

TOMB RAIDER CHRONICLES



COVERS
PLAYSTATION,
PC, AND
DREAMCAST
VERSIONS!



James Price

primagames.com



TOMB RAIDER CHRONICLES

PRIMA'S OFFICIAL STRATEGY GUIDE

Written By James Price

Created by PRIMA GAMES UK
Published by PRIMA GAMES
A Division of Prima Communications, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com



® and Prima Publishing® are registered trademarks of Prima Communications, Inc.

© 2000 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

PRIMA GAMES UK

Publishing Director: **Maryanne Booth**
Licensing Director: **Steve Faragher**
Product Manager: **Ashley Young**
Project Editor: **Michelle Trujillo**
Assistant Project Editor: **Helen Woodey**
Senior Designer: **Sue Huntley**
Project Designer: **Kieran Holden**
Designers: **Lorraine Lawrence, Josephine Jeffery, Jamie Tedder**
Manufacturing Co-ordinator: **Jon Turner**
Retail Services Manager: **Sam Blanchard**
Special thanks to: **Julian Gale**

Tomb Raider Chronicles & Lara Croft © & TM Core Design Limited 2000. © & Published by Eidos Interactive Limited 2000. All Rights Reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-3492-X
Library of Congress: 00-108082
Printed in the United Kingdom

CONTENTS

<i>Introduction</i>	2
<i>Controlling Lara</i>	3
<i>Combat Guide</i>	11
<i>Walkthrough Introduction</i>	22



PART 1: ROME	
<i>Introduction</i>	24
<i>Streets of Rome</i>	25
<i>Trajan's Markets</i>	34
<i>Colosseum</i>	44
PART 2: SEARCH FOR THE SPEAR	
<i>Introduction</i>	51
<i>Base</i>	52
<i>Submarine</i>	58
<i>Deep Sea Dive</i>	62
<i>Sinking Submarine</i>	66
PART 3: BLACK ISLE	
<i>Introduction</i>	70
<i>Gallows Tree</i>	71
<i>Labyrinth</i>	78
<i>Old Mill</i>	83
PART 4: VCI HEADQUARTERS	
<i>Introduction</i>	92
<i>13th Floor</i>	93
<i>Escape with the Iris</i>	102
<i>Red Alert!</i>	110

<i>Looking Back</i>	119
<i>Level Design Guide</i>	125





INTRODUCTION

Welcome to Prima's official *Tomb Raider Chronicles* guide. In the following pages, you will find out how to see and experience everything that Lara's latest adventure has to offer. From the Streets of Rome to Red Alert!, the route to success on each level is carefully marked, the location of every pick-up related in a clear, approachable format.

Recognising that not all gamers possess equal quantities of skill and, indeed, patience, we've been careful to allow players to follow the walkthrough at a pace to suit them. Therefore, if you are the completist type and wish to find every last pickup and secret Rose, you'll find instructions on how to do just that. If you would rather avoid the more insanely difficult Roses towards the end of the game, the walkthrough also offers advice on taking "easier" routes, too.

To allow you to record (and, perhaps, measure) your performance in *Tomb Raider Chronicles*, we have included specific challenges within this guide, both for individual levels and the game as a whole. Fulfill half of these, and you're obviously a gamer of repute. If you can complete them all—a truly gargantuan achievement—then perhaps you should be working for Prima!

Enjoy playing *Tomb Raider Chronicles*! We have...





CONTROLLING LARA

Think you know how to control Lara? Ms. Croft has so many moves these days, it's likely that most gamers will be unaware of a couple. Study the following guide to learn about her new abilities, then refresh your memory of the old ones.

PLAYSTATION CONTROLS

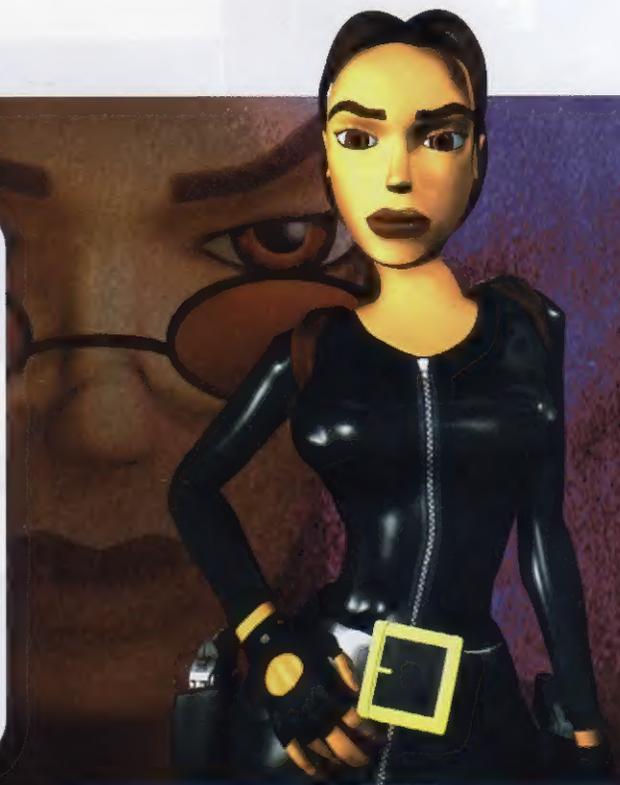
Move Lara around	Directional buttons
Action	X
Draw Weapons	▲
Jump	■
Roll	●
Draw Flare	SELECT + R1
Walk/Sidestep	R1 (with Directional buttons)
Sprint when moving forward	R2
Look	L1 (Hold to look. Tap to assign/change target)
Duck	L2
Crawl	L2 (with Directional buttons)
Pause/Unpause	START
Pause and Display Inventory	SELECT
Zoom In	L2 (while using Binoculars/Laser sight)
Zoom Out	R2 (while using Binoculars/Laser sight)
Returns to Normal View Mode	▲

PC CONTROLS

Move Lara around	Cursor keys
Action	Ctrl
Draw Weapons	Space Bar
Jump	Alt
Roll	End
Draw Flare	<
Walk/Sidestep	Shift (in conjunction with Cursor keys)
Sprint when moving forward	?
Look	Ins (Hold to look. Tap to assign/change target)
Duck	>
Crawl	> (with Cursor keys)
Pause/Unpause	P
Pause and Display Inventory	ESC
Zoom In	> (while using Binoculars/Laser sight)
Zoom Out	? (while using Binoculars/Laser sight)
Returns to Normal View Mode	Space Bar

DREAMCAST

Move Lara around	Analogue Thumb Pad
Action	A
Draw Weapons	Y
Jump	X
Roll	B
Draw Flare	L and R Triggers pressed simultaneously
Walk/Sidestep	Up/Left/Right
Sprint when moving forward	R Trigger (with Analogue Thumb Pad)
Look	L Trigger (Hold to look. Tap to assign/change target)
Duck	R Trigger
Crawl	R Trigger (with Analogue Thumb Pad)
Pause/Unpause	START
Pause and Display Inventory	START
Zoom In	R Trigger (while using Binoculars/Laser sight)
Zoom Out	B (while using Binoculars/Laser sight)
Returns to Normal View Mode	Y





RUNNING

Lara's standard jogging gait is her usual rate of movement. It's fast enough to cover ground at a surprisingly speedy rate, yet allows an immediate reaction—a leap or a dive, for example—if the situation demands it. While sprinting allows you to move from one area to another with greater speed, it's often better to choose this slower pace, lest you dash past useful pickups or fall headlong into lethal pits...

WALKING

While Lara is walking, she will not step from a ledge of any significant height. At its most useful when used to align her in order to make jumps, it also allows her to sneak past less-vigilant assailants. This is explained further in the following Combat Guide.



SIDE-STEPPING

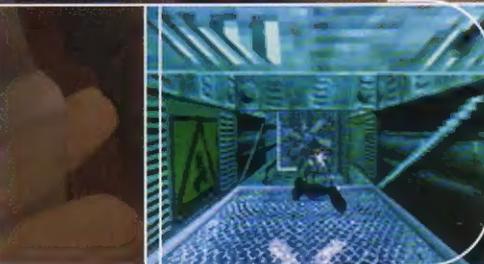
Again, Lara will not drop from platforms while side-stepping. It is mostly used to manoeuvre Lara into position for a jump or a keyhole.



SPRINTING

If you need to escape an enemy, reach an area within a time limit, or simply travel from point A to point B in the shortest possible time, the Sprint button proves invaluable. However, while the additional speed is handy, it is not without its handicaps. Lara becomes far more clumsy while sprinting—slight collisions with walls, for example, will bring her to a dead stop. Additionally, she is unable to perform leaps or rolls until she slows to her usual jogging pace and, should you attempt to bring her to a halt while a full speed, she will briefly skid—a real hazard when moving around lofty positions.

Press Jump while Lara is sprinting to make her perform a brief dive. There are no real instances where this move is required in *Tomb Raider Chronicles*, but hey, it looks nice. Lara's sprinting ability is limited by a separate energy bar. When this is depleted, you will have to give her a moment to catch her breath before she can sprint again.



CRAWLING & DUCKING

Lara's ability to crawl allows her to squeeze through small rocky gaps and claustrophobic ventilation systems. It can also be used to duck behind crates and the like to avoid detection. If the exit to a crawl space is above ground level, there are two ways to exit. You can either rotate Lara, then lower her down, or press Jump to perform a forward roll. The latter is especially dramatic when used to ambush assailants.



SWIMMING

When in a pool, Lara can wade in all directions. Underwater, her forward momentum is controlled by the Jump button, while Roll performs a rapid 180-degree turn—useful in constricted tunnels when air is at a premium. Should Lara's air supply expire, she has a brief period of grace while her energy bar depletes at a rapid rate. Once that's gone, Lara drowns.

ROLL

This allows Lara to turn around with speed. It's surprising how many *Tomb Raider* players fail to grasp its usefulness—especially during combat. Start using it efficiently, and you'll wonder how you ever survived without it.





STANDING JUMP

Used to get Lara across small to medium gaps or to grab ledges, the standing jump is an easy move to perform. Just remember to release the Walk button before you perform a forward jump—otherwise, if you also tap the Action button, Lara will perform an attractive yet possibly disastrous dive. Once in the air, the Action button allows Lara to grab any surface she can hold.



RUNNING JUMP

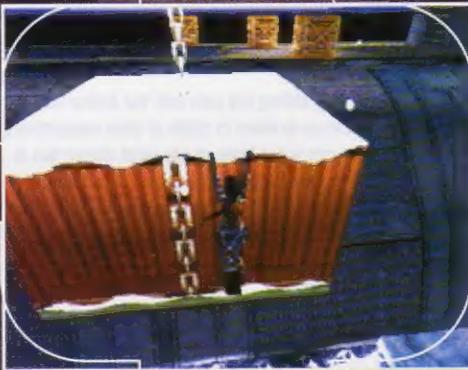
Veteran *Tomb Raider* players will be accustomed to running jumps by now, but newcomers might be confounded by this occasionally testing feat. If Lara has to cross a medium to large gap, walk her to the end of the platform you are jumping from. Now release the Walk button and press down (on your relevant control method) to make her hop backwards. This gives the optimum run-up for the jump. If it is a particularly large leap, press and hold action to grab the onrushing ledge, rope or climbable surface.

Additionally, Lara can defy the passionate edicts of passing physicists by altering her course during a jump. This can prove vital when faced by a gap at an unusual angle, or when Lara can't get a direct run-up.

SIDWAYS JUMPS AND BACKFLIPS

These are most useful when employed to avoid incoming munitions during combat. Lara can also perform backflips to jump from climbable surfaces or poles. It's also possible to roll in mid-air while performing a backflip—indeed, it's a skill that proves essential during the Escape with the Iris level, especially if you are collecting Roses. Press jump and backwards—or, if you are on a climbable surface or pole, just jump—then immediately tap the roll button. Lara will twist and land in the opposite direction.





GRABBING LEDGES

To grab ledges and certain surfaces, press the Action button while airborne—Lara's posture will change to allow her to do so. Putting Lara into her "grab" position while in the air is often highly beneficial. While adopting this pose, she will not rebound from walls. Generally, good technique is to press the action button during every jump—unless, of course, a specific situation demands otherwise. While it offers greater safety, it does *slightly* reduce the distance Lara can travel, and always prevents her from running immediately after landing. There are a couple of jumps later on in the game that simply aren't possible if the Action button is pressed.



SLIDING JUMPS

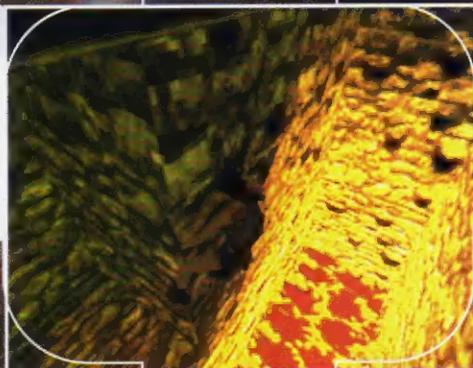
If Lara lands on certain steep platforms, she will slide off. In a couple of instances during *Tomb Raider Chronicles*, you will find a collection of these slides. By jumping from each one just before Lara falls, you can make a sequence of high-risk leaps to leap a particular platform or ledge. Before you begin, study the position of the blocks to figure out which direction Lara has to face to reach safety at the end. If Lara jumps towards and is facing a steep block, she will slide backwards. If she faces away from the incline, towards its lowest point, she will skid forward.

SHIMMYING

While holding a ledge, press left or right to make Lara shimmy in that direction. She can also shimmy around corners. If there is another ledge just below Lara, it is possible to let go of action, then quickly press it again to grab the lower platform.

CLIMBING LADDERS AND WALLS

To climb a ladder or wall with requisite hand-holds, jump then grab the surface Using the Action button (although the Colloseum level features a climbable wall that you grab from a standing position). You can perform a backflip at any time by pressing the Jump button. A quick (although far from pretty) way to descend ladders is to press and release the Action button alternately, with Lara descending rapidly via quick grabs.





TIGHTROPE WALKING

When Lara encounters a relevant pole or rope spanning a gap, approach it then press Action to begin the tightrope walk. Now press forward to move in that very direction. If Lara begins to wobble, you will need to press left or right to steady her—left if she is moving right, right if she's moving left. However, the movement of her hips can be deceptive while she is losing her balance. Even if her hips move quite far in one direction, your steadying press will not count until her upper body has moved to that angle. Watch carefully, and you need never fall off.

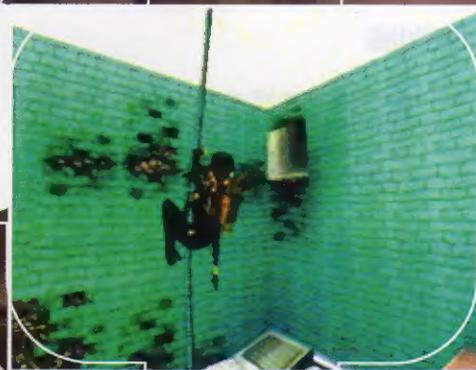
If you need to turn around for any reason—for example, if you've been caught out by Larson's ambush on the Streets of Rome level—press backwards.

CLIMBING POLES

After grabbing the pole with the Action button, press up or down to climb or slide respectively. You can press Jump at any point during this to perform a backflip. You should note that Lara can't climb all poles—only ones of a specific size. You should bear this in mind to avoid fatal moments of confusion during the Escape with the Iris level...

USING ROPES

After taking a running jump towards it, grab the rope with Action. After Lara gets a firm hold, you can move her up and down the rope, or move around to align her with the platform you're heading for. The sprint button will make Lara swing; press jump to leave the rope at the desired moment.



THE MONKEY SWING

Certain ceiling surfaces allow Lara to jump up and swing along while holding action. Be warned, though, that if you move off the side of the specific surface, Lara will fall.



PARALLEL BARS

Grab these in mid-air by pressing action. Lara will swing around until you release the button, landing safely on the platform in front. It's as simple as that. One instance in which you encounter these bars, however, requires Lara to negotiate two at speed. To do so, simply hold Action briefly to grab, then let go to make Lara do the same on her next rotation.



PUSHING AND PULLING OBJECTS

Compared to previous *Tomb Raider* games, you rarely have to perform this former staple. There are a few pieces of scenery that Lara can push or pull. Press Action to grab them, then use forward and backward to move in the desired direction. The walkthrough section will inform you as to when and where you can perform this.



THE HANDSTAND AND DIVE

What purpose do they serve? None at all, really. But they're fun to do. When climbing onto a ledge, press forward, Action, Walk and up to perform the handstand. To perform a dive, hold Walk while pressing Jump and forward.





NOTES ON THE ACTION BUTTON

Lara interacts with objects and devices in the game world with a press of the Action button. From using items inside her inventory to open locks, to pulling switches and collecting pickups, it's always sensitive to the context at hand. For example, if Lara approaches a door that can be opened with a crowbar and she has that object within her inventory, pressing Action will initiate that very act. The walkthrough contains extensive instructions on instances that Lara should use the Action button.



THE EDS SUIT

During one level—Deep Sea Dive—Lara is clad in an Extreme Depth Suit. Control of it is almost identical to Lara's normal swimming ability, but it is faster and slightly more cumbersome.



COMBINING ITEMS IN THE INVENTORY

To assemble two parts of a specific item—sections of a key, for example—you can use your inventory to combine them. This can also be used to attach the Laser Scope to the Revolver, pictured here.





COMBAT GUIDE

Bar the Black Isle levels where young Lara carries no weapons, *Tomb Raider Chronicles* is packed with combat encounters. Follow these tips to make Lara more effective during battles.



THE TARGETING SYSTEM

Another alteration made to the *Tomb Raider* gameplay mechanics is the addition of a manual targeting mode. If you select this, Lara will not automatically aim at enemies when she draws her guns. Instead, you tap the look button to designate a target, pressing it again to select another if you are facing multiple assailants.

You can, of course, use the traditional *Tomb Raider* system, whereby Lara chooses the enemy to shoot at. Handily, though, you can still use the new ability to cycle through targets by tapping the look button. Which mode you choose is dependent on personal preference and ability: less skilled players should definitely stick with the automatic setting.

STEALTH

If enemies cannot hear or see Lara in *Tomb Raider Chronicles*, they will not attack. By walking, crawling and—of course—staying out of sight, Ms. Croft can avoid foes in the VCI Headquarters level. Run or jump, and they'll open fire or give chase immediately. Sneaking may take extra time, but it's almost always worthwhile, especially as Medikits are so scarce on later levels.



HAZARDS

From security laser grids to ceiling-mounted gun turrets, there are certain dangerous devices in *Tomb Raider Chronicles* that Lara can't fight against. The trick, of course, is to avoid them entirely. Most of the laser security systems in the VCI Headquarters kill Lara immediately; the wall-mounted moving lasers, as a sole exception, drain her energy at a phenomenal rate and are to be avoided as keenly.

If a gun turret is activated—again, in the VCI Headquarters—it means that you have effectively done something wrong. Could you have sneaked past a certain point, or disabled a guard with a head shot beforehand? Gun turrets have a massive fire rate, allowing them to kill Lara very quickly. The walkthrough gives detailed instructions on how to avoid each one.



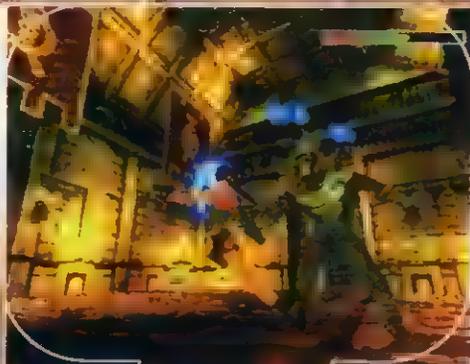


SNIPING

With the HK and, to a lesser extent, the Revolver and Scope, it is possible to kill certain enemies with a single head shot—indeed, one type of enemy in the VCI Headquarters can only be neutralised in this fashion. By zooming in (with the sprint and duck buttons) while holding the look button, making accurate shots becomes second nature. During the 13th Floor and Red Alert levels, it becomes an essential skill.

DISCRETION...

...is the better part of valour, as the saying goes. Rather than sprinting mindlessly through areas, try to take a more measured approach. This way, you have more opportunities to pick assailants off from a distance. You're also far less likely to fall foul of ambushes, as you'll have time to read the signs: ambushes are easier to deal with if you can see them coming. Remember, Lara is not invincible—close-quarters combat *hurts*.



WEAPONS GUIDE

Although *Tomb Raider Chronicles* may lack the varied armaments of some of its predecessors, Lara is by no means defenceless. Oh, apart from those levels where she has no guns, of course. But, as you'll find, she discovers other novel ways to get past troublesome guards.



PISTOLS

Found: Rome, Search for the Spear

Lara's trusty dual pistols, mainstays since the first *Tomb Raider*, are great for picking off weak targets. As they come complete with an infinite supply of ammo—how does the gun shop Lara bought them from make a profit? But we digress—they are your sole means of attack once your supplies of other munitions run out. The pistols are also handy for breaking crates and the like.



SHOTGUN

Found: Rome, Search for the Spear

There are two types of Shotgun ammo: Normal and Wideshot. The former packs a solid punch to a localised area of a target while the Wideshot, true to its billing, disperses over a wide area—making it very useful against multiple enemies.

The Shotgun is very powerful, but has a slow firing rate. This makes it quite inefficient in melee situations, or when Lara is in a confined area. The best way to use it is to fire while hopping backwards away from an attacker.



UZIS

Found: Rome, Search for the Spear

There isn't a massive amount of Uzi ammo to find in *Tomb Raider Chronicles*, so it's not a weapon you'll find yourself using regularly. When you do find sufficient clips, however, it can be the most devastating weapon in Lara's arsenal. With a rapid fire rate and targeting on a par with the comparatively workmanlike pistols, the Uzis allow Lara to leap wildly to avoid attacks—another definite plus point.



REVOLVER

Found: Rome

As a basic weapon, the Revolver packs a punch but has a relatively slow reload rate. It also requires Lara to pretty much face her assailants directly—a serious drawback that prevents you from making extensive evasive manoeuvres. Combined with the Laser Scope, however, it becomes far more effective. It allows Lara to pick off enemies from afar.



**HK**

Found: VCI Headquarters

This multi-function weapon is a good all-around armament, but there is a distinct lack of ammunition available in the levels it appears in. You can't afford to waste a single clip. It has three modes of fire: single shot (for sniping), burst and automatic. It's highly inadvisable to use the latter at all, bar possibly against the two cyborgs during the Red Alert! level. Generally, you should leave it on its single shot setting, where you can aim each bullet precisely. For enemies wearing protective headgear—thus rendering the head shot impossible—press the fire button rapidly to simulate burst mode.

CHLOROFORM

Found: VCI Headquarters

Although only used twice, this makeshift weapon is worthy of a mention here. Once you have some Chloroform and a Cloth, combine the two. Use the results on an enemy by sneaking up behind them, then press action.

**CROWBAR**

Found: Trajan's Markets, Colloseum, Submarine, Old Mill

Only used once as a weapon, on the Submarine level. Sneak up behind the cook, then use the crowbar to render him unconscious.



ASSAILANT GUIDE

Here are the many and varied enemies Lara will have to beat during her four adventures.



ROME

Dobermans

Jump to avoid their attacks; dispatch with pistols.

Bats

Lara cannot shoot these. Run away, and they'll eventually disperse.

Rats

As with the Bats, these can't be shot. Run away or dive underwater until they disappear.

Hammer God

Avoid the blast radius when he swings his hammer. Use pistols and Uzis to defeat him.

Sword God

Watch out for the projectiles. The Shotgun is the best weapon to use.

Gladiators

Gladiators are very fast, but not too bright. Run away and shoot them from a distance if possible.

Lions

Lions can be dangerous if they corner you. Use the revolver or pistols to pick them off.

Gate Guardians

Wait until their mouths are full of fire, then blast them. Jump repeatedly to avoid their fiery breath.

God Head

Shoot its eyes with the Revolver to defeat it. Avoid its green lasers.

Larson

Use the pistols to disable him.



SEARCH FOR THE SPEAR

Assorted Soldiers and Mafia cronies

Use any weapon you please to make a quick kill.

Huskies

Employ your pistols or Uzis, jumping to avoid their attacks.

Chef

Sneak up behind him, then knock him out with the crowbar.

Attack Subs

You can't fight back; use Chaff Flares to divert their rockets.



BLACK ISLE

Imps

Sprint away from the one on the first level. Use the Lit Torch to scare away the two in the Labyrinth stage.

Skeletons

Stay out of their reach—they won't pursue you.

Maze Monster

Follow the lights closely, and he'll keep his distance.

Underwater Demon

Steal the coin, then put it in the cage to dispatch this hideous creature.

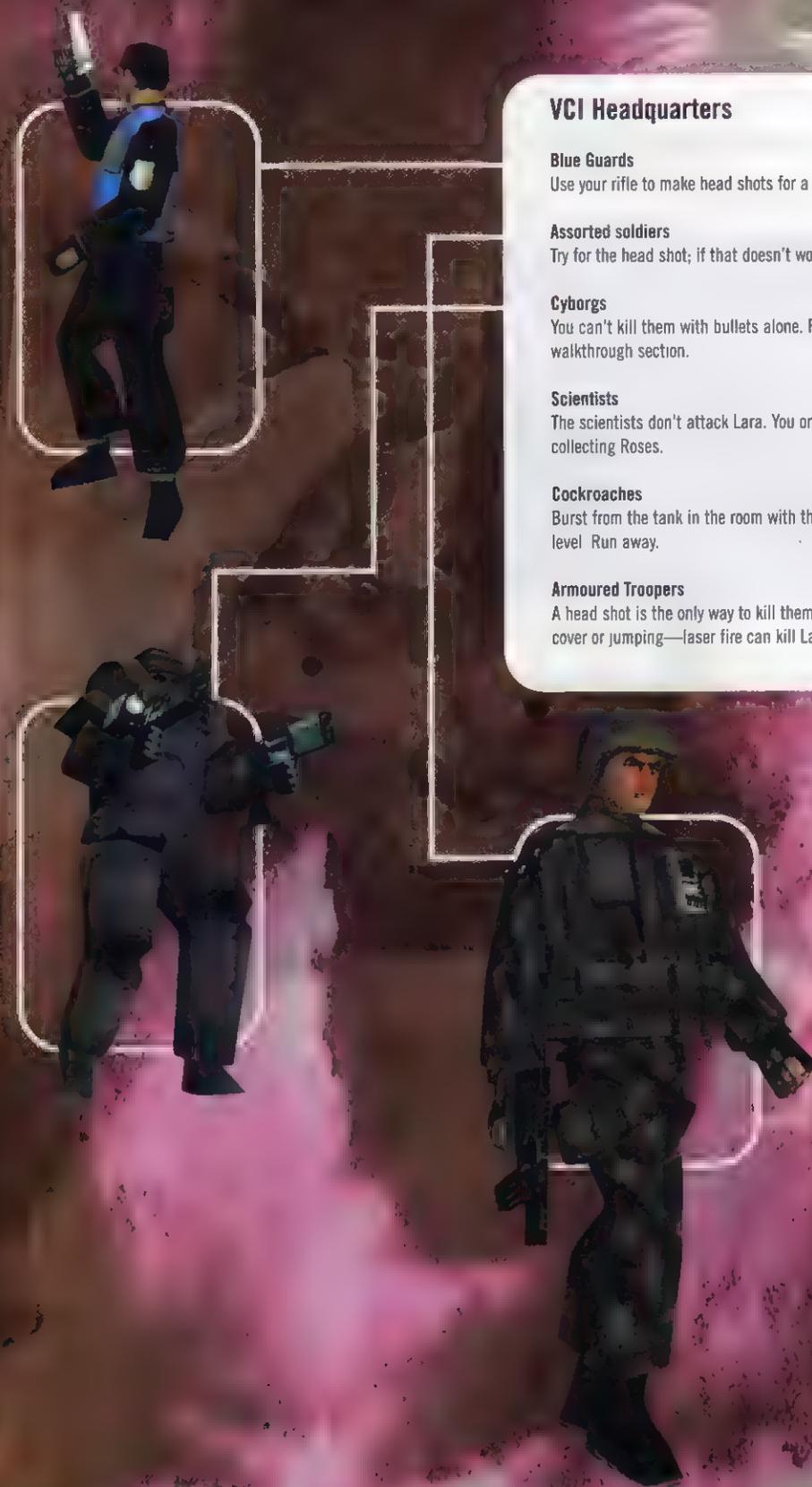
Bats

Run away—you can't fight them.

Rats

Hide underwater, or simply run away.





VCI Headquarters

Blue Guards

Use your rifle to make head shots for a clean, immediate kill.

Assorted soldiers

Try for the head shot; if that doesn't work, fire rapidly.

Cyborgs

You can't kill them with bullets alone. Follow the advice in the walkthrough section.

Scientists

The scientists don't attack Lara. You only need to kill one if you are collecting Roses.

Cockroaches

Burst from the tank in the room with the Chloroform during the 13th Floor level. Run away.

Armoured Troopers

A head shot is the only way to kill them. Avoid their laser fire by taking cover or jumping—laser fire can kill Lara instantly.



ITEMS GUIDE

This is an introduction (or, in some instances, a refresher course) to objects that Lara will use fairly regularly, plus where you can expect to find them.



MEDIPACKS

Found: All levels
 Discovered in Small and Large varieties, the Medikit restores a level of health commensurate to its size: half of Lara's energy bar with the Small type, all of it with the Large. During the Rome, Search for the Spear and Black Isle sections, these are very plentiful. By following the walkthrough closely, you should finish each of these sections with a number to spare. However, they are few and far between in the VCI Headquarters, so use them sparingly. Generally, if you are approaching the end of a level and there are no serious hazards or assailants left to encounter, it's better to leave Lara's health at a low level—it is automatically replenished before the next stage begins.



CROWBAR

Found: Trajan's Markets, Colosseum, Submarine, Old Mill
 Use the Crowbar with the action button to pry objects from their resting place and open doors.



FLARES

Found: Rome, Search for the Spear
 Although they have no specific use in puzzles, flares are highly useful when negotiating darker corridors. In particular, they prove very handy during the Sinking Submarine level, where they can be utilised to find pickups hidden in the murky gloom.



BINOCULARS AND HEADSET

Found: VCI Headquarters (Headset), all other sections (Binoculars)
 Is that a pickup you can see on the far ledge? With the Binoculars or Headset, you can find out without making the journey. The Crawl and Sprint buttons allow you to zoom in and out while, with the Headset, you can press action to engage an infra-red mode.

TIMEX-TMX

Found: Lara always has it
Accessing the Timex-TMX allows you to view statistics for the current level and your progress through the game as a whole.

GRAPPLING GUN

Found: Red Alert!
The Grappling Gun is vital during Lara's escape from the VCI Headquarters. Equip it, then use its scope (activated by pressing the look button) to scan the ceiling for a good point to fire it at. When you find the right spot, the target will change to a green square to indicate that fact.



TORCH

Found: Gallows Tree, Labyrinth
It's a mere piece of wood when the young Lara finds it, but the torch can be lit by pressing action while standing next to a source of fire. Lara cannot climb or grab ledges while she is holding the torch. You can, however, drop it by pressing the Draw Weapons button, then collect it later by pressing action.

ROSES

Once you collect a Rose on a level, it will appear in your menu. You can't use it for anything, but it will display how many you have left to find—the reminder can be handy.



LEVEL-SPECIFIC ITEMS

If you don't want to consult the walkthrough unless you're *really* stuck, here is a rundown of the items you have to collect to beat each level.

ROME

STREETS OF ROME

Gold Key (used to open gate by fountain)
Garden Key x2 (used to open way forward to Gateway)
Second Gateway key

TRAJAN'S MARKETS

Golden Coin (used in slot below statue)
Valve Wheel (used to stop water flow)
Second and Third Gateway keys (used after defeat of Gateway guardian)

COLLOSEUM

Gemstone piece x2 (combined to break floor when inserted in slot)
Colloseum Key 1 (used to open door to reach large gladiator)
Colloseum Key 2 (used to open door to reach Philosopher's Stone)
Philosopher's Stone (collect to end level)



SEARCH FOR THE SPEAR

BASE

Silver Key (used to open locked door leading to control room)
Swipe Card (used to open most doors in the Base)
Silver Key (used to open door to outside balcony)
Fuse (used to activate crane)

SUBMARINE

Battery +
Battery - (both combined to form Suit Battery)
Bronze Key (used to open storeroom in kitchen)
Silver Key (used to open main kitchen door)
Aqualung (used in diving suit)
Suit Console (used in diving suit)

DEEP SEA DIVE

Spear of Destiny (collect it, then return to the sub)

SINKING SUBMARINE

Swipe Card (used to open locked door)
Silver Key (used to open state room)
Oxygen Canister (used in escape pod)
Nitrogen Canister (used in escape pod)
Bronze Key (used to open room with Rose inside)



BLACK ISLE**GALLOWS TREE**

Rubber Tube

Pitchfork (combine both to create Catapult)

Iron Clapper (prevents Lara from dying at end of level)

Petrified Heart (used to open door leading to level end)

LABYRINTH

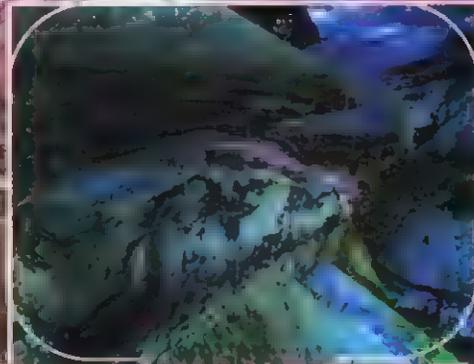
Bone Dust (used to open door)

Bestiary (opens door; used in next level)

OLD MILL

Chalk (used to trigger cut-scene)

Coin (used in cage to trap demon)

**VCI HEADQUARTERS****13TH FLOOR**

Hammer (optional: used to open alternative route)

High Level Access Card (used to open doors)

Access Code Disc (used to open ventilation system cover)

Iris Lab Access Disc (used to open Iris Lab, funnily enough)

The Iris (Lara's objective)

ESCAPE WITH THE IRIS

Restroom Access Card (read code to open toilets)

Teleporter Disc (activates teleporter system)

RED ALERT!

Grappling Gun (used to create ropes)

Grappling Gun Ammo x3

Key Bit x2 (combine to form Helipad Key)





THE JOURNEY BEGINS

The following walkthrough section contains a complete and easy-to-follow walkthrough of *Tomb Raider Chronicles*. The location of every Rose is revealed, as is every Medikit and ammo pickup you'll ever need. Follow each instruction to the letter, and you'll attain that most desirable of outcomes: unlocking the goodies in the Special Features menu.



COLLECTING ROSES

Hidden away in *Tomb Raider Chronicles* are thirty-six gold-colored Roses. Collecting these will open all items in the Special Features menu. Although most Roses in earlier levels are fairly easy to find and collect, locating and retrieving them in later levels can be highly challenging. When you see the above icon in the walkthrough, it denotes that the location of a Rose is revealed in that text.

CUT-SCENES

Throughout *Tomb Raider Chronicles* there are many moments where you will view narrative asides: cut-scenes that further the plot or reveal information on how to get through a particular level. When the most important of these occur, it is noted in the walkthrough with a picture box adorned with what looks like a strip of film. If you are simply dipping into the walkthrough for help only when you are stuck, this should help you find the tip or advice you need with ease—simply refer to the last cut-scene you saw, then move forward from there.

TIMEX-TMX RESULTS

At the beginning of each chapter, there are spaces for you to record your best Timex-TMX times. Once you have completed *Tomb Raider Chronicles*, enter your total time in the boxes provided here. Can you beat the entire game within six hours? Only the most skilled players will perform this feat.

MY BEST TOTAL TIMEX-TMX TIMES ARE:

First attempt

■ ■ ■

Second Attempt

■ ■ ■

Third Attempt

■ ■ ■

CHALLENGES

Throughout the walkthrough section, there are special challenges for every level. Don't worry if some of these seem beyond your abilities—after all, completing the game is a real achievement in itself. The best *Tomb Raider* players, however, should be able to tick every single box after playing through the game a couple of times.

Intermediate Challenges

- Complete *Tomb Raider Chronicles* within twelve hours.
- Complete *Tomb Raider Chronicles* without reloading more than thirty times.
- Collect 25 Roses.

Expert Challenges

- Collect every single Rose in *Tomb Raider Chronicles*.
- Collect 50 Medikits and 50 ammo pickups in total before the end of Red Alert!

Medikit Challenges

- Complete Rome chapter with fifteen Medikits remaining in Lara's inventory at the end of Colosseum.
- Complete Search for the Spear chapter with six Medikits remaining in Lara's inventory at the end of Sinking Submarine.
- Complete the Black Isle section with ten Medikits remaining in Lara's inventory at the end of Old Mill.
- Complete VCI Headquarters chapter with five Medikits remaining in Lara's inventory at the end of Red Alert!

Ultimate Challenges

- Complete *Tomb Raider Chronicles* without reloading more than ten times.
- Complete *Tomb Raider Chronicles*, collecting all Roses, within six hours.





ROME

Lara is attempting to “acquire” the Philosopher’s Stone from Rome. This adventure brings her into contact with Pierre and Larson, who you may remember from the first *Tomb Raider*, in the first chapter. With ammunition and Medikits plentiful, it’s an enjoyable but not over-taxing opening.

CHALLENGES FOR ROME

STREETS OF ROME

Intermediate Challenges

- Collect five Large Medikits and five Small Medikits.
- Collect four loads of Revolver ammo, two loads of Shotgun ammo and an Uzi clip.

Expert Challenges

- Complete the level without using a single Medikit.
- Collect all three Roses.

MY TIMEX-TMX TIMES FOR STREETS OF ROME:

	First Attempt	Second Attempt
Start	00 : 00 : 00	00 : 00 : 00
Finish	: : :	: : :
Level Time	: : :	: : :

TRAJAN'S MARKETS

Intermediate Challenges

- Collect three Large Medikits and five Small Medikits.
- Collect four loads of Revolver ammo and ten boxes of Shotgun ammo.

Expert Challenges

- Complete the level without using a single Medikit.
- Collect all three Roses.

MY TIMEX-TMX TIMES FOR TRAJAN'S MARKETS:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :

COLLOSEUM

Intermediate Challenges

- Collect two Medikits and a box of Revolver ammo.
- Complete the level from the start without reloading.

Expert Challenges

- Complete the level without using a single Medikit.
- Collect all three Roses.

MY TIMEX-TMX TIMES FOR COLLOSEUM:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :



STREETS OF ROME

Lara needs to find the remaining three keys to the Gateway that ultimately leads to the Philosopher's Stone. With Larson and Pierre in hot pursuit, she'll have to be careful—but, thankfully, this opening level is a measured, approachable introduction to this latest instalment in Ms. Croft's adventures.

001



From the left of where you begin is the Backstage Area—this acts as a training ground. Veterans should not stray past without even entering, however, as there are some useful pick-ups inside.

002



Use the boxes (or the crane roof) to reach the upper walkway. Jump across the gap and enter the next room. Take a running jump to clear the following drop, then follow the corridor to the next area.

003



If you're a *Tomb Raider* aficionado, you'll know what to do here. Newcomers, however, might need a little coaching. Walk to the edge of the platform, and use the Look button to ensure that Lara is aligned with the far platform. Hop backwards, then execute a running jump as you reach the ledge. While airborne, press and hold Action to make Lara grab the opposite ledge.

004



Three simple standing jumps follow. Be careful not to jump too far—you'll have to go back to the beginning of this area if you do.

005



Jump up and press Action to grab the bars on the ceiling. With Action depressed, swing across to the other side, then climb the ladder to your left (again, using the Action button). At the top, move around the corner and drop down to the platform below.

006



Turn Lara around to face back into the room. There is a walkway across to an alcove in the far wall. Take a running jump to reach it, then collect the flares. Crouch down to grab the Large Medikit.



007



As you face the alcove, there is a lower platform to your left. From the edge of the walkway, perform a standing jump to reach it. Grab the Small Medikit, then return to the gantry with another standing jump. Return to the platform at the top of the ladder with a standing jump.

008



Crouch, then crawl through the narrow tunnel by the ladder. When you reach a gap in the floor, manoeuvre Lara so that her backside faces the drop. Now lower her down. Use the switch on Lara's right to open the shutter to the next room.

009



Run to the far end of the room, then climb the pile of boxes. From here, take a running jump to the pool area. Dive into the pool, then swim through the tunnel. When you reach the end of it, surface to refill Lara's air gauge.

010



At the bottom of this second pool, there's a hole. Swim down to it, and follow the uncomplicated tunnel until you surface in a small room. You can find a Large Medikit, Normal Shotgun ammo and Revolver ammo here.

011



Climb out of the pool, then move into the room with the tightrope. You don't actually have to use this to reach the far side of the room, but feel free to practise. When you're done, drop down into the lower area to find a few pick-ups.

012



From underneath the tightrope, run forward into the room with the two sets of shelves. One contains some flares for Lara to collect.





013



Remaining in the same room, there are two sets of empty shelves. Lara can grab these and push them to reveal hidden areas. The first reveals Revolver ammo, while the second leads to a secret room with Uzi ammo and a Rose.

014



Return to the room with the tightrope, and take the exit on the upper level. Search the set of shelves to your left to find a Small Medikit. Run to the end of the corridor, then pull the lever to open the door. Drop down into the next room, and exit back onto the street.

015



Walk along the street until you reach an alley leading off to your left. As you enter the alley, and approach the courtyard with a fountain, a dog will attack Lara. Draw your pistols, and take evasive action as you fire.

016



Take the alley next to the café—pictured above—and follow it until you reach a section of wall with a hole in it. Approach it, and press Action to make Lara reach inside to activate a switch.

017



A portcullis-style gate has now been lifted, allowing Lara access to a second switch. Return to the courtyard, then travel back along the back alley that you first arrived on until you reach the position pictured above. Go through the entrance on Lara's left.

018



Run into the tunnel fringed with greenery. At the end is another switch. Reach inside the hole to activate it, then *immediately* perform a tumble and dash in the opposite direction—a cluster of resident bats are rather alarmed by Lara's intrusion.



020



The switch has moved this block into place at the end of the previous corridor, allowing Lara to access a new area. Haul Lara up onto the topmost ledge.

021



Run through the furnished balconies until you reach an opening directly ahead of Lara (pictured above). Lower Lara down to the corridor below.

021



There are three windows in this corridor. The first is nearby as you land from the above ledge. Smash it with your pistols, then grab the Revolver ammo. Now run around the corridor to the second window. Again, break the glass and collect the item there (a Small Medikit).

022



Smash the third window, then climb onto the ledge. Use a standing jump to reach the opposite corridor.

023



Once you have landed, enter the area to your immediate left. Climb to the upper walkway and collect the Golden Key, then return the corridor.

024



Walk along the corridor until you reach a balcony. At this point, the game camera will make a flyby of a locked gate in the courtyard with the fountain. Retrace your steps along the corridor, drop down into the alley below, and head to the gate with all due haste.

TIP

There is another dog in the courtyard as you head, key in hand, towards the locked gate. If you stay on the ledge, it's possible to get a few easy shots at it without putting Lara in any danger.

025



020



Use the key in the lock, then enter the corridor. As you reach the following area, Larson appears and begins firing at Lara. Reciprocate in kind, and he'll soon run away.

027



After Larson has made his escape, look behind the pillars (pictured above) to find a Small Medikit concealed in a gloomy corner.

028



From collecting the Medikit, run to the opposite entrance and turn left. Go down the short ramp until you reach a room containing boxes. On top of the first wooden crate is a Garden Key. Collect it, then head back up the ramp. Now take the corridor to the right of the entrance leading upward.

029



As you reach the top of the ramp, Larson can be seen on the opposite side. Fire at him with your pistols, and he'll flee. Now use the tightrope to reach the other side. Once over, drop down to the alley that follows.

030



Pull the above lever to allow access back to the fountain area. Remember the block that you moved into position by activating a switch earlier? Return to that point. Then climb up and head for the first of the windows that you broke.

031



Draw your pistols, then drop down into the room below. A dog will attack Lara; bid him to sit and, indeed, stay with a volley of pistol fire.



032



You can open one of the doors in this room by pressing Action. Be wary as you do so—a dog leaps through the entrance after you've pressed the Action button. Backpeddle furiously by means of reverse somersaults, draw your pistols and let him have it.

033



In the newly opened room there is a Large Medikit and, on top of a wooden crate, a box of Wideshot ammo.

034



Run to the exit opposite the room you're in and follow the corridor until you reach a wall-mounted lever. Use this to open a gate leading to the fountain area. From there, go through the corridor that you opened with the last-but-one lever until you reach the entrance pictured above—go through it to reach a corridor.

035



As you walk along the corridor, there is an opening to your left. Inside is a locked door and a box of Revolver rounds. Take the latter, and remember the location of the former—you'll be returning here later.

036



Return to the corridor and head towards (and then up) the staircase it leads to. At the top there is a doorway, next to which is a Revolver. Grab it, then use the ramp beside the stairs to reach the blue door. Open it by pressing Action.

037

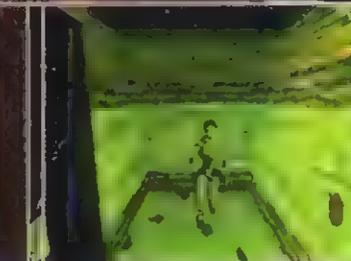


Just inside the doorway, there is a Laser Scope to your left. Grab it, then trot over to the gate at the back of the room. Go to your inventory and Combine the Laser Scope and Revolver to allow Lara the benefit of precision shootin'...

038



Equip the scoped-up Revolver, then use it to destroy the lock on the gate. Now step inside to grab the second Garden Key—but be quick! As soon as Lara enters the room, a veritable swarm of rats appears. You can't fight them, so be sure to run away.



040



Return to the position you were in at picture 034, then run past the gates to an area with two holes—slots that, you'll duly note, will accommodate both Garden Keys. Insert both.

041



The gates you passed a moment ago are now open. Go into this newly opened area and approach the building to instigate a cut-scene, where Lara's accident-prone enemies reveal their fiendish plan.

042



Go through the alley at the right of the building—being sure to shoot the dog there—and climb the staircase until you reach a structure with a bell tower.

043



Equip the Revolver (with the Laser Scope attached) and shoot at the bell. This will open two gates.

044



To the left of the building with the bell is a small opening. Climb up here, then take a running jump to the corridor on the opposite side. As Lara runs towards the wall panel containing a switch, bats swarm around her—so activate that switch and get out of there as fast as you can.



045



The previous switch has opened the main door to the building with the bell. Outside the entrance, to the right, is a box of Revolver ammo. Inside, there are a number of blocked entrances and two mysterious-looking statues of birds. You'll find out what they are soon—but first, run to the left corridor at the back of the chamber.



046



Pull the lever on the wall at the back end of this corridor-cum-room, and a cut-scene sees the bird statue crack to reveal a dove beneath. Go back into the main chamber and press Action while standing next to the dove to open the next stage of the puzzle.

046



Take the next entrance—just past the remaining black bird statue—and follow the ramps until you reach a top area with a newly activated hazard. This ceiling-mounted battering ram will live up to its billing if Lara strays too close. It is, however, easily avoided...

047



Walk to the end of a ledge—but not too close to the battering ram, of course—and turn Lara's back to it. Now hop backward and grab the edge. Shimmy sideways, past the hazard, until you reach an alcove to climb into.

048



Pull the lever, and the second bird's dark exterior will explode, revealing another dove. Drop down to the lower level and, once more, stand next to it and press Action.

049



Moving the second dove opens a chamber at the front of the building you're in, with Lara's prize—the second stone to the Gate—inside. If you're keen to finish this level, go grab it now. If you'd rather collect all pick-ups and the two remaining Roses, abide with your humble scribe for the remainder of the walkthrough...





050

Remember the small room you visited at picture 043? If you return there now, two secret alcoves have opened, revealing a Small Medikit and a Golden Rose.



051

Having returned to the front of the building that contains the dove statues, take a running jump onto the outer wall, as pictured above. Follow the wall until you reach a red tiled roof. Now jump onto that.



052

From the end of the red roof, jump across into this lofty treasure trove. You'll find Revolver ammo and a Large Medikit here—it's more than worth the slight detour.



053

Remember the locked door mentioned at picture 035? Return there now—it's not too much of a long haul, and if you've got plenty of energy to spare, you can simply drop down from the ledge near where you opened the door to the building with the bird statues.



054

There is a dog inside the room as you enter, so be careful not to get cornered—feel free to use the Revolver for a quick kill. Search the shelves to find a Large Medikit and the final Rose of the level.



055

All done! Now go collect the stone, and watch the resulting cut-scene unfold. Only two stones to go...





TRAJAN'S MARKETS

Leaving Larson and Pierre behind, Lara travels to Trajan Markets, where she hopes to find the two remaining keys to the Gateway. There is very little incidental combat in this level—but this is no oversight. There are three encounters with “boss” assailants for Lara to contend with.

001



Enter the building to your immediate left and shoot the box that you find there. A Crowbar will remain as the debris clears. Collect it. If you're interested, the opposite entrance (to the right of Lara's starting position) contains a box that holds a Laser Scope—but you already have one, right? Right.

002



The third door on the right from Lara's starting position is closed. Use the crowbar to open it.

003



Use your pistols to smash the box, then collect the Small Medikit. Now climb up the nearby platforms to reach the second floor, where you will find a tightrope spanning a gap.

004



On the platform that allows access to the tightrope, you will be able to see a small window ledge. Take a standing jump across to this (pressing Action to grab as you do so) and pick up the Small Medikit. Now *carefully* return with another standing jump, aiming Lara toward the direction of the tightrope and the safe platforms that lie before and beyond it.

005



Walk across the tightrope, then take the short hop across the following platforms until you reach the walkway pictured above. From here, take two standing jumps to reach a far platform.

006



A fairly straightforward running jump (with a ledge grab to finish with a flourish rather than, say, a broken leg) leads to a box of Shotgun ammo. Return by means of a repeat performance.

007



From your position on the small platform, move through the entrance into the building beyond. Lower Lara down onto the platforms below, then drop down to the ground floor. Grab the flares and Revolver ammo, then return to the middle platforms.

008



As Lara climbs up to the first floor platform, a brief cut-scene makes a flyby of a huge clockwork contraption. Its purpose isn't divulged but, suffice to say, Croft has to use it. It's actually an easier puzzle to solve than you might expect.

010



Drop down into the new area. Don't bother to explore at the moment—there are no pick-ups to be found at ground floor level here, and the exit is closed. Instead, run over to the second arch. There are handholds suitable for climbing on one of the walls attached to it. Scale away, and then swing around the corner when you reach the top.

010



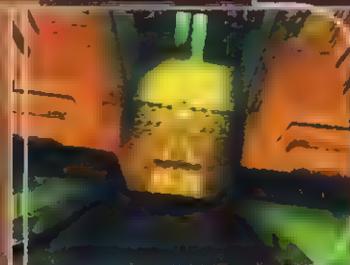
Face the direction pictured above, then take a running jump to reach the next platform. Position yourself accordingly, then take a short standing jump to the adjacent ledge. Enter the room beyond.

011



Pull the rope *three* times to elicit a trio of cut-scenes, each showing a cog rising into position. Now return to the lofty platform that you landed on after climbing the wall.

012



From the highest point on the platform illustrated above, jump to the lowest point on the opposite walkway. Now hop onto the nearby ledge, and enter the room with the rope. Pull it once to trigger a cut-scene that shows a new area appearing.

013



The following jump is quite tricky, so you might want to save before attempting it. Take a running leap toward the ledge, while holding Action to give Lara a controlled landing—or, in a near-miss scenario, allow her to grab the edge. Pick up the Uzi clips.



TIP

Rather than risking a nasty leap back to the previous ledges, simply lower Lara down from the alcove, then drop. She'll lose no more than a millimetre of her energy bar.

014



018



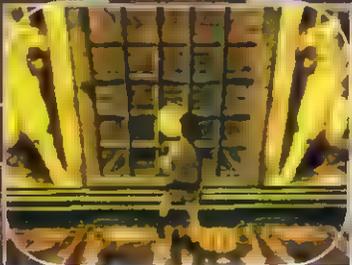
Now enter the area that Lara opened by solving the rope puzzle (if you dropped from the ledge, you'll be either inside or outside the door). Approach the mighty-looking statue. There is a box of Revolver ammo and a Small Medikit to the left and right of the sculpture respectively.

011



Turn around and return to the entrance to the room housing the statue. To your right if you're moving from the statue (or to your left if you're moving in from outside), there is a concealed platform. Light a flare, then climb up.

017



Drop into the small room; use the Crowbar on the Golden Coin to remove it from its position on the wall. Quickly turn and escape to the room with the statue as a multitude of rats pour forth into the room and Lara picks up the coin.

018



Place the Golden Coin in the slot below the statue, and a gate will rise to allow access to a new locale.

018



Before scampering off to explore pastures anew, take Lara back to where you first dropped into this area—to your far right as you exit the chamber containing the statue. Look for a hole in the floor. Inserting the coin has caused a new secret to be opened.



D20



Inside the basement room below the trapdoor, you will find Shotgun ammo—of the Wideshot and common-or-garden varieties—and a Rose, the first of three on this level.

D21



Return to street level, and head toward the recently opened gate. Just through this, another opening has appeared. Follow the alley until you reach a watery cavern.

D22



Just past the water is a short alley leading to a box of Revolver ammo. Be sure to take the detour to collect it.

D23



Dive into the water, swim under the waterwall and climb up on to the ledge illustrated here.

D24



As Lara passes through the entrance, a cutscene is triggered. It shows an enormous, eerie disembodied head with green glowing eyes awoken in the next room. Ulp. Grab the Revolver ammo on the floor and save your game before going any farther.



COMBAT TACTICS: DISEMBODIED HEAD EFFIGY

This nightmare apparition fires green bolts of energy toward Lara at, thankfully, rather protracted intervals. To make things a little easier, you can distinctly see when it is powering up a shot. To defeat it, Lara needs to destroy both eyes. To do that, she needs to perform a little sharpshooting with the Revolver and Laser Scope.

If you are particularly confident of your sniping skills, you can pick it off from the corridor you are in. Sidestep toward the opening, then immediately equip your Revolver. Zoom in to pick a clear shot at its eyes. Competent *Tomb Raider* players should manage to destroy both on their first attempt. But regardless of your ability, be sure to dive back behind the wall the moment it begins to power up a shot.

If long-distance sniping isn't your forte, run into the room and immediately jump over the barrier. There is a raised block and two wall sections that Lara can take cover behind. Being sure to duck under cover when the head fires; it should be easier to shoot out both eyes from this distance.

026



025



027



028





030

Pick up the Mars symbol from the floor, then move into the back room.



031

Move onto one of the raised platforms, then make a standing jump and grab the above gantry. Climb up, then jump across onto the top of the machinery to find the second Rose of this level.



033

At the opposite end of the chamber that contained the malignant effigy, there is a hatch that Lara can open to gain access to the waterways below. Just behind Lara as she opens the hatch is a box of Revolver rounds.



034

Dropping down to the level below, you will encounter a roughly T-shaped waterway. At its centre point, there are three alcoves for Lara to swim through. The bottom one, however, is unreachable while the propeller blade is spinning. For now, pop into the nearest opening to grab a Small Medikit.

TIP

If you move past certain areas of the outer wall, rats will pour forth from small openings. Rather than frantically running around to avoid them, simply dive underwater and remain there. They will lose interest and disappear before Lara's oxygen meter expires.



034



Swim through the tunnel illustrated above until you reach a room with some machinery, a box of Shotgun ammo and, most importantly, a valve wheel. Use the Crowbar to pry it from its position then return to the same room where you found the second Rose.

035



Use the valve wheel on the machinery by pressing Action to turn it. This will deactivate the propeller blade that prevents access to the third underwater tunnel.

036



Return to the water and take the bottom tunnel. When you reach the point pictured above, take the small opening that's located to Lara's left—you will surface in a small room containing a Large Medikit.

037



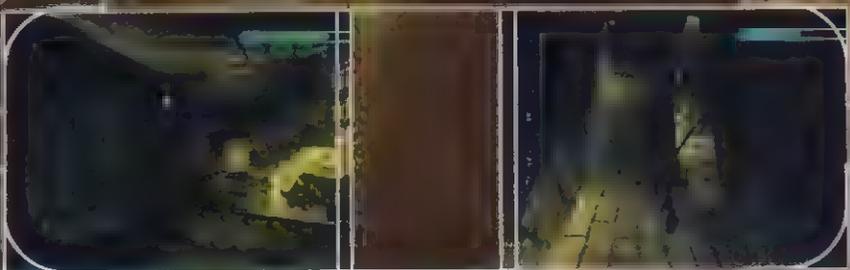
Return to the water and swim along the metal tunnel until you reach this point with another propeller influencing the flow of water. At the far wall—the direction of the current points toward it—there is a gap in the ceiling for Lara to swim through to reach another room.

038



Turn the valve wheel by pressing Action to disable the propeller. Now return to the water.





Adjacent to the disabled propeller is a small entrance. Swim through here. Now swim upward diagonally to reach the surface. The architecture makes this moderately tricky; it's easy to become disoriented, so take it steady.



Climb out of the water and run into the next room. As you do so, a gate will slide down, barring Lara's exit. Collect the Shotgun and Shotgun Ammo from the floor, then save your game. Now equip the shotgun and move into the main body of the chamber.

COMBAT TACTICS: GLADIATOR

The Gladiator has two forms of attack that it uses. In the first, it fires a bolt of energy at Lara. Its second involves rushing at Lara while swinging its sword at her comparatively diminutive frame

As with standard assailants, the trick is to keep moving. Use jumps—especially backflips—to manoeuvre Lara into positions where she can get a clear shot from a relatively safe distance. As the Gladiator approaches, head for the opposite side of the room and repeat the sequence. As Lara lands successive hits, sections of the Gladiator's body will crumble. Eventually, with the decisive final shot, it will be destroyed. A large window within the chamber will shatter and two gates elsewhere in the level will be opened.



045



Just under the platform that you use to leave, you can find a Large Medikit and Shotgun Wideshot ammo. Exit the chamber to the alley outside—being sure to collect the Small Medikit on the ledge outside—and ignore the waterway and the open gate revealed in the cut-scene for now. Instead, return to the main street area.



046



In the short alley to the right of Lara's starting position on this level, a gate has opened. Stroll inside to collect the final Rose of this level.

047



Return to the pool with the waterfall, and swim through the new opening on the left (illustrated in the earlier cut-scene). Grab the Small Medikit and Venus symbol as you go through, then surface in the following room. Save your game.

048



As you exit the pool, a cut-scene shows Larson attempting to ambush Lara. Ms. Croft is reluctant to hand over the two remaining keys and a fight ensues. Simply jump from side to side while firing your pistols to knock him over.

049



Having injured Larson, Lara steps forth to parley with her foe. As she does so, the three heads that adorn the gateway come to life, sprouting huge necks.



COMBAT TACTICS: GATEWAY GUARDIANS

These three ugly-looking monstrosities attack in two ways. The first is a bolt of fire that, alarmingly, homes in toward Lara. When it hits a surface, the resultant blast can inflict "splash" damage. Worse still, a direct hit will set Lara ablaze. You can dash toward the pool to cool off if you have enough energy—otherwise, it's Game Over for you. For that reason, it's not a bad idea to save again as the battle begins.

The second attack that the Guardians use is a straightforward bite if Lara ventures too close. The ideal position for Lara, then, is between the street lights and the trees—you're not close enough for them to bite, and their fireballs explode at a safe distance behind Lara. Jump left and right to dodge their dangerous attacks.

The key to destroying these three malignant gatekeepers is to shoot them when their heads are back, and their maws full of fire—just prior to the point that they release a fireball, in fact. Using your pistols, pick off each one as it prepares to attack. It's a tricky encounter, but by no means an unfeasibly difficult one.



Trot around and collect the pickups that litter the area—two boxes of Wideshot ammo, two containers of standard Shotgun ammo and a Large Medikit—then have Lara place the final two keys in the requisite slots to open the Gateway.



Enter the Gateway, and take standing jumps to negotiate the platforms. As Lara reaches the last one, it tumbles her into the pit below—and the next level.





COLLOSEUM

Having passed through the Gateway, Lara is on the last leg of her quest to acquire the Philosopher's Stone. This level contains very few ammo and health pick-ups—the wisdom of diligently collecting such items in previous levels will now become apparent.

001



From the start, run through the rooms until you reach the following section—you'll see a block with a ring on it. Stop here.

002



Walk up to the block with the ring and press the Action button to grab it. Now push it back as far as it will go. Trot around to the far corner and grab the Rose.

003



The trap that follows can be tricky, so save your game if you're the impatient type. Run along the corridor until a cut-scene shows the floor stones begin to crumble into the lava pit below. Jog forward over the two remaining stones before taking a running jump over an almost-concealed gap—and land safely on the other side.

004



Return to the yawning chasm where the corridor once was, and lower yourself down onto the climbable walls below. Scale the wall until you reach an alcove with a switch. Press it, then go back the same way you came.

005



The switch opens a door in this above area—you can now slide down to a lower level via a back corridor. However, the moment you hit the floor, a lion leaps at Lara. The Wideshot Shotgun ammo is a particularly effective solution.

TIP

Feel free to use any weapon as much as you like on this level. As the munitions Lara collects do not transfer between story sections, there's little point in hoarding shotgun shells and the like.



Press the button on the wall—the exit will open, and a lion will bound through. A couple of Wideshot blasts may help resolve any enduring existential conundrums it may be deliberating. Now run into the next room and climb the wall to reach the chamber above.



After you have reached the top of your climb, turn around and grab the Gemstone Piece from the pedestal table behind you.



As you enter the next room, a door will open and a gladiator will rush out and attack Lara with his sword. Be sure to return the sentiment while taking evasive action. Once you've finished—or, rather, when he's finished—go into the stall he emerged from to find a Small Medikit.



Walk up the ramp to the next level, and another gladiator will appear. If you run back down to the lower level, he won't follow you—so you can pick him off. Grab the Revolver ammo in his cubicle, then press the switch on the far wall.



Run up the next incline, then take a right to climb another slope. As Lara reaches the top, both a lion and a gladiator will attack. This is an ideal opportunity to break out the Wideshot ammo. Again, you can retreat back down the ramp if you prefer a more measured approach to combat.



Enter the room that the lion and gladiator originated from, and you'll find that there is another adjacent chamber. Go inside this chamber to collect the Uzis and a Large Medikit, then return to the next level down to reach a large chamber beyond.



This chamber contains a time-based puzzle. Use the annotated diagram, screenshots and guidelines on the next page to beat it with ease.



LARA'S TIME TRIAL



To obtain the second fragment of the Gemstone, Lara needs to pull a rope on a lower level to raise the pedestal on which it's placed—which, with due perversity, is on the upper walkway. Problematically, the pedestal returns to its submerged position after a short time. Lara must move from the rope, perform death-defying leaps to return to a higher elevation and finally grab the Gemstone Piece—but within a tight time limit. Here's how she achieves just that...

014



Pull the rope at Point 014 *three* times to raise the pedestal on the top platform, facing that very direction as you do so. Now hop backwards, and take a running leap from the edge of the right-hand corner. Adjust Lara's direction in mid-air if need be to land on the platform at Point 015.

015



You don't lose any energy although you do land on this ledge pretty heavily. As soon as Lara regains her posture, begin running. Before you reach the edge, take a running jump to reach the next platform.

018



Keep running as you land, then take a running jump from the very edge of this platform. Press Action to grab on to the following ledge—this is a real precision jump, so you have to time the leap with real care.

017



As Lara grabs the ledge, pull her up quickly then run around from Point 018 on the diagram to Point 019, where you'll need to perform another demanding running jump. The stakes are higher this time, however—if Lara misses, the fall could kill her.

018



Having landed safely, jog over to the pedestal to grab your prize: the second part of the Gemstone.

019



As you walk through the now-unlocked door at the exit side of the chamber, a trapdoor opens—sending Lara plummeting onto the rocks below. There's no way to avoid this, so don't bother to try. Lara, now independent of your control, just manages to grab a ledge above an enormous pit.

020



Pierre attempts to extort the Gemstone from Lara. Ms. Croft, naturally, is not enamoured by his proposal—and, with a due sense of irony, enjoys a little revenge.

021



Before you head any further, you should backtrack to obtain the second Rose. To get to it, shimmy along this ledge in the direction of the opening on the far wall, being sure not to follow the route that Pierre took a moment ago. Pull Lara back up to terra firma when you reach a safe ledge roughly two blocks along.

022

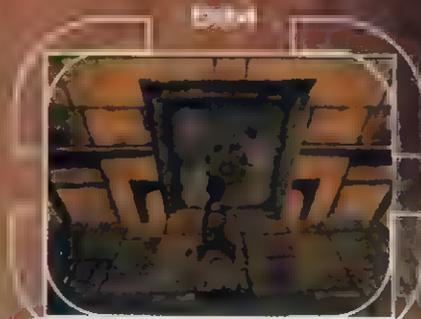


Pull yourself up into the opening above. You will find yourself in the chamber where you obtained the second Gemstone part. Climb up to the upper walkway, then approach the area where Lara fell foul of the trapdoor earlier.

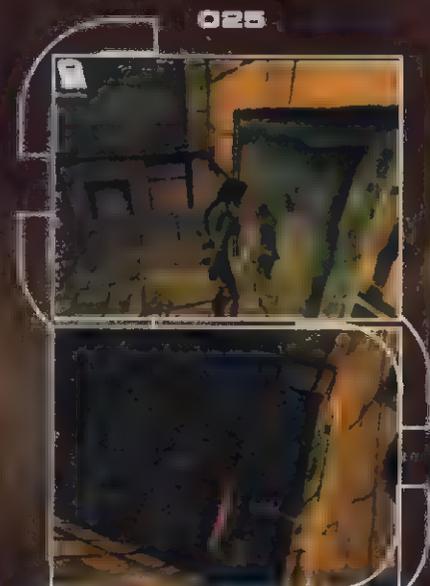




Take a running jump over the two open trapdoors to reach the room beyond. Inside, you'll find the second Rose. Take the obvious shortcut—a drop through the trapdoor—to return to the area below. This time, Ms. Croft lands with a little more grace.



Run up the ramp at the opposite end of the chamber to the route you took to retrieve the second Rose, and the door to the room beyond will open. Use the inventory screen to “combine” the two Gemstone Pieces, then save your game before using it in the nearby slot.



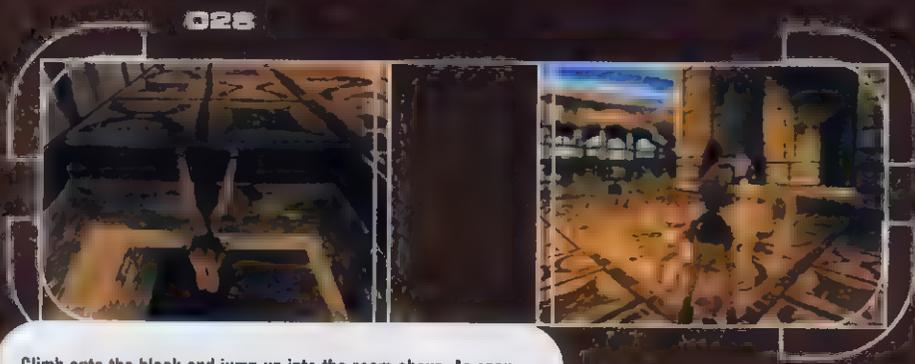
As Lara inserts the Gemstone, the floor beneath her begins to crumble, revealing a lava pit beneath. The game camera will now switch to an overhead perspective. Perform a tumble then quickly take a running jump to the opposite side of the room to land on a single safe platform.



From the safe haven of your platform, take a moment to compose yourself before performing a running jump to the opening pictured above.



Drop down and shimmy around this rocky ledge until you reach the other side. Drop down, and go through the door.



Climb onto the block and jump up into the room above. As soon as Lara reaches the top, a lion and a gladiator will attack. Use your Shotgun to dispose of both.



After the grisly melee has concluded, find a Colosseum Key within the room. Now use it in the lock beside the large doors. They swing open to reveal a fearsome assailant.

COMBAT TACTICS: THOR GLADIATOR

This opponent is similar to the one that Lara fought in Trajan's Markets, but endures far more punishment before falling to Lara's guns. You should use similar tactics to defeat it: principally, jumping away from it while firing, or—if you're using the easily-aimed Uzis or default pistols—peppering it with bullets as you run past.

As long as you are careful to avoid the blast that emanates from its hammer as it strikes the floor, you shouldn't have any problems. Feel free to use all the ammo you have—this is the last combatant you'll have to deal with before the next story. As soon as he is defeated, a panel opens on the wall opposite the entrance.

030



031



032



033





Go through the panel and take the second Colosseum Key from the table. Use it in the lock back in the main room to open the path.



Slide down to the cave with the eerie lighting, but don't grab the Philosopher's Stone just yet. Instead go via the two platforms—and, of course, two running jumps—to reach a crawl space.



036



Crawl through the gap to find the final Rose of this section. Collect it, then return to the Philosopher's Stone.

037



Use the Crowbar to pry the Philosopher's Stone from its resting place. Success! You have completed the Rome levels.



SEARCH FOR THE SPEAR

Lara is seeking the Spear of Destiny, an age-old artefact currently lying in the ruins of a wrecked and abandoned U-boat. She is not alone in desiring possession of this mystical object, however—a mafioso boss has heard of its power and wishes to harness it for his own nefarious aims. He has bribed the admiral of a Russian submarine to take him to the resting place of the Spear. Lara decides to hitch a ride...

CHALLENGES FOR SEARCH FOR THE SPEAR

BASE

Intermediate Challenges

- Collect three Small Medikits, two Uzi clips and two loads of Desert Eagle ammo
- Negotiate the crates without being hit by the mechanical claw

Expert Challenges

- Complete the level without using a Medikit
- Collect all three Roses.

MY TIMEX-TMX TIMES FOR BASE:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :

SUBMARINE

Intermediate Challenges

- Collect three Medikits and two loads of Shotgun ammo.
- Complete the level without using the jump button

Expert Challenges

- Complete the level without using a Medikit.
- Collect all three Roses.

MY TIMEX-TMX TIMES FOR SUBMARINE:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :

DEEP SEA DIVE

Intermediate Challenges

- Complete the level without being hit by a rocket.
- Complete the level without using a Medikit

Expert Challenges

- Collect the Rose.
- Finish the level with oxygen remaining.

MY TIMEX-TMX TIMES FOR DEEP SEA DIVE:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :

SINKING SUBMARINE

Intermediate Challenges

- Collect three Medikits, two Uzi clips and two loads of Desert Eagle ammunition
- Get the Nitrogen canister *before* turning off the power supply.

Expert Challenges

- Complete the level without using a Medikit.
- Collect both Roses.

MY TIMEX-TMX TIMES FOR SINKING SUBMARINE:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :





BASE

Lara needs to stow away on a submarine to reach her objective. To do that, she has to infiltrate the base where it's moored. Remember: be careful with Lara, because she begins with a bare minimum of Medikits to sustain her in the event of injury.

001



Walk down the stairs until you reach a door leading to a warehouse.

002



A cut-scene shows a grapple claw attached to the ceiling and a nefarious foe at the controls behind a screen. This unsavoury individual will attempt to drop the contraption on Lara's head. But to remonstrate, she first has to reach him...

003



Run into the warehouse and find the locker pictured above. Use the Action button to search it, and Lara will find a Silver Key.

004



You now need to find a door with a key-based lock within the warehouse. It's cleverly concealed behind a large stack of boxes—this picture shows where. Unlock the door with the Silver Key.

005



Go up the stairs until you reach an area with three windows. Draw your pistols and ambush the two guards in the control room beyond.



One of the guards will drop a Swipe Card. Collect it, then search the locker inside the control room to find a set of Uzis. Return to the warehouse.



Run over to the doorway to the left of the locker where you found the Silver Key, and use the Swipe Card to open it. Draw your pistols and dispose of the dog inside.



Inside this blocked corridor is a ventilation shaft obscured by a cover hanging at a rakish angle. Smash this with your pistols, then climb inside to retrieve the first Rose of this level.



Go to the doorway to the right of the locker, then open it with your Swipe Card. Climb the steps to the upper level.



013



As you land from the previous jump, you'll have mere seconds to position yourself for the next. Walk backwards to the edge of the crate then take a running leap.

014



Immediately climb onto the crate in front of you, then run—remembering, of course, to leap as you reach the edge. The mechanical claw will be drawing close at this point, so speed is of the essence.

015



Success! You must remember to press Action to grab onto the far ledge as you reach it, and Lara can then pay her mechanical claw-controlling nemesis a little visit...

016



Push the button beside the door to open it, then enter to trigger a cut-scene.

017



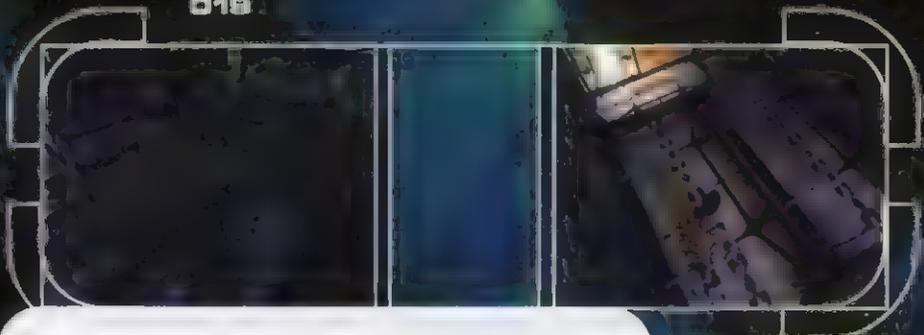
A brief gun battle between Lara and the claw operator sees our protagonist win with style. Ms. Croft now uses the mechanical claw to open a new exit.

018



Check the lockers within the claw control room to find Uzi Clips and a Small Medikit. Push the button beside the door and exit back out onto the platform that allows access to the top of the crates in the warehouse.

019



There are two pick-ups to be found on top of the crates inside the warehouse. Remember where you began the sequences of leaps that led to the claw control room? From there, you can find Uzi ammo on top of crates to the far left of the warehouse, and a Small Medikit to the far right. You can decide for yourself whether it's worth your time and effort to do so.



020



Run along the tunnel that Lara opened with the mechanical claw. At the end, two guards will attack Lara from the corridors on either side. Dispose of them—with the pistols or, if you're feeling adventurous, the Uzis—and take the left-hand corridor.

021



Run outside into the snow, then climb up to the box held airborne by the crane. From here, take a running jump on to the lowest set of crates stacked next to the wall.

022



Climb to the upper crates to discover the second Rose. Now lower yourself back to the ground.

023



Use your Swipe Card to open the locked door, then enter the building. Inside you'll find machinery, presumably inactive because a fuse is missing. There is also a guard sneaking around. Kill him and then take the Silver Key that he drops.

024



Return to the point where you killed the two guards earlier, and take the next corridor. At the top, use the Silver Key to open the door.

025



This sequence acts as an introduction to Sergie and Yarofev—a mafioso boss and Russian Navy admiral, respectively. Lara will meet these two characters later...

026



Jump over the two gaps to reach the platform nearest the submarine. Here you'll find a Laser Scope and Desert Eagle ammo. Be careful not to fall.

027



Drop down into the submarine dockyard, then use your Swipe Card to open the door below. Once inside, draw your pistols quickly and pacify the dog that you disturb there.

020



Check the six lockers to find, in no particular order: a Fuse, Uzi clips, a Desert Eagle, Desert Eagle ammo and a Small Medikit.

020



Go into the shower room. In the right-hand corner, there is a hatch on the floor. Press Action to open it. Now save your game—the following swim is quite tricky. Drop into the water and follow the tunnel. When you reach a T-junction, take the route to your *right*. Eventually, you will surface in a hidden chamber.



030



Grab the Rose, then make the return swim. Just before the end of the tunnel, you will find yourself back at the T-junction—although it presents two different routes from this perspective. Take the *left-hand* turn, then surface.

031



Press the button to open the exit, then return to the other side of the submarine dockyard—the part with the crane.

032



As Lara ventures outside, two snipers appear in the broken windows above her. Combine the Laser Scope and Desert Eagle, and quickly use your long-distance targeting to incapacitate both.

033



Enter the room with the machinery, and use the Fuse in the empty slot. The machinery will come to life, and a nearby door will be unlocked. Kill the dog that jumps out at Lara, then press the button inside the booth—this will move the crane and the box it's carrying, allowing Lara access to the submarine.

034



Jump over to the crate carried by the crane, then take a running jump toward the submarine.

035



After a short struggle, Lara overpowers a marine and stows away inside the submarine's hold. This concludes the Base level.



SUBMARINE

Caught and imprisoned as the submarine leaves the dock, Lara must escape her enforced confinement and find a way to reach the Spear of Destiny on the sea bed. The interior of the submarine is quite large, but a methodical approach to visiting areas and collecting objects helps reduce the amount of time spent on this level.

001



In the gap between the bunk bed units, there are four metal bars. One of these is damaged and, as a consequence, loose. Press Action, and Lara will wrench it from its position.

002



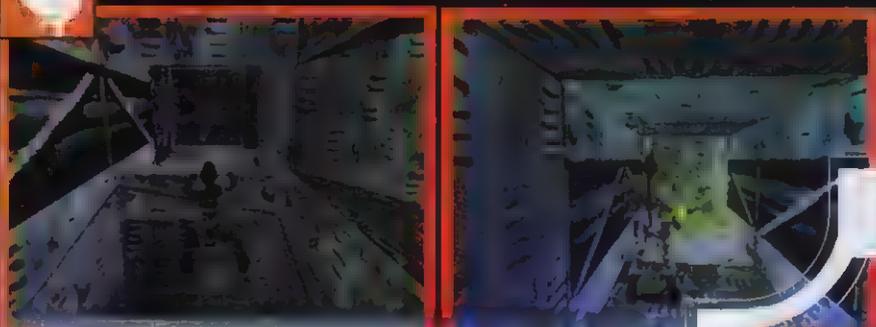
Use this makeshift crowbar to open the ventilation shaft cover—the one without the fire extinguisher in front of it.

003



Crawl through the vent until you reach a ladder, then climb to the upper level. Move along until you reach a hole in the floor.

004



Lower Lara down into the hole, and she will find footholds—this surface is climbable. Descend into the depths, and you will find a tunnel containing the first Rose of the level. Collect it, return to the top of the hole, then climb the next ladder.

005



Lower yourself down into the next hole and shimmy around to the next platform. Climb up, and don't worry about the electric cables—they won't touch Lara.

006



Open the vent and drop down into the room below. Search the shelves to find a battery and a Small Medikit. Return to the above level and head towards the ladder leading upward.

007



As Lara reaches the top of the ladder and inches along the ventilation shaft, she witnesses a curt exchange between the Admiral and the mafioso, Sergei. After this has finished, climb down the ladder at the end of the tunnel.

0011



Crawl through this shaft, then open the hatch. Climb down. You'll find yourself in a kitchen. In the far corner, there's a cook preparing food with an evil-looking knife. If he notices Lara, he will attack. Gently lower yourself onto the floor, then walk until you are behind him. Now press Action to use the Crowbar to knock him out.

009



The cook drops a Bronze Key. Use this to enter the storeroom. Lara can find a Silver Key on the shelves, and her trusty pistols in the drawers. Equip the latter in the menu screen—they can't be drawn until you do so—then use the Silver Key in the next locked door.

010



As soon as Lara enters this next room, she will be attacked by two men. Dispose of both using your pistols.

011



To your left as you exit the kitchen are two doors. There's another guard in the bathroom—the far door on the left. Kill him, then grab the Shotgun ammo. Return to the mess hall.

012



Take the single exit opposite to the bathroom. Take a left, then a right, and shoot the man in the corridor. At the end of this tunnel, turn right and open the airlock. Climb the ladder, then make your way to the storeroom.

013



As Lara enters the storeroom, two guards attack. Kill both of them. Now search the upper crates to find a Shotgun, an Aqualung and, tucked away in the far corner, a Large Medikit.



D14



In the storeroom, look for a crate with a crack in its edge—it's directly below where you found the Large Medikit. Use the Crowbar to open it, then collect the Rose inside. Return to the mess hall.

D15



Open the airlock and walk along the corridor until you reach a room with a blinking light. Kill the guard that you find there. Don't bother searching the shelves or drawers, as they contain nothing of use to Lara. Instead, climb onto the edge of the crate so that the nearby shelf is to your left, then press Jump and Action to pull down the hatch above.

D16



Climb up into the ventilation shaft, then crawl through the first narrow gap. When you reach a second gap, stand up. There is a secret alcove that Lara can jump to reach. Get the final Rose of this level, then return to the duct. Open the hatch at the end and drop into the room below.

D17



Draw your guns immediately, and kill the guard who arrives to investigate Lara's entry. Search the drawers to find a second battery.

D18



Follow the corridor until you reach a hole in the floor. Climb down, and shoot the guard that you meet in the walkway below.

D19



Ignore the airlock to your left for now, and head for the dormitories at the end of the tunnel. You'll find some Wideshot ammo and a Small Medikit inside.

D20



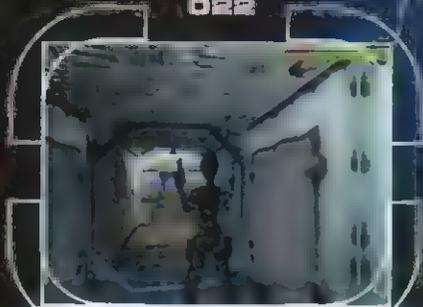
Open the airlock to your left, then blast the guard inside. Climb up the ladder to enter the diving area.

021



At the top of the ladder is a walkway leading to four rooms—two of which are sealed by airlocks. The first on your right is empty, so open the left and shoot the man inside. Pick up the Suit Console, then exit.

022



Move along to the next set of doors. Go through the open entrance, and shoot the guard inside. Now return to the corridor and unfasten the final airlock.

023



This room contains a diving suit. To use it, Lara must first assemble the requisite elements she's collected during this level. Combine the Aqualung with the Suit Console, then put the two batteries together.

024



Finally, use the Console and Battery on the diving suit to trigger the final cut-scene of this level.

025



Lara climbs inside the diving suit, then heads for the airlock. The next level is short, but tough—be sure to save your game as soon as it loads!





DEEP SEA DIVE

Clad in her deep-sea suit, Lara must retrieve the Spear of Destiny from the area in which the doomed U-boat lies. Unfortunately, the seabed is patrolled by mini-sub's armed with rockets. Lara cannot return fire—she has only her wits and a limited supply of Chaff Flares to avoid life-threatening damage.

001



From underneath the sub, dive downward, then move forward.

002



Ahead of you are two routes: a left, and a right. Take the right-hand turn.

TIP

If Lara attempts to swim toward the surface, underwater currents will slow her progress to a crawl until it eventually brings her to a dead stop. This makes Lara an easy target for nearby mini-sub's. It's better to hug the seabed quite closely—this also gives rockets fired from behind Lara scant opportunity to adjust their course toward her as she moves.

003



You will emerge in an open area, with part of the wrecked vessel in front of you. There is also a mini-sub that will fire rockets at Lara. These have a limited homing capacity. Swim toward the remains of the U-Boat, being sure to sway left and right to avoid approaching unfriendly fire.

004



Swim over the ill-fated U-Boat, and be watchful for a small opening. Once you spot it, swim toward it as quickly as possible. The aggressive mini-sub will be very close at this point, so be sure to take evasive action. Alternatively, use a Chaff Flare to provide a moment's respite.

005



Enter the tunnel. Inside, you will find the only Rose of this level. Exiting back to the outer area can be tricky—the mini-sub will most likely fire the moment Lara pops her head out of the alcove. For that reason, you need to make a clean exit.

006



Taking the evasive action required to avoid a hit as you exit the alcove can leave you disoriented. Swim over the wreck of the U-boat and look around until you see the submarine. Head towards it. The underwater current is moving against Lara as you swim back through the small gap, so use a Chaff Flare to divert following rockets.

007



Take the tunnel that was to your left as you exited the submarine, and move into the open area beyond.

008



To your right as you leave the tunnel is another part of the wrecked U-boat. Swim towards it, being mindful of a second mini-sub in the distance.

009



As you pass over U-boat's hull there is a small tunnel to your left, pictured. As Lara squeezes into this tight gap, any collisions will leave Lara vulnerable to pursuing rockets. Use a Chaff Flare to be on the safe side. Follow the passageway to move into the next area.

010



This next section of the seabed appears to be darker than the others, but keen eyes will spot a rounded protrusion in front of Lara. Swim towards it.

011



At the centre of the rounded area is a small tunnel. Swim through it without colliding with the walls, and any rockets fired by the third mini-sub will explode harmlessly behind Lara. Head towards the ground inside.

012



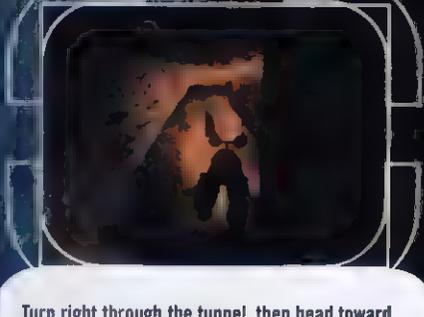
Go through the opening pictured and turn left.

013



Now head forward towards the gap situated near the ceiling.

014



Turn right through the tunnel, then head toward the next opening—it's on the same vertical heading, but just over to your left.



016



Once through, turn Lara right to see the next entrance. Swim into it to trigger a cut-scene.

018



As Lara opens the crate to retrieve the Spear of Destiny, debris falls from the ceiling. Hitting Lara, it punctures her suit—thus depriving her of an air supply. Ms. Croft must return to the safety of the submarine within a tiny time limit...

ESCAPE FROM THE UNDERWATER CAVERNS

Lara must return to the Submarine before her oxygen and energy bars become depleted. Prior to collecting the Spear of Destiny, you may have noticed a correlation between Lara's rate of breathing, and the level of danger she has been in—both being under fire by mini-submersibles and colliding with scenery have made her breathe heavily. Now, with a tiny amount of oxygen remaining, you must avoid panicking Lara. Any chance collision with a wall will lead to an increased intake of air.

The moment the cut-scene ends, save your game. The first part of Lara's ordeal is a return through the confusing caverns and tight interconnecting gaps that led her to the Spear of Destiny. The best way to do this is to swim at full pace through the open cavern areas, then delicately maneuver Lara through the gaps that separate them. It may seem astute to simply barge through at full speed, bouncing off walls as you do so, but this will cause Lara to hyperventilate in panic—and the minuscule amount of oxygen remaining will be exhausted long before she reaches the submarine. A fast but measured escape is her only hope of survival. Don't worry if it takes you a few attempts to master this—it's a difficult challenge, but eminently achievable with practice or a little bit of luck.

017



018



019



020



021



022



Leave the caverns, then turn to face the awaiting mini-sub. You need to swim towards the area past it, so release a Chaff Flare and make evasive maneuvers to avoid its rockets.

023



Enter the hollow pictured above. The undersea current here is fast, and flowing in the direction that Lara needs to travel. Be sure not to collide with walls as you gain momentum.

024



The reassuring sight of the submarine will move into view at this point. Take the hollow that's pictured above.

025



Move through this final opening, then move Lara towards the center of the submarine's underbelly, and the safety of the airlock beyond.

026



Finally, don't panic as Lara approaches the entrance to the sub. Her energy bar gives a couple of seconds of good grace if her oxygen is completely depleted. Swim into the hole beneath the sub to end the level.





SINKING SUBMARINE

The submarine is sinking, so Lara must find a way to escape to the surface. With power outages rendering corridors spookily dark, and live power cables electrifying the water that's flooding most areas, the stricken vessel has become a dangerous place to be. Lara must locate an unlikely ally to help her activate the sub's only functioning escape pod.

001



As Lara removes her diving suit, Sergei and two of his henchmen arrive to relieve Lara of her recent acquisition. As Ms. Croft is led from the room, however, the terrible power of the Spear of Destiny consumes Sergei, and the submarine is damaged beyond repair.

002



Climb down the ladder behind Lara, and draw any gun that you please—again, ammunition does not transfer between the four sections, so you may as well use it up now. Kill the two baddies at the end of the missile storage area, then collect the Uzi ammo and Desert Eagle ammo that they drop.

003



Climb the ladder to the above deck, then stop as you reach a corridor to your right. There are two small, fuel-based fires here, both of which can be negotiated with a standing jump. Go over the first, and enter the room to your left.

004



Search the shelves to discover a pair of Uzis. Now exit and jump over the second flame to reach the next corridor.

TIP

The Sinking Submarine level is *very* dark. The few flares that Lara has are, therefore, very valuable. As useful as it may be to use them at any point, try to save at least two until later.

005



006



As Lara clears the second fire, a cut-scene pans through the next room. Three live electricity cables fall into the water, making contact rather deadly for Ms. Croft.

007



Leap onto the nearest table, then make standing jumps to reach the entrance next to the troublesome cables. If Lara should fall into the electrified water, her energy bar will be depleted at an alarming rate. With careful jumps, however, this need not occur.

008



Turn to your right, and enter the storeroom at the end of the corridor. If Lara walks into this room, she can take the assailant waiting inside by surprise—which, with the shotgun, can be a lethally effective strategy.

009



Pick up the Swipe Card dropped by Lara's victim, then search the shelves to find a Small Medikit.

010



Go back through the dining area, and over the two fires. Head right, then left and, at the end of this corridor, kill the man in the room to the right. Collect the Uzi clips that he drops.

011



Use the Swipe Card to open the nearby airlock. The corridor immediately to Lara's right is currently lethal due to the live wires dangling into the shallow water that fills it. Remember its location, then climb the ladder farther along.

012



Ignore the opening to Lara's left for now, and follow the corridor around to reach the control room. There are two airlocks at the end here. Open the one on the left.

013

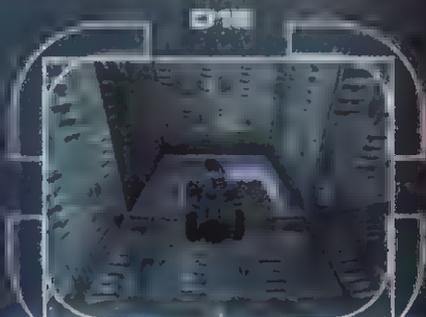


As Lara enters the gloomy chamber, she discovers Admiral Yarofev slumped and wounded, in the shallow waters covering the floor. He gives her the Silver Key, which she can use to open the door to the state room—a much-needed bottle of oxygen is located there.





Return to the control room, then look for the damaged ventilation shaft cover pictured above. Use your pistols to shatter it, then take a standing jump from the table to grab the ledge. Pull Lara up into the vent.



Follow the ventilation shaft until you reach a trapdoor situated on the floor. Use Action to open it, then drop down into the room below.



On the wall in this room is a switch—jump up and grab it in order to disable the power cables in the rest of the craft. Before you do so, make a note of the locked door, as Lara will need to return here later. As soon as Lara pulls the switch, the room is plunged into darkness. Try to return to the vent above without using a flare, if possible.



Return to the control room, then go back out into the corridor. Enter the room that you passed earlier. Inside, you will find a Nitrogen Canister, a Large Medikit, Desert Eagle ammo and the Desert Eagle. Collect them all.



Go down the nearby ladder and return to the corridor below that was previously blocked by loose and live electricity cables. Use the Silver Key to open the door, then enter the state room. Search the lockers to discover a green Oxygen Canister and a Small Medikit.

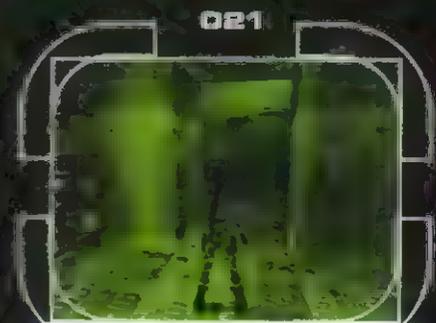


As Lara leaves the state room, two men will attack her. Kill both, then search the corridor carefully for a Bronze Key dropped by the ill-fated aggressors. If you have more than one Flare left, feel free to use one to aid your search.





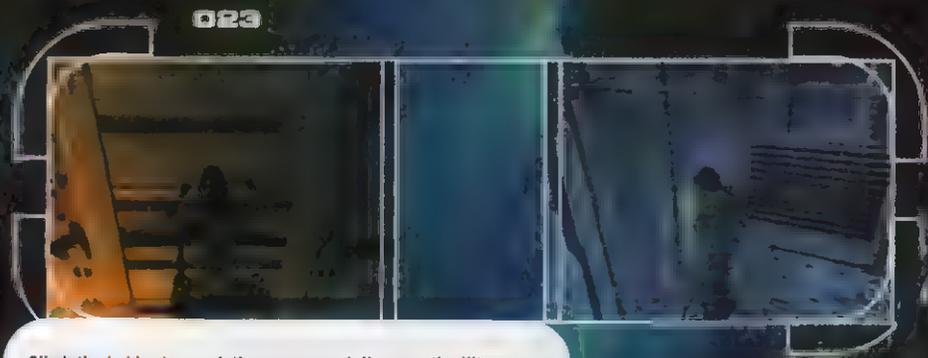
To find the first of this level's two Roses, head towards the kitchen. With the power disabled, Lara can wade inside and collect the Rose—it's on the floor just inside.



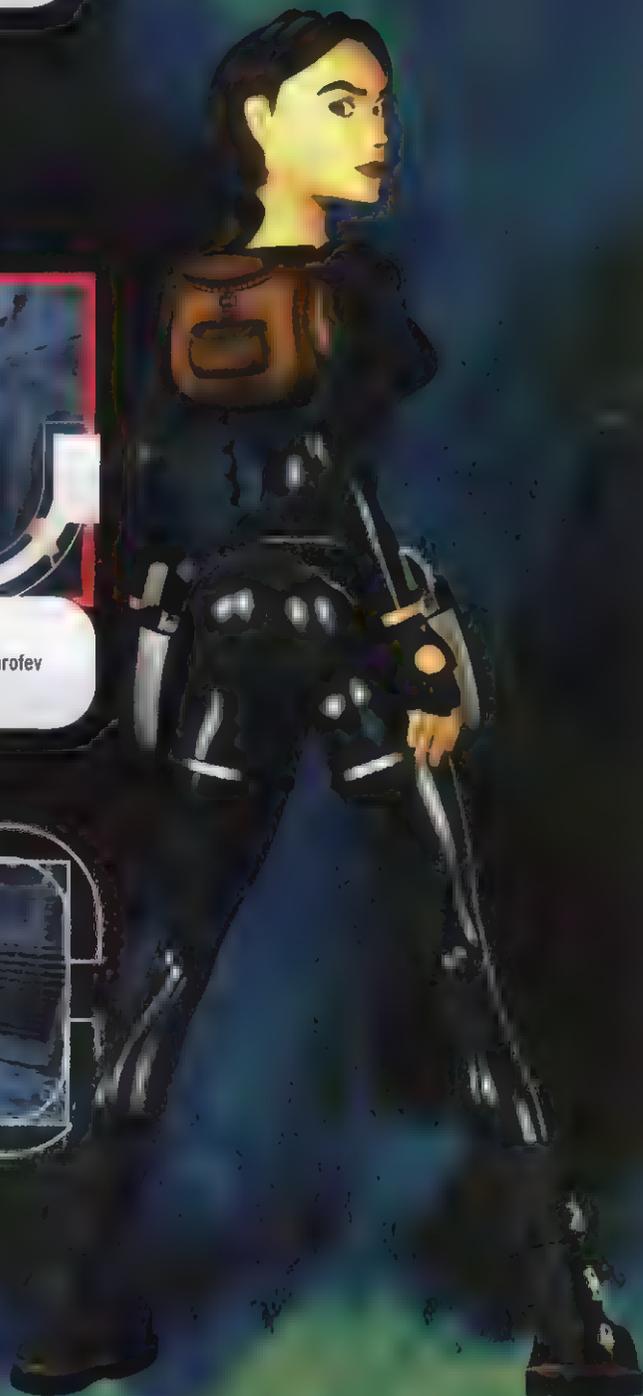
Return to the control room, then climb up into the vent. Return to the room with the power switch. Drop into the inky blackness, then use a Flare to light the room. Now use the Bronze Key to open the locked door.



Open the drawers to find the final Rose. Now return to the room where Admiral Yarofev is located.



Climb the ladder to reach the escape pod. Now use the Nitrogen Canister in the left slot, before finally inserting the Oxygen Canister in the right slot to end the level.





BLACK ISLE

In this third chapter, *Tomb Raider Chronicles* follows an early Croft adventure. After Lara overhears a conversation about spooky occurrences at a nearby island, she stows away on a boat chartered by Father Patrick as he heads to investigate. Throughout these three levels, Lara is completely without weaponry. Only your wits will protect her from the devilish shades that haunt the Black Isle.

CHALLENGES FOR BLACK ISLE

GALLOWS TREE

Intermediate Challenges

- Collect six Medikits.
- Complete the level without using a Medikit.

Expert Challenges

- Complete the level without losing more than a quarter of your energy bar.
- Collect all three Roses.

MY TIMEX-TMX TIMES FOR GALLOWS TREE:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :



LABYRINTH

Intermediate Challenges

- Banish the skeletons without losing an iota of energy
- Collect three Medikits.

Expert Challenges

- Finish the level without using a Medikit
- Collect all three Roses.

MY TIMEX-TMX TIMES FOR LABYRINTH:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :

OLD MILL

Intermediate Challenges

- Collect three Medikits.
- Collect *four* Medikits.

Expert Challenges

- Complete the level without using a single Medikit
- Collect all three Roses.

MY TIMEX-TMX TIMES FOR OLD MILL:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :



GALLOWS TREE

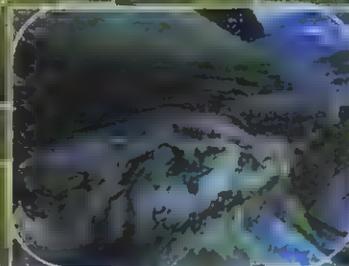
Beginning with an intense bout of rock climbing, this first level sees Lara attempting to find the stolen heart of an undead creature. She is defenseless, however—her only recourse against aggressive foes is to turn tail and flee. It's strange, but you don't miss her usual pea-shooters until they're gone...

001



Take a running jump across the pit to reach the safety of the platform below.

002



Jump up and grab the fissure in front of Lara. Shimmy along until you reach a corner.

003



Climb around the corner. Now drop to the platform below. Lara will slide for a moment, then gain her footing.

004



Jump across to the pillar pictured above, holding down the Action button as you do so. Lara will slide backwards after she has landed, but will grab the ledge as she falls.

005



If you're not bothering to collect Roses, skip ahead to picture 009. Otherwise, drop down to the ledge below.

009



Use a *very* careful standing jump to get inside the cave opening. Feel free to save before you make the attempt—it's a fair walk and climb to get back to this point for a second attempt.





As Lara lands inside the cave, a cluster of bats will attack her. Run around the confined space until they disperse. Now collect the Rose and the Large Medikit—ample reward for your labours.



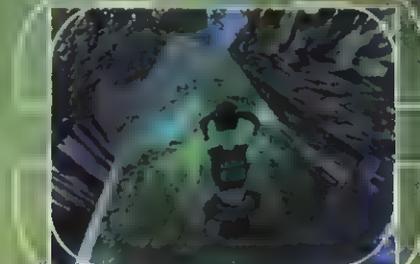
Drop out of the cave to the pit below. Now head towards the raised ledge pictured above. Climb it, then enter the tunnel. This leads, via a few ledges, to where you began on this level. Return to the ledge you visited in picture 003.



Once more, jump across to the pillar, holding down Action in order to grab the ledge as Lara falls. This time, however, you should shimmy to the right, around the corner.



Shimmy along the ledge until you notice an opening beneath Lara. Now release the Action button for a brief moment to allow her to drop, then press and hold it again to grab the opening below. Pull her up into the crawspace.



Move through the gap until you reach the other side of the crawspace. Now jump down to the safe ground pictured above.



Jump up and grab the greenery that spans the above rock, then monkey swing across to the opposite platform.



Just before you slide down the tunnel to your left, take a quick detour to the right to grab a Large Medikit. Now take the plunge to the lower level.



As Lara approaches the campfire, a grotesque apparition materialises in the tree behind. This troubled soul asks Ms. Croft to locate his petrified heart...



015



At the wall behind Lara is a pillar. Lara can't quite reach its ledge to climb up—but there is another way to get to the top.



016



Jump up and grab the low ledge just behind the pillar. Pull Lara up and, just as she's about to slide to the floor, press Jump. She will backflip onto the pillar, where she will find this level's second Rose. Collect it, then drop back down to the ground.

017



Just past the pillar is an opening. At the top of this is a section of climbable ceiling. Jump up and grab it, then move forward to the tunnel it leads to.

018



As you reach the tunnel, Lara disturbs nesting bats. Run left and right in short bursts until they lose interest in her, then climb onto the ledge at the end of the passageway.

019



From this lofty position, align Lara so that a standing jump maneuver will allow her to land in the well with the broken roof below. Now make that very jump.

020



When Lara hits the water, surface and save your game. Now venture into the depths. The following swim is reasonably tricky.

021



At the first underwater T-junction, turn right. Follow the uneven passage to the next junction.

022



Take another right—if you study the picture above, the turn is distinctive as there is only a small gap for Lara to squeeze through.



043



As you reach a more open area, you will spot a hole in the ceiling. Do not swim up! It's a dead end. Instead, turn and swim to your left.

044



Follow this next tunnel, then enter the vertical shaft. Lara will surface in a pool. Head past the jetty protruding from the front of the abandoned house, then head for the large sloped wall at the side of the pool.

045



Climb up onto the sloped wall, then press Jump before Lara slides back into the water to backflip onto the nearby platform. Now crawl through the gap into the spooky house....

046



Search the drawers once inside to find the Rubber Tube, then pick up the Large Medikit from the floor. Return to the pool outside—you can take a short-cut by dropping into the water just over from where you collected the Medikit.

047



Climb up onto the jetty—being mindful of the rats that attack—and take a running jump to the other side of the pool.

048



More rats attack Lara on the other side. Take the exit, then crawl through the gap to return to the area with the campfire.

TIP

While in the campfire area, you may have noticed that there is a fat little imp that follows Lara around. Avoid it! If it gets close enough, it *will* attack. It's possible to avoid it altogether if you don't disturb the barrel next to the well with the broken roof...

049



0201



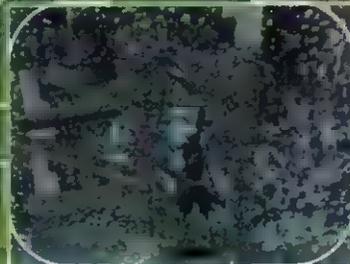
Run forwards past the campfire, until you reach the gap pictured above. Now crawl through to the path on the other side. If the imp is following you, speed is of the essence.

0202



Enter this little alcove to find the Pitchfork. Now climb up to the bridge that forms the roof of the alcove. If the imp is nearby at this point, it might be wise to lead him away from the ledge, then run back and climb up before he can reach you. Once Lara is at the top, the imp is incapable of following.

0203



Combine the Rubber Tube and the Pitchfork to create a makeshift Catapult. Use the catapult while standing at the position pictured above.

0204



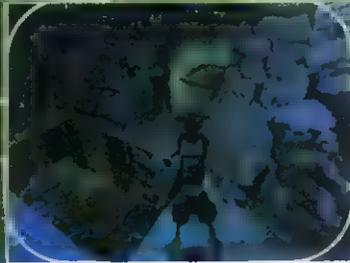
Lara takes a pot-shot at a chain attached to the wall inside the blocked area with her Catapult. This causes the bells from the tower to fall to the ground, smashing the wooden bars as Lara dives for cover.

0205



Enter the room with the bells and find the Iron Clapper, dislodged from its position by the preceding commotion, then drop down into the hole in the corner.

0206



Once you leave the tunnel, enter the room behind it to find a piece of wood. Lara will carry this in her hand at all times—if you need to drop it, press the Draw Weapon button.

0207



Follow the path until you reach the hole pictured above. Throw your stick into the hole, then climb the ladder leading into the depths. Retrieve your stick as you reach the bottom.

0208



When you reach the point where the tunnel branches into two paths, stop. The passageway straight ahead is a trap—the floor crumbles if Lara stands on it, revealing a deadly spiked pit below. Take the right-hand route and follow it until you reach a lit torch.





Leave your piece of wood next to the lit torch, and follow the tunnel to the bottom—bats will briefly attack Lara, but will soon disperse. Crawl through the spikes to find a Rose and a Large Medikit. Now return to the lit torch.



Pick up your piece of wood, then press Action while near the lit torch to set it on fire.



Go forward, then right, until you reach a tunnel leading upwards. Bats will attack Lara—continue running upwards to escape them.



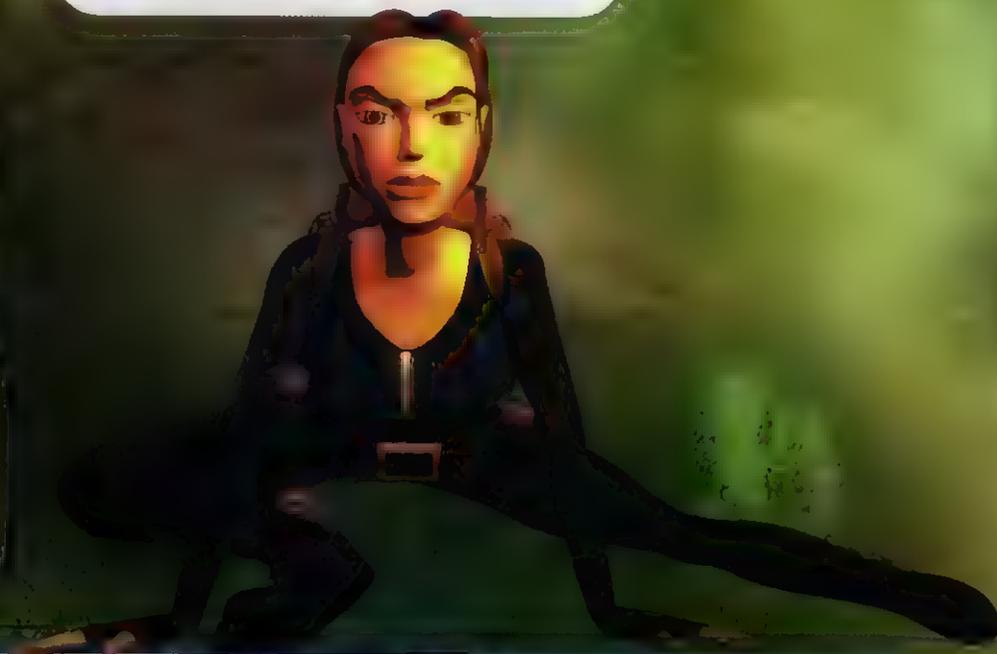
At the top of the corridor is a room with roots jutting from its ceiling. Stand underneath them.



Press Action to make Lara set the tree roots ablaze with her torch. Now take a couple of steps back and enjoy the conflagration. Once it has burnt itself out, collect the heart.



Lara had been tricked! Thankfully, Father Patrick can dismiss the demon Lara had inadvertently courted. He asks Lara to go towards the chapel, over the bridge, and tells her about the efficacy of iron in combating demons—an important tip.



044



Pick up the Small Medikit around the corner that Patrick exited by. Now slide down the ramp to return to the camp fire and tree. Now return, via the tunnel, to the area where you found the piece of wood-cum-torch.

045



Rather than entering the underground tunnels again, head up this incline. At the top, use the Heart in the hole beside the red door.

046



As Lara inserts the heart, imps pour forth from the nearby tombs, and scamper en masse towards her....

047



Run through the open doorway. Lara wields the Iron Clapper against the approaching imps, dispatching most of them with a well-aimed throw. Once the cut-scene has finished, drop into the hole. There are two remaining imps outside the door, and another source of iron is nowhere to be seen—escape before they notice you.

048



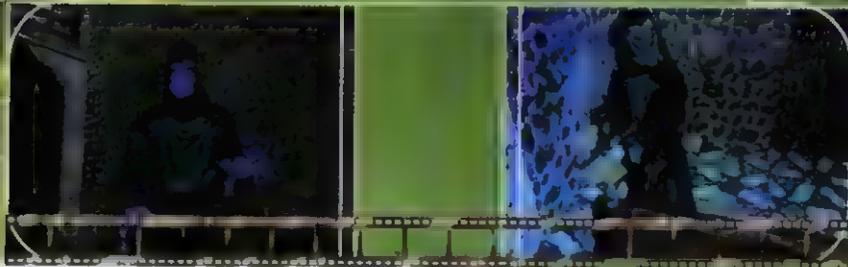
Follow the tunnel until you reach a bridge. Collect the Large Medikit, then run away from the bats. Continue along the passageway once over the bridge, and you'll eventually arrive at the next level.



LABYRINTH

This level's title is very appropriate, as a little exploration will reveal. With a potentially confusing switch puzzle and a pitfall-filled maze to negotiate, the Labyrinth represents Core's level designers at their most fiendish. You'll also note that the Roses are becoming difficult to find, too.

001



Move over behind the bench to your left to trigger a cut-scene. A hideous, cowl-wearing wraith moves towards Lara. He passes by her and into the room next door, where he does something mysterious with an item adorning one of the pews.



The door that the wraith passed through is locked—your first task is to open it. Move to the front of the chapel, where you will find three stone buttons.

003



Press the large, wall-mounted buttons in the following order: center, left, right.

004



A cut-scene will show a zooming run through the chapel, viewed through an eye of unknown origin. It moves through the gate that the wraith passed through earlier, finally focusing upon a skeleton with a longsword placed upon its chest.

005



As your control returns to Lara, turn to your left. ARGH! A huge skeletal apparition hovers before Lara, bearing an enormous sword. As you move, others appear, their predecessors dematerialising as you move away. If Lara gets too close, they attack, so it's vital to follow a specific route back through the chapel.



Head towards the front in the corner, hugging the wall with the buttons to avoid the first skeleton.



Walk between these two pews until you reach an opening on your right.



Squeeze past the left-hand side of the pillar to avoid the nearby skeleton.



Continue by running forward to the end of this pew, then stop.



Walk around the end of the pew, hugging the wood closely to avoid the final skeleton.



Enter the room that the wraith entered earlier and press Action next to the right-hand corner of the first pew. Lara will find a bag of Bone Dust. Now return to the front of the chapel, using the same route to avoid the skeletons.



Use the Bone Dust in the font at the front of the church. It will burst into flame, and a sweeping, swooping cut-scene—with a similar “eye” effect to the cinematic aside that occurred before the skeletons appeared—will show the room’s apparitions disappearing towards the heavens.



Head for the door opposite to the room containing the skeleton. Go through, but don't have Lara slide down the slope just yet. Instead, climb up to the nearby, almost hidden platform. Pull the switch there, then return to the room where Lara found the Bone Dust—the gate inside has opened.



014



Inside the passageway, grab the Large Medikit. Press Action while standing by the hole in the far wall. Lara reaches inside to grab the level's first Rose. Return to the slope and slide down.

015



At the bottom of the steep bank is a room with a hole in the middle of the floor and a veritable cloud of bats. Lower Lara down so that she is hanging onto the ledge, then let go. The fall is long, but the landing is a safe one—she lands in a pool that is harmless.

016



As Lara climbs out of the water, a cut-scene shows the wraith glide through a corridor above. He reveals the way forward—yet Lara, being very much of this world, would find replicating his feat of walking across thin air rather troublesome. She needs to find another way to cross the intervening gaps.

017



Climb the boardwalk until you reach an opening in the wall. Follow the passageway until you reach a bridge. Part of its railing is damaged. Face Lara in that direction.

018



Take a running jump to the ledge just over from Lara's position on the bridge. Shimmy along around the corner, until you see a platform that is safe for Ms. Croft to stand up.

019



Take a running jump from this point to the platform below. Lara will only just make it across. Enter the tunnel, then collect the Rose located there. Return to the bridge by the same route that you arrived by using, again, two running jumps.

020



Enter the structure at the end of the bridge and push the lever that you find there. Bridges will move... and Lara's path deeper into the underground passages is assured.

021



Go back over the bridge and run up the wooden boardwalks to the next opening. You'll reach a second bridge, moved into position by the earlier lever. Run to the center structure; take the right turn. *Don't* pull the second lever you pass.

029



Run to the very top of the next boardwalks until you reach a Small Medikit at the top. Now go back to the last opening that you passed. Follow the corridor to reach the final bridge.

030



Cross the bridge to reach the central junction, then collect the book—called the Bestiary—that you find there. A door will open ahead of Lara. Jump over the gap, then go through it.

031



Follow the tunnel until you reach another area with walkways connected to the walls. In here, however, they are incomplete, and only expert jumps will allow Lara to reach the top.

032



Jump across to the platform pictured above. Three points of ghostly (yet benign) light point the way.

033



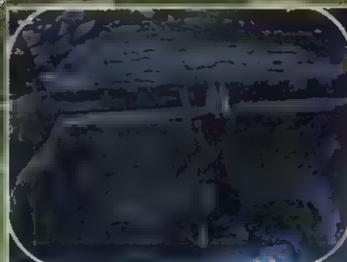
Climb to the upper part of this walkway; the points of light will move to highlight monkey bars on a nearby ceiling. Those not collecting Roses and opting for a quick jaunt through each level should skip to picture 030. Otherwise, take a standing jump from here, grabbing the monkey bars with Action in mid-air.

037



Monkey swing towards the wall with the otherwise unreachable opening. Once there, release Action to drop, then press and hold it again immediately to grab the lower ledge. Climb up into the small gap.

038



When you reach the hole in the floor, lower Lara down, but do not under any circumstances let go of the ledge—the pit below is packed with spikes. Shimmy around the two corners, then climb up.

039



Grab the Rose at the end of the tunnel, then return to the opening. Drop down to the platform below, then return to the walkway where you leapt over to the monkey bars.



030



Look upward to see this platform. Its appearance is deceptive—Lara can grab it with a forward standing jump from the position pictured above, at the top edge of the incline.

031



Take a running jump to reach this next walkway.

032



Follow the path to the very top of the chamber, then save your game. Now go through the exit at the top and slide down the tunnel.

033



Standing in front of the slope pictured above, you will notice the glowing lights from earlier above you. Lara's life now depends on your ability to follow their lead, quickly and precisely. A vile creature lives in this maze—it will attack the defenseless Lara without mercy if she wanders too far from her ethereal guide.

034



Follow the lights as closely as you can, leaping pits as it passes over them. Standing jumps are best, because Lara takes longer to recover her balance after a running jump, and this could give the resident monster time to corner her.

TIP

If you miss a jump and send Lara plummeting into a pit, you have two choices. There is an underground network of tunnels that allows access back to the upper level, where Lara's guide will be waiting. Alternatively, you can simply reload your last save. You decide.

035



After a short (yet intense) journey, you will arrive at the following tunnel. Slide down quickly—the protective influence of the lights disappears as they fade, and the monster will close in quickly on Lara's position.

036



Collect the Large Medikit on the floor, then go through the iron maiden. Lara takes a tumble down the slope, but lands safely—just behind Father Patrick, in fact. As he leads her from the room, the next level begins.



OLD MILL

Lara's path through this level is blocked by an undead cossack. Lara must harness the power of the Bestiary, found on the last level, in order to progress. First, of course, she needs to find something to write with...

001



From the start, take a left and enter the tunnel. Follow it until you reach a small pit.

002



Jump over or drop into the pit, then pull Lara up on the other side. If you haven't saved your game already, now is a good time to do so. Once out of the pit, head up the incline to your right.

003



As Lara reaches the top of the slope, the game camera pans around the deep pit that she stands above. Two imps emerge from a gap in a nearby wall and, from their lower position, throw wickedly sharp stones at Lara. She must scare them away—but how? Read on and you'll find out. Finally, the camera alights upon an unlit torch on the platform above Lara.

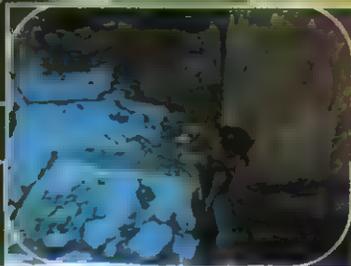
004



Take a running jump to reach the rope above the centre of the pit. Now turn to face the platform with the torch. Swing towards it and, when the moment is right, leap onto it, pressing Action to prevent Lara from bouncing off the wall and into the pit.



003



Next, pick up the torch, then slide down the side of your platform to return to the opening from the tunnels.

004



Return to the tunnels, but this time take the other route—that is, not the way that you arrived at the very start of the level. Turn left at the bottom of the incline, past the troublesome bats, then use the wall-mounted torch to set Lara's torch aflame. Now go back around the corner, and collect the Small Medikit located at the end of the corridor.

007



Return to the deep pit area, and carefully walk to the position pictured here. You only get one attempt to get this next trick right, so be alert. Throw the torch towards the platform with the stone-throwing imps by pressing the Draw Weapon button. This will send them into a panic and prevent any further long-distance assaults.

009



Save your game, then jump back onto the rope. Turn to face the opening you used to enter this area. To the far right is a high platform with what—if you have sharp eyesight—appears to be a gate on its wall side. Swing over to it, then jump and make the requisite safe landing.

008



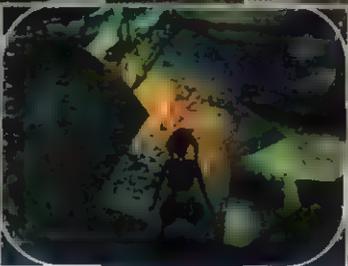
Press the Use button next to the gate to make Lara wrench a piece of the gate free. She now has a very handy makeshift Crowbar.

010



Lower Lara down as illustrated here, then let go to land on the platform underneath.

011



Jump across to the lower platform, where Lara threw the blazing torch earlier.

012



Crawl into the hole that the imps appeared from. You'll gladly notice they are still running around in a panic.



013

Crawl along the tunnel and collect the Rose at the end. Now return to the ledge outside.



014

Jump across to the platform pictured above, then jump up to the next ledge. Now you're back, safe and sound, to the point where you started.

ROUTE ONE: FOR THOSE SEEKING A CHALLENGE!



015

Use the rope to get across to the area opposite the platform you're standing on.



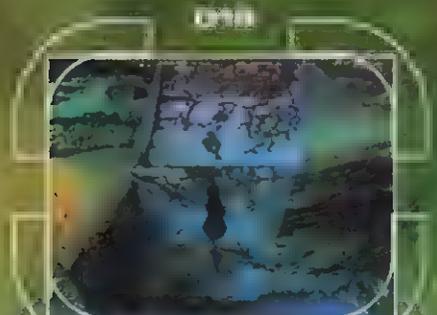
016

Walk into the tunnel to find a Large Medikit—your sole reward, save your game for a sense of self satisfaction for the endeavour you are about to undertake.



017

Here's the difficult bit. Look around to notice that there's no obvious way over to the other side of the pit. There is, of course—but it's a convoluted, difficult route. Use the carefully arranged pillars with slanted tops to grab a ledge at the end of a five-jump sequence, jumping as Lara slides down each one. It can be very difficult, but it's achievable. Save your game (preferably in a fresh slot) before you try.



018

Done it! Grab the ledge after leaving the final pillar. Now shimmy and crawl, as applicable, to reach the small entrance on the other side of the pit.



ROUTE TWO: WHO NEEDS ANOTHER MEDIKIT, ANYWAY?

0710



First, save your game. Jump onto the rope, then turn to face the small gap pictured here. Position Lara on the rope as she is in the screenshot. Now begin a swing.

0711



Swing too high, and Lara won't be able to grab the ledge as she lets go or worse still, will rebound from the wall into the pit below. When you feel the moment is right, jump at the upper extent of the swing, then hold Action to grab the ledge below.

0712



Success! Regardless of how you reached this point, haul Lara up into the crawl space. Follow the tunnel, and you'll emerge in a room with a Large Medikit on the floor. Pick it up, then press Action to use the Crowbar on the far wall. Lara acquires some Chalk.

0713

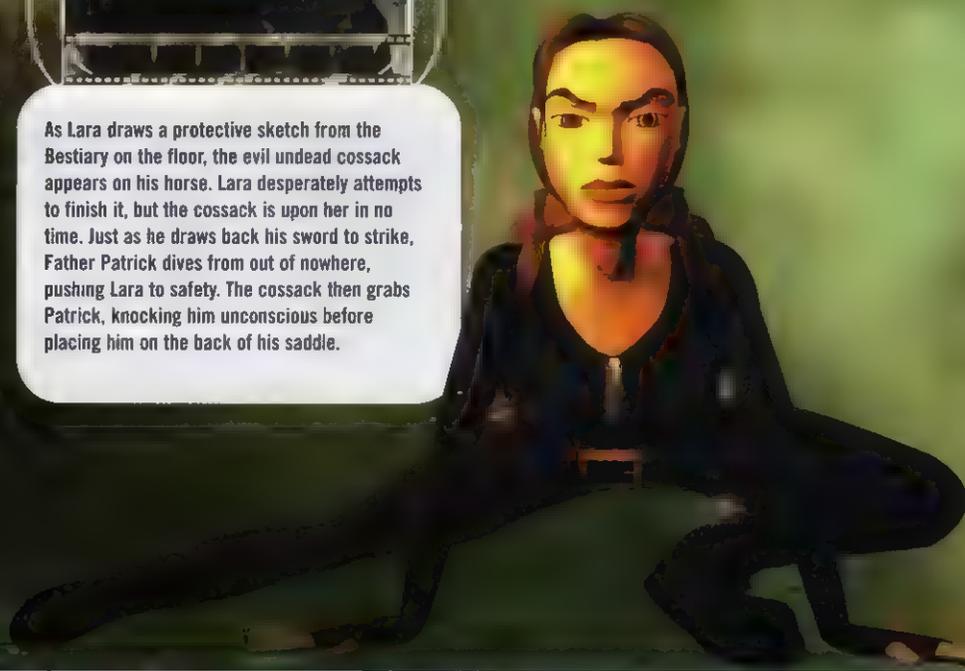


Return to the point where the level began. As you exit the tunnels, there's a smooth section of floor to Lara's left. Go to it, then use the Chalk.

0714



As Lara draws a protective sketch from the Bestiary on the floor, the evil undead cossack appears on his horse. Lara desperately attempts to finish it, but the cossack is upon her in no time. Just as he draws back his sword to strike, Father Patrick dives from out of nowhere, pushing Lara to safety. The cossack then grabs Patrick, knocking him unconscious before placing him on the back of his saddle.



034



Enter this opening and slide down the bank to activate the next cut-scene.

035



As Lara stumbles in front of the house, the cossack bursts through the stable doors at its front, the unconscious Patrick lying on the back of the horse. Lara must comply to the cossack's request that she stop the running water that prevents him leaving—demons having, of course, an aversion to such things.

036



Go through this gap between the buildings, then follow the enclosed space until you reach another channel of water with an entrance on the other side. Jump over, then follow the tunnel to reach the windmill.

037



Lara must somehow shut down this windmill, but its underwater entrance is guarded by an aquatic demon. First, you should take a minor detour to collect the next Rose. Naturally, if you're not harvesting secrets, skip to picture 031.

038

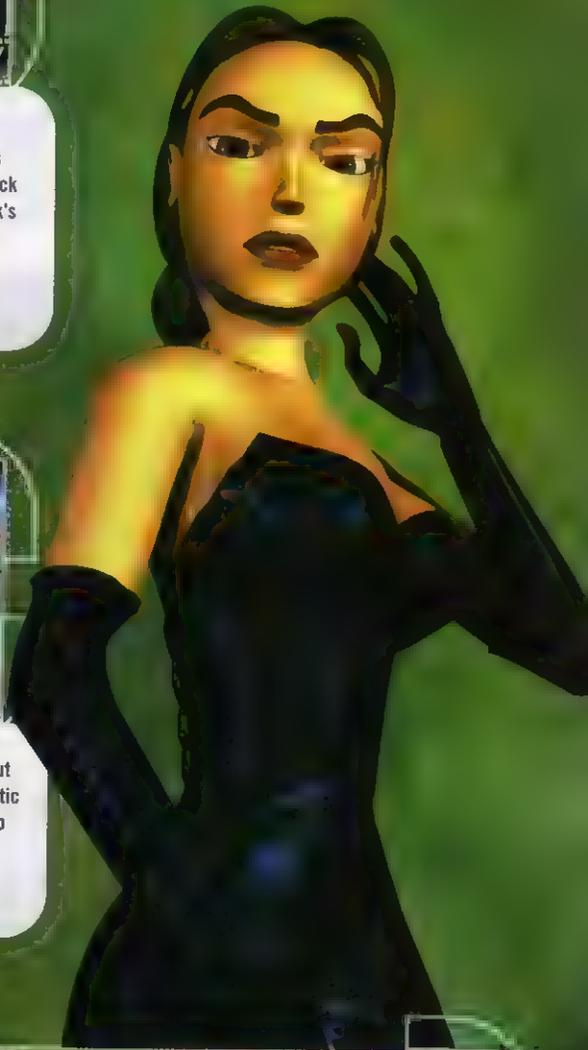


Head to the second opening to Lara's left as she exits the tunnel from the area with the cossack's residence. You'll know you've found the right one, as bats attack. Run away until they disperse, then return to the cave.

039



Crawl through the gap, then pick up the Large Medikit. Two fires appear to bar Lara's further progress along the tunnel—or do they? This is the most dangerous Rose ordeal so far. After checking that your health is at full, run through the flames, then dive into the pool at the end of the corner to extinguish the blazing Lara.





Climb back into the corridor, then pick up the Rose. Fortunately, you don't have to pass through the fire again to return to the Windmill. Instead, jump back into the pool to find an alternative route only accessible from this side.



Dive into the water that surrounds the mill. Now head towards the left-hand channel.



With your air level at maximum, dive into the hole pictured here.



Once you're through the hole, stop and observe a vile red demon swimming around. There is a distinct pattern to its movements, as you will notice. When the demon swims off to the right, swim forward quickly to grab a coin on the floor; it's situated on a particularly bright portion of the ground.

TIP

If Lara is too slow in her efforts to grab the demon's prized coin, a brief cut-scene will occur. After a struggle, Lara will escape—but she has virtually no air left. When control returns to you, head for the surface as quickly as possible. If you're sharp, Lara need not lose any energy. Now go back and try again.



Now swim as directly as you can to the cage in the water at the front of the mill. The demon will be pursuing, so don't hang around. When you arrive at the cage, press Action to use the coin, and watch the following cut-scene.



As the Demon enters the cage to retrieve its treasure, Lara kicks the door shut. A collection of imps, having watched events unfold from solid ground above, winch the cage up and the gruesome red demon meets with a grizzly end.



037



Swim back underneath the mill to find an entrance by the demon's former patrol route. Swim inside, then upwards, to enter the mill.

038



To deactivate the mill, Lara must open a locked hatch and then get through it before it closes again. To succeed, you'll need to follow these instructions to the letter—and with speed. First, pull the above device five times to open the door.

039



Run to the end of the platform, then take a hop backwards and make a running jump.

040



Hold Action to grab the bar. Lara will swing around like a gymnast. Now release it to make her jump onto the platform in front of her.

041



Now jump onto the platform that's pictured above—it's just behind and to the side of where you land.

042



Finally, crawl underneath the small gap underneath the door. Lara will *just* make it through the space.

043



Face the steep slope, being very careful not to slide down it. Then, jump and grab the above platform. Climb up, then turn around. On the opposite wall is a switch. Jump over to it and hold Action to shut down the windmill.



041



Exit the mill via the hatch that opened during the brief cut-scene, then return to the front of the Cossack's building.

043



Jump into the channel of water on the left-hand side of the Cossack's enforced residence. Swim into the tunnel that leads around the back of the building until you reach a small hole. Go through that to find a Rose. Now go back to the stream to the left of the building.

045



Just before the underwater tunnel (that you took to find the Rose) is this opening to Lara's left. Climb up.

047



Climb, crawl and run through the corridor until, with the final leap, you arrive in this lofty position. Drop down to the safe platform just below, being careful not to land on the slanted ledges nearby.

048



Save your game, then jump across to the opposite platform.



080



The roof of the cossack's abode is too steep for Lara to stand on, but the small window area is safe enough. Take a running jump across to it.

080



Take a standing jump to reach the flat area pictured here.

081



Make a running jump to reach the next window.

082



You might want to save your game before attempting this next jump—it can be very hard to get right. Lara has to make a running leap to reach the upper platform of the next building.



083



Climb down into the small hole.

084



Finally, perform the last act of this section: turn the lever on the wall. Now sit back and watch the closing cut-scene of the level.





VCI HEADQUARTERS

In one of the sternest challenges ever faced in a *Tomb Raider* game, Lara must steal the Iris—an object of immense power. Mixing stealth with brute force, she has to negotiate complex corridors, fight crack troops and even survive an entire level without a gun. Fortunately, she has Zip—an American hacker—on hand to advise her as she progresses.

CHALLENGES FOR VCI HEADQUARTERS

13TH FLOOR

Intermediate Challenges

- Collect six Medikits and six HK clips.
- Complete the level without using more than two Medikits.

Expert Challenges

- Complete the level in one sitting, with no reloads.
- Collect all three Roses.

MY TIMEX-TMX-TIMES FOR 13TH FLOOR:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :



ESCAPE WITH THE IRIS

Intermediate Challenges

- Finish the level having only fired one shot.
- Collect three Medikits and one HK clip.

Expert Challenges

- Infiltrate the final control room and deactivate the security system without being spotted.
- Collect all three Roses.

MY TIMEX-TMX TIMES FOR ESCAPE WITH THE IRIS:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :

RED ALERT!

Intermediate Challenges

- Collect five Large Medikits and seven HK clips.
- Complete both target ranges using no more than fifteen bullets.

Expert Challenges

- Complete the level in one go, without saving or reloading.
- Collect all three Roses.

MY TIMEX-TMX TIMES FOR RED ALERT!:

	First Attempt	Second Attempt
Start	: : :	: : :
Finish	: : :	: : :
Level Time	: : :	: : :



13TH FLOOR

As we enter the last section of *Tomb Raider Chronicles*, the difficulty level is increased accordingly. Each Rose is now far more difficult to obtain. Additionally, Lara is faced by far more aggressive foes. Only the best *Tomb Raider* players will be capable of collecting every secret on the 13th Floor.

011



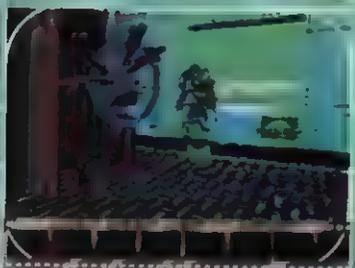
Enter the corridor, and Lara will speak to Zip. There are two branching routes to take here. You can go left—this leads to the Rose that lies there behind security measures—or to the right. The latter is the “easy” route. Take your pick. If you go right, skip to picture 014.

012



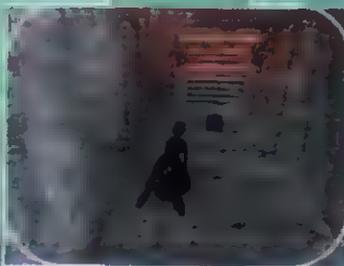
Run to the end of the right-hand route until you reach this illuminated area. Next, draw your gun and blast the ventilation shaft cover.

013



In the next tunnel, a cut-scene shows a guard in a heavily-armoured body suit enter the room below Lara and pick up two intimidating guns. Once this has finished, crawl to the end of the shaft and turn right, remaining in a crouched position.

014



There is a security laser moving along the ceiling of this shaft, so it's vital that Lara remain crouched for now. Collect the Large Medikit, then turn around and approach the hole located in the floor.

015



There are security lasers inside this hole. Wait until the lasers on the ceiling have passed over Lara then stand, jump over, then crouch again. Move to the end of the tunnel, then head left.





Lower Lara down into this room to find a Small Medikit, a Hammer and some HK ammo. Return to the vent.



Back in the tunnel with the laser, shoot this ventilation shaft cover, then go through the newly created opening.



Drop down into the tunnel below, being sure to avoid the security laser. You'll need to crouch the moment you hit the ground.



Wait until the security laser has passed over Lara, then make a dash for the gap at the end of the tunnel.



As you round the corner, this hatch pops open, allowing access to the first Rose of this level. Pick it up and then, with due care, return to the corridor you were in at the start of the level.



As soon as you reach the starting corridor, stop and save! Two security lasers have been activated, at the top and bottom of the tunnel. These sweep from end to end, passing each other in the middle. Observe them for a while, and you will notice that there is a distinct pattern to their movements.



The upper laser stops farther down the tunnel than the lower one. When it arrives near Lara then begins to return to the other end, run after it, then quickly dive into the alcove to Lara's right before the lower laser catches her. From this position, you will be able to see the ladder at the end of the corridor.



When the top laser moves towards the ladder, run towards it, then duck beneath it as it begins its return journey. You'll have *just* enough time to reach the ladder before the lower laser arrives.





Climb the ladder to the shaft above. Walk along until you see the Iris—a cut-scene will introduce it formally.



Lara has to find a way to disable the security measures protecting the Iris. Trot along to the end of the corridor and pick up the HK ammo situated in the corner. Now walk along the next corridor.



A cut-scene shows a heavily armed guard in a protective suit in the room below Lara. Your route now is dependent on whether you collected the Hammer while grabbing the first Rose. If you have the Hammer, use it on the locked door at the end of the corridor, then skip to picture 022. Otherwise, save your game and follow the next set of instructions.



Approach the door and attempt to shoot the lock with your HK.



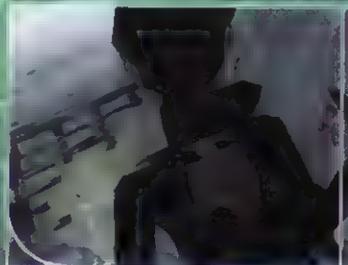
The shaft that Lara is standing in will break, its back end falling into the room containing the man in the armoured suit. Lara will slide down. Draw the HK and face into the room.



You now have literally a couple of seconds to perform an immaculate head shot. The heavily armoured trooper has a laser gun that is capable of killing Lara with a single blast—so you've got to be quick and accurate.



Having killed the trooper, climb back into the ventilation shaft.



A hatch that Lara walked across earlier has shattered. Lower her down, but don't let go. At this point, explosions rip through the tunnel below. These occur in an obvious sequence. Wait for the first two explosions to happen—it's easy to discern which ones these are, because they're the brightest—then drop down and run to the end of the tunnel. Climb the ladder and enter the room above.

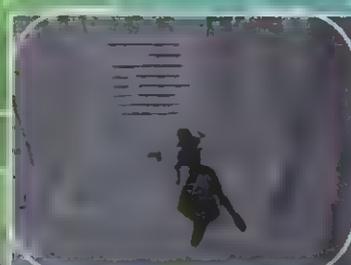




This room contains a ladder, but there is a security laser above. Watch how it moves, then climb up in a manner that allows you to avoid it entirely. It's best to mount the far right of the ladder and, when the laser moves to the left, scale the rungs as quickly as possible.



At the top of the ladder, there is a damaged vent cover to your left. Shoot it, then climb inside.



Walk left to find HK ammo located at the end of the corridor.



Save your game, then *walk* to the end of the vent. There is a guard patrolling outside. Move until you reach a point that you can see him but he can't see Lara, then take him down with a head shot. It's vital that you don't miss—if you do, he enables a gun turret in the vent capable of killing Lara in seconds.



Climb down into the corridor below, and walk stealthily past the drinks machine.



Zip will get in contact with Lara and say that the security guard behind the glass is sleeping. Sneak behind the glass partition, then grab the High Level Access Card from the desk. If you make any loud noise—by running or jumping, for example—the guard will awaken, and a gun turret will emerge from the ceiling. So be quiet!



Use the High Level Access Card to open the storeroom behind the sleeping guard. Inside, search the shelves to find a Small Medikit and two loads of HK ammo. Now go back to the main corridor.



Walk along to the lift, then press the call button. Once inside, have Lara use the panel to travel to the next floor.



There are two guards conversing to Lara's right as she exits the lift. They can't see her behind the crates, so don't bother them for now. Instead, crawl towards the triangular door to the left.



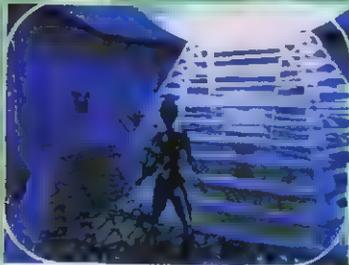
Use the High Level Access Card to open the door, then walk inside. There are two men dressed in lab gear inside. Do not, under any circumstances, draw your gun—one of them will activate a ceiling-mounted gun turret. Instead, simply walk to the switch pictured above, press it, then exit. The lab guys won't trouble you.



Take out the two security guards outside with effective head shots. Now walk down the corridor until you reach a turn to the right. Stop before you reach it.



Stand by this wall, then use the Look button to observe the guard patrolling the corridor. Pick your moment, then sidestep across and make a head shot.



You're getting closer to the Iris—you can spot it through the structure in this room. Run through the door on the other side of this chamber. The other two exits are locked, and remain so.



Ignore the man in the radiation suit room—he will do you no harm, so you should reciprocate the favor. To his right is a button. Press it, and a radiation suit will be released. As it moves out of its cupboard, an Access Code Disc flies free. Pick it up, then return to the elevator.



Press the button to return to the previous floor. Walk past the sleeping guard, then around the corner until you reach a wall-mounted computer terminal.





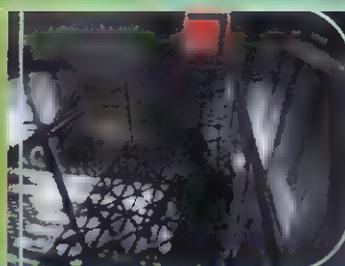
Use the Access Code Disc at the terminal to open the hatch to its right. Save your game, then climb up into the shaft.



Inside the shaft, a pole leads to a lower level. However, there are explosions occurring in the tunnel. If you watch for a while, you'll notice the sequence: they begin at the top, descending to the lower level. If you are not collecting Roses, wait for your moment, then slide down and skip to picture D40.



Slide down to the middle of the shaft, then backflip into the secret corridor behind. You'll find the second Rose here. Slide down the rest of the pole—after the explosions have passed, of course.



Crawl through the gap at the bottom of the pole to arrive on a walkway in a large room. Guarding a door below is a trooper in heavy armour. Sneak along the walkway until you reach a corridor at the back. Enter the room with the shelves.



Search the shelves to find a Small Medikit and a Cloth. Now go out onto the next walkway and sneak down to the lower level.



There are two ways to deal with the trooper guarding the door. This is the easy way. Sneak across to the door that Lara is looking at in the picture above. Use the High Level Access Card to open it, then walk inside.



D-13



Search the first cupboard to find a bottle of Chloroform and a Large Medikit. You now have a choice. See the two tanks of insects? If Lara opens the second cupboard—it contains another bottle of Chloroform and a Small Medikit—one of the tanks will break and the insects will attack Lara. It's your choice on whether to take what you've got, or lose a little energy in grabbing more.

D-14



Sneak up behind the trooper, then combine the Cloth and Chloroform in your inventory.

D-15



Now, while standing behind the trooper, use the Chloroform-soaked Cloth. Lara will disable her would-be assailant quietly and efficiently.

D-16



Alternatively, if you favour a more bloodthirsty and dangerous approach, simply shoot the trooper in the back to gain his attention, then blast his exposed head as he turns around. This commotion attracts the attention of another trooper, who enters the room and attacks Lara—you'll have to kill him too.

D-17



Regardless of the tactic you favored, use the High Level Access Card to open the main door.

D-18



Save your game, then follow the corridor towards the far door. As you do so, a door closes behind you, and an armoured trooper stomps through the door in front—it's an ambush! Take him out with a head shot.





The trooper dropped an Iris Lab Access Disc. Collect it, then grab the HK ammo in front of the door that has sealed you inside this corridor. Now use the Iris Lab Access Disc in the terminal to open the way forward.



There are two ways to get past the guard that patrols this area. You can either go through with all guns blazing, which triggers a sentry gun on the ceiling, or try to sneak past, hiding in the doorways. The choice is yours.



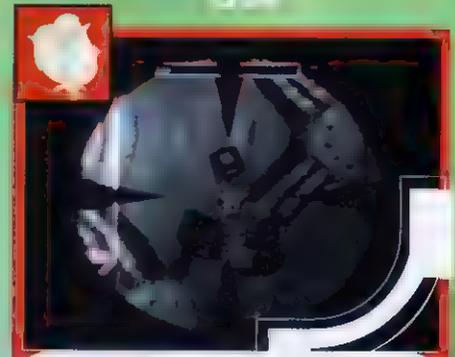
As you arrive in the room where a scientist is working, you have another either-or choice. Zip calls through to tell you not to kill the scientist—the next room is protected by a lock that requires two people to disable it. Take his advice, and the following cut-scene sees Lara and the scientist open the door. If you're not collecting Roses, this is the route to take. Skip to picture 056.



Alternatively, if you want to collect the next Rose, shoot the scientist. A cut-scene will show a door opening—you passed it after using the Iris Lab Access Disc—and a handful of security guards will run out.



Don't bother trying to take on all the guards at once. If you wait the guards will individually attempt to sneak around to Lara's position.



Take out each guard with a head shot. Once three are down, run around to the door that opened in the cut-scene. Kill the guard that you find there, then grab the final Rose. Do remember that if you didn't kill the patrolling guard earlier, he will still be loitering around somewhere. Keep an eye open for him.



Follow the corridors to reach three levels of ramps—this is where you would have arrived had you not shot the scientist.



Move up to the top door, then enter the Iris control room.



In the Iris control room, there is a switch on the wall. This deactivates the security field surrounding the Iris. It remains active for a short time only, however. Pull it, then run down to the bottom floor.



Enter the Iris room and run over to it. Grab it quickly with the Action button.



Finally, run through this exit to leave the level.





ESCAPE WITH THE IRIS

To escape—and, more pertinently, to fulfil the titular brief and do so with the Iris—Lara must relinquish her weaponry in order to pass through a high-tech security station. This leaves her highly vulnerable in a stressful, but very enjoyable level.



Run around the corridor and stop when you get to the next room.



Zip will call Lara and advise that she leave her weapon on the tray before entering the X-ray scanner. Comply with his request, as to try and pass through without doing so means certain death.



Pass through the X-ray scanner. Ignore the first box—it contains a bomb—but open the second to find a Small Medikit. Run out to the next corridor.



Turn left as you exit the X-ray scanner, then take the far right. Go through the first door, then head straight through the next to arrive in an office.



Search the cupboard to find a bottle of Chloroform. Go back out into the corridor and head right. A short cut-scene will show that there is a guard standing nearby—Lara has to be quiet to avoid attracting his attention. Walk into the next room on your right.





Search the drawers to find a Cloth. Exit, then walk to the last room on the right, just behind the guard. Check the drawers in here to find a Small Medikit. Now sneak up behind the guard.



Don't get too close, or he'll notice Lara. Now combine the Chloroform and the Cloth.



Use the Chloroform-soaked Cloth to render the guard unconscious. With that done, enter the second office on this corridor. Grab the Chloroform from the cupboard, then run into the third office.



Search the drawers to find a Restroom Access Card. Now run back to the end of the previous corridor where you'll find a locked door and, beside it, a keypad.



Examine the Restroom Access Card to find the code—it's 8526—then press Action to enter it on the keypad. The cursor will move to the asterisk button. Use Action to confirm the code.



Go into the men's restroom and kick open the first door by pressing the Action button. Move slightly inside the door, then jump up and hold Action to pull down the hatch in the ceiling.



Climb into the ventilation shaft. When you reach a large dark drop, lower Lara down, but continue to hold the ledge. Let go, then quickly press Action again to grab the ledge below. Finally, drop down to the bottom of the shaft.





Climb out of the small hole into the lift shaft—Lara will grab the climbable surface outside. You now need to perform a tricky maneuver. Press Jump to spring off the wall, but press Roll immediately to turn in mid-air. Conclude the split-second move by holding down the Action button, and Lara will grab and hold on to the pole behind her.



Slide down the pole, then let go when you reach the platform at the bottom. Jump over into the alcove to find a Rose. Now climb the pole to the top of the lift shaft.



When you reach the lift, there's a platform behind Lara. Perform a backflip to land on it.



Take a running jump towards this pole. Press Action to make Lara grab it and, like a gymnast, she'll swing around until you release the button. Do so, and she'll land in the alcove inside the opposite wall.



This next jump is simple, but is easily performed incorrectly. It's a simple hop onto the top of the elevator—but one that will, should you get it wrong, see Lara fall to the bottom of the lift shaft. Save your game before you make the attempt.



Walk over to the top of the far lift to find some well-concealed HK ammo.



Pull open the hatch using the Action button, then drop inside the lift. Press the button on the wall to open the doors.

0200



Walk quietly when you leave the lift! There's a guard outside who will attack the defenseless Lara if she makes too much noise. Press the Summon button between the two lift doors to summon the elevator on the right.

0201



Save your game, then press the Lift button. Get yourself ready for some rapid action...

0202



As Lara arrives at the next floor, the doors open to reveal a three-man ambush. Take Zip's panicked advice and press the lift button to try another floor.

0203



As Lara pushes the button, part of the elevator's vital machinery is damaged by gunfire. The elevator, Lara and all, begins to plummet towards the ground floor. Quickly run across and press Action next to the keypad to engage the emergency brakes—thus saving Lara's life.

0204



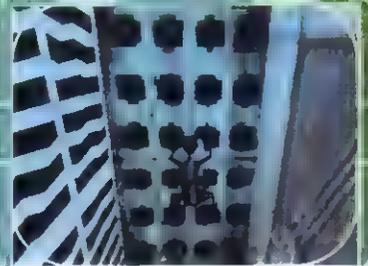
When Lara finally hauls herself up off the floor, exit the stricken elevator via the hatch in the ceiling. Move onto the top of the lift and walk over to its edge, where you will see a pole spanning the center of the shaft.

0205



Make a standing jump across to the pole, then press Action to grab it. Now release Action briefly to leave the pole at high velocity, then hold it again to grab the onrushing platform. Climb up to safety.

0206



Climb up the wall to the right of your landing position. When you reach a point where there is a grille to Lara's left—as pictured above—press Jump to backflip onto the platform behind.



027



Perform a running jump to reach this next pole, then release Action to land safely on the opposite platform.

028



Jump up to grab the gap above, then climb inside the vent. This is a particularly opportune moment to save your game—the next bit can be exceedingly difficult.

029



Drop onto the sloped floor. Just after Lara hits the second slope, press Jump and Action to grab the bar above—miss, and Lara is condemned to a fiery death. Hold down the Action button until the nearby flames go out, then release it to jump over to the next bar.

030



As soon as Lara grabs this second bar, release it immediately to land on the nearby platform. Quickly move away from the vent before the flames begin once more, then take a standing jump across to the opening in the wall.



Press Action to begin the tightrope walk. Once you're on the other side, slide down the next shaft.



There's a guard patrolling in the corridor beyond this gap. You may as well emerge at whatever point you please—he's going to spot Lara regardless of how stealthy she is.



Are you collecting Roses? If not, sprint left or right to escape the guard, then skip to picture 036. If you are, however, you should run towards the empty aquarium at the end of the corridor.



As the guard fires bullets towards Lara, a poorly-aimed shot shatters the water tank. Run to the corner inside, where there's a small gap. Quickly crouch down and vault forward into the hole.



037



Grab the rose, then climb back up—you may need to use a Small Medikit to sustain Lara while doing this. Now run via the left or right exit to escape the guard.

038



Save your game, then run up the walkway pictured above.

039



The camera view changes to that of a would-be assassin, poised with sniper rifle. Run quickly to avoid his shots, heading for the area opposite the main doors—you can't get through right now as they're protected by a security laser grid.



Climb onto this ladder to reach the platform above—the one to your right as Lara ascends. Fortunately, the sniper can't get a clear shot while you are here.



040



If you're not collecting Roses, skip to picture 041—only the bravest should attempt the next feat. Run towards the fire extinguisher on the far wall, taking care not to fall off the platform. If your run and a sniper shot coincide at the correct time, the fire extinguisher will explode, revealing a secret alcove.



041



Inside is this level's third (and final) Rose. It may take a couple of attempts to get this right—the exploding fire extinguisher can set Lara ablaze if she is too close. Persist, and the thirty-third Rose will be yours...

042



Run around the balcony to reach the button on the far wall (it's just past the fire extinguisher). Press it to open the door and disable the security field below. Hop backwards to grab the ledge, then drop down quickly—the sniper will be waiting for this. Run through the opening into the next corridor.

043



Run towards the end of the corridor, but STOP before you reach the step towards the end. This area is protected by a laser system. A guard will burst out of a room behind Lara. Jump around, and a bullet will break the water tank at the end of the corridor, nullifying the security system.





Press the button to open the door, then dash through. As Lara enters this area, Zip will briefly get in touch. Once the conversation has finished, walk over to the two switches to disable the gun turrets. If Lara runs, they will be triggered, so be careful...



Turn to the right at the end of this corridor, then go through the door. Be quick—one of the suited-up, laser-toting troopers is behind you.



Ignore the interesting-looking machinery for now, and head for the next room. Inside, you'll find a number of boxes. All the boxes are booby-trapped, except one. To find out which one, jump up and pull down the hatch pictured above.



Climb up into the ventilation system and crawl around into the room behind the heavily tinted glass.



Press the button to activate the X-ray system. Notice how one box has a tiny object inside? That's the one you need to open. Go back into the main room.



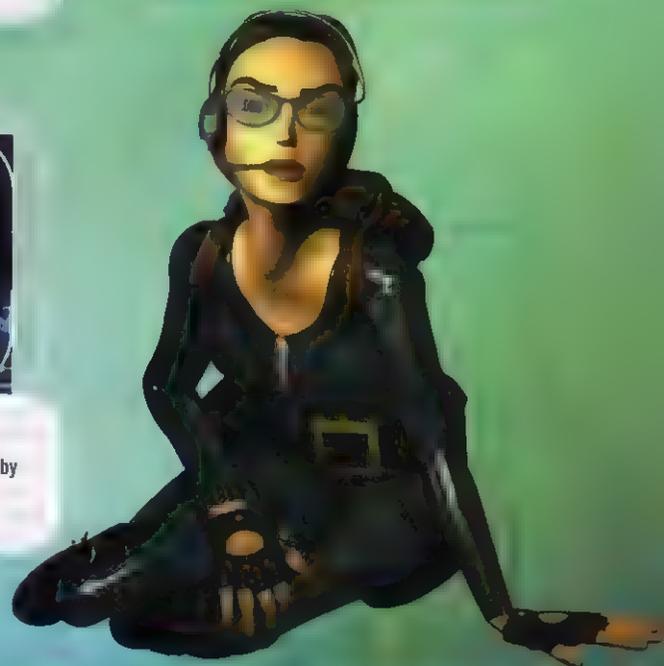
Open the box to find a Teleporter Disc. Now go back to the chamber next door.



Use the Teleporter Disc in the console with the green screen.



Climb up onto the central dais—"X" literally marks the spot—then use the Iris in the nearby receptacle.





With a spectacular display of pyrotechnics as befits experimental technology, Lara is transported to a receiver room. When you arrive, drop down into the tunnel and follow it until Zip gets in touch.



Using Lara's headset, zoom in and watch which buttons the guard presses to open the security room. If you want to find out for yourself, look away now, because it is... 1672*.



Wait until the guard is moving away from the door, then run across to the keypad. Enter the code, then dash through the door before he notices Lara. It's no great disaster if he does, though—it merely means she'll lose energy as he takes pot-shots at her.



Press this switch to disable the security system, thus allowing Lara to retrieve her gun in a few moments...



Crawl into the ventilation shaft in the security room, then follow the tunnel up and down to arrive back where Lara surrendered her HK gun.



Pick up the gun, then run through what was the X-ray area, then through the lounge, to arrive in the next corridor. Find a small door with a fire extinguisher next to it. Shoot the latter and the explosion will open the door. Go through to end the level.





RED ALERT!

After twelve levels, you're finally on the last stage of *Tomb Raider Chronicles*. Packed with spectacular set-pieces, *Red Alert!* is arguably the most exciting yet. It also marks the late debut of the Grappling Gun, not to mention the fearsome cyborg...



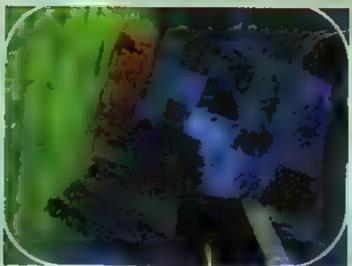
Before you even *think* about moving, shoot the armored trooper above Lara. He'll plummet down the stairwell in spectacular fashion.



Make a running jump from this spot to grab the platform on the other side.



Run up the next flight of stairs and onto the next, but have a finger hovering over the Action button as you do so.



As the stairwell collapses, press Action to grab hold of the ladder of steps that remain.



If you're collecting Roses, climb to the bottom of the former stairs, then enter the alcove to Lara's left. Grab the Rose, then jump back onto the steps and climb to the top.



Make a standing jump to reach the next ledge, then a running jump to grab hold of the subsequent platform.





Before you run up the next flight of stairs, ready a finger above the Jump button.



As an explosion rocks the stairs, press Jump to reach the safety of the platform in front.



Press Action in front of the damaged portion of wall—Lara will kick it down, revealing a space to crawl through. Do just that.



As you exit the tunnel, the camera angle will change to show Lara in a small room beneath a floor, with a soldier patrolling above. Stand in the position illustrated above, then jump up and hold Action to pull down a section of the floor. Quickly climb up and draw the HK.



Shoot the soldier. He's tough, but a volley of well-aimed shots will dispatch him before he can inflict any lasting damage upon Lara.



Climb onto the crates to find HK ammo.



As Zip suggests to Lara, all is not what it seems with this corridor. A quick glance through Lara's shades in infrared mode reveals a system of security lasers indiscernible to the naked eye.



There are two ways to get through this security system, but both rely upon one fact: the lasers blink on and off in a predictable pattern. It goes as follows: short on, short off, short on, long off. The latter is, of course, your chance to move forward to the next laser.





The first way to get through is to rely upon the IR functionality of Lara's shades—use them to watch until a laser goes into its long off phase, then deactivate the glasses and step forward to the next laser. Or, set your sights upon the valve wheel at the back of the corridor and fire.



The shot blows open a pipe, sending clouds of steam into the corridor. This reveals, albeit imperfectly, the position of each laser. Now move carefully into the next corridor.



Around the corner is a small collection of crates. Climb to the top of the highest one to find a Large Medikit. Head towards the lift.

TIP

Although your HK has three modes of fire, it's best to leave it on its default single shot setting, using rapid button presses to fire shots quickly. This helps prevent wasted bullets during combat—ammo really is that valuable on this last level.



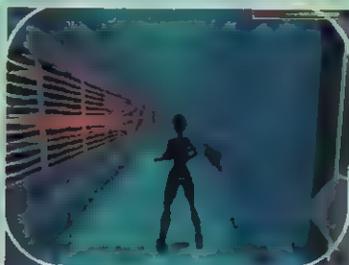
As you approach the elevator, its doors open and a soldier bursts out. Shoot him, then climb inside and use the panel to move to the next floor.



As Lara leaves the lift, another soldier attacks. Kill him, then turn to face the two blue doors. Enter the one on the left.



Grab the HK ammo and save your game. If you aren't collecting Roses, press the button to open the target range. Blast all the targets and skip to picture 025. If you are, shoot every target before it reaches the first white line. Fail to do so, and you'll have to reload to try again.



If you completed the first test satisfactorily, the target range next door will be unlocked. Enter it, collect the HK ammo, then save your game once more. Now you must press the button to open the target range.



This next challenge is more difficult but, again, you have to shoot the targets before they reach the first white line. Remember that full zoom makes Lara's sights move more slowly.



Poison gas is pumped into the room as the target practice is finished. If Lara managed to shoot all targets before they reached the first white line, exit the room quickly then head up to the left-hand armoury to find a Large Medikit, some HK ammo and the Rose. If she failed, the door will be locked—you'll have to reload and try again.



Enter the armoury room on your right (as you approach the door via the corridor). Collect the HK ammo, then move towards the gun rack with the green lasers in front of it—these are harmless. Grab a Grappling Gun, then kill the soldier who arrives.



There is another door that leads to a room with a high ceiling and storage crates. Before you go through, grab the Grappling Gun ammo. It's hard to find, so study this grab to identify the spot.



There is a soldier hiding behind the crates in the far corner. Move towards them to flush him out, then dispatch him with due prejudice.



Use the Grappling Gun on the vent in the ceiling—the target will go green to indicate it is a valid target.



Get the HK ammo from the highest crate, then drop onto the crate below. You're now in position to jump to the rope in the middle of the room.



Jump onto the rope and swing towards the opposite wall. See the horizontal line of damage? When you have sufficient momentum, jump towards it and hold Action to grab it. Now shimmy across to the opening in the wall.



Equip the HK, then slide down the incline to land outside the armoury. There are two armoured troopers stomping along the corridor towards Lara. Pick both of them off with headshots before they can get too close.

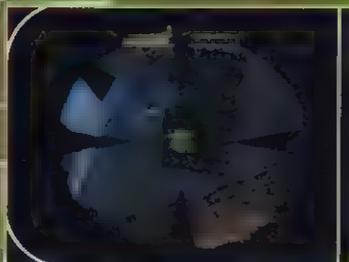


A soldier is waiting among the crates behind the laser field on the previous floor. Shoot him.





Move carefully through the laser field, then grab the Grappling Gun ammo from the crate.



Return to the stairwell. Use the Grappling Gun on the stairs above. The rope is your means to reach the opening on the far side. It's a good idea to save your game before you make the attempt, though.



Jump onto the rope, then swing over to the opening opposite. Let go of the rope to fly through it.



Just after you land on the slope, jump, then grab the ledge! It's tricky to perform, but the only alternative is a blazing death for Lara...



Perform a forward roll out of this gap in order to land on the crate just off to the side.



Jump onto the next crate along, then draw your HK. There is a soldier below. If he overhears Lara, he will activate a ceiling-mounted gun turret. This is why the next head shot should be very precise.



Climb down to the ground, then pull the switch pictured above. Exit via the door that opens.



Press the button to summon the elevator, then use it to move to the next floor.



D-41



Before you enter this large room, you really should save your game.

D-42



Lara is ambushed by two soldiers. Kill them both—although it might be advisable to take cover while you do so.

D-43



Notice the high platform under what appears to be a hatch? Use the rope nearby to swing up to it.

D-44



As you attempt to jump up and open the hatch, it bursts open to reveal an aspirant assassin. Worse still, another soldier appears below and begins to take potshots at Lara. Kill both, then enter the tunnel.

D-45



As you walk along to the switch a trapdoor opens, sending you sliding into a tunnel below. Make a note of the ladder opposite to the hole above the corridor, then drop down.

D-46



Make your way around to this vent—it's the only route you can take, as all other potential entrances are blocked by security lasers.

D-47



When you get to the above opening, save your game. Now drop down onto the crate pictured above. There is a single serving of HK ammo on top of it. If you are running short of bullets, grab it now—you're going to need it.

D-48



As you land on the crate, a cyborg will emerge from its hiding place. Living flesh covers its immensely durable metal interior, making it a fearsome opponent. Lara can damage it, but she doesn't have the firepower to destroy it. She'll have to use her wits to beat this particular foe. Look around the room until you see a valve connected to some pipes—it's pictured above.

D-49



Now zoom in on the targeted valve with your HK, then fire. Water will pour into the room, creating a shallow pool.

049



From your vantage point on top of the crate, repeatedly shoot the cyborg. As successive shots hit home, its metal underskin will be revealed. Keep on firing—and be as accurate as you can! Run out of ammo, and Lara is finished...

051



After enough shots, a part of the Cyborg's interior electronics is breached. The shallow water on the floor gets inside, and he falls to the floor, an electric mess. Unfortunately, he electrifies the water in the room, preventing Lara from collecting the item that he drops.

050



There are two ways to reach the upper platforms. The first is to use the angled platforms pictured above. With jumps and backflips—and a touch of skill—you'll land safely at the top.

052



Alternatively, you could try this jump. There is a low platform, barely visible from the platform you are on. A running jump and a slight mid-air adjustment, however, will see you reach it safely.

053



Collect the Grappling Gun ammo from the black platform—if you took the route suggested at picture 053, you're standing on it—then climb on top of the vent. Use the Grappling Gun on the ceiling to create a rope.

054



Swing across into the opening opposite to the vent, then press the button inside. This will drain the water from the room.

055



Collect the Large Medikit on the floor, then the Key Bit from next to the malfunctioning cyborg. By engaging the drainage system, Lara has closed off her escape route via the vent. Climb back up and press the switch once more, then make your way into the vent. Be careful not to fall to the floor—it is covered with water again.



Leave the tunnel. Ahead of you, the area pictured above is no longer blocked by the security system. The reasons for that will soon become abundantly clear. Save your game, then run forward.



As the helicopter strafes the corridor, sprint forward as fast as you can. Avoid the cannisters, as these explode as the helicopter shoots them. With judicious use of the Dash button, you should reach the room at the far end without sustaining too much damage.



Run around the corner, past the furnished area, and you will arrive at a bar. The helicopter begins firing at Lara again. Run behind the counter, then dash to the shelter at the end. You can, if you prefer, duck and crawl to avoid incoming munitions.



Press the button. The nearby door won't open properly, but one in the corridor Lara just passed through has. Save your game, then catch your breath before making the run back.

TIP

On your return journey along the smashed corridor, there are a number of points where Lara will fall down—a couple of these newly-created pits contain Large Medkits. Is it worthwhile to specifically drop down to get them? That's debatable. But if you're already there, for one reason or other...



The second cyborg you passed in the furnished room between the main corridor and the bar is in hot pursuit, so be quick. Jump across the gaps, avoiding the shots from the helicopter, until you reach an opening at the end—it's off to your right. Dash along this corridor as fast as you can.



When you reach the end of the corridor, take a left, another left, then finally, *another* left to reach a small underground room with a switch. You should notice the cyborg walking above. Flick the switch! This locks the cyborg in the room at the end of the corridor. If it didn't, reload your game and start again from the bar area.



The cyborg is now safely confined—but Lara needs to get her hands on the second Key Bit that it possesses. Thankfully, the means are once more at hand. Save your game, then run out of the switch room, then head along the corridor. At the end, take the door to the left and enter the gas-filled room.



040



Lara is being poisoned slowly but surely, so you'll need to be quick. Once inside the first room, go straight ahead into the second. Now head through the door to Lara's left. Jump up onto the box and pull the lever there.

041



In the room with the switch, there is a small gap in one of the corners. Crawl through it to find the final Rose in *Tomb Raider Chronicles*. Now leave the room via the door you arrived by.

042



Return to the first gas room. Lara will be ambushed as she leaves the chamber with the switch—don't stop to fight, as they have breathing apparatus, while Lara does not. When you arrive, head through the second door, unlocked by the switch.

043



You will enter a room with a glass partition separating Lara and the cyborg. Pull the lever on the wall. The gas in Lara's room will clear, while gas will be pumped into the cyborg's room. Wait for him to fall, then pull the lever again. Exit the gas area and head towards the deceased cyborg, via the underground switch.

044



Pick up the Key Bit, then combine it with the other to form the Helipad Access Key. Run along the corridor towards the helicopter, then take a right.

045



Remember the ladder that you were asked to remember earlier at picture 045? Go there now.

046



Climb the ladder to the top. You will emerge in the room where you were ambushed earlier.

047



Use the Helipad Access Key in the slot beside the door, then run through the opening to complete *Tomb Raider Chronicles*. Congratulations!

LOOKING BACK

Undoubtedly one of the most influential games ever created, the original *Tomb Raider* was a generational leap for platform adventures. It first appeared on Sega's beleaguered Saturn console at the tail end of 1996, before making its PlayStation and PC debuts shortly afterward.

TOMB RAIDER

Tomb Raider was remarkable on a number of levels. With its storyline related by means of superb FMV sequences and cut-scenes using its in-game engine, its plot both entertained and enjoined further play—the temptation to get to the next plot update was always high. At the time, the concept of using narrative asides throughout what was ostensibly an action game was unusual. Similarly, its haunting, partly context-sensitive "classical" soundtrack gave it a true next-generation feel. With games, interaction is king—but *Tomb Raider* proved that judicious use of cinematic elements can make a great game truly astounding.

And what of its gameplay? What virtues can be related here that have not been extolled countless times before? Having experienced the improvements present in *The Last Revelation* or *Chronicles*, the original *Tomb Raider* can seem a little pedestrian and rough around the edges by comparison. A few minutes' worth of play, however, and the abiding genius of its design shines through. If you've never played the original adventure, you should—to miss out is to ignore a classic moment in videogame history.



001



After two fairly linear, gentle opening levels, the open expanse of the Lost Valley was a revelation. It's the T-Rex attack, however, that most gamers remember...

002



St. Francis's Folly is a level that any *Tomb Raider* player will recall. One section, with drops of hundreds of feet, evoked a real feeling of acrophobia (fear of being at great height).

003



Only by using the dislodged hand of the Midas statue could Lara obtain the gold bars required to escape this level—and were she to accidentally stand upon the hand, she herself was turned to gold...

004



Swimming towards this isolated temple within a hidden cave was almost a relaxing experience—that is, until two deadly guardians burst forth from the statues adorning its entrance.

005



After an action-packed opening, this enormous central cavern of the Sanctuary of the Scion level was a real experience. Lara had to scale dizzying heights while being attacked by winged mutants.

006



After the cold, hard rock of previous levels, the pulsating "skin" of Atlantis was almost disturbing. Encounters with the indigenous monsters were pretty fraught, too.

007

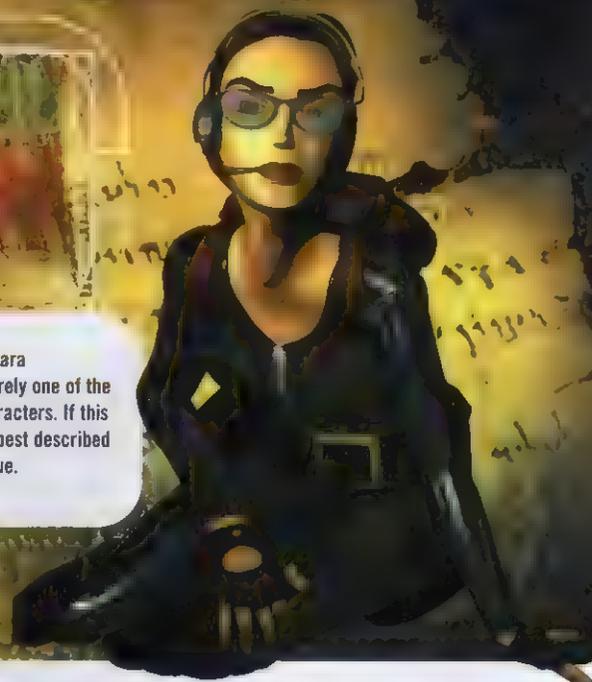


In Atlantis again, Lara was confronted by a mutant doppelganger that mimicked her every move. To dispose of this unflattering mirror image, Lara had to guide it into a pit within a time limit.

008



At the start of the Great Pyramid, Lara encountered The Abomination—surely one of the greatest-ever videogame boss characters. If this evil mutant grabbed Lara, a death best described by the word "bludgeon" would ensue.



TOMB RAIDER II

After the remote rocky expanses of its predecessor, most of *Tomb Raider II*'s locales had more of a worldly, recognisable feel—from the Great Wall of China to Venice, from an offshore rig to a wrecked ship at the bottom of the sea. *Tomb Raider II* also marked the debut of Lara's ability to climb certain surfaces, while the addition of rope slides presented the opportunity for a few vertiginous descents from particularly high places. An improved engine also facilitated better lighting effects, thus allowing Lara to wield flares to illuminate dingy rooms.

The most significant addition *Tomb Raider II* made to the series, however, was the introduction of vehicles. In the Venice section, a speedboat was a central aspect of the first level. With a few enjoyable set-pieces—in particular, a death-defying leap while under fire from assailants—the speedboat was a lot of fun to control. Later, in the Tibetan Foothills, Lara could drive a snowmobile. As with the speedboat, this allowed hair-raising stunts to be performed. It also proved handy for disposing of aggressors foolish enough to wander too close.

While the original *Tomb Raider* evoked a marvellous sense of isolation, with occasional combat encounters to disturb it, *Tomb Raider II* focused more upon regular battles with assorted henchmen. Some players preferred the first style, others the latter—it's an issue that really polarises players' opinions. Regardless, *Tomb Raider II* was a worthy sequel, as these following moments attest.

001



From onrushing boulders to enormous gyrating saws and spiked walls moving unrelentingly toward a fleeing Lara, the Great Wall introductory level was a real baptism of fire for *Tomb Raider* newcomers.

002



On the first Venice level, Lara had to figure out how to pass a waterway blocked by gondolas and a decidedly tourist-unfriendly patch of mines. The solution? Smashing through the former in a speedboat, before bailing out in time to avoid the explosion of the latter.

003



Another speedboat stunt in Venice—but no less spectacular. Moving at speed from the water to a concrete ramp, Lara and speedboat crashed through a bedroom window before splashing back into the canal.

004



The beginning of the Offshore Rig level was tricky—Lara had her weapons confiscated before it began. Finding her pistols while alarms went off and all hell broke loose proved a real challenge.

005



In the Tibetan Foothills level, there were a number of exceedingly difficult jumps to make while driving the snowmobile. The above example, accentuated by cinematic camerawork, was a favourite of many.

006



In Barkhang Monastery, Lara received assistance from its holy incumbents against a veritable deluge of mercenary thugs. Her assistance, however, could turn the tide of later battles.

007



The Floating Islands level was packed with perilous ledges. One misplaced foot could lead to a deadly fall for Lara—and there were various floating warriors to contend with, too.

008



Lara's encounter with the final boss—an enormous, fire-breathing dragon—was a superb moment. Although its fire was just too slow to catch her while running, a chance collision with scenery was a mortal mistake.



TOMB RAIDER III: THE ADVENTURES OF LARA CROFT

Compared to its predecessors, *Tomb Raider III* was hard, and very large. While hardcore fans of the series loved the challenge it presented, some gamers found it a mite *too* difficult—which might explain the overwhelming popularity of Prima's official walkthrough at the time...

With *Tomb Raider II* having set a precedent, *The Adventures of Lara Croft* introduced a collection of new moves. Lara was now able to crawl through low gaps and monkey swing across ceilings that featured requisite hand-holds. Lara also acquired the ability to sprint and, while doing so, dive forward—an essential skill for avoiding many fiendish traps. Additionally, Dual Shock support was implemented for this third in the series, allowing players to look around while running.

Marking a departure from the linear format of its predecessors, *Tomb Raider III* allowed players to choose their own route through its middle section. After Lara's excursion to India, there was a choice between a visit to London, the South Pacific and Nevada. Of these, the South Pacific section was by far the most enjoyable, with Lara kayaking through fast currents and past stunning scenery.

For the *Tomb Raider* completist, *The Adventures of Lara Croft* had a special reward. If players were to collect every secret, they received a secret level—All Hallows—by way of reward. Another bonus was a secret race track at Lara's house, discovered after exploring her none-too-humble abode.



The India section contained massive animated statues that resembled the multi-limbed God, Shiva. These assailants carried six swords, which they could use to deflect Lara's attacks.



Later on in the India area, Lara got hold of a quad bike. This was used to negotiate otherwise deadly falls. This final jump was particularly enjoyable.



In a non-too-subtle set-piece, Lara infiltrated Area 51 by leaping across an electrified fence on a quad bike. In true *Tomb Raider* tradition, this led to her confinement and the confiscation of her weaponry.



The misty Crash Site marked the return of raptors to the *Tomb Raider* series. Clever players used these later on in the level to help dispose of a troublesome T-Rex.



The kayaking section in Modubu Gorge remains one of the finest moments in any *Tomb Raider* game. Fighting against the current proved immensely challenging, and consistently enjoyable—the replay value of this section remains high to this day.



There were other fine moments during the London adventure, but this one sticks to mind: climbing a building while the evil Sophia fired magical bolts at Lara. The conclusion—as Lara electrifies her foe—was difficult to reach, but enormously satisfying.

007



Paying homage to another action hero you might have heard of, Lara enjoyed a wild mine cart ride in the second Antarctica section. It was a real test of players' arcade action skills.

008



All Hallows was awarded to players who discovered every last secret in *Tomb Raider III*. While not the best level of its levels, this moment—crashing through a cathedral roof and barely surviving—is especially memorable.



TOMB RAIDER: THE LAST REVELATION

Benefiting from a radical overhaul of the *Tomb Raider* engine, *The Last Revelation* was a delight to behold (especially on the PlayStation, where it pushed Sony's solid but ageing hardware to what seemed to be its limits). There was more to its remit than mere aesthetic finery however. Lara's moves were enhanced; she gained the ability to climb around corners and her crawling skills were improved and she acquired one of her most spectacular proficiencies—being able to swing across chasms on handily placed ropes.

Tomb Raider: The Last Revelation also expanded upon Lara's previous history. Replacing the much loved (but, by then, increasingly familiar) expanses of the Croft mansion as a training section, players took part in a previous episode of Lara's life—a trip through ruins in Cambodia with the eminent archaeologist, Werner Von Croy. For hardcore *Tomb Raider* veterans, this otherwise easy-to-complete area could be played via a more difficult route.

Tomb Raider: The Last Revelation featured a more cerebrally taxing style of puzzles than prior adventures, and a new menu system that allowed items to be combined was implemented to support such improvements. Additionally, combat encounters were enhanced, both in terms of enemy AI and the nature of the monsters confronting Lara. Such improvements, married with some superb level design, made *The Last Revelation* arguably the most enjoyable *Tomb Raider* since the first in the series.

001



Beating Von Croy to the globe after taking the "difficult" route through the second training level (opened by collecting eight golden skulls in the first level) led to an alternate cut-scene and an immense feeling of satisfaction.

002



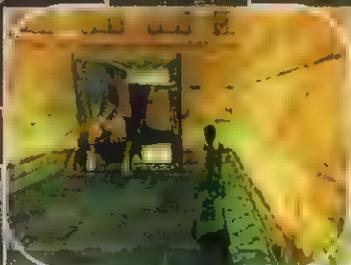
The fire traps in the Tomb of Semerket demanded that players be patient and methodical in making their way past. And being set alight led to a desperate dash for water.

003



At roughly midway through the Tomb of Semerket, Lara had to play Senet, an old Egyptian game, against a resident deity. Her success or failure had a bearing upon the route taken for the rest of the level.

004



Lara's battle against the Guardian of Semerket, a bull-like monster, was not merely a test of joypad skills, but also a trial of wits. The creature was indestructible, but Lara could utilise his horned head to open the way forward.

005



The Desert Railroad section, although brief, was certainly an eye-opener. In this section of the game, Lara battled assassins while attempting to sabotage a moving train.

006



The Planetarium puzzle in The Lost Library is one of the game's finest. Lara has to position globes in order to progress. In doing so, Lara had to recall that the ancient Greeks believed that the Sun and other planets orbited the Earth.

007



Lara's encounter with Horus at the end of *The Last Revelation* must rank as one of the most difficult moments in the entire series. Her escape afterwards is pretty tricky, too.



The conclusion of *The Last Revelation*, with what appears to be Lara's untimely demise...



LEVEL DESIGN GUIDE

Owners of the PC version of *Tomb Raider Chronicles* will know that their version comes complete with a Level Editor—allowing them, with a little time, patience and skill, to create their own *Tomb Raider* worlds. Over the next four pages, Core Design's Nick Connolly offers a tutorial to help PC owners start their first level. For all the details regarding the many new features of the *Tomb Raider* Level Editor (including making your own playable levels) please refer to the TRLE Manual.PDF file located on your Level Editor CD.

This tutorial will start from the very beginning. Here's how to create your first room.

When you first open Room Edit you'll see something like **Picture 001**.

1. The large view in the center is your main work area—it's a 3D view of your level, which gives you a good idea of what it'll look like in the game.

Movement in Editor:

The Arrow keys allow you to move around the level. Page Up and Page Down zoom in and out. Also, you can move quickly around by holding ALT + Z and then clicking the mouse. To leave this mode, right-click or click outside the map.

2. The top left view is what your room looks like from above
3. The long view down the right-hand side is your texture view. Here you'll load in and pick your textures.
4. The small white view in the bottom left is your object preview. Here you'll be able to put Lara's guns and ammo into the game.

First things first, let's load in your textures and objects:

1. Pull down your Texture menu across the top: "Textures → Load TGA". Now select "palaces.tga" in your Editor Folder **Picture 002**

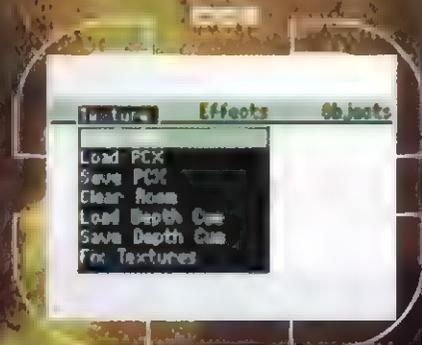
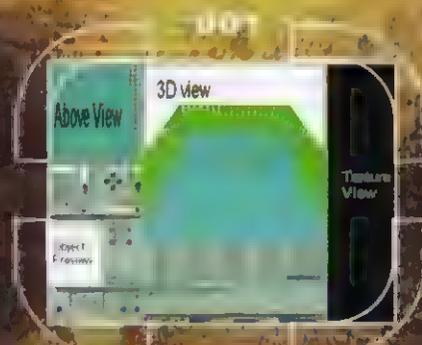
Notice your texture view now contains textures.

2. Now you need to load in your objects. Pull down the Object menu: "Objects → load Objects". Pick "tut1.was" in the "wads_info" folder.

Next in the 3D view you'll notice that a room has already been built for you, but it's far too big and needs to be textured before you can play.

You'll notice that the room is 18x18 blue squares in size—this is huge in *Tomb Raider* terms. Go into your 3D view and, while holding down the right mouse button, select 9x9 blue squares. They should go red once selected. Then hit the Bound Room button under the top down view. You should now have a nice small room.

Bound Room resizes your room to any size you select with your right-hand mouse button. **Picture 003**



You now have a 9x9 room but you aren't done yet. It looks a bit boring—what it needs is a few textures. Before you jump into texturing, you'll need to split up the walls into texture squares. This will make more sense in a while...

Hold down the right mouse button and drag it over one side of the room. **Picture 004**

While the wall is selected hold down the Q key. This brings up a line—you can move it back down using the A key. Move this line into the center of the wall so it resembles **Picture 005**.

Do this on all your walls so the line runs all the way around the room.

Tomb Raider can do four subdivide lines per wall. You can move them using these sets of keys: QA, WS, ED and RF. Four lines means you can have five textures on each wall instead of just one.

Next, let's texture the floor. Hit the "space" key to enter Face Edit mode. This mode allows you to place your textures into the level.

In your texture window, left click on a texture you want to use on the floor. A little green box will appear around the texture to show that you've selected it. Go back to your 3D window, hold the right mouse button, then drag the pointer across the floor. When you let go it should be textured like **Picture 006**.

You can do the same to texture the walls and, lastly, the ceiling.

One thing you'll notice is that some textures are often made with a mirror texture. This effect is often used for making symmetrical patterns or animals like birds. To mirror a texture hold down the Ctrl key and click on that texture.

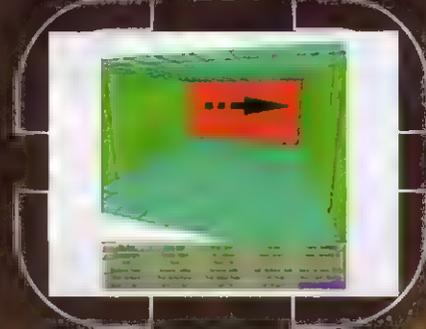
You'll now need to place a "Player Start" point in your level. This will be where Lara begins the stage. Firstly, click on Blank Square under the Place Object button. This brings up a list of all the objects that you can put in your level. **Picture 007**

Select "Lara", then click on OK. Then press the Place Object button and click on the square where you want the player to begin on your level.

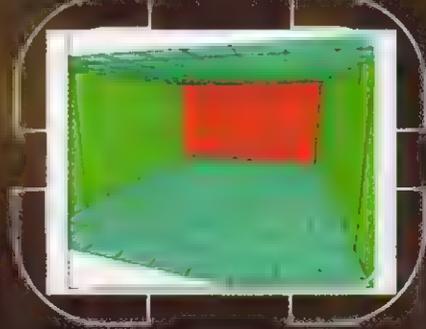
You may find Lara is facing the wrong way, perhaps towards a wall. In your 3D view window, right-click on Lara to turn her around.

You now need to save your room. From the Project menu, select Save. Type in "FIRSTROOM" in the file name, then click "Save."

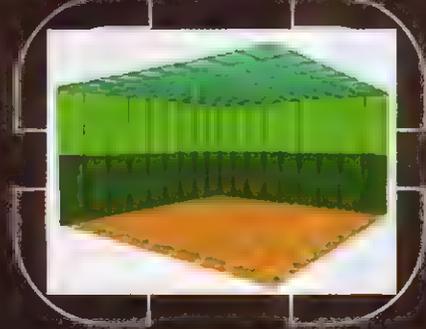
004



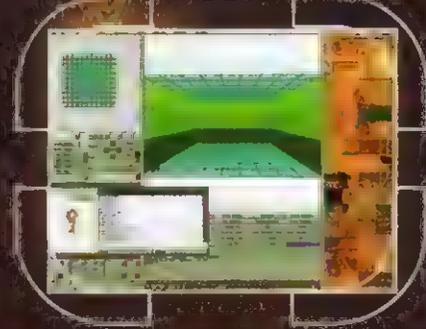
005



006



007



You've created your first room, but it still doesn't look right, does it? What's missing is lighting. Lighting is very important in *Tomb Raider*—it gives your level a professional look and atmosphere. Here are some of the basics:

Press the L key—this changes the Level Editor to Lighting mode. This mode allows you to change and view the lights in your level, which gives you a good idea of how it will look when you play it

First we are going to set the room's Ambience (the room's general light)

The Ambience setting and all the other light settings are at the bottom left-hand corner of the editor **Picture 008**

You'll see three different colors above the word Ambience—they are Red, Green and Blue (RGB) All of these should be set to 128. RGB are your primary colors—with them you can give your room any colored light you wish.

Use the “-” and “+” keys to change all the values to 35, as 128 is VERY bright by *Tomb Raider* standards.

This will make your room really dark. One important note to remember is that your Ambience light will always look darker in the Room Editor than it will when you actually come to play the level.

Next we'll to add a light to the center of the room Exit the Light Editor mode by pressing L again From the Light menu, select the Light tab below the word Ambience with a right click. **Picture 009**

Now right-click on the center floor square in your 3D view. A small light bulb should have appeared on the floor. Make sure the light bulb is selected (it'll be red if it is). Now hold down the Q key. This will move the light upwards. Keep moving the light upwards until it's in the centre of the room (you can use the A key to move it down again). Your bulb should now be in the centre of your room. **Picture 010**

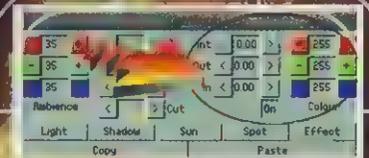
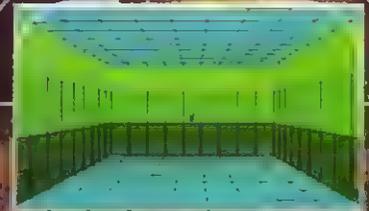
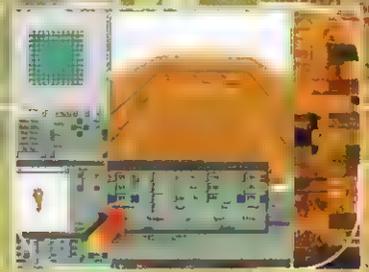
Now hit the L key to re-enter the Light mode

You now have a dark room with a very bright light in it. This light is far too bright for the room, so you need to turn it down a little. Make sure the light bulb is still selected (if it's not, right-click on it till it goes red again). The light settings for the bulb are to the right of the Ambience settings **Picture 011**

You'll notice the RGB values are back again but are set at 255. We aren't going to touch these in this tutorial. Instead, we will be working with just the intensity settings—this is the “Int” value near the RGB values. **Picture 012**

Click on the “<” arrow next to “Int” and take it down from 50 to 31. We have now taken down the brightness of the light, making it look much better. Your room should resemble **Picture 013**.

You now have a room with a light in it! I think you'll agree it looks much better now. Now you should save your work.



You'll need to know how to join two rooms together using a door. When we talk about doors in *Tomb Raider*, we refer to how the rooms are joined together—not an actual door that Lara opens.

You now need to make a second room and join this room to the first one. The quickest way to do this is to copy the room.

Select the entire floor so that it's red, using the 3D view or the top down view. Now hit the Copy Room button—it's below the Bound Room button you used earlier. **Picture 014**

You now have two rooms, but you'll notice that the light doesn't copy with the room. Now you need to go into the 2D Map View. This view will show you your whole level from a top down view. You'll use this to move the two rooms around.

Hit the Tab key. This opens up the Map View mode. Here you can see our two rooms from a top down view (shown here).

If you hold down your right mouse button, you can drag your two rooms so that they are next to each other like this:

Next, you need to create a door to join these two rooms together. Using either the 3D view or the top down view, select the wall between the two rooms. **Picture 015**

Press the Door button. **Picture 016**

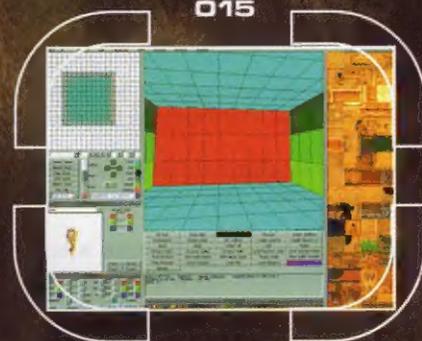
The rooms are now joined, but you still can't see the other room until you hit the Draw Doors button. This allows you to see both rooms joined together. It should now look something like **Picture 017**.

There you go! Your first, albeit modest, *Tomb Raider* map. Feel free to experiment—it's always the best way to learn...

014



015



016



017



More Than Just Strategy

Strategy:

Over 250 Fast Track Guides with many more to come — new online strategy every week.



www.primagames.com

News:

A daily digest of game industry news — our news area is the best place to start if you want to know what's new in games.

Game Worlds:

Our Game Worlds are dedicated to the most popular games and supported by our wealth of Fan Site Affiliates.

Home News Strategy

Fast Track Guides

Codes
Downloads
Contests
Interviews
Previews
Ask Prima
Game Saves
Affiliates
FAQs

Login
My Account

About Us
Site Map

- [Perfect Dark](#)
- [Space Channel 5](#)
- [Everquest](#)
- [Syphon Filter 2](#)
- [Tomb Raider](#)
- [The Sims](#)

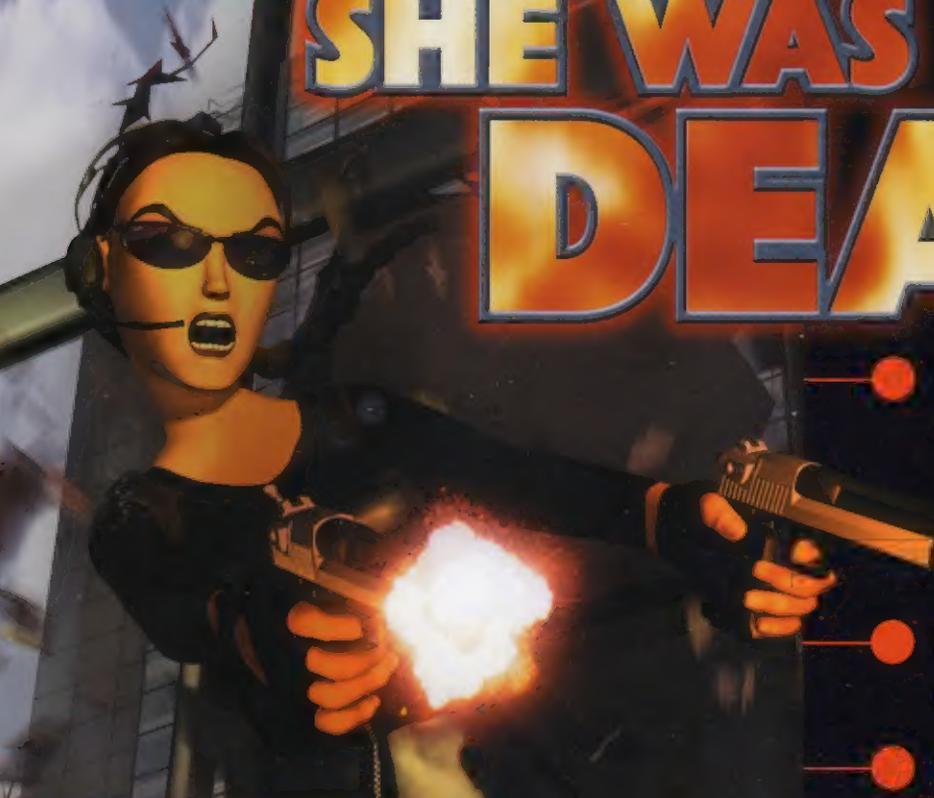
Strategy



U.S. \$14.99 Can. \$17.95 U.K. £9.99

Electronic Entertainment
Platforms: Sony PlayStation® game console,
PC, Sega Dreamcast

AND YOU THOUGHT SHE WAS DEAD



- Comprehensive walkthroughs of all levels
- Solutions to every mind-boggling puzzle
- Strategies for overcoming every obstacle and trap
- Training for all of Lara's new moves
- Info on each new, awesome weapon
- Every item location revealed
- Tips for using the PC level editor
- Helpful area diagrams

© 2000 Core Design Ltd. Eidos, Eidos Interactive, the Eidos Interactive logo, and Tomb Raider are registered trademarks of Eidos Interactive, Inc. Core, Core Design, the Core logo and Lara Croft are registered trademarks of Core Design, Ltd. All rights reserved.



ISBN 0-7615-3235-8

9 780761 532354 5 1499 0 86874 53235 9

The Prima Logo and Prima Publishing® are registered trademarks of Prima Communications, Inc.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!