

5.9 ***UNDER CONSTRUCTION***

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1. Legal

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2. Version History

0.1 (1/21/03) Just finished formatting. All of section and subsections 5 are under construction.

0.2 (1/22/03) I started work on the main game.

0.3 (1/23/03) Did some work on the main game. I am keeping track of all the passwords I get. I also added some cool ASCII art for the title.

0.4 (1/25/03) Did a lot with Vargstigen (Part 2).

0.5 (1/29/03) Sorry about the lack of updates. Made some progress.

0.6 (X) Many small updates that don't deserve to be posted individually.

0.7 (2/26/03) Updated all the way up to The Tomb of Ezekiel (Part 3).

0.8 (3/1/03) I'm adding more information to what I have. However, I will soon go into stuff I haven't covered yet.

3. Introduction

Hello, and welcome to another guide by Snoopdigger. This time, I am writing a full FAQ/Walkthrough for Tomb Raider: The Prophecy. I found the gameplay very enjoyable, but the graphics could use some serious work. Well, for Lara that is...

But if you want to hear what I think of the game, look at my review.

Now, on to the game. The intro isn't much. Now, for all of you who don't know jack about Tomb Raider, read this. If you DO know, skip to the next section. Now, Lara Croft raids tombs for a living. You know, Tomb Raider. Get it? Anyway, she saves the world from evil a lot. So now you know. Oh yeah, her trademark is...
Her two kick butt guns!

Not much of an introduction. Oh well. Onward.

4. Game Basics

What you are trying to accomplish during the game is classic Tomb Raider stuff. Most of the adventure game is spent solving puzzles, with quick bursts of action in-between solving complex dilemmas. There are many other ins and outs of the game witch can be found in the most reliable, dependable, consistent source of information imaginable. IT IS IN THE MANUAL. Read the game manual if you want to get a good feel for the game before you even touch it.

4.5 Controls

The controls of Tomb Raider are very good. They fully utilize the power of the Gameboy Advance.

4.8 Advanced Techniques

There are several hard-to-do things that I have labeled "Advanced Techniques"

Strafing-When an enemy is right in front of you, the music will change, and the enemy will usually attack. If Lara has her guns out, she will point them at the enemy, and you can shoot it. You can jump all around while facing the enemy for some cool effects. Since you will always be pointing toward the enemy, you can jump in a variety of ways to avoid being killed.

—
|A|=Jump.

->=Push control pad right.

<-=Push control pad left.

^=Push control pad up.

\/=Push control pad down.

X=Lara

Y=Enemy

-----=Path Lara can follow.

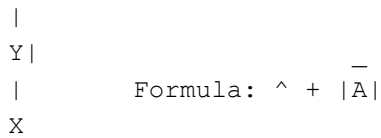
Y

X

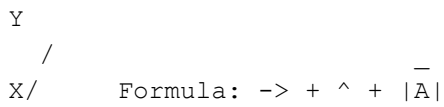
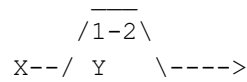
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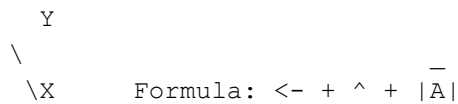
Lara can perform back flips.



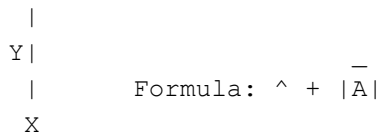
She can jump over the enemy in while shooting if, even if she clears it completely. Check out this diagram. She can still shoot the enemy, even if she is a point 2. (Note, keep the same legend as above) (Another note, this is seen from the side angel, while others are seen from above.



She can also do a side-flip.



She can do diagonal-flips to the left as well.



5. Staring The Game

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- STEP 0: Read the manual. (Optional, but recommended)
 - STEP 1: Put the game pack into the appropriate slot. Make sure that the title on the game pack is facing outward, toward you.
 - STEP 2: Turn the power on.
 - STEP 3: Select "English" (This is NOT a foreign language FAQ)
 - STEP 4: Select "New Game"
-

NOTE: When I put text in quotation marks, I am conveying what Lara is saying. If I put someone's name in parentheses, that is the person who is saying it. So if there is no parenthesis, that means Lara is saying it. And there are durations after a level where there will be a large amount of text that appears. It will be centered so you can tell it from the other instructions.

'Real Magic

These words resound in Lara's head as she contemplates the mighty Swedish.

5.1 The Tomb of Ezekiel

Okay, now you will find Lara at the base of the mountain, looking up at an ancient tomb. "Mmhh... looks like a long way up... next time I should get another helicopter pilot." Now, time to start. Run right, and jump up the cliff. You will have to hold onto the edge to pull yourself up. This does not work if you have your guns drawn. Now, climb up the skull-like stairs. Shiny over way to the right, and the press down on the Control Pad. You will drop down onto another platform. Run up the slope into the next area. Run way left and grab the big medikit. Run up the slope into the next area. Go up the skull-like stairs and shiny over to the left. Drop down and get the small medikit. Jump back up to the ledge and shiny over to the right, and then press down on the Control Pad. "The Tome of Ezekiel referred to this plateau. There's a way to get in." Go up the skull-like stairs, and then go left, and up into the First Chamber. (Game logo appears)

You will now find yourself in a dark tomb. "Well, this place can surely use a change of air." Run right and then jump up onto the platform. Go right and then jump to the next platform on your right. Continue in your current direction, and then jump up onto the next platform on your right. "Interesting..." Now, run up and take a left. When you reach the leftmost wall, go up, and keep jumping until you get to a door and a switch. Press the switch and go through the door. "Small as a make-up box, slightly more useful." Grab the small medikit and Uzi ammo, then back track all the way back to the fire. Hit the switch by the fire and turn it off. "Interesting!" Look right. "I can handle this." Draw your guns and run down. You will start strafing around the wolf. Keep firing at it, and after four hits it will be felled. If it gets too close, jump over it. Don't worry about turning away, you can't turn away while you are strafing. Take care of it. "Tough, but not tough enough." Jump up onto the small platform and run left. Use its height to launch yourself at the far right platform. Run up along the corridor and turn right. "I can always use an aspirin." Go up on the skull-like stairs. Shiny over to the big medikit, and then jump over to the platform on the right. Jump up, and then follow the passageway until you come to the top of the skull-like stairs. Descend the first one, but don't jump. A fall from this high up spells death. Grab the medikit, draw your guns, and jump down. You won't die; you are close enough to the ground to prevent that. There is a wolf here, but you should be able to take care of him easily. Retract your guns, and then run along the passageway until you come to a fork in the road. Take the lower road. Run right until you see a line of shadow. Hidden in the shadow lies a switch. Pull it. Draw your guns, and then run down. A wolf is waiting for you, but now he is easy picking. Retract your guns, and run left. You should see a row of pillars, each one higher than the one before it. Make your way to the top, and pull the switch, get the small medikit. Re-trace your steps back to the fork in the road. You should see some more pillars that act as stepping-stones. But ignore them for now. Keep running right until you see a small cavity. Inside it is a switch. Pull it, then use the pillars to get to the top. Take a left, and jump through the now opened door. (you know, the one you just opened) Grab the Uzi ammo, and then re-trace your steps back to the top of the pillars. This time go right. Run up the corridor and pull the switch. Now, keep running left and draw your guns. Get rid of the wolf, and run all the way left and pull the switch. Go back to the door you previously opened and use the pillars

as stepping-stones to get to the next door. It should already be open. MAKE SURE YOU DO NOT FALL ON YOU WAY THERE!!! Grab the small medikit and draw your guns. Terminate the wolf. "Excellent." Next, run up and jump. You will go to the next part of the tomb.

Run to the right, and take the first path you see up. Follow it to its end, and then jump up the pillars to reach a switch. Pull the switch, and then backtrack to where that small path began. Now go along the second path up, with your guns drawn. As soon as you pass through the doorway, you will see a wolf come at you. Do not let it drive you right. Instead, jump over it and strafe around it to the right. When it is gone, go to the right path. There is another wolf waiting there. That is why you don't let the first wolf force you to the right. Take out the second wolf, and then take the path DOWN. Follow it to a switch. Pull it, and then continue along the corridor. You will come across another switch. Pull that one, and then draw your guns. Take the path to the right, and terminate the wolf. Pull the switch, and then grab the small medikit in the shadows. Go back right, and then down. Draw your guns and then put an end to the wolf on the right path. Following that path, jump on the pillars to the top. Follow the corridor to a large pit. "Excellent." Hold L to sprint and make a running leap and cross the gap. Grab the big medikit and the small medikit. Wait for your sprint meter to charge, and then do a running jump across the chasm. Backtrack to the fork in the road, and then take the left path down. Draw your guns, and then engage the wolf. By now you shouldn't have to worry about them. Jump up onto the lowest platform, and then keep jumping until you are on top. QUICKLY draw your guns and strafe around the wolf up there. Jump onto the platform to your left, and then drop down to the next one on your left. Jump to the left to get a big medikit. From there, run down until you fall off the platform. You should be right by a switch, so pull it. Now, carefully jump back up until you are on top of the pyramid of platforms. Drop down, and keep making your way up until you come to an open door. Ignore it, and go left. Follow the corridor until you find yourself out in a big chamber. Run right, and climb up the skull-like stairs. Shinny over left. Drop down and jump from pillar to pillar. Do not fall. When you can, jump up and grab a ledge, and shinny over to a small medikit. Drop off to the left, and then drop down. Keep going down until you come to a switch. Jump back up to the top of the pillar, and then drop down. Run left and then go down. Go back to that open door, and then go through another open door. Now flip the switch, and go through the door.

Congratulations! You are now in the third part. Now, drop off down and draw your guns. Run along the corridor until you come across you first wolf. Once you take care of it, run along the same path until you encounter another. Now if you keep going along this path long enough, you'll encounter a third. Take care of it, and then follow the path until there are two paths. Take the farthest one, jumping over the fire things when they are not blowing. Run back to where you can see the base of a skull-like staircase. Climb up it, and then jump down to the right. Grab the ledge, and shinny over to another skull-like staircase. Climb down it. Run through the door. Take the left path and flip the switch at the end of it. Backtrack and take the right path and flip its switch. Jump and haul yourself over the wall, and then run up. Jump left and go down through the open door. Grab the battleaxe. Now, run way back to where you encountered the first wolf. Keep going left until you see a suitable way up. Now, once you get to the top, grab the small medikit. Press B while by the ledge, and shinny right. Keep shinnying all the way to the end of the ledge and drop down for a small medikit.

Pull yourself up, and run up. Jump over the fire, and run along the path. Navigating the holes and fire hazard should be a piece of cake for you by now. Drop down to the right, and pull the switch. Go up the skull-like stairs. Go through the open door, and pull out your guns. Get rid of the wolfs, and go to the far left of the passageway. Jump up on the pillars and pull the switch. Now drop down to the left, and then drop down. Move back along the passage until you come to the open door. Drop off down, and you will find yourself by some fire. Jump over it, and hang a right. Go down and grab a small medikit from behind a fire hazard, and then go up until you come to where the spikes used to be. DRAW YOUR GUNS! "Beowolf, Guard of the King. This guard doesn't have a weapon. No guard should be unarmed..." Step a little through the first opening, and two wolves will come after you. Keep moving to the left, and before you finish the last one off, another will join the fray. Go a little further in the first opening, and you will lure another wolf toward you. Go all the way up through the first opening, and yet another wolf will attack you. Now that the wolves are eradicated, go up to the guard. When you are right up to him, a little bow that says SELECT will flash in the lower right hand corner of the screen. Push select, and then select the Decorative Battle Axe from your inventory. That would be the item you picked up a while ago. (Remember the puzzle that required two switches?) Now once you have selected it, press A. The door will now open. You will come to a small chamber, but it is still like the rest of the ones we have faced so far. "If they placed the King's Tomb up there, they must have had a reason. A tomb harder to worship means a tomb holding some secrets." Before you start the timer, jump up and grab the small medikit. Okay, hit that switch in the center of the room. It will open the door but start a timer. When that timer runs out, the door will close. You have approximately 15 seconds to get to the door. Now hit the timer, and jump up. Run to the top left corner and climb up the skull-like stairs. When you reach the top, shinny over and pull yourself up as soon as you see solid ground above you. Climb up the skull-like stairs and into the heart of the tomb. If you mess up, wait for the timer to stop, and then retry.

5.2 Wolf's Peak

"Now let's see if a have to get a cold." Draw your guns and run right. Engage the wolf, and then jump up the platforms to the top. Grab the small medikit, and then jump down. Jump right, and then jump right again. Drop off the cliff and fight the two wolves. "Vargstigen, the path of the wolf." Keep jumping across the pillars, BUT DO NOT FALL!!! Make sure your guns are retracted. Grab the small medikit, and then drop left. Climb up the skull-like stairs, and then run up. Jump up and then right. Run along the small ledge for a small medikit. Run back, and then jump right onto the platform. Draw your guns, and then take care of the wolf. Go up the skull-like stairs, and then drop left. Go by the edge and press B. Shinny left and pull yourself up. Jump up and then run up. Go up the skull-like stairs and drop to the small medikit. Jump right and pull yourself up to the platform. Drop right and shinny over to the Uzi ammo. Pick up the Uzi ammo, drop right, and jump right. Jump right again. Go up the skull-like stairs and shinny right. Pull yourself up. Jump left, and then run up. Now, run up and then jump right. Keep jumping across the pillars until you come to a large platform. Strafe around the wolf in a circle and then jump left. Grab the small medikit and then climb up the skull-like stairs. Shinny left and drop onto another platform. Run left, and then use the platforms as steps and run up into Wolf's Peak.

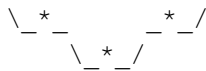
Now, you are in a place much like the first level. Draw your guns and

run right. Two wolves will attack you. Once you are through with them, run right and then run down. Avoid the fire and make your way to the switch. Pull it, and then run down and then right. Jump over the fire, and continue on your way. At the end of the corridor (very close to the fire) you will find a door (or what looks like one; it is actually fake) and a switch, side by side, in shadow. Pull the switch and jump over the fire. There is another switch, almost impossible to see in the shadows, but it's there. Pull it, and then follow the corridor until you get to the flames. Avoid them, and go through the open door. Climb up the skull-like stairs, and then sprint to do a leap over the pit. Grab the big medikit, and then go by the edge and press B. Angle yourself so that you right above the skull-like stairs. Press down on the control pad, and then as you are going over the skull-like stairs, press up on the control pad to grab onto them. Then, pull the timer. You will have approximately 3 seconds after you pull the switch, but that is plenty of time to do this. Run down, and keep going down until you reach some Uzi ammo. Now, go to the timer, but don't pull it yet. Pull the two switches first. Now pull the timer and go back over the fire, and up the skull-like stairs. At its height, shinny all the way left. Pull yourself up when the fire is activated and jump up on the left side. Go down the skull-like stairs, and run down. Navigate the fire hazards, and take a right as soon as you can. Jump right, right again, and then sprint to make a running leap. "Terrible!" Drop right and then go up. First turn to the left and grab the big medikit. Pull out your guns run through both open doors. Terminate the wolf waiting for you and don't bother with the skeleton warrior. Run left, and then jump up. Shinny over all the way right and pull yourself up. Jump up, and then jump right. Do not use your sprint, or else you will overshoot and land in the fire. Jump over the fire, and then jump right. Grab the small medikit, and then jump up. Pull the switch. Backtrack to here the skeleton warrior is. Now, you have to take out the skeleton warrior. He takes three hits but has a shield and a sword. Get close to him, and wait for him to swing his sword. Jump back and shoot at the same time. Repeat this two more times and he is through. "Done." Go through the open door and into the next part.

"King Heort lies here. His legend will be immortal, for death shall respect his sons." Run right, and then take the first path down. Run right, and pull the switch. It is hidden in the shadows, but by now you should be adapt at seeing them. The door is right below you, so go through it. Run right, and then jump up onto the platforms. Watch out for the pit to the far right. Keep going up until you see some brown holes. Don't worry, you won't fall down them. This is where spikes come up to block you from advancing. Run over them, and then jump up. Jump right, and then run over the brown holes. Jump to the next platform on your right. You should see a small medikit on the next platform, but instead, drop down. Pick up the sword. Sprint right and do a running leap over to the fire hazards. You should just make it. Jump up, grab that small medikit you saw before, and pull the switch in the shadows. Drop back down to the fire hazards, and keep going down until you come to the end of the platform. "Although he was a mighty leader, there are only sketchy details about this King's history." Run right, and then down. Run left, and then jump over the fire hazards. Grab the small medikit, and pull out your guns. A skeleton warrior is waiting at the bottom of the skull-like stairs. "Now I know what those skeletons were... The soldiers of king Heort." Since you cannot climb down the stars with your guns out, you will drop down. Be careful not to overshoot. Now you will engage the skeleton warrior. In case you need a refresher, he takes three hits but has a shield and a sword. Get close to him, and wait for him to swing his sword. Jump back and shoot at the

same time. Repeat this two more times and he is through. Retract your guns and pull the switch. "Done!" Go up through the open door. Run left, and then up. Go through an open door (you opened it up very early in this level), and then pass the next pathway right. Take the second one. Run right, and up through the open door. You will come to a large platform the splits the corridor. Draw your guns and take the right path. Keep running up, and take care of the wolf. When you get to a pit, turn right. When you can't go right any farther, go up. You will go over some brown holes. Now, jump to the left, and then jump again. You will find yourself on some more brown holes. Jump left. Jump left. Jump up and grab the ledge. Shiny right and pull yourself up at your first opportunity. Grab the shield and then go the ledge; press B. Shiny right and pull yourself up at the next opportunity. Grab the big medikit, and pull the switch. Go to the ledge, and press B. Shiny all the way over left and then drop down. Jump left. Go up the skull-like stairs. Shiny left, and then drop down to the switch. Pull the switch, and then jump left. Nab the small medikit, and then drop off to the right. Run down, and then descend the skull-like stairs. Drop down and run down until you come to a path to the right. Pull out your guns, and run right. Take care of the wolf, and then jump up on the pillar. Jump right, and avoid the fire-spitting mouths. Grab the big medikit. Run WAY left, and then over the brown holes. Run left until you can't run left anymore, and then go up. "He must have used the power of the Black Stone, magic that can raise the dead. This would explain why he is remembered only in grim legends and in the Tome of Ezekiel." Destroy the skeleton warrior, and run right, and pull the switch. Run left, and up over the brown holes. Run left, and jump up onto a small platform, and then jump left again to land on a bog platform. Grab the small medikit, and then run right. Jump up, and then run right until you come to a switch. Pull it, and then go a little further right and get the Uzi ammo. Backtrack to the big platform. Hug the left wall and drop down. Navigate the fire hazards, and keep going down. Turn right, and drop down again. Go down, past the fire, and then go down through the narrow passage. Go through the fire hazard, and get out your guns. There will be two wolves on one side of a pit. Take them out. "Excellent." Then, go around the pit. Grab the small medikit, and then go down. You should see some Uzi ammo across a pit. Jump over it (use a running jump if you are nervous), and grab the ammo. Pull the switch. Now, leap back across the pit and hug the southern wall. Go left, and then down. Jump across the pit to the left and make it to the fire hazards. Try to land right between the flames. Jump left, and run up. Pull the switch, and leap left. Pick up the Libra and heal yourself with a small medikit. Drop left, and then pull the switch. Jump back right, and then drop right, and drop right again. Jump right, and then run across the brown blocks. Pull the switch by the open door, and then move through the open door. Keep going up, through the door you just opened. Go through two more open doors. "Finally, this should be the King's Tomb. Now let's find the Black Stone." Go into the heart of the tomb.

Run up inside. "The Stone must be here, in the tomb, but I must find a way to open it." Run right, and then up. You will see a stone tablet. Run to it. "A good king is a fair judge who punishes the guilty and protects the innocent." Those are your clues. Judge, punish, and protect. Now, go around the sarcophagus, and up to the platform. "Looks like I can put some objects here." Now there are three places you can place an item. You have three: the Sword, the Shield, and the Libra. Here is a diagram of how to place them.



Walk up to the left side and press select. Judge is the Libra. Place the Libra on the platform. Now go to the middle and place the sword, for punish. On the last spot place the shield (duh, for protects). Now, pull the switch.

=====
Now, with the fire blazing, a black robed guy will come out, and look at Lara. "Well, I guess I disturbed your sleep." He will cast a spell, and two skeleton soldiers will come to life.
=====

Draw your guns and take on the two skeleton soldiers. Get close to one, and wait for him to swing his sword. Jump back and shoot at the same time. Repeat this two more times and he is through. Now, turn to the other one. Get close to him, and wait for him to swing his sword. Jump back and shoot at the same time. Repeat this two more times and he is through.

=====
Now that the two skeleton soldiers are gone, the robed black guy will appear again. "You shall not interfere with the ways of magic, pitiful mortal." (Black-robed guy) "Then let's see if I'm the only mortal around then!" Then the guy will disappear.
=====

He will reappear and take some hurt to you. He floats around in crazy directions, fast. But he will stop to cast a spell. He may shoot a blast of energy at you. Or he may send out two magic knives. These knives will go in fast, crazy directions, but they can easily hurt you. Or, the last attack is, he can heal himself. Keep firing and you will be okay.

=====
"The Teg-Du-Boreg will avenge me!" (Black-robed guy) The black-robed guy starts to disappear, and then he dies. "There's nothing here but these symbols. I've seen them before, in the Tome of Ezekiel. I must return home and study it more."
=====

5.3 King Surya Varman II's Tomb

Pull out your guns and run right. "A rather long journey." You will find three wolves along the road, and they are a newer breed. They take 5 hits instead of 4. Destroy them. "Done." Once the threat is eradicated, run all the way right. Grab the small medikit, hidden in shadow. Jump up, and then go right. Pull the switch, and then do a running leap left. Pull the switch, and then do another running leap left. "The book describing a flaming rock at the top of a temple in area of Angkor Wat in Cambodia. The legendary Surya Varman II is supposed to rest there." Go up through the door with your guns drawn. Destroy the skeleton soldier, and go through the open door. You will see a blue timer. Pull it, and, hugging the top wall, do a running leap right. You should land on solid ground. Use any sprint you have left to get to the door. Once you are through, jump over the fire, and run left. Run up with your guns drawn. Take care of the skeleton soldier. Run farther left to find a skeleton warrior. Warriors can shoot magic from their axes when they swing them. But they still take three hits.

Use the same strategy, and dodge the magic strikes. Jump onto the lower pillar, and jump left. Run up, and do a running leap left. Run along the path and take the first stairs up. Pull the switch, and then descend the stairs. Go down one more level and pull the switch. Go back up the stairs, and backtrack along the path to the fire jets. Get in between the fire jets and make a running leap right. Go down and right. Keep going right until you see a path down, and take it. Turn left onto the fire jets. Sprint across them. Draw your guns and take on the wolves. Keep jumping around so they can't hit you. "Excellent." Run up and pull the blue timer. Do a running leap to the platform on your left, and do yet another running leap to another platform on your right. Pull the switch, and then pull the blue timer. Do a running leap right, and another running leap right. Go down and right, and then down to the open door. DO a running leap down to get over the pit. Go back down to the door that you originally came from. From there, go down until you hit the spot where the wolves attacked you. Run left, and jump up onto a low platform. Pull the switch at the top of it. Jump left, and go up the stairs. Shinny left and go down the stairs. Pull the switch. Go up the stairs, shinny right, and go down the stairs. Jump right, and jump right again. Go up through the open door with your guns drawn. Defeat the skeleton solider. Run up through the open door. You will have to fight two skeleton soldiers this time. "Done!" Run up and left. Destroy the wolf , and fall off the platform to your left. Grab the Big Medikit. Run left and destroy the skeleton soldier and skeleton warrior. "Excellent." Run all the way left and up, and then pull the switch. Go up the stairs, and shinny right. Pull yourself up, and grab the Big Medikit. Go up the stairs, and then jump left. Pull the switch. Go to the ledge and press B. Then press down. Run all the way right and jump up. Go up, jump up, and go through the open door. Then go up through another open door and run left. "King Surya Varman II must have used the red stone to gain tremendous advantages during his reign, and probably the same stone is buried with him along with his treasure." Go left, and you are now in the next part.

Welcome to Hell. That's what your password is. Hell. Run right and take out all three wolves. Run down and right. Pull the switch. Run down through the now open door, through another doorway, and through one more. Draw your guns and make your way to the bottom of the huge platform. Run right and take care of the three wolves. Run until you see a low platform. Jump up on it. Do a running leap left and pull the switch. Jump right, and jump right again. Do a running leap right and grab the Small Medikit. Pull the switch hidden in the shadows. Drop down and run left until you come to switch. Pull it. Now, run back to that low platform. Jump right, and do another running leap to the next platform. Go to the edge and press B. Shinny right to the fire. Drop down and jump right. Run up.

5.4 ***UNDER CONSTRUCTION***

5.5 ***UNDER CONSTRUCTION***

5.6 ***UNDER CONSTRUCTION***

5.7 ***UNDER CONSTRUCTION***

5.8 ***UNDER CONSTRUCTION***

5.9 ***UNDER CONSTRUCTION***

6. Secrets (Spoilers)

Passwords:

PRLD: The beginning of the game.

GAZE: The Tomb of Ezekiel

MEDI: The Tomb of Ezekiel (Part 2)

HAXE: The Tome of Ezekiel (Part 3)

PATH: Vargstigen

BONE: Wolf's Peak

TREE: Wolf's Peak (Part 2)

LINK: Wolf's Peak (Part 3)

KURZ: The Second Chamber

7. FAQ

[EMPTY]

8. Conclusion

Hello, and goodbye. Lara Croft is the Tomb Raider, and she saves the world, again. Unfortunately, the bigger they come, the harder they fall! So, when fans finally find the Tomb Raider games massively cliched, Tomb Raider will collapse. It revolves around the same elements through every game. When will something new be invented. I could play any Tomb Raider game and get a kick out of it, but when I play many of them, and I get bored. Just something to think about...

E-mail = patrickhandley@yahoo.com. Contributor site = <http://www.gamefaqs.com/features/recognition/23495.html>. Don't flame me! In fact, if it is not productive, don't e-mail me at all. I have 3 FAQs on the site, and I get masses of e-mail for them. So make sure what you are asking is not already posted. Look for me as Snoopdigger XP on the message boards.

Snoopdigger signing off.

9. About the Author

I have been writing to GameFAQs.com for about six months now, starting in August 2002. My walkthroughs:

Published

-Medabots AX FAQ/Walkthrough	0.7 Completed
-Animal Crossing Letter Writing FAQ	1.0 Completed
-Sonic Adventure 2 Battle Boss FAQ	1.0 Completed

In Progress

-Gamecube Hardware Memory Card FAQ (Done)	1.0 Completed
-Action Man: The Search for Base X FAQ/Walkthrough	0.2 Completed
-Metroid Fusion SA-X FAQ (Done)	1.0 Completed
-Super Monkey Ball 2 Secrets FAQ (aborted)	N/A N/A
-Zelda: A Link to the Past Boss FAQ (aborted)	N/A N/A

-Metroid Prime Boss FAQ		0.6 Completed
-Metroid Inventory FAQ	(Done)	1.0 Completed

Walkthrough Ideas

-NONE

On the boards:

I am currently trying to get through the level Magmoor Caverns without the Varia Suit. Current time is 52 seconds.

Now, my e-mail is patrickhandley@yahoo.com. My contributor site is <http://www.gamefaqs.com/features/recognition/23495.html>. I have a message board account, Snoopdigger XP. So long!

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