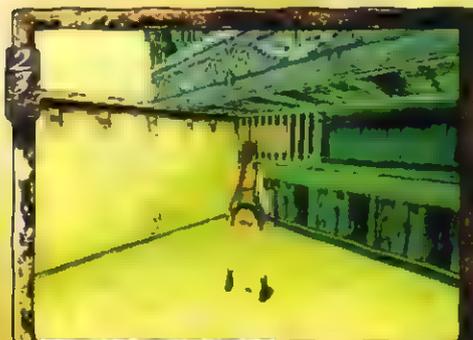
From here, turn so that Lara is facing the reflection of the Crossbow in the mirror, then do a Standing Jump toward it.



Pick up the Crossbow, then retrace your steps back and exit the room.



Now, head through the pyramid room and back outside.



Go to the dark wall with bars and a stone block low on the wall.



Here, you will see a set of keys behind the bars. Use the Hook and Pole to snag the keys.



Pick up the Gate Key and head on out to the main street.



Continue down the street and you will come to two archways. Take the one on the right.



When you come to the water, swim across it to the next platform, then do a Standing Jump and a Grab to the cove opening in the wall. Pull Lara up into the cove, holding down the Crawl button at the same time, and Crawl on through the cove.



On the other side, you will find a ladder on the same wall as the cove opening. Climb it.



At the top, you will head outside to a beautiful open area and a cut scene.



This area features three castle-like structures. The only one we need to worry about (for the time-being) is the one around the hill to the right — head on over.



You will know you are in the right area because the game goes to a cut scene and two skeletons go on the attack.



Pull out the Revolver and LaserSight and have at it.



After you have dispatched of the skeletons, head up the stairs in the back of this area.



At the top, do a Running Jump over to the other side, then head up the path and do another Running Jump to the "U" shaped platform across the way.



Go to the other side of the "U". Instead of jumping across the way, toward the wall with the face on it, turn and you will find a higher platform.



Do a Standing Jump and a Grab, then pull Lara up top. The prizes are Shotgun Wideshot Ammo and a Small Medipack.



Now, drop back down to the "U" platform, then do a Running Jump to the platform with the face wall behind it.



Through the opening, you will find a gate. Use the Gate Key to open it and head on through.

THE UPPER CATACOMBS



The game will load and you will find Lara in the Catacombs area.



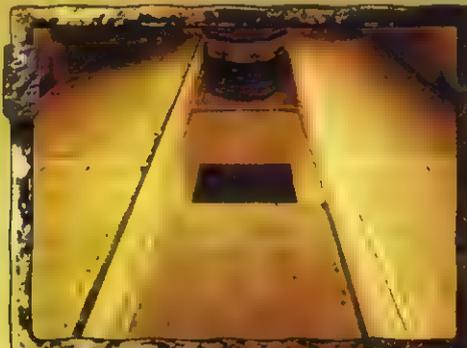
Head through the first room and into the second.



You will notice that, upon arriving in the second room, Lara's weight will cause a part of the floor to collapse ever so slightly. This is not good, as the sculpture that is in this room, and that we need to move back into the first room, won't budge unless we can stabilize this floor.



Here's how we're going to do it: Walk up to the face texture on the wall and hit the Action button.



You will be shown a cut scene that shows a brown floor tile being raised. This has occurred in a lower part of the Catacombs. The only way to reach this lower level is to return to the Coastal Ruins... Head on back through the gate that led us to the Catacombs.



BACK TO COASTAL RUINS



Back in the skeleton area, Hop off the wall and Grab, then drop to the level below.



Now, see that big rock being held up by the rope and pulley? We need to take down the rock.



Drop down to the area below and look for the cove with the fire in it. Pick up the stick lying next to the fire, then carefully Walk toward the fire and hit the Action button to light the stick.



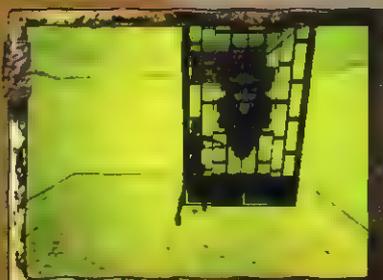
Take the stick and go over to the rope and pulley. Stand under it, then Jump straight up to light the rope on fire.



Stay in that spot to avoid the rock when it comes tumbling down.



Now, it is safe to climb on the platform that the rock hit when it dropped. Jump, Grab and Crawl through the opening above it.



Use the Crowbar to open the gate, then Jump, Grab and Crawl through the next opening. Head down the hall and the lower area of the Catacombs will load into memory.

THE LOWER CATACOMBS



When the area dead-ends, you will notice that familiar brown floor tile. Pull the column on top of the tile. This will support the sinking floor above.



Now, you must return all the way back to the upper level of the Catacombs area. You remember how, don't you?



OK... We'll give you a hint. Climb the wall ladder to get out of the lower area. The rest you should remember.

BACK TO THE UPPER CATACOMBS



Back in the upper area of the Catacombs, push the sculpture all the way to the front of the first room... Placing it on the face texture in the floor gutter.



As soon as you do this, a ghost will be released from the sculpture and a stone tablet will swing open, revealing a secret passage.



Don't delay... The ghost can kill quickly (might be a good spot to save your game). Head through the opening and Sprint around the right side of the next room and up the stairs.



At the top, you will come to a small winged statue. Stand next to it and the ghost will eventually fly into it and disappear.



Once the coast is clear, find the pole in the hole in the room that you first ran into as the ghost was chasing you and Climb down it.



In the area below, run through the corridor and a secret door will open, then close behind you once you've cleared it.



On the other side, Push the lever. The walls around you will rise, letting you view the large cavern that is your next challenge.



See the two ropes ahead of Lara? We need to get on the first one. Align Lara with the first rope. Hop back from the edge, then do a Running Jump and a Grab to the rope.



Once on the rope, do not let go of the Action button or you will fall to your death. While holding it, push down on your D-pad or keyboard to position Lara at the bottom of the rope.



Then, turn her so she is aligned with the second rope. Now, hold down the Sprint button to get her swinging on the rope.



After she has swung back and forth a couple of times, you will have the momentum to launch her to the next rope. While holding down the Action button, hit the Jump button when she is at the top of her swing.



Then, Grab the next rope. Repeat this process to swing over to the ledge with the opening behind it.



Now, head down the short corridor and Walk up to the edge. Take a step back, then do a Standing Jump and a Grab to the brick wall at the back of the shaft. Climb down the shaft to the floor below.



We are now at the bottom of the rope swinging area. Look high on the South wall and you will find an opening above a pile of dirt.



Climb up into it and head up the stairs. Up here, you will find Shotgun Wideshot Ammo. You will also find a hole in the floor that seems to lead to some ramps and water below. Try it out!



Once you hit the water, immediately find the steps in front of you and climb out.



You will need to use the Revolver/LaserSight combo to take care of the skeleton off in the distance.



Now, work your way South from small platform to small platform. The first one requires a Running Jump and a Grab, while the second, with the lever switch on it, requires a Running Jump.



Push the lever and the next two platforms will emerge from the wall. Do a Running Jump to the first and a Standing Jump and a Grab to the second.



Now, shoot open the vase on the next platform and do a Standing Jump to it to claim the Shotgun Wideshot Ammo.



Now, turn to the North and find the raised platform in the middle of the water. Jump up and Grab the black metallic ceiling texture above Lara and Grapple over to the other side.



When you arrive here, a ghost will attack. If you are low on health, immediately jump in the water and swim over to the other side. There is an opening with a winged statue in here that will take care of the ghost.



If not, wait to do that until after you have pushed the lever up here. This will bring out two more platforms from the East wall in this area.



Return to the original steps and make a diagonal Running Jump to the large platform in the middle of the wall. Then, make your way toward these new platforms.



From the second one, do a Running Jump to the ledge over the opening featuring a green-tinged light behind it, on the South wall.



Now, drop into the little cove to your left, then drop and hang from the ledge. Shimmy over to the right along the wall.



When you get to the corner, keep on Shimmying. Lara can now do it around corners.



At the end, drop to the platform below and head down the corridor.



When you arrive at the end, you will come to a large, open room. On the first platform is a vase containing Shotgun Wideshot Ammo.



There are a couple of skeletons in here. Take care of both of them before you leave the safety of this platform.



Now, do a Standing Jump and a Grab to the rope. From the rope, swing over to the platform to the right, in the opening on the East wall.



From here, turn around (so that you are facing West) and do a Standing Jump and a Grab to the platform with the short column on it.



This pedestal features the first Trident. Grab it and a skeleton will attack. If he gets too close, you don't want to be jumping around. Pull out the Shotgun and blow him off of the platform.



Now, do a Standing Jump to the platform along the West wall and Jump up and Grab the ledge to find a Large Medipack.



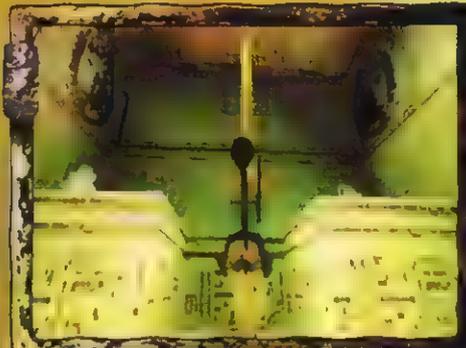
A number of skeletons will attack. Equip the Revolver/LaserSight and take care of them. Then, walk around the corner, toward the North wall.



Jump over the pit, then climb up the ladder on the wall.



At the top, a skeleton will attack. Take care of him, then snag the second Trident.



Climb the pole and Reverse Jump off of it when you reach the first area on your vertical climb. There is some Crossbow Ammo in one of the vases up here.



Get back on the pole and climb up to the next area. Do a Reverse Jump off of the pole and head down the corridor.



At the end, a stone tablet door will swing open and you will find yourself back in the area of the Catacombs where you pushed the sculpture and released the ghost.



Climb down the rope and you will find yourself at the opposite end of the large room with the two ropes. Turn and find the ladder on the North wall. Do a Running Jump and a Grab to it.



Drop and Grab all the way down the ladder. When you reach the floor, two skeletons will attack. Take care of them, then run toward the West end of the room.



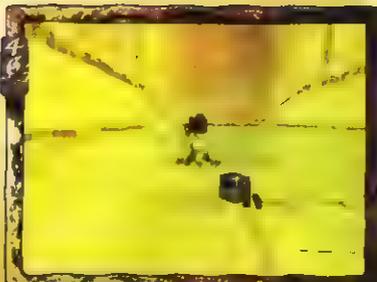
Near the pool of water, you will find a ladder on the North wall. Climb it.



Up top, you will come to an opening and room on your left. Enter it.



Run around in here and you will find a cove marked by three vases — blast 'em open. Kill the skeleton in here, then climb up the brick wall in the back.



You will find some Shotgun Wideshot Ammo as you enter this new area.



What you want to do here is work your way to the back of the room (the East wall).



Find the ladder back here and Climb up it.



At the top, drop to the upper platforms. You will immediately find some Shotgun Normal Ammo.



Right behind this, you will find the third Trident.



Now, work your way across this room. At the first big, rectangular platform that you come to, look for a small platform and alcove on the South wall (to the right of the cove that had Trident #3 in it).



Do a Running Jump to it to find Shotgun Wideshot Ammo and a Small Medipack.



Eventually, you will come to a rope. Swing over to the platform across the way.



Take care of the skeleton, then do a Standing Jump and a Grab into the alcove with the face texture above it.



Inside, Climb the pole and Reverse Jump off of it at the top.



Now, climb the ladder. Up top, you will find a stone corridor that will immediately give you the creeps.



At the end of the hall, you will find a room that features the fourth Trident. What do you want to bet that all of those skeletons come to life once we put the grab on that Trident?



Well, a couple of them did anyway. Take care of them, then climb the ladder behind the Trident.

BACK TO COASTAL RUINS 2

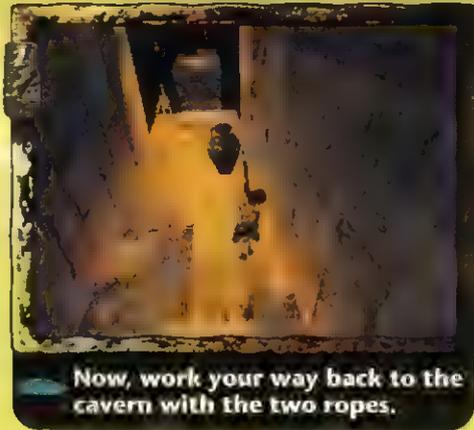


At the end of the hall, the game will load and you will return to Coastal Ruins. Use the Crowbar to open the two gates and get some fresh air.

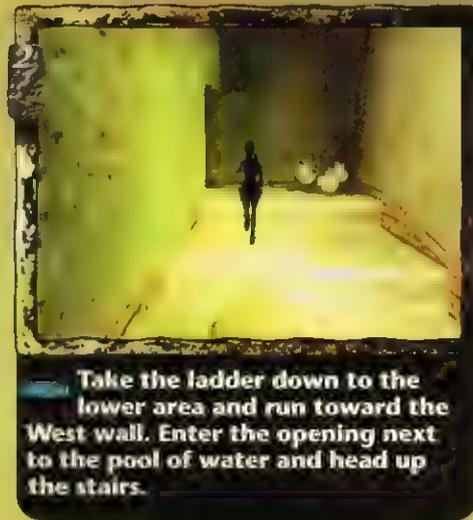


Head back to the upper part (where you did all the jumping) of the boulder/pulley/rope area and return to the Upper Catacombs.

BACK TO THE UPPER CATACOMBS 2



Now, work your way back to the cavern with the two ropes.



Take the ladder down to the lower area and run toward the West wall. Enter the opening next to the pool of water and head up the stairs.

THE TEMPLE OF POSEIDON



After the game loads, you will be in the Temple of Poseidon. Next to the winged statue, drop off and grab the brick wall, then Grab and drop to the floor below.



This area features a series of rooms and openings that are accessed from this central area with a hole in the middle of it.



To begin, take a right and enter this opening on the North wall.



In the small corridor, you will have to take care of two skeletons. Once you have, head out to the next room.



On this mezzanine level, head around to the opening at the far end and go through.



In the next room, you will find a huge statue of a face with its tongue sticking out (there are a number of these in this area). Head toward it, then Crawl through the tunnel below it.



On the other side of the tunnel, you will find a few vases — one of them has Uzi Ammo in it.



And, a room that features fire jets coming out of the floor. Walk carefully between them to snag the goodies that you will get out of a vase on the other side.



Unfortunately, two skeletons appear once you go to snag the goods. Get into a safe corner and blow them away!



Finally, you will find a room with a statue of Poseidon in it. Remember those four Tridents we collected in the Catacombs? Hit the Action button and Lara will place the first one on his staff.



This will cause water to flow out of the mouth of the big stone face that we crawled under to get here. Dive into the water and head back out to the center area with the hole in the middle.



When you arrive here, you will notice that water is flowing down into the hole from the area where you just were.



Now, go to the opposite side (South wall) and go through its opening.



Here, you will find another giant stone face with a pole in front of it. Climb the pole.



At the top, you will find some vases — one of them has some goodies inside, and a second Poseidon statue. Put Trident #2 on his staff.



Climb back down the rope and you will find that the water is now flowing out of the giant stone face. Return to the main room with the hole in the center.



Now, head through one of the two openings in the East wall to yet another giant stone face.



Opposite the stone face, on the West wall, is a brick wall that can be climbed.



At the top, you'll find statue #3. Place the Trident on the staff.



When you climb back down the wall, you'll find the water flowing and a ghost chasing you.



Sprint back to the brick wall that you Grabbed and dropped down at the beginning of the level.



Remember? There is a winged statue up here that will take care of our little ghost friend.



Now, head through one of the two openings in the West wall, in the main room with the hole in the center (where all of the water is now flowing down into it).



To the left of the giant stone face in this room is an opening high on the wall. Unfortunately, there is also a fire jet on the floor below it.



You must do a Running Jump and a Grab without hitting the black circle. To do this, simply take two steps back from the floor tile that contains the black circle, then Hop back from that point.



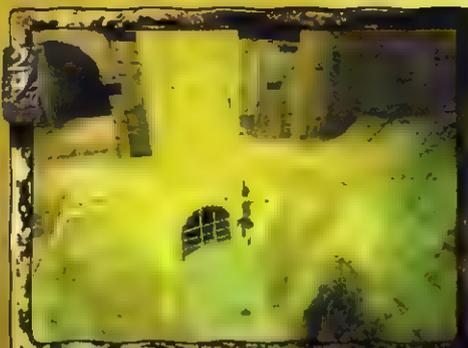
Now, Run, Jump and Grab, then pull yourself up (holding the Crawl button at the same time).



Up here, you will find the fourth Poseidon statue and can use the final Trident.



When you crawl back through the shaft, the water will be flowing (don't worry — the fire jet will no longer be working).



Now that water is flowing into the hole in the main room from all four sides, you can jump into it.



Swim to the bottom and through the low opening in the West wall.



When you exit the water, you will find two sets of stairs on the West wall — take either one.



When you arrive at the next room (you may have to deal with a skeleton or two along the way), two ghosts will attack.



No problem; Simply shoot open the two giant vases to reveal two winged statues... Problem solved.



Now, head into the next room. Walk up to the casket in front of the West wall and hit the Action button. Lara will open the casket, revealing the Left Gauntlet, and opening secret doors on both sides of the casket. Go through either door.



Then, in the small corridor that follows, find the opening high on the West wall and climb in.

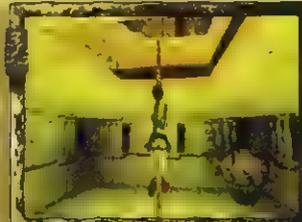
THE LOST LIBRARY



The game will load and you will now find yourself in a shaft leading to the Lost Library. Crawl through the shaft. When you get to the main room, find the giant blue doors on the East wall in front of you.



Turn to the left and head through the middle door on the East wall.



Go to the pole and climb down, avoiding the Lara-damaging wheels to the best of your ability.



When you arrive at the bottom, head down the corridor, then climb up the pole — again, avoiding the wheels to the best of your ability.



Reverse Jump off of the pole when you get to the top, then head into the next area.



In this area, you will find two giant wheels, some kind of shiny gold star, and an ax-wielding bad guy.



Take him out with a Revolver/LaserSight shot to the heart.



Then, use the Crowbar to pry out the Golden Star.



Now, turn and walk toward the South wall and find the ladder behind the column.



Climb up it, then head into the small room with the pole. Slide down the pole.



Down here, you will find two more ax-men. Take care of them. And, a gate with some sort of key receptacle next to it. We don't have the item, so move on to the next room.



In this room, there is a small square hole that you must drop down. The South wall of the shaft has a ladder on it. Drop and Grab down the ladder.



Now, head through the small corridor and you will find a large room where an ax-man gets on a golden horse and comes gunning for Lara.



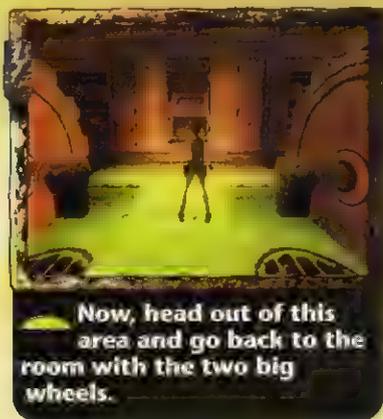
Same drill here; you must shoot him in the "heart" to kill him. One shot to the heart will knock him off his horse, the second will cause his "heart" (the Horseman's Gem) to fall out. Pick it up and return to that gate with the strange key receptacle next to it.



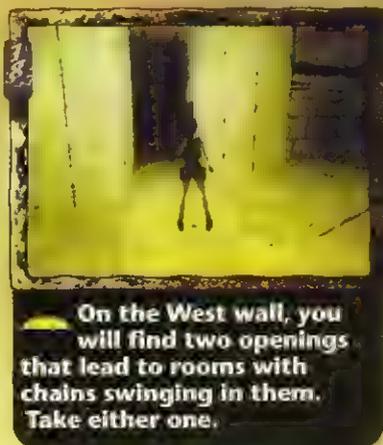
Use the Horseman's Gem, then enter the small room behind it.



Pull the rope to open an underwater door elsewhere in the level.



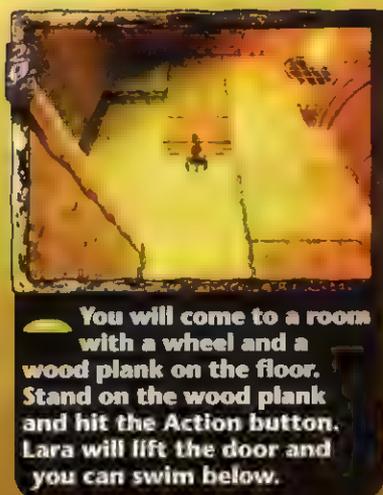
Now, head out of this area and go back to the room with the two big wheels.



On the West wall, you will find two openings that lead to rooms with chains swinging in them. Take either one.



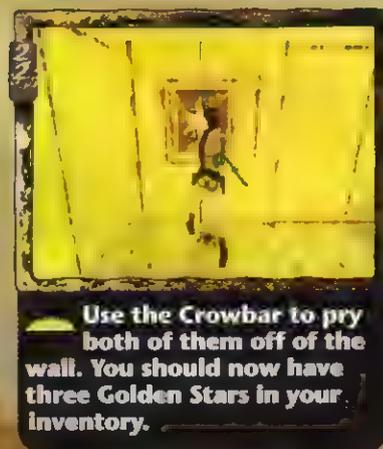
In here, simply wait for the chain to swing away from you, then Run past it — same thing goes for the next two chains.



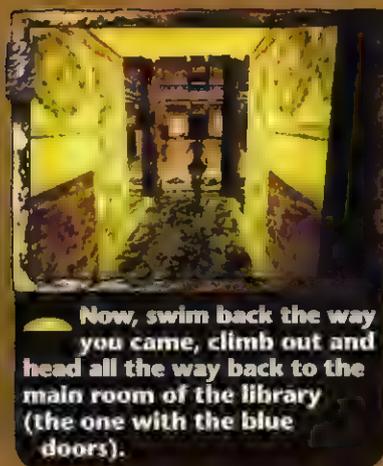
You will come to a room with a wheel and a wood plank on the floor. Stand on the wood plank and hit the Action button. Lara will lift the door and you can swim below.



Swim through the water and head West through the now-open underwater gate, until you come to a small room with two Golden Stars on the wall.



Use the Crowbar to pry both of them off of the wall. You should now have three Golden Stars in your inventory.



Now, swim back the way you came, climb out and head all the way back to the main room of the library (the one with the blue doors).



In the main room, head to the South wall and open up the left door and go in.



Behind it, you will find a very cool-looking planetarium. In here, locate each of the three receptacles for the Golden Stars and place them.



Each one will open the gate (or gates) that is next to it.



Behind each gate is a planet model that can be pushed and pulled to its proper location on the floor. There are five spots for planets. Four are behind the gates and the fifth (Earth) is already out in this area.



The Earth (blue stripe) goes on the circle in the center of the room.



The Gray planet (actually, it's the Moon and is behind the right-hand gate on the East wall) belongs next to the Earth.



The green planet (Venus), behind the left-hand gate on the East wall, belongs on the closest circle to the Earth and Moon.



The red planet (Mars), behind the gate on the North wall, belongs on the next circle/ring, closest to Venus.



Finally, the orange planet (Jupiter), behind the gate on the South wall, belongs on the last, outermost circle.



Once all five have been placed correctly, a bright blue energy blast will emanate from an object located over the door next to Jupiter's resting place. Go through this door.



Head down the corridor until you come to the blue door — don't go through the door. Instead, Run past it, into a room with a bunch of snake statues in it.



Each of these snake statues has a lever on it. When you pull it, the statue will shoot out flames, as will two others. However, if one torch is lit from two different spots, it will be extinguished.



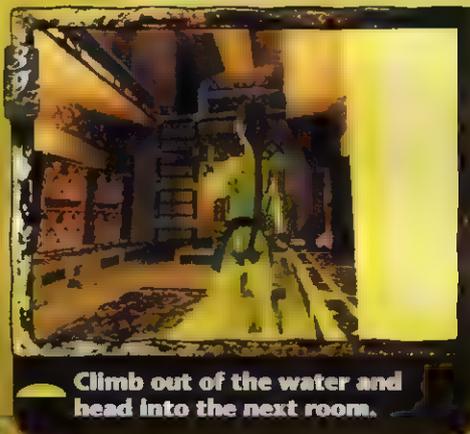
The way to solve this is to move counter-clockwise from the first snake statue that you see when you walk in the door. If you mess up, stepping on the pentagram block along the East wall will reset the puzzle.



Light all seven statues, and some platforms will appear in the middle of the room, and a flame ghost will begin to chase Lara.



Quickly head up the platform and the steps, trying to avoid the fire. At the top, you will find a water fountain that you can dive into and extinguish the flames. This comes in handy. Particularly if Lara is getting all toasty inside!



Climb out of the water and head into the next room.



Go through this room into the next.



Then, you will come to a corridor. Follow the corridor to the blue door at the end. Open the door and go through.



You will find yourself on the upper mezzanine level of the main room with the big blue doors.



Walk along the mezzanine until you come to a set of three doors on the South wall. Go through the door on the left.



When you enter the next room, two fire ghosts will attack. You must Sprint all the way back to the fountain and pool that you used a little earlier to extinguish them.



Now, return to the room where the fire ghosts were released, and snag the Pharos Pillar that sits atop the pedestal.



Return to the mezzanine and open the right-hand door on the South wall.



You will immediately slide down a ramp and drop through a lion's mouth, to an area where you just know a big boulder is set to crush you.



To avoid the boulder; Do a Standing Jump right in the face of the ramp that the boulder will take to crush you.



Then, quickly, do a Side Jump to the left or right to avoid the boulder.



An ax-man will attack immediately after the boulder rolls by. Take care of him, then head up the boulder ramp as far as you can.



There is a lever on the left side of the ramp. Do a Standing Jump and a Grab to pull the lever...



...raising a platform in the middle of the room. Climb the platform.



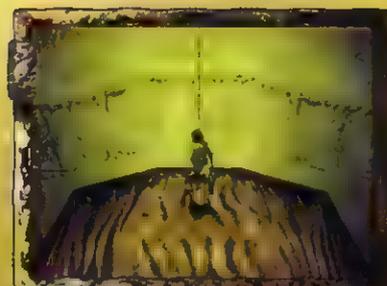
At the top, face South, then do a Running Jump and a Grab to the ledge above.



Then, climb into the alcove above.



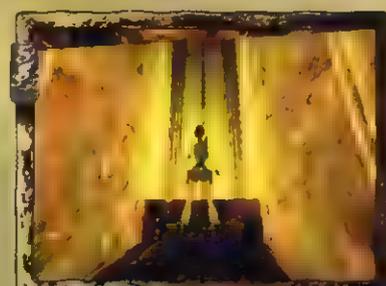
At the end of the alcove, you will be staring out at the top of the lion's head. Execute a Running Jump from here, to a point just above his eyes.



From here, climb up on the top of his head and Pull the rope.



This will open up his mouth so that you have enough room to crawl through. Drop and hang from his mouth. Then, pull yourself up (holding down the Crawl button at the same time) and crawl through.



At the back of his mouth, you will find a pole. Climb it.



Do a Reverse Jump off of the pole at the top and head down the corridor.



At the entrance to the next room you come to (on your left), pick-up the torch that is lying on the ground. Take it and walk on one of the grates in the room. It will light a pedestal next to it. Take the torch and light it by hitting the Action button next to the pedestal.



Exit the room and continue down the corridor and you will come to a gate that will automatically open as you pass. Just after it, you will come to a room with a wood floor in the center of it.



Stay off of the floor and throw your lit torch onto it. Watch as the floor slowly burns away and crumbles to the room below.



Drop to the room below and pick-up the bright scroll that is in the circle in the center of the room.



Now, Climb up into the opening high on the East wall and exit the room. Return to the main room with the big, blue doors.



Head through the right-hand door on the North wall, to the snake statue room, to get back up to the mezzanine.



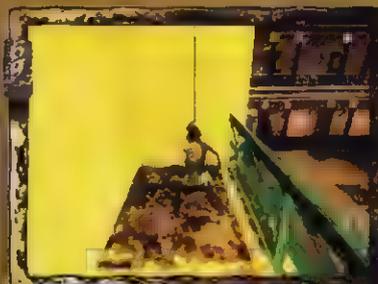
Up here, go through the right-hand door on the North wall.



At the end of the corridor is a room with a harp in it. Stand in front of the large pedestal next to the harp and use the Music Scroll.



Lara will then play a tune that will open a secret door. Go through the door.

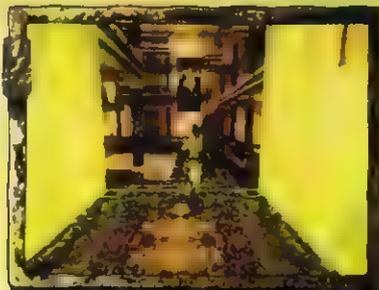


Follow the corridor back to the mezzanine and pull the rope when you get there.



This will open the giant blue doors. Jump over the mezzanine guardrail and head through the blue doors. It's time to move on to the Hall of Demetrius!

HALL OF DEMETRIUS



Head down the corridor until you come to a big room.



Head toward the South wall and up the ramp.



This will lead you to a room featuring the Pharos Knot on a pedestal. Grab it and drop back down to the main area.



Now, head through the opening on the North wall and up its ramps. At the top, we'll get a cut scene involving Von Croy.



Once you regain control of Lara, you have to take care of Von Croy's henchmen. Then, head back up the ramps through the opening on the North wall.



When you arrive at the top, look for the lantern with the drag marks next to it on the ground. Push the lantern North one push.



This will reveal a secret door. Walk through the door and down the corridor to return to Coastal Ruins.

BACK TO COASTAL RUINS 3



You arrive in a part of Coastal Ruins that we have yet to explore. Climb out of the water and locate the structure with the face textures on it, in the center of the room.



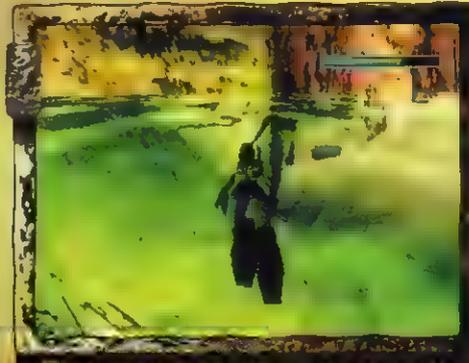
In the center of this structure is a ladder that Lara must climb to get out of this room. Look up and locate it, then jump and Grab the ladder and climb out.



Drop down out of the building to the beach below. Head into the water.



Swim Northeast (a white tower will be on your left and some brown cliff walls on your right) until you clear the cliff walls on your right.



There is an underwater tunnel on the Southeast face of these cliffs. Swim through it.



Eventually, you will come upon some seaweed on your left. Continue to swim in the direction that the seaweed is swaying and, eventually, the game will load. You are about to enter the Temple of Isis.

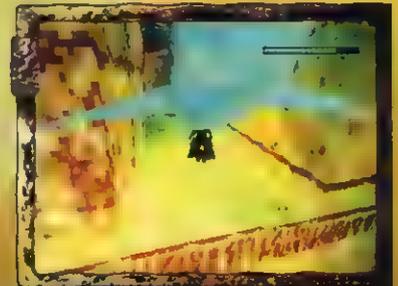
TEMPLE OF ISIS



As soon as you arrive in this large underwater cave, a Hammerhead shark will give chase. (If you need air, swim to the top of the cave — there is a small area up here where you can poke your head out.)



Avoid him to the best of your ability and swim straight, toward the upper half of the temple that is in front of you.



You will find a wood door with openings on either side of it. Head into the right opening.



Once you climb out of the water, you will find a key hole at the end of it. Use the Pharos Pillar in the hole.



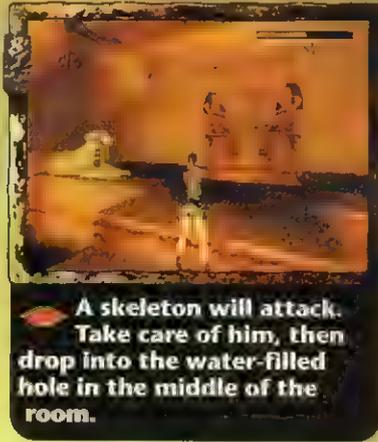
Now, swim into the opening to the left of the door.



Exit the water. At the top you will find a second keyhole. Place the Pharos Knot in it and the wood door at the bottom of the temple will open.



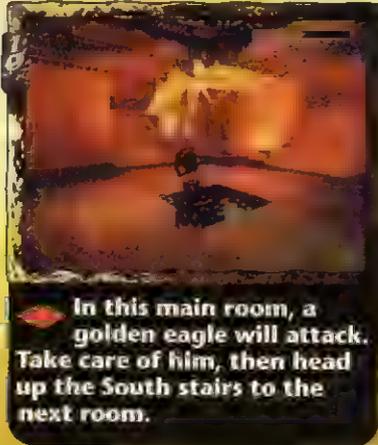
Swim through this opening at the bottom and into the temple.



A skeleton will attack. Take care of him, then drop into the water-filled hole in the middle of the room.



Swim through to another underwater chamber. Swim to the North wall and open the door on that wall. Swim through and climb out in the next room.



In this main room, a golden eagle will attack. Take care of him, then head up the South stairs to the next room.



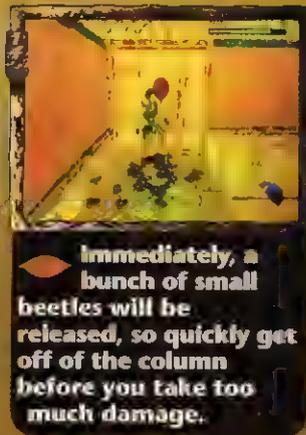
In this room, you will find a large statue of Isis. You will also find that the door closes behind you.



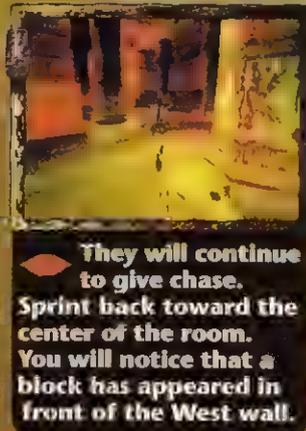
Head toward the statue. When you reach it, take a right and look for a column in the Southwest corner of the room.



Climb it and use the Crowbar to pry loose the Black Beetle.



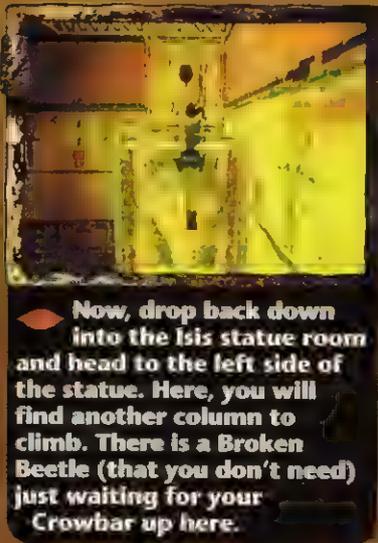
Immediately, a bunch of small beetles will be released, so quickly get off of the column before you take too much damage.



They will continue to give chase. Sprint back toward the center of the room. You will notice that a block has appeared in front of the West wall.



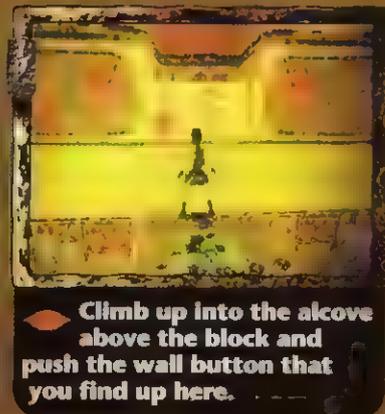
Climb it, then climb into the opening above it. Push the large wall button that is in this alcove.



Now, drop back down into the Isis statue room and head to the left side of the statue. Here, you will find another column to climb. There is a Broken Beetle (that you don't need) just waiting for your Crowbar up here.



This will release even more beetles, but it will also cause a block to appear along the East wall, in the center of the room opposite the one we just used on the West wall.



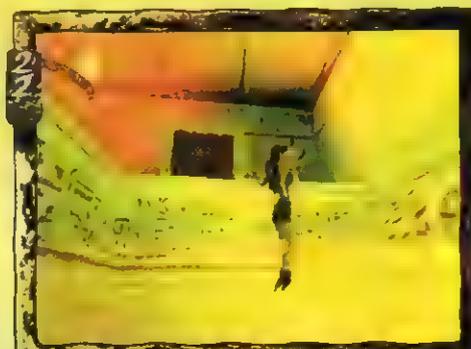
Climb up into the alcove above the block and push the wall button that you find up here.



This will cause a hole to appear in the floor in front of the statue of Isis. Hang, drop and Grab the ladder in this hole and lower Lara to the area below.



Here, head toward the North end of the room and Climb up the column with the angled top, in the corner on the East wall.



As soon as Lara comes to a standing position, execute a Reverse Jump to the flat platform across from the sloped one.



Now, grab the Winding Key from the pedestal and push the large wall button to open the door that closed behind you, in the room with the statue of Isis in it.



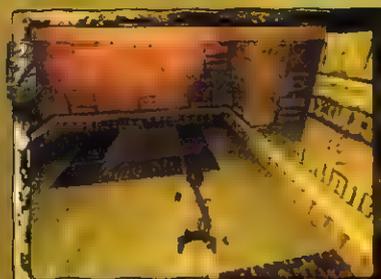
Head back up to the Isis statue room and exit it through the now-open door.



Back in the main room, there will be another skeleton waiting for us. Take care of him, then head up the stairs in the West wall.



Head through the first room you come to, into the second. There is a large, black pyramid in here and a skeleton.



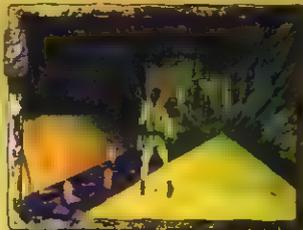
There are three holes in the floor in this room: North, West and South. Each hole features a slide that will lead you to either a Black or Broken Beetle. The North hole features the Broken one. Since we don't need it to proceed in the game, we are going to ignore it (it won't even show in your inventory, should you decide to go for it anyway). The West and South feature the Black Beetles. But, the way you get them is the same for both.



Once you drop through the hole(s), you will slide toward the water below. As you are nearing the end of the slide, Jump forward into the water, then head straight toward the platform with the Beetle above it. (If you don't Jump, you won't be able to make it through the water before it lights on fire and you will, sadly, be dead.)



Once you use the Crowbar to pry loose the Beetle, the slide will magically change into stairs.



Unfortunately, you can't head back through the water, as it is now on fire. Climb up on either side of the water and run along the solid ground on either side. Then, when you reach the edge next to the stairs, do a Running Jump to the stairs.



Repeat this procedure with the other hole/slide. After you have completed both of them, you should have three Black Beetles in your inventory.



Now, return to the main room and head up the stairs in the North wall. We still need one more Black Beetle and there is only one place to get it — Cleopatra's Palaces.

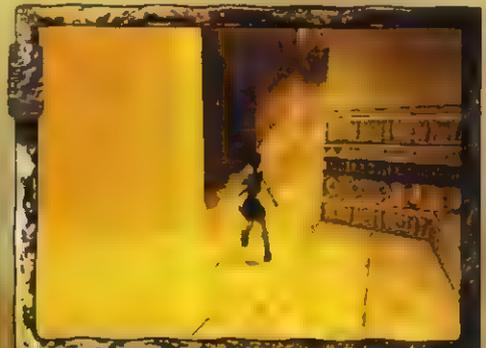
CLEOPATRA'S PALACES



Head down the corridor to a room with plants and a large fountain.



Run across the room, to the North wall, and head up the stairs.



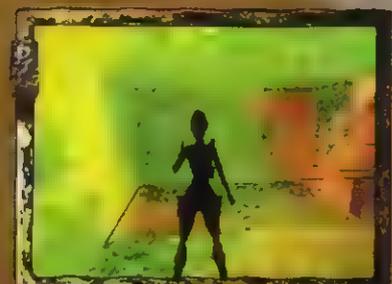
In the next room, head up the ramp to the room above.



Here, you'll find a wall tile with a face on it. It is a secret door — use the Crowbar to open it and head on through.



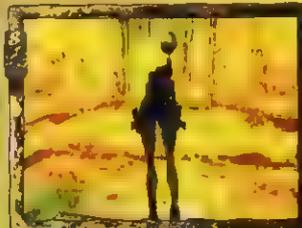
Move through the corridor until you reach the next face tile. Use the Crowbar to pry it open — revealing another secret passage.



At the end of this passage, you will find a hole that leads to a slide.



The slide leads to some water. As you are about to slide off into the water, jump to the left and head down that water path.



At the end, you will find the fourth Black Beetle. Use the Crowbar to dislodge it, then do a Roll Turn and a Running Jump from the edge to the platform on the other side of the water.



From this platform, turn so that you can see the opening high on the West wall. Unfortunately, you'll have to drop into the water, then quickly jump up and Grab the opening above. (You're only on fire while you are in the water — unless you hang out in it too long. Then you're toast.)



From here, head back to the beginning of the level and back to the Temple of Isis.

BACK TO TEMPLE OF ISIS



Once back at the Temple, head to the room with the black pyramid in it (up the stairs in the West wall of the main room).



Here, you will place the four Black Beetles into the pyramid.



This will cause a series of four panels to raise, then disappear into the floor.

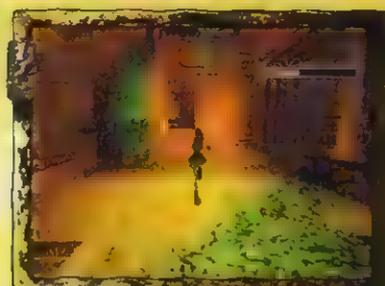


Then, a beam of light will shoot upward, supporting the tip of the pyramid. From this, you can hit the Action button to obtain the Mechanical Scarab.



Go to your inventory and combine the Mechanical Scarab with the Winding Key — we will need to make use of this when we return to Cleopatra's Palaces. Let's do that now, shall we?

BACK TO CLEOPATRA'S PALACES



Upon re-entering the fountain room, head back to the stairs in the North wall.



Go up the stairs and continue straight to the back of the room. You will find an area with a big eagle painted on the wall, and a beetle painted on the floor.



You will notice some holes on the floor behind the painted beetle. These are spikes. Use the Mechanical Scarab with Key to deactivate the spikes.



It will sit over the hole in the middle of the painted beetle, then tear through the spikes, so that you can safely cross the spike holes. When you arrive at the other side, pick-up the Scarab and continue on.



In the next room, go through the opening in the North wall. In the next, you'll find a casket and some blades that start to swing above the door.



Open the casket to find the Right Gauntlet. Take care of the skeleton that appears and head back to the previous room.



Head through the opening in the East wall. Take a right as you move through the opening and make use of the Mechanical Scarab with Key to take care of the spikes.



On the other side, pick up the Scarab and head up the stairs in front of you. In the next room, a golden eagle will attack.



Take care of the eagle (you can also open the casket for a Small Medipack), then head through the opening in the West wall (an eagle is on the wall in the corridor).



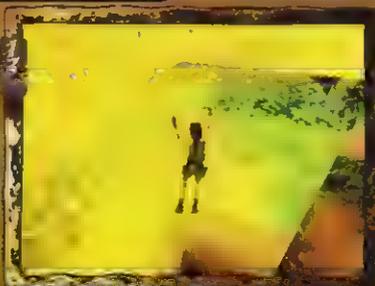
Down this corridor & around the corner there is an alcove with double doors and a lever high on the wall. Stand under the lever and Jump and Grab it.



Doing so will open the double doors and raise a block next to you. Climb up on the block.



Face West, then Jump from the block and Grab the ledge.



Shimmy around the ledge until you can stand up. Climb up and head down the corridor.



Go through the opening in the North wall to the next room. Push open the casket to obtain the Right Grave.



A skeleton will attack. Take care of him and carefully pass the blades that are now swinging above the door and exit the room.



Head back out into the corridor and drop back down to the area where you jumped and pulled the switch before you did all the shimmying.



Here, head South and go through the opening on the East (left) wall at the end.



As you turn the corner, you will find a new opening on the left-hand wall. Go through this and open the casket to collect the Pharos Knot.



Exit the room, turn left and head East down the corridor until you come to some stairs on your left.



Don't take the stairs. Instead, go past the stairs and down the corridor that is behind them.



In the next room, there are a few stairs that lead to a locked door. Place the Pharos Knot in the keyhole to open it.



Enter the room. You will find two blocks in the center of the room. Climb the one closest to you.



Pick up the Small Medipack and two yellow helixes will appear over the two blocks. The other block features a gold statue of Lara. Do not shoot it, as you will take damage.



A block will appear on the North side of the room. Climb the block, then jump and grab the ceiling texture. Grapple over to the other side and drop onto the block.



Walk to the end of this corridor and turn around. Jump up, Grab the floor above & Climb up.



You will be in an open area above the yellow helixes. Take out the golden eagles. If you don't deal with the eagles, they will focus their rage on the golden statue of Lara — and the real Lara will take the damage!



After disposing of the eagles, go to the small extension that occurs in the middle of the path that you are on. Facing West, do a Running Jump over to the other side.



On the North wall on this side, you will find an opening high above. Jump, Grab and Climb into it.



In the next area, both a skeleton and a golden eagle will attack. Take care of them and jump out to the suspended platform in the middle of this area.



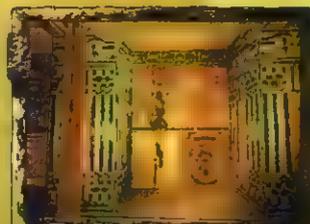
You will notice levers high across from you, on both the East and West sides of this platform. You must jump from the edges and Grab the levers. When you release a lever, a golden eagle will go after the Lara statue below. Drop from the lever to the platform below, then down to the statue. Take care of the buzzards.



They will open doors on both sides of the room — behind and under the switches. The door on the West side contains that Ornate Handle.



The door on the East side contains the Hathor Effigy. After snagging it, do a Running Jump back over to the suspended platform in the center of the room.



From here, Jump over to the door with the face texture on the South wall.



In your inventory, combine the Hathor Effigy and the Ornate Handle to create the Portal Guardian.



Place the Portal Guardian on the pole next to the door to open it.



Now, go through the door and blow the skeleton's head off. A cut scene will follow.



Two of Cleopatra's guards will go on the attack. Use your most powerful weapon to destroy the first one. The second one, apparently frozen in its tracks by Lara's dazzling firepower, has decided not to fight.



After taking care of the guard, head in the doors behind them. One contains a casket that is home to the Breast Plate. The other contains the Left Greave.



After snagging these last two pieces of Armor, head toward the throne that Lara was sitting on in the cut scene. There are two holes that have opened up on either side of it. Drop into either hole to bring Part IV to an end.

THE SEARCH FOR JEAN-PIERRE



Well, things have just gotten a bit nasty. In the cut scene, you find out that Von Croy has taken Jean-Pierre prisoner and that he wants to make a trade — the Armor of Horus for the life of Lara's mentor and friend. We all know that this is not the kind of deal that Lara is likely to make — under any circumstances. Get ready for some real challenges as you make your way through some of the darker areas of the game. Keep looking for flares!

CITY OF THE DEAD



Here we go — welcome to Darksville, USA. You are going to light things up once you hop on the motorcycle. First, draw your weapon and take care of the two bad guys on the building next to the bike.



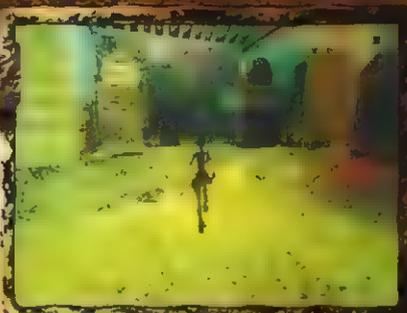
You can Climb up on the platform where the guy on the right was standing and pickup a Revolver, if you don't have it already.



Now, get on the bike. Follow the path to its first intersection, then turn left (you'll be heading North).



At the next intersection, turn right. A machine gun will be firing at you, so quickly get off of the bike.



Face South and head into the building across from the machine gun.



Inside, you will find a dead body over some steel grating on the floor. Pull the body off of the grating.



Now, Run back out to the motorcycle and get back on it. Drive back the way you came, turning left (heading South) at the first intersection.



Take the next left (heading East) and park the bike at the dead-end.



Here, you will find a block in a corner with an opening above it. Climb up the block and Crawl into the opening.



Head through this narrow corridor area until you come to a room with a lever. Push the lever.



This opens up the floor grate in the room where you Pulled the dead body. Return to the motorcycle.



As you look West, you will find a small sand hill. Hit the gas and jump over this, to the rock platform with the construction signs on it.



By driving through the signs and onto the floor, the weight of the bike will cause the floor to collapse—you'll drop through.



Down below, find the opening at the end and Climb up and in.



Move forward and take the long drop into the pool of water that is at the end of this hole.



Head into the next room, shoot the bats, and pick-up any goodies that you find. Take the slide down and out.



In the next room, look for the slot that you can Grab high on the West wall. Jump up and Grab it, then Shimmy around until you have enough room to stand in the alcove.



Turn around and take a look at what's across the way. You will find a swinging blue ball with an object in front of it. Equip the Revolver/LaserSight combination and shoot the blue ball (It will release a ghost). But make sure not to shoot the object, as it will release a locust.



Drop down to the floor below, turn right and head up the stairs, then run into the pool of water that the path leads you to. The ghost will be destroyed once it touches the water.



The current in the water will carry you to an underwater hole. Swim through it, then up and out on the other side.



Now, drop off the other side of the ledge that you will find yourself on...



...and head up the stairs to the water that the ghost extinguished itself in. It is now frozen over.



Jump over to the lever that is on the South side of the room and Push it. This will open a secret door back in the area where we first encountered the ghost. Head on back there.



The open secret door is on the South wall. Head through the door.



Find the blue door in this area and use the Crowbar to open it. Secret time: There is a Large Medipack behind the door.



Now, Climb up on the block, next to the green door in this area, then Climb the next two blocks to get out of the area.



You will find yourself on a ledge that looks back toward the steps at the beginning of the City of the Dead, where we found the motorcycle.



Back out and hang from this ledge, but don't drop down. Instead, Shimmy to the right until you can stand up.



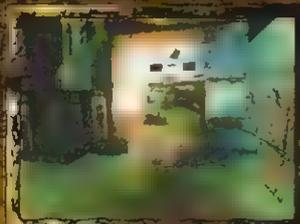
Climb up into the alcove, then turn around and Jump and Grab to Pull the lever on the wall in front of you.



This will open the gate next to the switch. A bad guy will appear — you know what to do with him, don't you?



Now that the gate is open, head off to where you last left your bike (in the underground area where you broke through the temporary floor to get to it).



Drive the bike up and out of the cave, busting through a wall in the process...



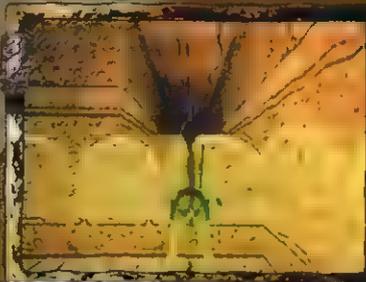
...and head through the open gate.



Drive through this area, dropping into a ravine, then head up the stairs until you reach the top.



At the top, you'll find a ramp that leads over the ravine. Gas up and jump it!



On the other side, get off the bike. Head to the South in this area and you'll find a lever in an alcove in the corner (you'll also find some bats).



Push the lever and you will raise a platform. Get back on the bike and drive back to the top of the stairs.



Once you reach the top, skip the ramp and drop through the hole in the Northeast corner.



Now, head back to the room where you Pulled the body off of the steel grating.



Here, Jump into the tunnel above the open grating and Crawl through.



At the end, Push the lever — it opens a door right above you—then return to your bike.



Drive back to the stairwell section. Park your bike about halfway up.



There is an elevated path along the North wall up here, with a high alcove in the corner.



Jump and Grab the alcove, then Pull yourself up on the next block. Head through the corridor above.



When the corridor ends, you will be at an opening—staring at the street below, and a malfunctioning machine gun.



Do a Running Jump and a Grab to the ledge with the machine gun.



Now, go through the door that you opened when you triggered the lever a little earlier.



After going through the door and down the corridor behind it, you'll find yourself staring down those pesky guns. You may notice a barrel of gas next to the guns.



Shoot the gas to destroy the guns.



Now, walk to the edge of the ledge that sticks out the farthest and do a Running Jump and a Grab to the ledge on the other side.



Shimmy along the roof to the left, then climb up.



Head North across the roof until you find a lever.



Push the lever to open a gate across from the room with the dead guy.



Go get your bike, drive back over the ravine (using the ramp on the left), and drive through the gate to exit the City of the Dead.

CHAMBERS OF TULVN



From the beginning, take off on your bike and take a right at the first intersection.



Don't let up on the accelerator as you come around the next (left) corner. Take a hard left, then gun it over the left side of the ravine.



After the ravine, the road will turn left and you will run into a stone step. Get off of the bike and Climb the step.



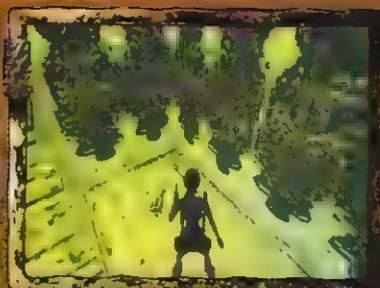
J Turn to the North and look up at the building. See the opening up there?



J Jump up and Grab the ledge. Then, Run and Crawl through the tunnel.



J At the end, you will find some Secret goodies.



J Now, head inside the mosque (the opening is on the South wall — to the left of the step where you parked the bike) and go into the large middle room. In the Southwest corner, under an overhang, you will find the Grenade Gun.



J Go back outside, get in the motorcycle, and drive it back to the ramp that you first drove down in this area. Park it next to the opening in the North wall of the building opposite the ramp.



J Go inside the building (mosque) and run straight through to the other side.



J Back on the main street at the step, head West and follow the path as it turns to the left. Here, you will find a huge Egyptian guard that you want to avoid like the plague. He sends out shock waves that you have to Run away from if you want to stay alive.



J Run into the mosque — the guard will chase you inside.



J Head into the South room. On the South wall, you will find two blocks that you can Climb — on either side of a small opening in the wall.



J Climb up on the left one, then turn around and do a Running Jump and a Grab the ledge above the archway on the North wall. The guard will continue to follow you as you make your way through the mosque.



J From here, Walk out on the concrete ledge and face the West wall. Do a Running Jump and a Grab to the next ledge. Shimmy to the right until you can stand up.



J Turn to the North and do a Standing Jump and a Grab to the textured North wall. Shimmy around the wall to the right to the next ledge.



J From here, Run across the ledge and into the corridor. At the end of the corridor, Jump, Grab, and pull yourself up.



J Now, Run out onto the roof and Push the lever. This will seal all openings to the mosque and trap the guard inside.



J The doors will only stay closed for a short period of time, so we have to act fast.



J From here, go to the other edge of the roof and look for the angled section of roof to the Southwest (above the wall that you Shimmied around earlier).



J Do a Running Jump to the ledge to the right of the angled roof. Then, walk onto the angled roof.



J Quickly, turn to the East and line Lara up with the rope. Do a Standing Jump and a Grab to the rope.



J Then, position Lara so that she is facing the large opening in the South wall. Swing to it.



As soon as you land, Run past the bad guy. Then, drop down the hole.



You will find yourself facing the ramp that you drove the motorcycle down when you first entered this level. Jump on your bike and take off.



Race as fast as you can over the ravine and back to the step that you had to park the bike at earlier.



Get off the bike, go over the step, and Run to the big wood wheel across from the entrance to the mosque.



At this point, you won't have much time before the doors open and out pops armored Arnie. A big ol' fly is going to be bugging you as well. Pull the wheel three times to open the gate next to it.



Then, quickly Climb into the opening and up the ladder at the back to exit the Chambers of Tulun and head to Citadel Gate.

CITADEL GATE



Begin by dropping to the level below. Walk up to the man lying on the ground and a cut scene will play. Sergeant Azziz tells Lara about the beast.



Continue forward until another cut scene plays. This time, the beast announces his presence with authority!



As soon as you regain control of Lara, Run past the beast—heading South.



As you make your way around the next couple of corners, you will come to an area that is lit with a blue-tinted light (there are banners overhead). Climb the step on the West wall.



Then, find the block on the North wall—next to a rope above—and climb over it.



You will immediately be shown a cut scene of the area below, then the game will drop you into it.



Go to the North wall in this area. On it, there are three levers.



Pull the middle lever. Then, go to the Southwest corner of the room and jump up on the ledge above.



Pull the lever up here, then drop back down to the three levers below.



This time, Pull the left lever and the casket closest to you will move aside—exposing a hole.



Now, Pull on the right lever and the next casket will move aside, exposing its hole.



Drop down the hole that is farthest from you. In this corridor, you will find a lever switch in need of a lever. The Crowbar will do just fine.



Use it and a door will open up down below the hole in front of the other casket. Climb back out, go to the other casket, and drop in the hole...



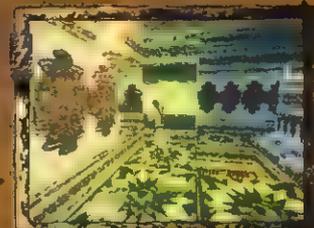
...then run through the open door.



Throw the switch at the end and two things will happen. 1) A door opens above...



...and 2) the locust attack. Climb out of here before they eat you alive!



Head through the open door and up the corridor, until you reach the top.



At the top, a cut scene will play showing the rope that you will need to use. Do a Running Jump and a Grab to get hold of it.



Then, Swing onto the edge on the South wall across the way.



Now, turn East and do a Running Jump onto the small roof.



Do a Standing Jump to the next, higher piece of roof (also facing East), then a Running Jump to the next across the way.



Now, turn South, Jump, and Grab the wall across the way. Shimmy around the left corner of the wall and drop to the platform below.



Face East, Jump, and Grab the platform across the way. Pull Lara up, then turn toward the Southwest and do a Running Jump to the platform in front of the large alcove above.



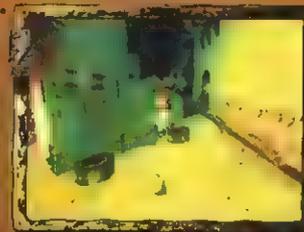
Turn around and do a Standing Jump to the roof to the Southeast and below.



From here, turn to the South and find an alcove with an orange-tinted light above. Do a Running Jump and a Grab into this alcove.



Head through the corridor. At the opening at the end of it, do a Running Jump to the area with the burned-out jeep. It is to your right (facing Northwest).



Here, you will find the Nitrous Oxide Canister behind the jeep. You will need this for the motorcycle.



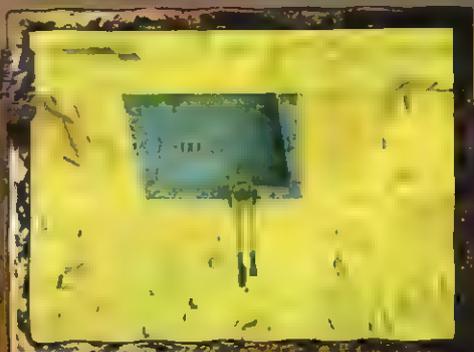
Now, turn to the South and do a Running Jump across the ravine—toward the taxi in the distance.



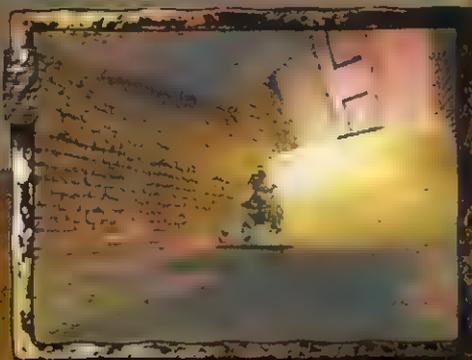
Run through the streets, avoiding the blasts from the beast as you Sprint past him, and return to Sergeant Azziz. After the cut scene, Climb up into the alcove behind Azziz and return to the Chambers of Tulun.



BACK TO THE CHAMBERS OF TULVUN



Drop down the ladder and take a right at the bottom. Head down the corridor and Climb out at the end.



Back on the street, find your bike, then head straight up the ramp to the North to exit the area. You will arrive at the Trenches.

TRENCHES



Once you drive your bike up the ramp, get off of it. Head to the East and Climb over the step in front of the palm tree.



Run through the streets until you come to a room with an automated machine gun and some boxes. Hide behind the boxes.



Crawl around the back of the room until a box stops your progress along the East wall of the room. From here, you can shoot the gas can on the back of the gun to blow it up (Revolver/LaserSight).



Climb up on the tallest box, then turn to the North and do a Running Jump and a Grab over to the opening high on the North wall. Pull yourself up.



Drop through the hole and head through the corridor below. When you come to an opening at the base of the West wall, Crawl through.



As you Crawl through, a guy with a machine gun will be shooting at you and two successive blasts of steam could bang up Lara real good. Avoid the steam while getting through as quickly as possible. You may need to burn some Medipacks here.



As soon as you are clear of the steam, shoot the bad guy. Then, exit the tunnel, turn to the North, and head into the next area.



1 Face the West wall and Climb up into the cove. Turn around and shoot the gas tank on the machine gun. You also might want to shoot the guy behind it.



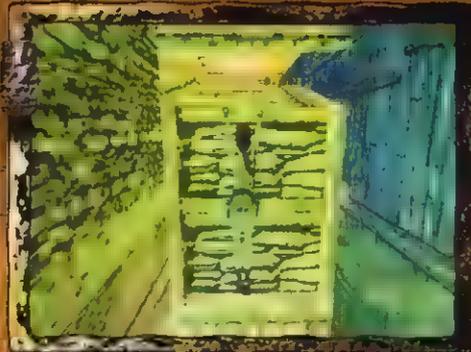
2 Then, drop down and Crawl back through and out to the street.



3 Head North, then head East at the intersection. As this path turns to the left, you will find a crawspace on the right.



4 Crawl into it to get the Weapon Key Code. Grab it, then return to the street.



5 Head straight and jump up and Grab the ledge that you come to.



6 Shimmy around to the right, avoiding the steam, and drop near the jeep that is on fire.



7 At the jeep's engine compartment, use the Crowbar to pry loose the Valve Pipe.



8 Go to your Inventory to combine the Valve Pipe with the Nitrous Oxide Canister to create the Nitrous Oxide Feeder.



9 Now, retrace your steps, find your bike, and install the Nitrous Oxide Feeder. From this point forward, you will be able to get a Nitrous boost of speed for your motorcycle by hitting the Sprint button.



10 Get on the bike and head back to the entrance to the Chambers of Tulun.

BACK TO THE CHAMBERS OF TULUN 2



Drive the bike to the left and stop and turn around once you get to the ravine.



Using the Nitrous, race up the steps on the right, then up the ramp into the building.



Get off of the bike, climb up on the ledge and go through the door.



Shoot the bad guy, then slide down the ramp. At the bottom, head North and pickup the torch when the corridor ends in a room (you'll have to take care of a bad guy here, too).



Now, head back out into the open area and take the ramped corridor to the right of the ramp that brought you to this area (it is on the West wall).



This will lead to a tight corridor with a ladder on one of the walls. This is the ladder that we took to leave the Chambers of Tulun earlier. Instead, turn the corner and find the steel door.



Open it, go inside, take care of the bad guy and light the torch. Take the lit torch back outside.



Now, find the East wall and head up the ramp adjacent to it.



At the top, hit the Action button to raise your torch and set off the sprinkler system.



In addition to activating the sprinklers, the door next to you will open. Go inside.



J Push the lever inside. This sends a big, steel box moving elsewhere and turns the sprinklers off.



J Now, go back outside. Then, head back through the corridor on the North wall.



J The steel box that moved was in the room where we found the torch. Climb the boxes and do a Running Jump and a Grab to the opening high on the East wall.



J Drop down the other side of this alcove. Then, face North toward the gray steel box with "X" bracing on it. Pull out a weapon and shoot it.



J It will break open, revealing a gate behind it. Use your Revolver/LaserSight to shoot off the lock, then go through the open gate.



J Behind the gate is a hole in the wall with the Roof Key inside it. Grab it!



J Head back to the room with the lever in it (next to where the sprinklers went off). Instead of taking a left to the lever, take a right and go through the open door with the yellow stripes on it.



J Follow the corridor back to your bike.



J Get on it and ride back out of the Chambers of Tulun the way you came in.

BACK TO TRENCHES



Drive over the ramp, then get off of the bike. Head North to the stairs on the right with the green-tinted light.



While on the stairs, turn to the right and climb up on the block.



Face South and Jump and Grab the handle that is in front of you. You will pull a ceiling gate down.



Now, Jump up and Climb into the crawl space. Crawl through it, then drop into the hole. Jump back out of the hole into the next crawl space.



Before you back out and drop from this second crawl space, look for the piece of stone that is lodged in the ledge here.



Pull out your Revolver/LaserSight and destroy this impediment.



Now, back out, hang from the ledge and Shimmy to the left and around the corner.



When it is safe, drop on the ledge next to the street light.



Face to the South and Jump up and Grab the ceiling. Grapple over to the other side. A locust will attack as you are making your way to the other side.



On this next ledge, head into the next area. Kill the bad guy, then turn to the right and use the Roof Key to open the door.



8 Go out on the next ledge, face North and do a Running Jump and a Grab to the ledge across the way. Shimmy to the left.



8 When you can, Pull yourself up and head through the short corridor above. After Climbing up on a single block, you will find a small hole in the North wall.



8 Use the Revolver/LaserSight to shoot the button off in the distance (and a bad guy — should he appear).



8 Now, drop back down to the ground and get on your bike. Drive West around the corner and you will find two sets of stairs.



8 Drive up the right set of stairs and hit the Nitrous, while staying to the left to get through the narrow opening after the stairs, to make the jump.



8 After you make the jump, get off of the bike and head toward the East wall.



8 Jump up and Grab the ladder, then Climb up into the opening. Run down the corridor to exit the Trenches.

STREET BAZAAR



8 Drop down off of the ladder to the street below. Walk up to the man on the ground and a cut scene will play.



8 When you regain control, grab the Mine Detonator Body that he drops.



8 Now, head to the table next to the West wall and pick-up the Handle.



Then, walk behind the car and pick up the Car-Jack Body.



Walk to the South wall and Push the red button. This will open the door next to it.



Now, head through the corridor and climb the ladder. (You might want to Climb into the crawl space next to it before you do — it contains a Large Medipack.) When you reach the top, go to the edge and Jump and Grab the ceiling. Grapple to the right and drop at the end.



Turn to the South wall and Jump and Grab the crawl space above and head on in.



After dropping into this next room, Climb to the top level of the South wall and go to your Inventory. Combine the Car-Jack Body with the Handle to create the Car-Jack.



Use the Car-Jack in this spot to open up the ceiling gate. Climb out to the roof above.



Obviously, you can't miss the bolt of lightning that is striking what looks to be some sort of car-lift (you probably can't miss the locust that attack you either).



You need to go behind the lightning (preferably when it is not striking the lift) and Push and Pull the box that is behind it out of the way.



Then, Pull and Push the machine with the wood basket on top of it (next to the box you just moved) on top of the lightning lift.



A cut scene will play showing the lightning striking a bridge that is just around the corner, to the left.



↑ Cross the bridge, doing a Running Jump and a Grab to the ladder across from the end of the bridge.



↑ Shimmy all the way around a couple of corners, to the left, until you can safely drop on the roof ledge.



↑ Now, Climb into the hole next to the ladder and drop down the series of ramps to the bottom.



↑ Head East down the corridor, into the next room. Turn right at the first intersection and head down a ramped wood floor to a room with a number of crates in it.



↑ Find the headless soldier down the ramp on the West side in this area and obtain the Mine Position Data.



↑ Now, go to your inventory and Combine the Mine Position Data with the Mine Detonator Body to create the Mine Detonator.



↑ Head back up the ramp and some ominous music will cue. That is because there is an Egyptian bull on the loose.



↑ Head to the Southeast corner of the room and lure the bull into knocking the crates around in this area to reveal a secret passageway.



↑ Go through this exposed corridor to the next area above. Here, turn left, kill the bad guy and head down the path.



↑ Take the next left (underneath the beams of light) to leave the Street Bazaar area.

BACK TO TRENCHES 2



Head West through the Corridor, then turn right and head up the first set of stairs you come to.



From here, follow the street to the left, left again, right and right again.



You will arrive at a second set of stairs (they are an orange color).



Take the stairs up, then, at the end of the next area, head East, up and over a step that features a huge pile of sand.



Climb the short block that is half-buried in sand at the East wall. From here, angle Lara and Jump and Grab the upper ledge of the East wall behind the block.



Climb the ladder in front of you and you will return to the Street Bazaar area.

BACK TO STREET BAZAAR



Drop down to the area with the car and the red button. This time around, head through the East door.



At the end of the corridor, you will find a door. Open it, enter the next area and take care of the bad guy that attacks.



Head North to the end of this area. At the end, turn to the left to find a red sign with skulls and crossbones on it. Head toward the sign and you will leave this area.

BACK TO TRENCHES 3



You will find yourself standing in front of a number of red skull and crossbones signs. They are protecting a mine field.



Use the Mine Detonator to clear out this field...



...then run to the other side and push the red button. This will open a door to your right, on the South wall in this area.



Head through the door and you will find your bike. Hop on the bike and drive it through the door that you just opened.



Take a left after you go through the door, mow down the bad guy and charge up the ramp to return to Citadel Gate.

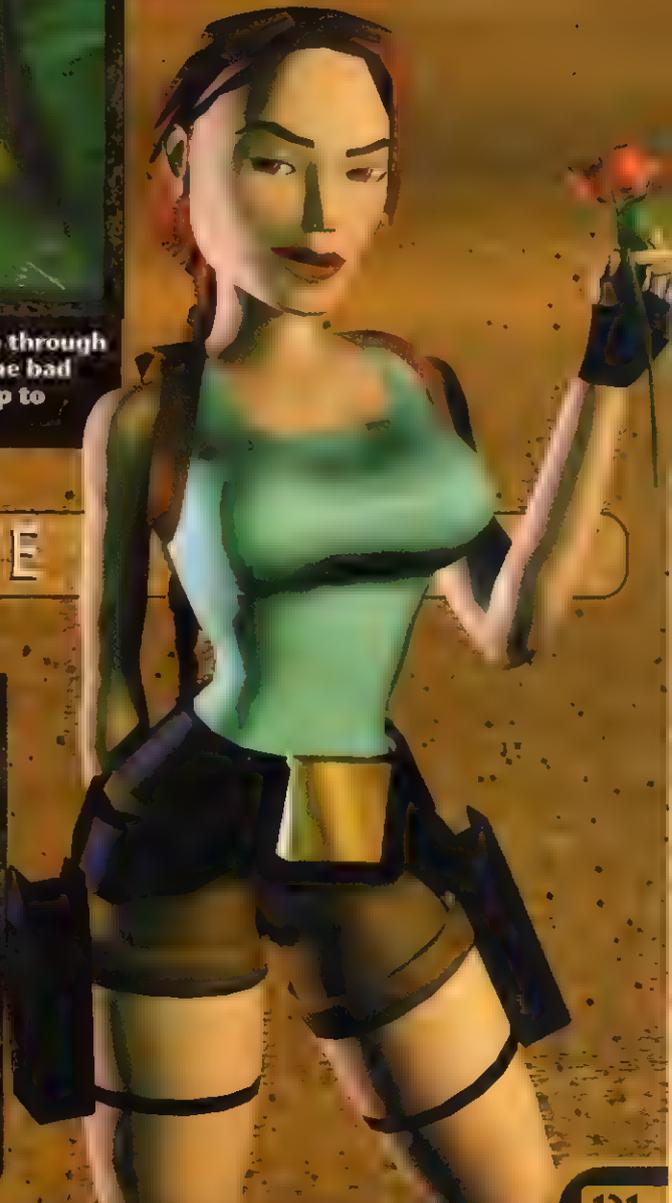
BACK TO CITADEL GATE



Drive forward and use Nitrous to clear the mine field.



Drive around to the left, making sure you hit the Nitrous as you explode past the beast. Eventually, you will reach Sergeant Azziz. Watch the story unfold with the cut scene and prepare yourself for the Citadel.



CITADEL



Move forward and a cut scene will play in which Lara saves Jean-Pierre and Von Croy finds the ancient ceremonial tablet buried under the Citadel.



When you regain control of Lara, head South into the next room. Continue South, then up the stairs in the Southeast corner.



You will find a lever at the end of the corridor. Push it to open the big doors downstairs (there is some ammo behind it).



Then, in a cove on the West side of this same room is a torch. Pick it up and light it with the lit torch on the wall nearby.



Now, return downstairs to the room where the stairs originate from and Jump up and set the rope that extends over this room on fire.



Go back to the room with the big wooden doors that you opened when you pushed the lever. You will find that a section of the floor has collapsed next to the doors. Drop down and walk into the chamber below.



Walk through this area for a short time and you will be given a cut scene of a bad guy running around.



Now, jump onto the ledge to your left, then to the one above the stairs to the left.



Hop off of the backside of the ledge and Grab it. Then, Shimmy to the left, then drop and Grab the next ledge below. (If you miss, you will land in the water below and can Swim back to the previous room. Climb back up to this ledge and try again).



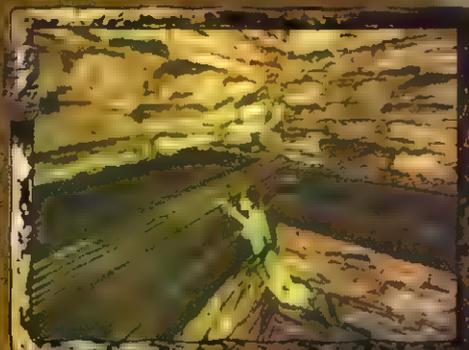
Shimmy to the right and around this ledge, until you can't anymore. Then, drop and Grab the next ledge below.



Now, Shimmy to the right, around two corners, until you can Crawl up into the alcove.



Drop down the other side of the crawlspace, into the water. Walk through the water to the Northeast corner of this tight area and Jump up and Crawl into the next crawlspace.



Now for some fun; When you lower yourself from this crawlspace, you will drop onto a angled platform. Immediately perform a Reverse Jump, followed by a Standing Jump and ending in you Grabbing the ledge on the North wall of this area. (Again, if you miss... It's through the water and back to that first ledge!)



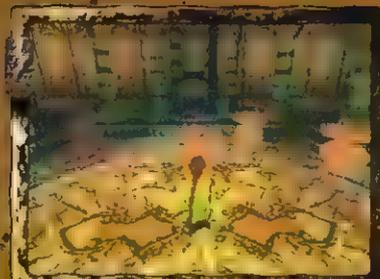
Shimmy to the left, until you reach a spot where you can stand (there is a Small Medipack here). Now, turn around and do a Running Jump and a Grab to the South ledge — there will be stairs to your left when you land.



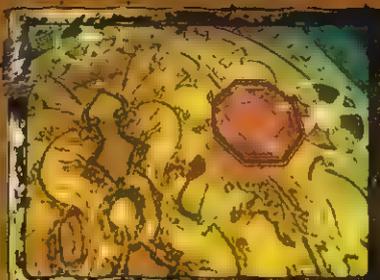
Head up the stairs, taking care of the bad guy along the way. Then, head up the ramp that follows. There is a bad guy at the top and a lever. Push the lever and take care of the bad guy that appears once you do.



Now, Grab then drop from the hole next to the lever. Head North. You will go down two flights of stairs before getting a cut scene showing a large, cathedral-like room.



You will find four ornate tables in the center area of this room.



If you look closely at their tops, you will find that they each have a one-letter abbreviation for the cardinal direction that they need to be Pushed/Pulled to in this room (North, South, East, and West).



With the aid of your compass, Push/Pull each one to its appropriate spot on the floor.



Once you successfully solve this puzzle, the doors on the West side of the room will open. Head through them.



Go through the corridor, Climb the step and drop down the hole into the water below. Head through the underwater opening in the South wall.



Swim down and around this underwater corridor until you come to a switch on the ceiling of the room that the corridor dead-ends in. This switch closes a hatch somewhere else.



Return to the water area that you first dropped into and head through the opening in the North wall. (To get some air, make sure you pop into the hole where you dropped into this main underwater room before you head through the North opening.)



Now, swim through this underwater corridor and you will come to a room where you can climb out of the water — do so and head through the opening in the South wall.



Head up the ramp and you will find yourself back in the room where you solved the table/compass puzzle. Find the opening in the East wall and head through it.



You will go down some ramps and end up in a room with a lever and two bad guys that open fire. Take them out, then Push the lever.



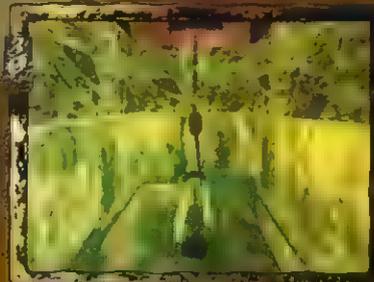
The lever opens up a hatch in a pipe back in the main underwater area. Head North from the compass puzzle room and back into the water.



Back in the main water area; Climb up to the corridor opening in the West wall.



Head down the corridor and there will be another lever to Push. This one opens a hatch next to the pipe on the floor of the main underwater room.



Now, return to that room and Swim through the opening in the North wall. Some of the water will have been drained in this area (caused by the hatches you opened). You can now Run down the corridor and Pull the rope at the end (it opens a door in this room).



After pulling the rope, Climb out, take care of any bad guy you might run into, then head through the now-open door in the East wall.



At the end of this short corridor, Jump up, Grab and Crawl through the opening high on the East wall.



When you hang and drop back over the other side of this crawlspace, you will be attacked by two Crusader skeletons.



You can't kill them and you actually need their help. Run up the wood planks in this area until your path is blocked by wood.



Wait for the skeletons to get near you (stand facing the wood), then Reverse Jump away at the last second and they will cut through the wood.



Escape from the Crusaders by Climbing up to the next area that the wood was keeping you from.



Head North in this next area, right down the middle between the two rows of lit torches. A cut scene will play in which Lara encounters Von Croy, then snags the Amulet, trapping him behind a door. Congratulations, you have just completed Area VI! It's on to the Sphinx Complex.

THE FINAL CONFLICT



Welcome to the last leg of your journey. Here you're going to face possibly the toughest challenges and puzzles the game has to offer. Lara is going to have to scale great pyramids, delve deep into secret chambers, navigate treacherous traps and pitfalls, confront a very angry Egyptian god, and solve some seriously cunning puzzles. Make sure you save often and keep an eye on your health.

THE SPHINX COMPLEX



The ominous desert sky doesn't bode well for us. Let's not waste any time and get moving. Pull out a weapon and head straight down the muddy path.



These two thugs up ahead are packing heat. Say a silent prayer then send them to Allah.



It seems the guard by the small steel door on the right was holding a Silver Key. Use it and head on through.



In this next area you'll encounter a few baddies and a small pathway lined by two sandstone walls. Kill the baddies and Hop up on either wall.



These walls surround two deep pits that lead to instant death if you happen to fall in. Across from each is a lever. Carefully do a Running Jump from the edge and throw each of them.



The result of the levers being thrown is a door that opens just beyond the walls. Let's get moving.



There's another thug to handle before we head through. Make sure you grab the Shotgun Normal Ammo from the opposite alcove where he came from.



We're now at the Sphinx. Unfortunately, there's no time for sightseeing. Let's tackle the large, gaping hole to the right first.



Slide down the small slope at the bottom-right corner of the hole to the safety of this small platform.



From here, it's best to do a diagonal Running Jump to the next...



...then a diagonal Running Jump and a Grab to this small, ramped ledge here. It's not so steep that Lara can't pull herself up.



The gated, garage door is locked from the inside and we can't get up on the Sphinx's hind leg, so our only choice is to cross the next gap.



Walk to the edge toward the left corner and do a Standing Hop down to the flat platform below. That music playing means there are some enemies nearby, pull out a weapon and take aim.



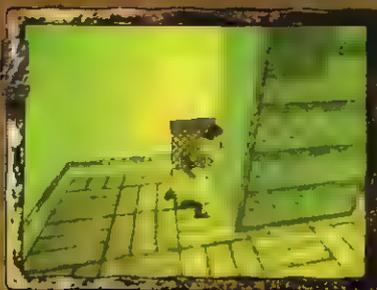
Make sure you grab the Large Medipack before moving on and then do another diagonal Running Jump to the platform across the way.



Lift Lara out of the gap and kick in that door. It looks like we're in a storage room of sorts.



These crates can be shot and busted. One reveals some Uzi Ammo.



Besides the empty shelving lining the left side of the walls, there's a rather large shelf against the right. Push/Pull it out of the way to reveal a small grate in the wall.



Shoot the grate then Crawl on in. When you reach the grate at the other side, stop, pull out your Pistols, shoot and exit.



Hey, that's your blood! Did we give the thug in the corner permission to start shooting at you? We don't think so. Give him some return fire. He drops some Normal Shotgun Ammo.



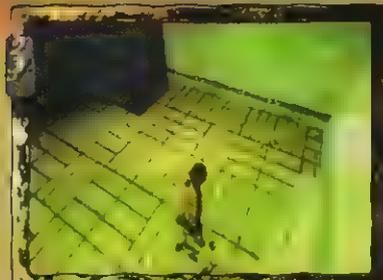
It turns out he was guarding a switch. Throw it and the doorway opens, letting two more thugs inside. Stay where you are and pick them off one-by-one. When all is clear, shoot the three crates scattered about the room.



One of the two in the back reveals a Metal Blade. Hmm, wonder what this is for?



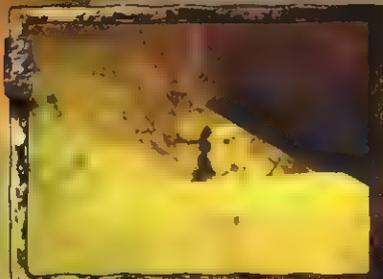
Our job in this room is not quite finished yet. It looks like there might be something underneath the large shelf to the right at the back of the wall. We're going to need to move the left shelf first.



Pull it as far as you can then Push it against the wall (and the open grate) from the other side. Now for the right shelf. One Pull should be enough to reveal a secret Shotgun.



Ok, let's head back outside. We're back by the Sphinx's hind leg. A little backtracking is in order. To once again cross the gap on the left, you need to Walk down the small slope to the edge, then do a diagonal Running Jump to the platform across the way.



A few more Hops and you're out. Now it's time to adventure around to the front of the Sphinx. The next gap is fairly easy. Hop/Slide down to the ledge in the left-corner...



...then it's two Running Jumps to the next consecutive platforms to make it safely to the other side. Jump up and out and keep moving.



The large, muddy path curves around the front of the Sphinx and the camera will adjust to give us a view of some kind of tombstone/marker between its legs. Let's check it out.



After a short cinema, leave the tombstone and head around the right leg — yet another gap to cross. Do a standing Hop down to the ledge at the right-corner, then a Running Jump to the next straight across.



Two baddies will confront you on the other side. Deliver swift justice, climb out and destroy the two crates sitting in the left-hand corner against the wall.



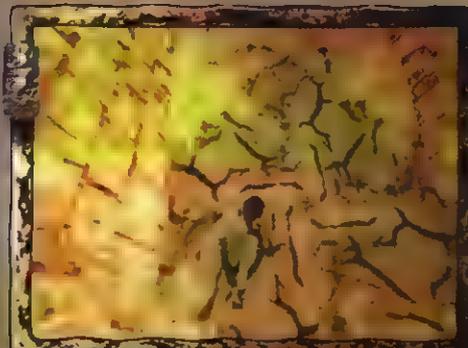
If you look closely, you should see a Wooden Handle resting on the ground where one of the crates was. Pick it up, then Combine it with the Metal Blade in your inventory screen to create a Shovel — handy!



Now, where could we use a shovel? We know! How about at the foot of the Sphinx in front of the marker! Use this conveniently placed platform to jump up to the Sphinx's leg.



Before hopping down to the other side, grab the Widespread Shotgun Shells resting at the end of the leg.



This soft, muddy patch in front of the marker looks like the perfect place to start digging. Hit the Action Button and Lara will use the Shovel. Is there no end to her talents?



Drop down into the freshly dug hole and you'll find we've uncovered a secret entrance leading underneath the Sphinx. Light a Flare to allay the darkness and head on down.

UNDERNEATH THE SPHINX



There's quite a bit of puzzle solving to do underneath the Sphinx, so let's not waste any time. Pull out your Pistols and take care of the pesky bats flying around your head.



When you pass through the first gate, it will slam shut behind you. That's OK, we'll find another way out. Ahead in this huge, cavernous room are what look to be two breathing bull statues and three stone tablets set in the wall behind them.



To the right and left of Lara are open gates with switches on the walls outside. We're going to be using these in just a few seconds.



Ok, here's what we're going to do: run straight ahead and over to the right bull. As you approach it will start to stand up. This is your key to execute a Roll Turn and hightail it back the way you came.



The bull will give chase, so hit the Sprint Button and take aim for either gate.



Run inside and then execute another Roll Turn so you can see the bull following you inside (use the Look Button to get a good angle).



As soon as you see the bull come into the gateway, jump over it and head back outside. These suckers are serious and deadly, and all it takes is one charge square in the middle to end your life.



As soon as you're out of the gate make a left or right (depending on which room you chose) and quickly activate the switch against the wall. If you're quick enough, the bull will be caught inside.



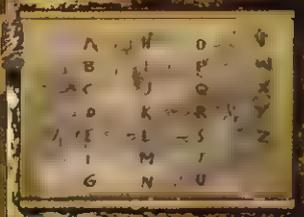
If you're not, lure it back in and try again. When you have successfully trapped the first, head back over and repeat the process with the next and the other room.



Now that we have a little breathing room, let's first take a left into the West hall of the room and check out what this dead adventurer has left behind.



Besides a set of very useful Flares, there is a Scrap of Paper underneath the torch right next to him. Grab it.



Take a moment to examine the Scrap of Paper in your inventory screen and you'll notice a set of hieroglyphics translated into the alphabet. Bet this will come in handy.



Now that we've got the goods, let's check out those inscribed stone tablets imbedded in the North wall. It turns out that they actually are pushable buttons. Allow us to translate the hieroglyphics: "I", "Q", "A" (left, middle, right).



J There is only one right sequence which will open the gate to the Gate Room. Any other combination will open a gate to the Trap Room. Trust me, we don't want to go in there. The correct sequence is "A", "I", "Q" (right, left, middle).



J This opens the middle (West) gate in the West hall. Head on through.



J Be very careful when you enter into any of these gated rooms. Each one has fatal, hard-to-see pits set in the floor. To traverse this one, Walk to the right edge then execute a Standing Jump across to the safety of the other side.



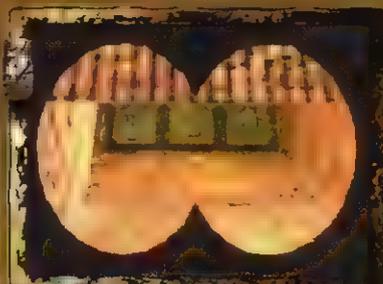
J Don't move too far when you get to the other side — there's another pit partially hidden by the slope of the path. First take out the nocturnals nipping at your face, then Walk as far forward as you can against the left wall. A Standing Jump from the edge will get you across.



J This room has a set of four niches set into the West and East walls. Above each niche are glowing, colored holes.



J If you're wondering what's set inside those holes, so are we. Select the Binoculars from your inventory and use the L2 Button along with the Action Button for the light function to reveal some hieroglyphs.



J Each of the four holes has a different set. They are as follows: The red hole reads "A", "Q", "I".



J The green hole reads "Q", "I", "A".



J The blue reads "I", "Q", "A".



And the violet reads "Q", "A", "I".



Each of these combinations will open up one of four rooms back out in the main hall. These rooms contain the corresponding Keys which open the exit to this level. Head back out and over the pits and we'll see you at the stone tablets.



We might as well start with the red combination. Enter "A", "Q", "I" (right, middle, left), and the right (North) gate opens up in the West hall.



Take care of the bats inside, then execute a Standing Jump to get Lara up onto the raised ledge against the right wall. From here, Walk straight to the edge and then do a Running Jump to the platform across the way.



Hop out of the pit, take care of the bats and get ready to venture for our first key. This dead end has three crawlspaces located in the South, East and North walls.



Let's tackle the one on the right (South) first. It's pretty dark inside these cramped passages and there are many collapsing platforms with deadly spikes waiting below. It's best to use your Flares here if you have them.



Take your first and immediate left (East) once inside.



Now take your immediate right (South) and head up the ramp.



At the top, take a left (East) and follow the pathway into a small room with a switch.



Throwing the switch will open up the gate back at the entrance of this room.



J Head back out the way you came and then across the room and into the Northern crawlspace.



J At the first junction, take a left (West).



J Continue forward, ignoring the path to the right, and make your next left (South).



J This path is a dead end, but pays off with the Red "Stone of Maat" Key in return. Grab it and head back out the way you came.



J The last and middle (East) crawlspace holds a secret. Duck in and take your first right (South).



J This path leads to a collapsing tile, but there are no spikes to impale you below. Instead, you're rewarded with a small room which is home to a Grenade Gun.



J Now that we've exploited this room, head back over the pit and return to the stone tablets.



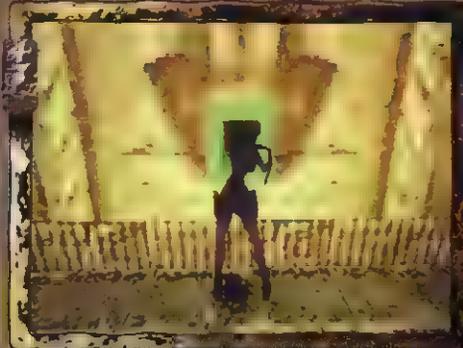
J Next enter in "Q", "I", "A" (middle, left, right) which opens up the left (South) gate in the West room.



J A couple more bats and another pit await. You know what to do. When you get to the other side, equip a stronger weapon, such as your Grenade Gun. There are four alligators lounging in the pool around the corner.



J After making a complete set of matching luggage, head into the watery room and we'll figure out this relatively simple puzzle. Here's the deal: the Green Key is set underground in the middle of the room and is protected by a locked grate.



J The room is lined with four wall switches — two on the South wall and two on the North. You can activate them in any order and the result will be the opening of the grate. Go to it.



J Collect your reward, the Green "Stone of Khepri" Key...



J ...then pull the switch against West wall. This opens the gate back at the entrance to this room. Race you back to the stone tablets!



J The pit on the way back can be traversed by doing a Running Jump and a Grab from the edge along the right wall.



J Back at the tablets, enter "I", "Q", "A" (left, middle, right). This opens the middle (East) door in the East room.



J Head up the path and over the pit and you'll find yourself in a small room with three sets of three wall switches adorning the North, East and South walls.



J If you're not careful and pull the wrong switch, you'll set loose a horde of flesh-eating Scarab beetles. That would be bad. Just follow our directions and you'll be safe. Start with the third switch on the right against the North wall.



J This opens the gate to the entrance.



J Repeat the process with the third switch on the right against the East Wall and you'll be rewarded with the Blue "Stone of Re" Key.



J The last set of switches produce nothing but beetles and, unless you like having your feet gnawed on by slimy bugs, we suggest you pass them up. Head back over the pit and out to the stone tablets instead.



J Ok, we saved the hardest for last. Enter "Q", "A", "I" (middle, right, left). This opens the right (South) door in the East room.



J To traverse the pit, execute a Standing Jump along the right wall from right about where the torch is.



J From here, drop down backwards and Grab the ledge. Now just Shimmy across and around until you reach the safety of the next flat platform.



J This next room has a hole filled with water inside it. Hop in, light a Flare and take a deep breath, because we have some serious swimming to do.



J First dive down to the first junction of paths. You have three choices: East, North or South. Head South.



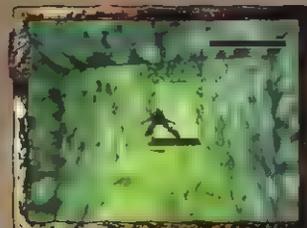
J Follow the path downward until you reach the next junction and take the East path.



J At the next junction, you can either go up or South. We need to go South.



J Ignore the next choice/junction to the right and continue going South.



J Follow this passage down, around and up (past the hieroglyph) and you'll find yourself in the first of many switch rooms.



J Hop out of the water, pull the switch and get back in. We are going to head back to the entrance to get our bearings.



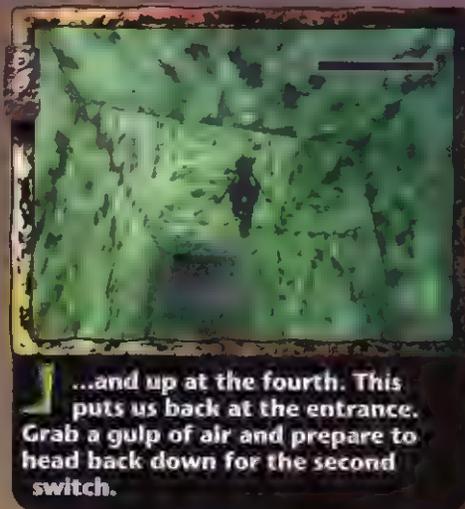
J Follow the path and continue swimming North at the first junction/path.



J Head West at the second...



↑ up at the third...



↑ ...and up at the fourth. This puts us back at the entrance. Grab a gulp of air and prepare to head back down for the second switch.



↓ Take the South path at the first junction.



↓ Follow this path down and then take the West path at the next.



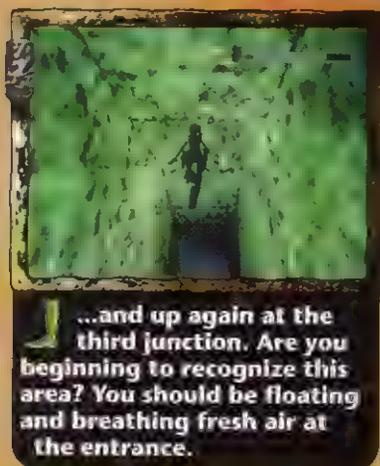
↑ Head up at the third junction and you'll find yourself in the second switch room. Throw the switch, jump in and get ready to do it all again.



↓ Head East at the first junction/choice.



↑ Go up at the next...



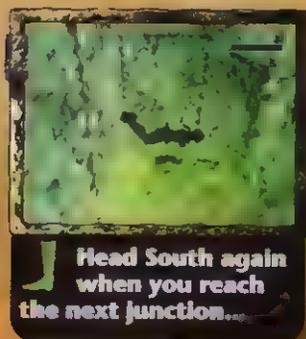
↑ ...and up again at the third junction. Are you beginning to recognize this area? You should be floating and breathing fresh air at the entrance.



↓ Now for the third switch. Head East at the first junction...



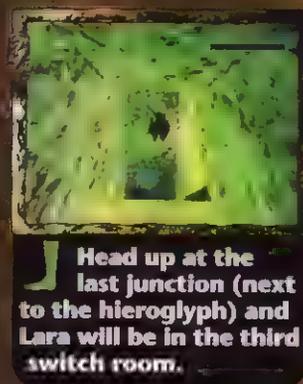
↓ ...and South at the second. Follow this path around and down for a while.



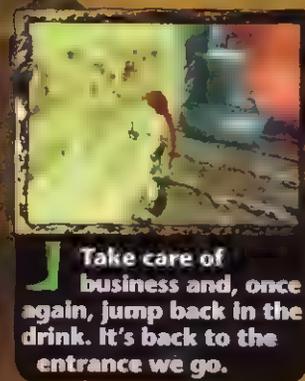
↓ Head South again when you reach the next junction...



↓ ...and then West at the next.



↑ Head up at the last junction (next to the hieroglyph) and Lara will be in the third switch room.



↓ Take care of business and, once again, jump back in the drink. It's back to the entrance we go.



Go East at the first junction...



...North at the second...



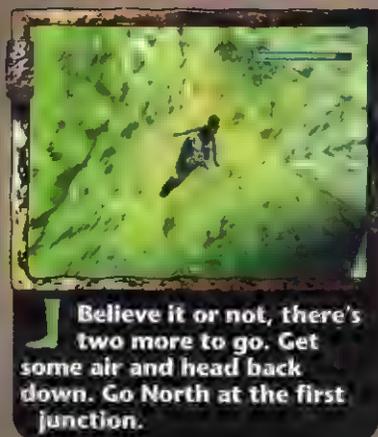
...up at the third...



...West at the fourth...



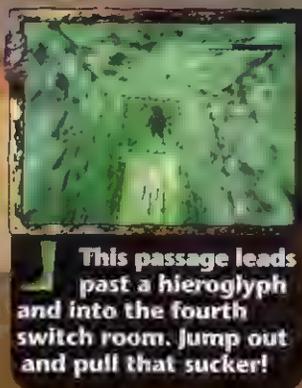
...and up at the fifth. Phew!



Believe it or not, there's two more to go. Get some air and head back down. Go North at the first junction.



And then East at the next.



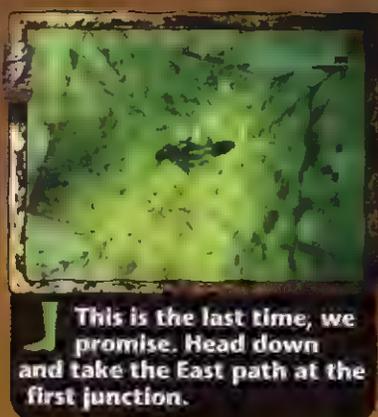
This passage leads past a hieroglyph and into the fourth switch room. Jump out and pull that sucker!



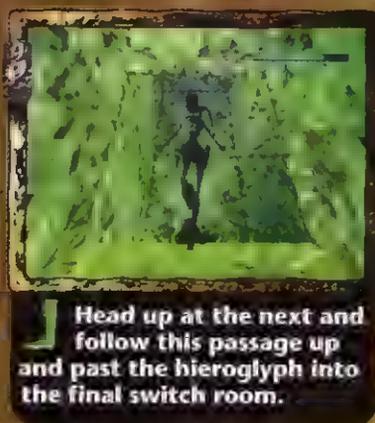
Almost there. Back in the water and head down at the first junction...



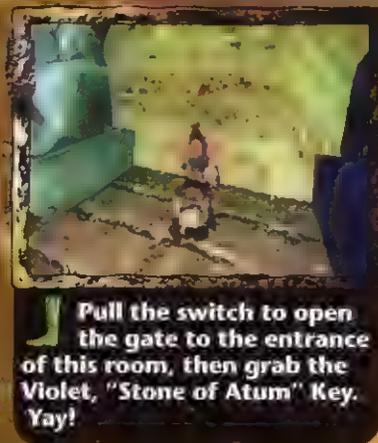
...then up at the next and back to the entrance.



This is the last time, we promise. Head down and take the East path at the first junction.



Head up at the next and follow this passage up and past the hieroglyph into the final switch room.



Pull the switch to open the gate to the entrance of this room, then grab the Violet, "Stone of Atum" Key. Yay!



J Jump back into the pool and head West at the first junction...



J ...up at the second...



J ...and up and out to the entrance at the third. Congratulations! Now might be a good time to save your game.



J Head back over across the pit the way you came and back into the stone tablet room.



J Now that we have all four keys, it's time to head back to the Gate Room. It's through the middle (West) gate in the West room.



J Traverse across the two pits and start inserting the Keys into their corresponding niches. Hitting the Action Button at each niche will automatically insert the correct Key.



J Save your game (we're not quite done yet) and head through the now-opened gate.



J Around the corner, the floor has given way, creating a chasm. Jump up and Grab the ceiling, then Grapple across to the other side.



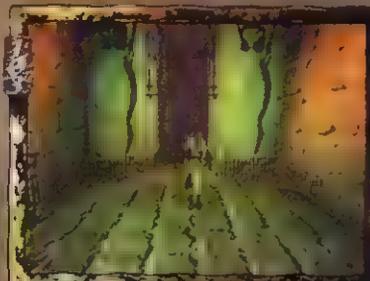
J Stop before heading through the next gate. This room holds four Holy Scriptures that are resting inside alcoves against the West and East walls, as well as rotating, razor sharp spikes the come jutting out of the ceiling once you enter inside.



J Here's what we need to do: Make a dash for the first Holy Scripture in the left alcove.



J As soon as you've picked it up, execute a Hop backwards then do a Standing jump to the right. This will position Lara directly in front of the next Scripture.



J Grab it, do a quick Roll Turn, then repeat the process with the other two. When you've gotten all four, head out the newly-opened North gate.



J We're not quite out of the woods yet. This small, unassuming room is hiding a bunch of buried blade traps. They won't hurt you if you Walk slowly through them, so hold down the R1 Button and Walk straight across to the exit.



J One more chasm to Grapple across and a few bats to shoot and it's upwards and onwards to the next level.

THE PYRAMID OF MENKAURE



J It looks like we're still underground. Head up the slope and to the left (East) and start climbing up the small platforms.



J At the top, you'll spy a small trapdoor in the ceiling with a jutting handle. Turn around so you're facing North and jump up and Grab the handle, opening the door. Climb on up.



J Don't hesitate when you climb out of the hole, there's a giant scorpion heading your way. Use that Grenade Gun or your Revolver pronto! If he bites and poisons you, take a Small Medipack to administer the cure.



More than likely, when you kill it, its brother will be waiting somewhere right behind it (it might be around the corner attacking a guard). Make sure you keep your weapon equipped.



There's a Large Medpack in the cul de sac straight ahead (West) and some Revolver Ammo the poor sap left behind in the cul de sac to the left (South).



We need to head to the right (North) at the intersection and jump across the ravine at the end. To do this, Walk forward to the lip on the left side. Aim Lara diagonally toward the left edge of the ravine and execute a Running Jump across to the other side.



Follow the path around (watching out for stray scorpions) and do a Running Jump across the first ravine you come to on your left (North).



Check out the huge pyramid, cool! Don't look too long, there's another scorpion hot on your heels.



Heading left (West) will do us no good, so go right (East) and take care of the huge desert bug that comes flying at you.



Save before attempting to jump over this ravine — it can be a bit tricky. First face Lara South and execute a Running Jump and a Grab onto this platform that is sloped downward on the other side.



Next, pull Lara up and, as she starts sliding down the slope, hit the Jump Button so she leaps to the safe sand across the way. Now, just jump over to the left (East) and we're on secure ground.



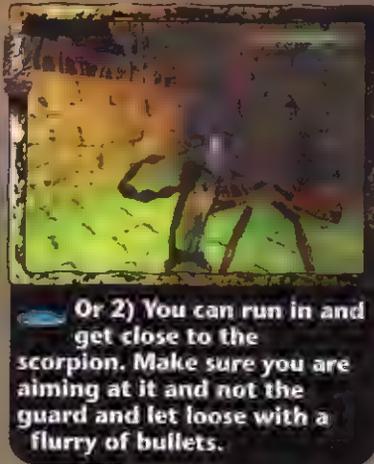
Save your game, deal with the flying bug and equip one of your stronger weapons (the Revolver will do nicely). We're going inside this building.



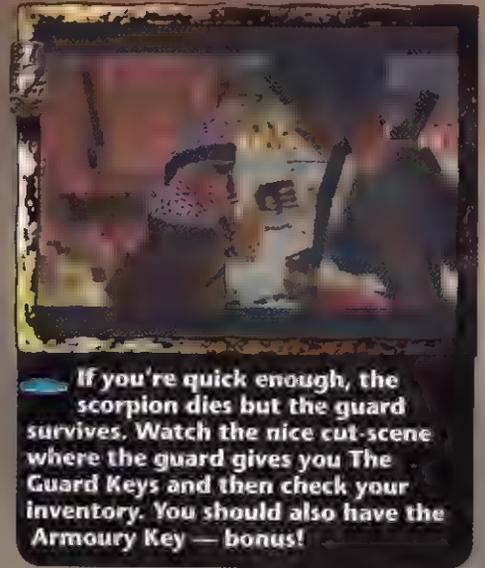
Inside, you'll find a giant scorpion attacking a guard. One of two things can happen: 1) If you're not fast enough, or are a sloppy shot, the guard will die, leaving you to deal with the scorpion.



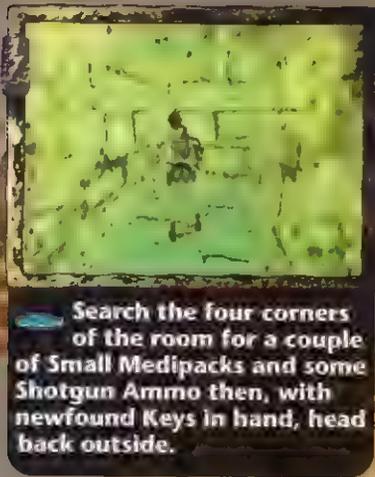
In death, he leaves behind The Guard Keys. Pick 'em up.



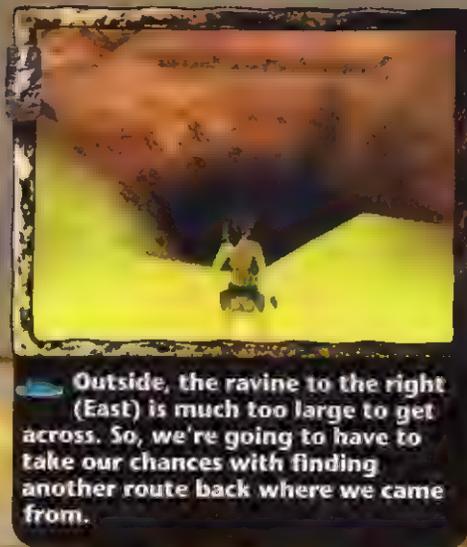
Or 2) You can run in and get close to the scorpion. Make sure you are aiming at it and not the guard and let loose with a flurry of bullets.



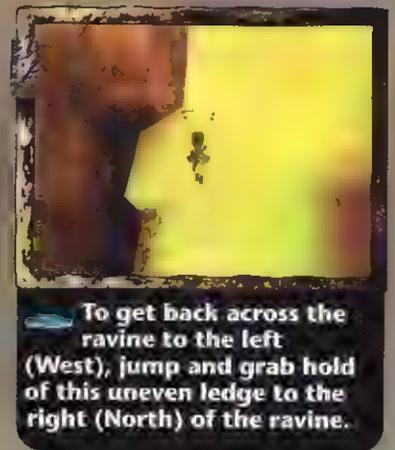
If you're quick enough, the scorpion dies but the guard survives. Watch the nice cut-scene where the guard gives you The Guard Keys and then check your inventory. You should also have the Armoury Key — bonus!



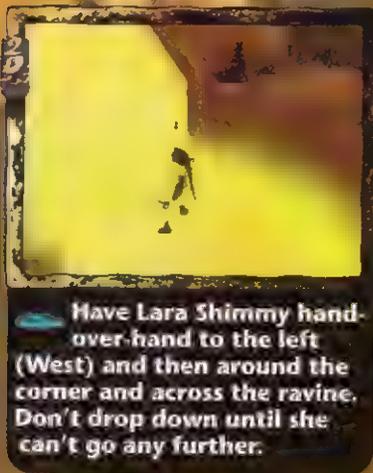
Search the four corners of the room for a couple of Small Medipacks and some Shotgun Ammo then, with newfound Keys in hand, head back outside.



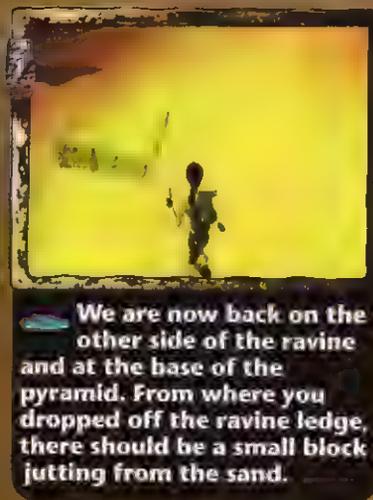
Outside, the ravine to the right (East) is much too large to get across. So, we're going to have to take our chances with finding another route back where we came from.



To get back across the ravine to the left (West), jump and grab hold of this uneven ledge to the right (North) of the ravine.



Have Lara Shimmy hand-over-hand to the left (West) and then around the corner and across the ravine. Don't drop down until she can't go any further.



We are now back on the other side of the ravine and at the base of the pyramid. From where you dropped off the ravine ledge, there should be a small block jutting from the sand.



You can walk onto this and then diagonally (Northwest) up onto the next.



Climb up the one to the right (North), then diagonally Hop (Northwest) up to the next.



You should be on a walkable part of the pyramid that lasts six blocks or so to the left (West). Walk West to the end of these blocks, take a Hop backwards and then execute a Running Jump to the next.



Don't fret, you will slide down the pyramid, but will come to rest on a platform above the sand. Make sure you kill the bug flying your way.



Now head left (West) until the end of these blocks and turn to face the pyramid (North). Start climbing.



You should be able to climb two blocks upward, move one block to the right (East) and then climb up another three.



Just to the right (East) of Lara is the entrance into the pyramid. Walk as far as you can to the right, Hop backwards and do a Running Jump into the opening.



It looks like the Guard's Keys will come in handy. Use them on the lock and head inside.

INSIDE MENKAURE PYRAMID



Head down the pathway into the pyramid. These two pendulums might be razor-sharp, but they are slow. Just wait for them to swing by and run past each.



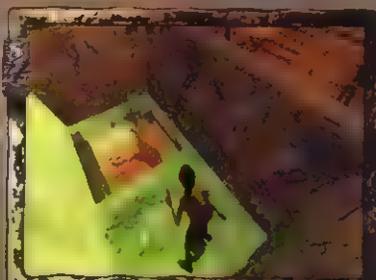
This next room has a set of stairs leading down to the inner-reaches of the pyramid. Before we head down and after taking care of the bats, take a moment to face South and look up. There's a Star carved into the ceiling up above.



Use your Revolver with its Laser Sight and literally shoot for the star. It should shatter to pieces.



At the bottom of the stairs are a couple of mummies, a large container and a bat. Ignore the mummies and jump into the container on the left-hand side.



Inside, you'll find a hole leading deeper into the pyramid. This trapdoor opened when you shot the star. Drop on down.



This next room holds a large pit with a rope hanging over the middle of it. If you look closely, you will be able to see the spike holes in the pit. We don't want to fall in there. Use the rope and Swing across to the other side.



Ahead is a fork in the path and a few unfriendly undead. Ignore the lumbering baddies and head to the right (Northwest) room first.



Another spike-filled pit and two ropes to Swing from this time. You should know the drill by now.



Head up the slope on the other side and throw the switch at the top. This opens up a trapdoor elsewhere in the pyramid.



Swing back over the pit and head around to the left path. Same drill here. Swing across the two ropes to the safety of the other side.



At the top of the next path, you'll find the opened trap door. Climb through it.



When you climb up, Lara will be accosted by an Ancient Egyptian Guard. Shoot while jumping from side-to-side. Avoid his fire and take him out.



Head forward to the large star carving in the wall and use the Crowbar to pry the Western Shaft Key from the middle.



A passage is revealed when it falls from the wall.



We have to make our way back to the room with the stairs at the beginning of the level. Save and we'll see you there.



Here, you'll find the revealed passageway. Head on in and slide on down.



Light a flare before you go any farther and then start Walking through the next passage. As soon as you hear the clanking sound of blades, hit the L2 Button to Duck. Two razor-sharp, decapitating blades are coming your way.



It's safe to stand up as soon as they pass and continue on and up the corridor. Jump up and grab the handle on the trapdoor when you get to the top.



Climb out and you are now back outside. Take out the two giant scorpions coming your way then head South down the path.



Ahead, you'll see that we are now on the other side of the large ravine by the building where the guard so generously gave us his Keys. Shout a hello and then head to the left (East).



On the left side of the path, set in a small alcove on the side of this pyramid, is a small button.



Push it and you will cause a roof to cave in on one of the pyramids.



Head back and over to the large ravine and walk up onto the left (East) side of the pyramid.



From here, you should be able to Climb (East) up the next block and then from there, do a diagonally Standing Jump up to the right (Southeast).



Now, just zigzag up the climbable blocks to the top of the pyramid. When you get to the top, turn around, Hop backwards and Grab the ledge. There's a climbable ladder on the West wall leading all the way to the bottom of the pyramid.



8 Follow the passage inside until you come to the pit in the floor. This one simply requires a Running Jump to get across.



8 The next pit around the corner requires you to Jump and Grapple the ceiling, then Grapple across to the other side.



8 The next pit has a swinging pendulum across the middle. Hug the left wall and time a Running Jump and a Grapple across so the pendulum is swinging the opposite way.



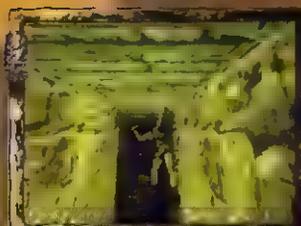
8 Two more of these pendulums await around the corner. Don't worry about the passage to the left in between them. We'll be back here in a moment.



8 Head around the corridor and you'll come to a dead end with a rope hanging from the ceiling. Pull it with all your might and a gate will open somewhere else in the pyramid.



8 Head back over the pit and the pendulum and then turn to face the passageway to the right (South).



8 Use the ceiling to Grapple across and you'll find the gate you opened in this new room. Why not save your game.



8 Head through the gate and Lara will start sliding down the slope. Up ahead is a darkened spike pit. Wait until the last possible second and jump over the pit.



8 Lara will land on the other side and continue sliding. You can either try and Jump and Grapple onto the ledge of the hole ahead before falling in, or you can just fall through and take a little damage. It's up to you.



8 Hey, we're back underneath the Sphinx. This is where we entered from the hole we dug earlier. Our two bull buddies should still be resting nicely in their cages below. There's no need to go down there again, so let's head up (South) and out of the area.

RETURN TO THE SPHINX COMPLEX



We're only going to be here for just a short moment. Pull Lara out of the hole she dug earlier and head down the path and to the right (West).



Execute a Standing Hop down onto this platform on the right...



...and then do a Running Jump straight (West) across the ravine onto the ledge across the way.



From here, face South and do a Standing Jump onto the small ledge and then hop out onto solid ground. There should be a steel door straight ahead.



Here's where those Guards Keys will come in handy. Use them on the lock to open the door.



Head on through and we're on our way to Mastabas.

MASTABAS



We're going to head left (North) first. You might want to keep your guns drawn, there are packs of wild dogs roaming around here.



Head around the front of the truck in this area and you'll stumble on a couple of gas pumps. Between them is a Jerrycan. Pick it up, it might be useful later.



We don't have the keys to the door here, so head back South and turn down the first pathway to the East.



There should be a doorway to your left (East) as soon as you turn down the path. This one you can open.



Inside, you'll find some Revolver Ammo and a trapdoor in the floor. Grab the goods then use your amazing strength to fling it open. Drop down.



Follow the cramped corridor around (watch out for the dogs down here) until you reach the first intersection. When you get to it, take the left (East) route.



At the end of the corridor, you'll come to a small, torch-lit room with three lion-heads mounted on the walls. To solve this small puzzle, we're going to need to use Lara's Revolver with the Lasersight.



If you look closely (use the Binoculars), you will see that each of the Lions have a gem inside their mouths.



Use your sight to shoot the gems in each of them.



The result is that their mouths will close and a door will open on the North wall. It looks like there are a few mummies dying to meet you on the other side.



You can either choose to ignore the mummies and work around them, or send them on their way to the afterlife with a few Grenades. It's up to you. Whatever you do, make sure you enter through the door and grab the empty, Small Waterskin on the floor.



Leave the lion room the way you came (grabbing the Crossbow Ammo by the door beforehand) and head back to the intersection. Head left (South) when you get there.



Follow the corridor up and around until it dead ends, then hoist Lara up and out of the hole above. We should now be back outside.



Exit this small area and you should be in between two ravines to the West and East of you. Kill the dog and then execute a Running Jump across the shortest points of the ravine to the right (East).



If there's one thing Lara doesn't like to be told, it's where she can't go. This boarded up entrance is no match for her Shotgun (or any other weapon for that matter). Blast it to pieces and head on in.



A couple of bats and a dog are waiting inside. Once you've taken care of business, open the trapdoor on the floor and head down.



Same deal. Follow the corridor around to the first intersection. Here, take a right (East).



When you get to the end of the corridor, you'll find another lion head room. Repeat the process.



Another door, some more mummies and a lovely Bag of Sand await.



Grab the goods and head back to the intersection. Take a right (North) and follow the corridor to the next intersection. Pass up the choice to the left and keep heading North.



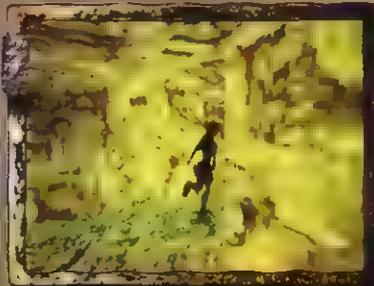
The path dead ends around the corner. Pull Lara out into the room above, open the door, shoot the barrier and exit.



Outside, you'll be faced with another ravine. Head over to the left (South) wall, face North and do a diagonal Running Jump across to the small ledge in the Northwest corner.



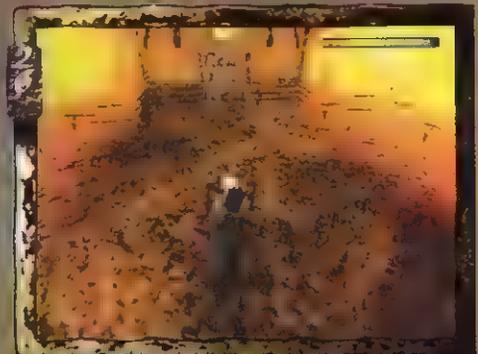
From here, execute another Running Jump from the edge, diagonally Northwest to the ground across the way. While this path might look like a dead end from your vantage point, there's a room tucked away to the right (East).



Kill the scorpions, throw the trapdoor and head on down. Follow the corridor around to the first intersection and turn right (West).



Follow the corridor around until you reach a dead end with an un-lit Torch on the ground — what, no lion room? Pick up the Torch and head back to the intersection.



Back at the intersection with Torch in hand, head straight (East). Eventually, you'll come to another lion head room! This one is full of enemies. Drop your Torch and fill 'em full of lead.



While you've got your Revolver out, repeat the process of shooting the gems in their mouths. When the deed is done, pick up the Torch and head through the opened door.



This next room houses some bats and what looks to be three scales with plates on top of them and symbols on their fronts.



Behind the scales is a small pool of water. Walk into the pool and use your Small Waterskin to fill it full of water.



Now head back around to the front of the scales and position Lara in front of the far-left one (make sure you are standing on the platform the scales are on). Its symbol is three wavy lines (representing water).



Use the water-filled Small Waterskin and Lara will pour the water into the plate on top of the scale.



Go to the far-right scale. Its symbol is a pyramid (representing sand). We shouldn't have to tell you what goes here, but just in case, use the Bag of Sand.



↑ The middle scale has a symbol of the sun on it (representing fire). Use the Jerrycan (which just happens to be full of fuel) and Lara pours it into the plate.



↑ The three plates should now be full. For the last bit, we're going to need to light the Torch. Pick it up and hit the Action button in front of any torch on the wall here.



↑ Now take it back to the middle scale and hit the Action button again to light the plate on fire. The end result: a door opens up on the left (West) wall. Head on in.



↑ If you've got any ammo left, Grenade the annoying mummies in here and then pry the Northern Shaft Key from the West wall with your Crowbar. A door will open up somewhere else in the level.



↑ Before leaving, equip your Revolver and shoot the gems in the two lions' heads on the walls. Did you think we were done with the lions' heads?



↑ Head back into the scale room and a door in the East wall will now be open (as a result of shooting the gems). Head into the next room.



↑ There are some lion heads in here. Why not shoot the gems inside their mouths?



↑ Head forward (East) up the stairs, kill the dogs inside and follow the corridor to the first intersection.



↑ Don't head left, but continue straight (West) and Lara will come to a dead end with an opening leading back outside above. Climb out.



↑ Head out of this area and take a left (East) — another ravine dead ahead. To get across, first do a Standing Jump to the platform on the left.



Now, it's a diagonal Running Jump Northeast to the pathway on the left...



...then a death-defying Running Jump and a Grab to the pathway across the ravine to the South.



There's another doorway to the right. Bust it open, head on in and fling open the next trapdoor. After you, my friend.



Follow the corridor until you get to the intersection. Ignore the left path and keep on heading forward (East). The path will dead end around the corner. As usual, pull Lara out of the hole.



A dog and a barrier block your passage. Use extreme prejudice to "move" them from your path.



Head straight out of this area and into the door across the way. These trapdoors are almost as commonplace as lions' heads around here. Open it up and drop on down.



As usual, follow the corridor around until the first intersection. Here, you'll want to make a left (East).



A room with lions' heads, how novel. Please don't tell me you don't know what to do.



Head through the now-opened door (because you shot all the gems from the lions' mouths, right?) and you'll be in a room with three monkey statues in front of you.



The three statues are in the form of the old adage, "hear no evil, see no evil, speak no evil." There are lever seats in front of each of them. The gist of this puzzle is to choose the right one which will open the door to the right (East).



If you choose either "hear" (far left) or "see" (middle), real monkeys will appear from behind the statues and attack you with a vengeance. When you kill them, they leave this world with a body-damaging explosion.



The correct monkey statue is "speak" (far right). Throw the Crowbar in the lever seat and a nice monkey will appear. Jump up on a ledge and pull a hanging switch above — thus opening the East door. Thanks little monkey!



The next room has some mummies, a Southern Shaft Key that needs to be pried off the East wall and — you guessed it — lions' heads. Take care of business.



Back in the monkey room, the West doorway should now be open. Head through and, <sigh>, shoot the gems in the lions' heads. Head through the West opening when you're done.



Follow the corridor up and around and then take a little slide. At the bottom, Climb a few blocks, head up the ramp and we're on our way to the next area.

THE GREAT PYRAMID



Continue following the corridor until it dead ends, then pull Lara out. Blast the barrier blocking your way out of the room and take care of the baddie lying in wait to the right.



To cross the ravine here, you'll need to do a diagonal Running Jump Southwest to the pathway on the other side. Turn around quickly when you land and shoot the goon across the way.



Bust open the door and deal with the guard who comes running out of it. Then shoot the flying sand bug in the corner of the room while your weapon's still unholstered.



Throw the camouflaged trapdoor in the middle of the room, then drop and Grab the edge and lower Lara down the climbable portion of the wall — the drop is too deep to fall. At the bottom, you'll find a Grenade Gun, which just happens to be one of the game's 70 secrets. Take it and head back up.



Blast the barrier blocking the exit to the room and take care of the Uzi-wielding bad guy right behind it. Open the doorway and head into the next room where yet another bad guy awaits.



This trapdoor is, quite literally, a trap. Don't even bother opening it, the fall down is too great and there's nothing at the bottom anyway. Instead, open and head through the East door.



Back outside, you'll encounter one more barrier and room. Inside, there are two nasty sand bugs, a trapdoor leading nowhere, an Uzi, Grenadegun, and Normal Ammo on the floor. Head in if you need/want it.



It's time to get over to that huge pyramid. Head onto the small, North-most platform jutting out over the ravine and do a Running Jump to the other side.



Ok, we're going to have to get around and up the pyramid, but it won't be easy. First, slide down to the small platform to the left (West).



Now, it's a Running Jump and a Grab across the way (West) onto this mildly-sloped platform.



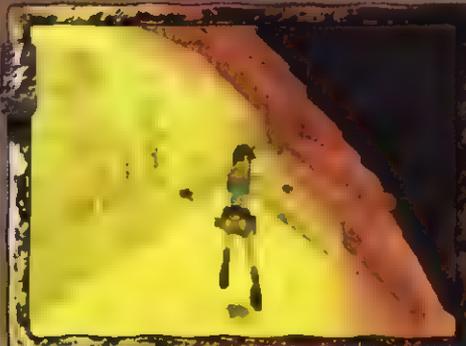
From here, Lara can walk up the ramp and climb up (North) the first block.



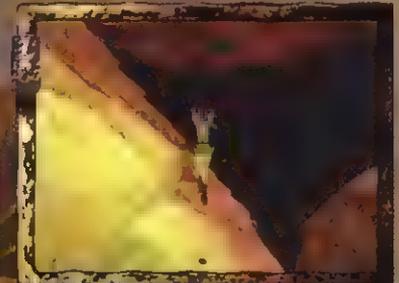
She can Walk diagonally right (Northeast) up the next block and then climb up the next (one block to the right and up).



From here, face East and Walk forward until Lara won't budge anymore. Do a Hop back, then a Running Jump to the next, safe tile.



As soon as you land, hold down the R1 button and press backwards on the D-pad to Walk back a few steps, just avoiding the huge boulder that comes bounding down the side of the pyramid.



The next two moves are two consecutive Standing Jumps forward (East) onto safe blocks. Watch out for the boulder on the second one.



After it's safe to move forward, hop up (North) the next block, then face East and make another two Standing Jumps across the next set of blocks.



Next, it's one more Standing Jump to the East, except this time, Lara will land on a sloped block and slide all the way down the pyramid. Don't fret, she'll stop before coming to the chasm. When she stops sliding, stay where you are until the boulder safely bounds out of harm's way.



When it's safe, drop down to the extended block below...



...then face South and execute a Running Jump and a Grab to the ledge across the chasm.



Face left (East), kill the sand bug and then execute a Running Jump from the edge of the ledge.



Now, it's back to the pyramid side. Face North, Walk to the right-most edge, then Hop back and take a Running Jump and a Grab to the other side.



Climb up the next block, Walk up the short ramp (don't walk too far or Lara will slide off the next) and then do a Standing Jump to the next platform with the Large Medipack on it.



From here, face Northwest and do a diagonal Standing Jump to this safe tile.



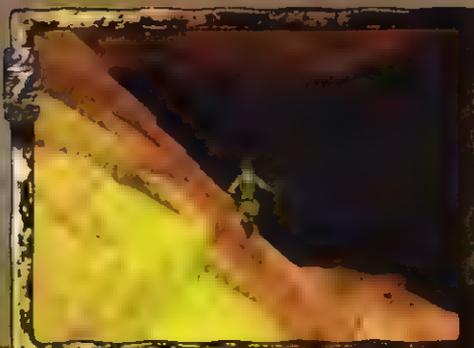
On second thought, it's not so safe. A huge boulder is coming your way! Hit the Jump button while pressing down on the D-pad to Flip backwards to the platform where the Medipack was. Whew!



Ok, let's try it again. Jump back over to the block then execute another Standing Jump diagonally Northwest to the next two. If you jump from the middle of each block, you shouldn't have a problem.



Now attempt a Standing Jump straight across to the West (where you'll have to deal with another sand bug), then Walk and Climb North up two more blocks.



Now, turn Lara to the East and do two consecutive Standing Jumps to the safe tiles in between the slanted ones. Execute a Backwards Flip on the second one to avoid the next boulder.



Face North and climb Lara up the next two blocks...



...then head West a few blocks, deal with the two sand bugs and climb North up the block at the end.



Walk West (approximately six blocks) until Lara comes to a stop. From here, Hop back and do a Running Jump (West) to the next blocks. Don't fret when Lara starts sliding, it's all part of the master plan.



From here, execute another Running Jump West to leap over the next two blocks. When you land, you'll have to deal with another sand bug.



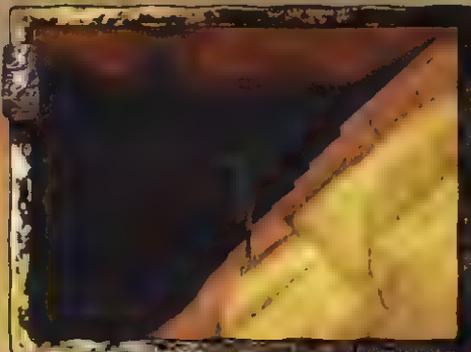
One more Standing Jump to the West and then turn and face Southwest. This time do a Standing Jump diagonally down to the tile below.



We're just about there, honestly. This time, turn to face Northwest and do a diagonal Standing Jump up to the next tile.



Repeat the last two steps with the next set of blocks (diagonally SW down, then diagonally NW up), then face the pyramid (North) and climb three sets upwards.



One more diagonal Standing Jump Northwest, then two consecutive Standing Jumps to the West (with a boulder in between) and we're one step away from being done.



The object is to get to the safe ground below. To do this, execute a last Running Jump to the West and Lara will slide all of the way down the pyramid and exit the level in the process. Congratulations!

KHUFU'S QUEEN'S PYRAMIDS



It looks like we've stumbled into a battle between man and beast. Why choose sides when you can kill them all? Go to it!



When the coast is clear, head left (South) down into the room dug in the side of the side of the sandstone.



Here, you'll find all sorts of goodies inside the crates you can blast open with a weapon. Talk about one-stop shopping. Included in this cornucopia of ammunition is Grenade, Uzi, Shotgun, Crossbow and Revolver ammo. Whoohoo!



Back outside, there's a second room just beyond the first. While you can get inside with no problem, you're going to need the Armoury Key. This was given to you by the guard you saved in the Pyramid of Menkaure level. If you don't have it, you're out of luck.



If you have it, unlock the gate (and a secret). Blast the crates and claim your bounty: a Crossbow, a Grenade Gun, Normal Shotgun Ammo, a Revolver, Crossbow Ammo, a Shotgun and Uzis. Sweeteeet.



Back outside, you'll encounter another giant scorpion, then head North until you get to a chasm.



Walk along the left side of the chasm and do a Standing Jump from the edge (North) to the platform across the way.



The next jump is a Running Jump just a bit to the Northwest. This lands you on the pathway to the right. Pull out your Revolver when you land and deal with the scorpion.



This pathway is a dead end, so our only other choice is to keep leaping across the chasm. Walk out to the edge of the jutting ledge and execute a Running Jump and a Grab to the platform across the way.



From here, face right (South) and do a Standing Jump from the edge to the next block. Take care of the sand bug here and then climb up to the next.



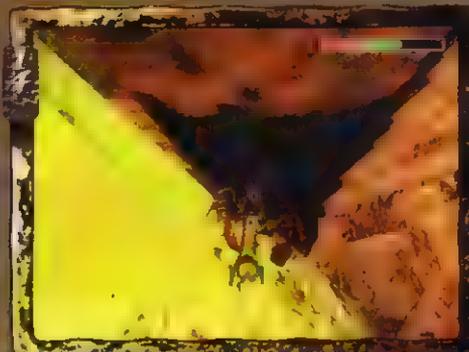
This time face left (North) and do a Running Jump to the next platform. Do NOT hold down the Grab button, as this will throw off Lara's timing and she won't reach the platform.



The next block is just a little to the Northwest. Walk to the edge and do a diagonal Standing Jump to it.



Back across the chasm we go! Face West and do a Running Jump and a Grab to the hard-to-see block sticking out below and to the right of the indented one.



Turn right (North) and do a Running Jump to the next platform. As soon as you land, pull out your Revolver and start shooting. First comes a sand bug and then a giant scorpion. If you're not careful, you could be knocked into the chasm below.



Around the corner to the right, you'll find a dead end. But is it really? Push this block all the way to the end of the pathway.



This opens up a secret passageway on the side of the pyramid to the left. What are you waiting for? Head into it.



Inside, you'll find a trapdoor. Fling it open and lower Lara into the hole. Dropping down will kill her.



Inside the pyramid, you'll find yourself in a twisting labyrinth with collapsing walls that reveal more passageways.



There are also holes in the walls that can offer up both good and bad things. Reaching into these holes may yield Ammo or Medipacks, or release a horde of beetles. It's best to leave them all untouched.



To get through the labyrinth simply and quickly, just head right (West) at every intersection then left around each corner.



Continue and do not deviate from this path until you hear the music start playing and come to a room with an Ancient Egyptian Guard. Show him no mercy.



At the end of this room is a large wall carving of a star with a Shaft Key imbedded at the base. Use the Crowbar to pry it loose which, in turn, opens a gate to exit the level.



Now, we have to get back to where we dropped down. Head straight through the first intersection.



Hang a right at the second...



...and a left at the third.



Take another left at the fourth and you'll pass by these torches.



Then take a right at the fifth. The final collapsing wall reveals the exit, straight ahead. Hallelujah!



Climb up and out and we'll be on our way. Head back over to the chasm and do a Running Jump across to the platform on the other side.



Next, face left (North) and do a Running Jump to the first block, then a Standing Jump up to the next. Kill the bug while you're here.



Turn to the East and start the arduous climb up the pyramid. The next climbable block is one to the right (South) and up (East).



To get to the next, do a diagonal Standing Jump Northeast to the safe platform and then do it again to the next.



When you land on the platform, stay put. An avalanche of boulders come raining down the side of the pyramid.



When it's safe, do yet another (and, thankfully, the last) diagonally Standing Jump Northeast to the next platform.



A couple of sand bugs fly out to try and stop you from getting to the entrance. Kill 'em and head on in. We should still have the Guard's Keys given to us earlier. Use them on the lock and head on in.

INSIDE THE GREAT PYRAMID



It looks like the excavation of this Great Pyramid was done eons ago. Carefully follow the slope down the pathway until you come to this large gap.



To get across, drop down to the lower, left edge and execute a Running Jump. Pull out something particularly messy, like the Shotgun, and let the goon who's shooting at you have it once on the other side.



The one who comes at you from behind with his spinning sai takes something a bit more sophisticated — how about a shot to the head!



Once the business has been taken care of, head to the right (East) into the next hallway.



Follow this path up and around (taking out any enemies you come into contact with) and pass under the gate and into this room.



Kill the enemies in here, then slowly Walk forward (North) into the space between the ramps leading upward. When you get in far enough, Lara will trigger two sliding pillars that rapidly shift back and forth between the hallway.



To get through this bit, get as close as humanly possible to the pillar and execute a Standing Jump forward. Time your jump just as the pillar hits the middle point. Repeat the process with the next one.



Shoot the attacking dogs in this next room, then enter the large container from the rear. Inside, you'll find a Small Medipack and an unlit Torch.



Use the torch on the wall to light yours and then light the rest of the torches inside the room. There are a total of four that need to be lit.



When you've lit them all, a small passageway is revealed along the West wall. Head inside and you'll find Shotgun Wideshot Ammo in one corner and a switch in the other. Grab the ammo and pull the switch.



This triggers a collapsing wall at the top of the ramps in the previous room. Head out and back through the pillars and up either ramp.



The dramatic music must mean something cool is going to happen. This room houses four star-shaped key holes and a large star carved into the floor. Do you think it has any relation to the four Shaft Keys we've been holding on to?



To find out, head on over to any of the four key holes and hit the Action button. Sure enough, it fits like a glove.



If you look behind you, you'll notice a shaft of luminescent moonlight is hitting a portion of the floor.



Put the other three Star Keys into their respective slots and an explosion of light rocks the room and a shaft opens in the middle of the floor.



Before we do anything else, flip the switch on the North wall and then take care of the baddies you inadvertently let in.



Leave the star shaft room, head down the ramp and back through the sliding pillars below. You should be able to see the powerful beam of light in the room beyond the pillars.



In here, the container in the middle has been reduced to a smoking mess of rubble. Head for the East wall and into the now-revealed passageway. One end has a Large Medipack and the other a switch. Throw it.



A gate opens back at the bottom of the main, sloping hall of the pyramid. Let's go there. Head back through the sliding pillars and out of the ramp room.



Head back into the main hall and head down (North) taking care of any enemies that might pop up in front of and behind you.



Since the hall is sloped so steeply downward, the first gap you come to requires only a Standing Jump to the other side. Anything stronger and Lara will go flying into a deep gap.



The second pit should be crossed with a Running Jump...



...and the third with a Standing Jump.



Lower Lara down to the next level in front of the room with the gate and then do a Running Jump to land safely inside.



Now it's safe and possible to head into the moonlit shaft. Drop and Grab Lara into it and climb down. There's an opening to the East toward the bottom. Take it.



Head down the corridor, drop down to the next level and were heading on our we'll find ourselves in the Temple of Horus.

TEMPLE OF HORUS



The power of the light from the shaft has exposed a tunnel leading into the Temple of Horus. Head through and take a right (North) once inside.



Behind Lara is some kind of savage-looking beast trapped behind a gate. Let's hope we don't have to deal with it.



For now, head North into the temple and grab the Large Waterskin (it holds 5 liters) that's sitting on the floor.



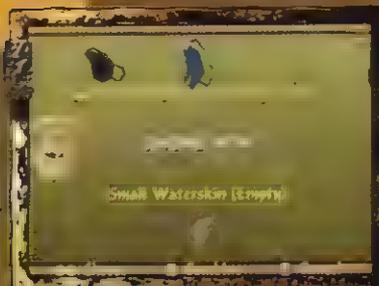
The reason Lara looked over to the left when running toward the Waterskin is for you to notice the two water symbols on the wall above the fountain.



This is the correct amount of water (in liters) that needs to be poured onto into the vase on the scale at the North wall. Any other amount will be too heavy or light, triggering the gate to open back where you came in and letting out the beast.



Let's hope you did your word problems in math class. If a Large Waterskin carries five liters of water and a Small one carries three, how do you get two? Here's the solution: First, fill the Large Waterskin with the water from the fountain. You now have five liters worth of water.



Next, go into your inventory and Combine the Large Waterskin with the Small Waterskin, transferring three of your liters into it.



The leftover water in the Large Waterskin amounts to two liters, just the amount needed to pour into the vase on the scale.



Head over to the vase, use the Large Waterskin in your inventory and watch as Lara pours the two liters into the vase. Did you know two liters of water is the same weight as a feather? Me neither.



The result of the water pouring is the grate opens in the floor just a few steps from the scale. Save your game and drop down.



Ahead is a hexagonal, torch-lit room. In the middle of the room is a pole descending into a pit. Fill up your health if it's low then position Lara in front of it and Jump and Grab on.



A couple of bats will mercilessly attack you when you're on the pole. Ignore them, we've got bigger problems. See those steel blades below? Watch them for a moment and get their timing down.



As soon as you feel confident, slide down the pole when the blades retract, sparing you from enduring the human equivalent of a cuisinart. You can exact your revenge on the bats when you're safely on the floor below.



Do you feel deja vu? Yes, this room is the same as the one above, with the exception of the carvings on the wall. This time, we're going to have to have a bag full of four liters.



This one's a little tricky. Here's the solution: First, empty any water in the skins, then fill the Large Waterskin full (five liters).



Next, Combine the Large Waterskin with the Small Waterskin, filling the Small Waterskin with three liters and leaving two in the Large Waterskin. With me so far?



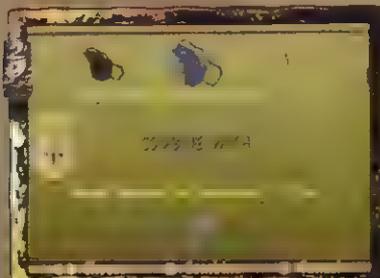
Now, empty the Small Waterskin by using it, creating an empty Small Waterskin and maintaining two in the Large Waterskin.



Next, we're going to Combine the two liters in the Large Waterskin to the Small Waterskin, completely emptying out the Large one and putting the two in the Small one.



Now, fill the Large Waterskin once again, making a five liter Large Waterskin and a two liter Small Waterskin.



Lastly, Combine the Large Waterskin with the Small one, pouring one liter into the Small (that's all it can take) and leaving four liters in the Large Waterskin. Good job! You get a smiley face.



Pour that water into the scale, save your game and hop through the opened grate.



Same deal as before: hop on the pole, slide past the blades as they retract, then blast the heck out of the bats when you're on solid ground.



What do you know, another freakin' math problem — this one's actually pretty easy. This time we just need one liter, the carvings say so.



To do this, like before start with empty skins as before, then fill the Small Waterskin full (3 liters).



Next, Combine the Small Waterskin with the Large Waterskin, completely emptying out the Small one and pouring three liters into the Large one.



Now, fill the Small Waterskin once again, leaving them both with three liters each.



Again, Combine the Small Waterskin with the Large Waterskin, adding two liters and filling the Large full (five liters) while leaving one left in the Small. No problem is too hard for us!



Head over to the scale, pour the water into the vase, and drop down into the hole.



Hey, it's that shaft of light again. Stay facing the light (West) and, at the edge of the shaft, do a Standing Jump and a Grab onto the climbable surface.



Climb all the way down (do NOT try the "Drop and Grab" technique, it doesn't work here) past these open floor gates...



...and don't stop until you reach this platform to the right (North). Shimmy over to it so you can stand on solid ground.



From this platform, position Lara so she's facing North as well as against the left wall.



Then do a Running Jump (or a Dive if you feel so inclined) off of it and to the water below. Jumping from any other position will result in Lara hitting solid ground and breaking just about every bone in her body.



Swim around the large, stone platform in the middle until you find the one area where she can lift herself out (it's on the North side).



Hmmm, this doesn't look too good for us. The shaft of light stops in the middle of the platform/altar and there's a huge, egyptian figure standing in the middle of it.



Let's see what kind of trouble we can get into next. Remember those Holy Scriptures we grabbed from the room with the lowering, rotating blades. They belong on these four pedestals. Place them.



Well, nothing happens actually. Maybe if we step into the light. Bingo!



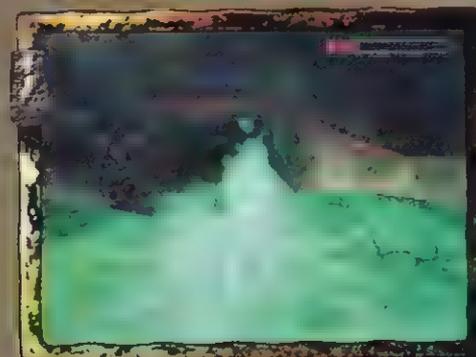
Uh-oh. Watch the cutscene unfold and get ready for some crazy boss action.



Ok, it looks like we probably shouldn't have done that. Now we're going to have to fix things once again. Horus is very upset and he's chosen you for a punching bag. Quickly dive into the water to avoid his barrage of fire.



There is only one place you're immune to his fire, that's inside the blue beam of light. It doesn't matter though, because we can't accomplish anything standing there.



If he does hit you, there's a good possibility his projectiles might light you on fire with a bright blue flame. Don't sit around to stare at the beautiful glow, head for the water and douse yourself out.



While we're in the water, we should probably retrieve the Amulet of Horus that sunk to the bottom in the cut-scene. Swim either way around the middle platform and you'll eventually come to it.



Stay underwater, snagging quick breaths here and there, and Swim Lara around until you come across this ledge in the Southwest corner of the room. Pull her out of the water.



Out of water, don't try and shoot at Horus, it's pointless. Instead, jump up to the platform and head East up the ramp against the wall.



At the top of the ramp, you'll come to an open doorway (it was sealed closed until you picked up the Amulet from the water's floor). Head inside and pull the switch (a doorway opens across the room).



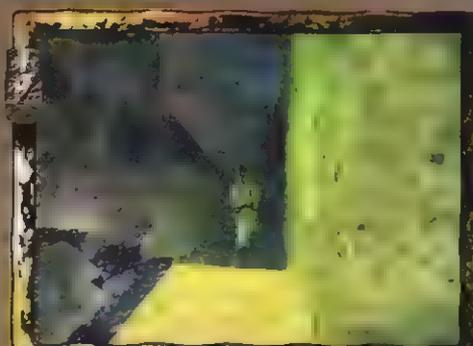
As you head out, take a second to notice the other room directly North across the way. Either jump back in the water and swim to it, or take your chances and jump onto the middle platform and then over to it.



Same drill as before: Head up the ramp, avoiding Horus' fire, head into the now-opened doorway and pull the next switch.



Upon doing so, you'll activate some kind of mechanism that might or might not stop this monster.



Head/Swim back over to the opposite ledge and ramp, run back up it and do a Running Jump East off of the edge of it.



Lara will land on the only other solid ground below. Now we are going to have to make our way up and around this huge cavern.



Run to the Northeast edge of the platform and face North. You should see a ledge jutting out of the side of the cavern just a little ways off and above you.



Quickly do a Running Jump and a Grab to get up to it.



From here, do another Running Jump and a Grab to the next ledge/platform and then Hop up to the next.



Climb/jump up the set of blocks, grab the sole Small Medipack sitting up here, then head South to this edge.



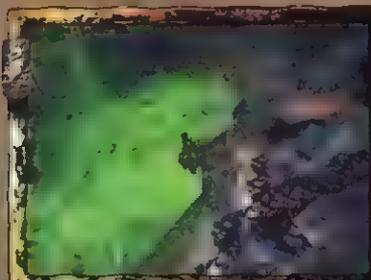
Here, execute another Running Jump and a Grab (from the right-hand edge) and pull Lara up to this new ledge.



Head South to the next edge and get a quick gander at that protruding stalactite hanging from the cavern ceiling. We need to get down to the level below without hitting our head on this.



From the edge, do a Hop back, then take one step back by holding down R1 and pushing back on the D-pad. This is the perfect position for Lara to jump to the ledge below.



Now execute a Running Jump and a Grab from this position. You won't actually grab the ledge below, but this will adjust your fall ever-so-slightly that you'll land perfectly without hitting the stalactite.



No time to waste thinking about how cool the authors of this book are. Follow this ledge around until it ends. Face forward (West) from the edge and you'll spy a crawl space up above.



Execute a Running Jump and a Grab it and then pull Lara up into it. You're temporarily safe in here. Take a short breather if you need it (now would be a good time to think how cool the author's of this book are).



Crawl Lara around and through the crawlspace and back and lower her out the other end. Drop down and Horus will resume his projectile attacks.



Follow this next ledge around and do yet another Running Jump and a Grab to the next one above.



Pull Lara up and you'll come face-to-face with Horus. Yikes!



Don't gawk at him too long. Turn to the left (North) and make a Running Jump and a Grab for the climbable wall texture across the way.



Shimmy over to the beam (so you won't take any more damage) and climb up. You'll find yourself on the platform from which we dove into this deadly cavern.



Face the West wall and climb like you've never climbed before. A cut scene takes place and shows Lara placing the Amulet and sealing Horus in the cavern. Ok, buh-bye.



If you threw the switch in the room down below (you did throw the switch, didn't you?), then the gate in this room should be opened. Head on through.



We're not quite out of the woods yet. A trio of sliding pillars stand in our way. Follow the same procedure from before and you should slip by them with no problem.



As soon as you enter this next room, head to the left wall and stay there. A few huge pillars come crashing down, slamming into the middle of the room.



To cross the spike-filled pit just beyond the fallen pillar, take a Running Jump and a Grab from its ledge.



Don't stand in one place when you pull yourself up. Another pillar comes crashing down to crush you like a little bug.



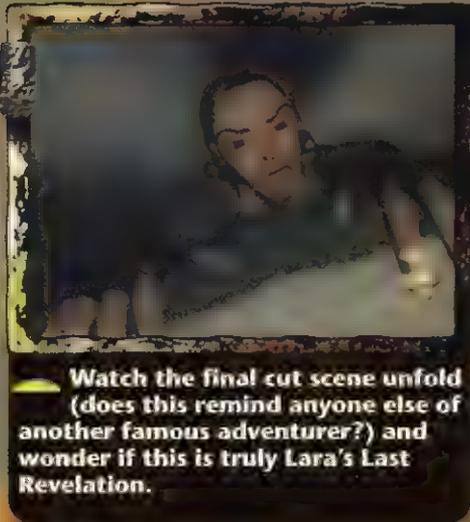
Stay along the left wall and execute another Running Jump and a Grab to get safely across. There is a crevice that you can grab onto. Shimmy over and pull Lara up.



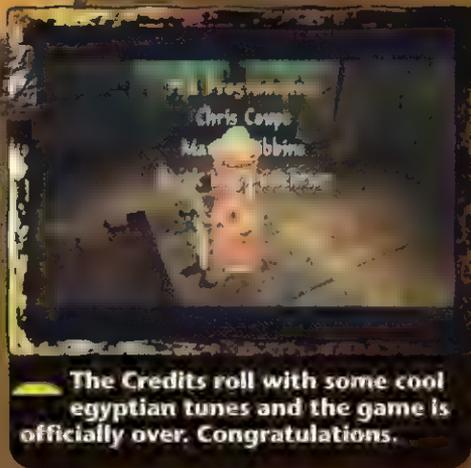
This time, go to the right (going left will get you crushed) and do another Running Jump and Grab across the pit. Before pulling Lara up, Shimmy her over to the left so she's positioned in the middle (darker-colored block) of the ledge.



Pull her up and Sprint straight through and out of the Pyramid. Good job adventurer.



Watch the final cut scene unfold (does this remind anyone else of another famous adventurer?) and wonder if this is truly Lara's Last Revelation.



The Credits roll with some cool egyptian tunes and the game is officially over. Congratulations.



SECRETS

There are a total of 28 secrets in THE LAST REVELATIONS. While they are not required for completion of the game, you have to go through them to get them. You get them by finding them. The 171 are that in fact are very challenging. So you will get them and you will be able to see the Small Pick in some that you do not see. Remember, there are many levels that you can go back to if you have completed them. That way you can go back to them and see the secret.

Angkor Wat

1. There is a small at the beginning of the level to the left in a cave.
2. Find the first of the secret. There is a that in the water. (Near the end of the level you will see it.)
3. The secret is to the right of the point containing the first set of stairs.
4. There is a small just the entrance to the right. There is a water in the to the area where you finished the long jump level.
5. This secret is in the big part of water near the first level you pulled. It is near the 3rd level for the first time.
6. The secret is to the right. This secret is in the area where you saw the first set of stairs.
7. There is a small secret in the next room. It is to the left in the room where you find the wall. This is near where you find the first secret.
8. The last secret is in the room where the puzzle starts. It is in the opposite corner from that made the first time.

Race For The Iris

Tomb of Seth

9. When you start the game (the first part), follow the wall to the right and jump over a pit. Check for a small secret in the water (Small Pick).
10. Go through the maze (including the maze) and jump over a pit. Check for a small secret in the water (Small Pick).
11. Use the map in the maze where you see the puzzle. You will see a big and some items. Make sure you get the map. (Note: This secret is picked up if you placed the map in the maze.)
12. After you have completed the first maze going and passed up the maze, you come to a large open area. There is a ladder to the left of the maze. Check the ladder for the first secret. This secret is in the area where you found the first secret. (Note: This secret is picked up if you placed the map in the maze.)
13. Check the ladder to the left of the maze. Check the ladder and jump over it. In the top of the maze, there is a small secret in the wall on the left. There is a small secret in the wall. (Note: This secret is picked up if you placed the map in the maze.)

Secret Chambers

14. When you start the game (the first part), follow the wall to the right and jump over a pit. Check for a small secret in the water (Small Pick).
15. When you start the game (the first part), follow the wall to the right and jump over a pit. Check for a small secret in the water (Small Pick).
16. Progress through the level until you get a by a small room. There is a small secret in the wall. (Note: This secret is picked up if you placed the map in the maze.)
17. After you have the maze, you enter a large open area. There is a small secret in the wall. (Note: This secret is picked up if you placed the map in the maze.)
18. Check the map. Jump up to the top of the maze and check a large secret. There is a small secret in the wall. (Note: This secret is picked up if you placed the map in the maze.)

Valley of the Kings

19. Near the beginning of the level, you enter the dark tunnel on the left. Check for a small secret in the wall. (Note: This secret is picked up if you placed the map in the maze.)

City of the Dead

55. Open the door with the switch retrieved from the area above the ice. Go up the corridor to the closed door. Use the crow bar on the door to find the secret.

56. Come back to the City of the Dead with the Nitrous equipped on your bike. Go to the large jump (which is impossible without the Nitrous) and jump over. Jump onto the sloping pillars, jump and grab the last ledge to get the goodies.

Chambers of Tulun

57. Jump onto the rope at the top of the mosque and swing across, landing in the gap between the slide slopes to find the prize!

58. There is a ledge next to the warehouse entrance. Jump and grab the ledge, pull up, and go through the crawl space to an area full of bonus goodies.

Citadel Gate

59. When you are on the rope, turn around. Swing and jump off the rope toward the right-hand bell. Land on the floor block edge, drop and grab, drop and grab again, and pull up into a crawl space. Go through to bonus heaven!

Street Bazaar

60. After jumping across the broken bridge, shimmy across the edge of the roof until you reach a ledge. Stand up here, and there's the secret.

Trenches—No Secrets**Citadel**

61. There is a set of stairs in the tower room that lead to a monkey swing. Climb on the swing to the crawl space in the wall. Drop and grab at the ledge of this space. Pull up and crawl into the niche for the secret.

62. In the final room, there is a deep shaft leading to certain death. Hang carefully onto the edge of this shaft. Drop and grab the ledge of a crawl space and pull up into it. Continue down this corridor to find the secret.

Sphinx Complex

63. The secret is in the second Guard House past the air duct passageway. Once inside the Guard House, pull the Big Shelves away from the wall. (Shotgun)

Underneath the Sphinx

64. If you enter the combination "BIRD—TRIANGLE—FEATHERS" into the keypad from the central chamber, this opens the door to a room containing three crawl spaces. Enter the central crawl space, crawl to the end, turn right, and crawl to the end. Fall into the pit covered with collapsing wood. (Grenade Launcher)

Pyramid Of Menkaure

65. The secret is above the Doorway on the left side. After climbing the Pyramid and reaching the Doorway, look for a hidden route (to your right when facing the door). This takes you farther up the Pyramid. (Revolver)

Inside Pyramid of Menkaure

66. At the end of this level is a slope. You must slide down the slope and jump over a spiky pit! Slide down the right-hand side. Jump—aim to land on the flat triangle. Jump into the pit to pick up an Uzi!

The Mastabas

67. Enter the first building (straight ahead of your starting position). There is a hidden trapdoor in the floor. Pull it up and climb down. (Large Medi-Pack)

The Great Pyramid

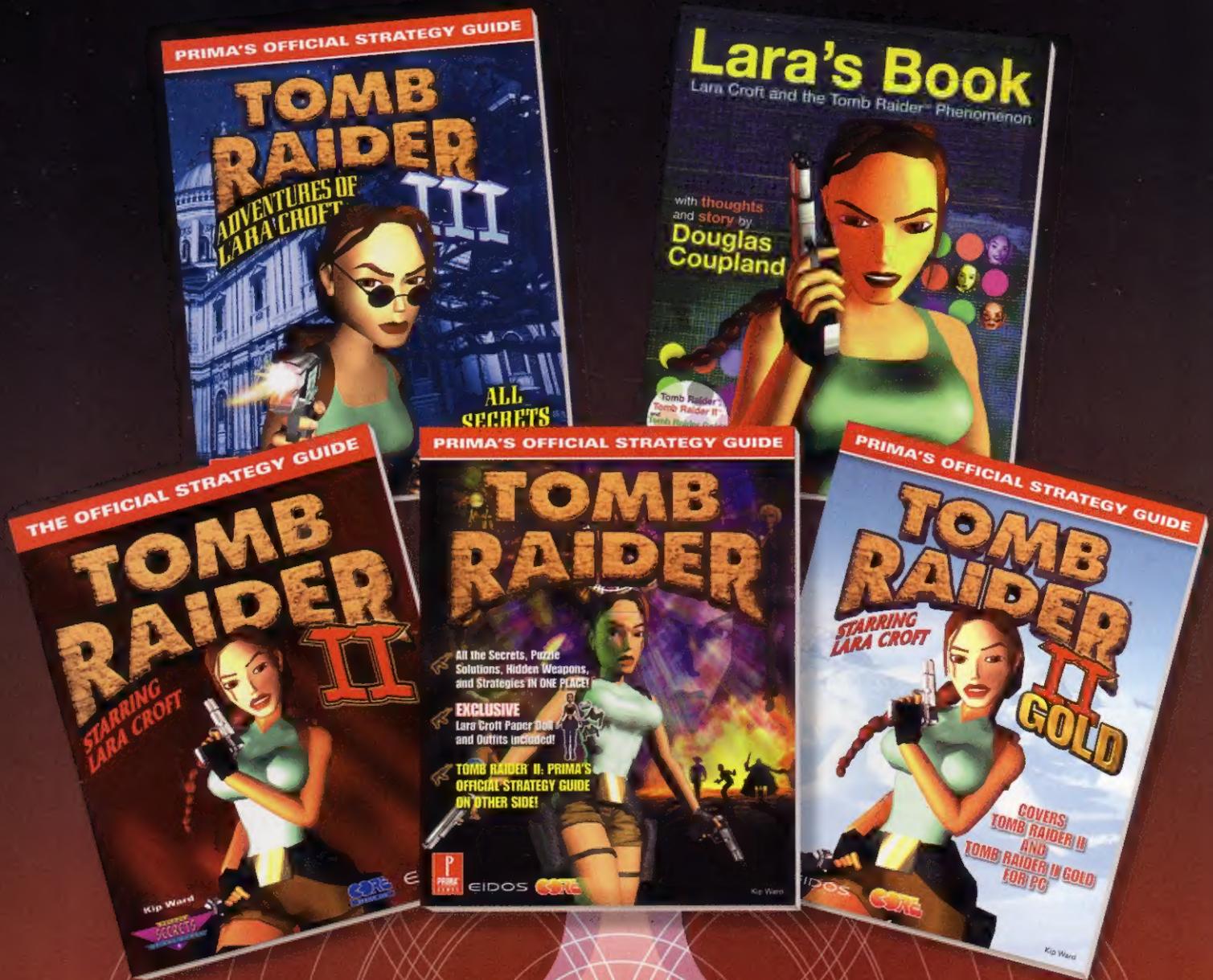
68. Enter the second building on this level. There is a hidden trapdoor on the floor. Open it. Climb down. (Grenade Launcher)

Khufus Queens Pyramid

69. To find the secret in this level, you must rescue the Guard on Menkaure Pyramid (the one being attacked by the big scorpion). There are two armories at the beginning of the level. The second armory can only be opened if you get the extra key from the rescued guard. (Uzi, Shotgun, Crossbow Ammo, Crossbow, Grenade Launcher, Revolver, Normal Shotgun Ammo)

Inside the Great Pyramid

70. There is a hidden alcove in one of the Pits down the first descending passageway. (Crossbow)



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