

# Lara Croft Tomb Raider: The Prophecy Enemy Guide Final

by kenb215

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## E N E M Y G U I D E

In-depth Guide

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Lara Croft  
Tomb Raider  
The Prophecy  
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Gameboy Advance

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### 1.00 Introduction

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Hello all, and welcome to my Enemy Guide for Tomb Raider: The Prophecy. This is a complete guide on all of the enemies in the game. However, it is made to be complementary to my other guides for this game, found at [www.gamefaqs.com](http://www.gamefaqs.com). Because of this, there are no bosses here, as they can be found in my boss guide. If you have any input, contact me at [kenbarney@optonline.net](mailto:kenbarney@optonline.net), with Tomb Raider as the subject, and you will be given credit. You can also use the [gamefaqs message boards](#).

For all of my other work, go to  
<http://www.gamefaqs.com/features/recognition/34422.html>

There aren't many enemies in this game, but the ones that are there have a good artificial intelligence for a GBA game. Generally, most enemies will prove to be a slight challenge to defeat, only getting more difficult when they are grouped together.

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Non-Living  
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Name: Bottomless Pit  
Attack: None  
Damage: Full Health  
Damage taken: indestructible  
Kill: N/A  
Movement: N/A  
Other: Just an empty hole. Can be tricky to jump over or around, or see right.

Name: Flame  
Attack: Fire  
Damage: 5% to 12.5% of health bar 8-20 to die from (depending on distance)  
Damage taken: indestructible  
Kill: Use switch to turn off  
Movement: N/A  
Other: frequently used as obstacles, max damage only when grouped together

Name: Fireball  
Attack: Fireblast  
Damage: 6% of health bar 17 to die from  
Damage taken: indestructible, blows up on contact  
Kill: N/A  
Movement: Falls down slowly  
Other: Always has a source it falls from.

Name: Spike  
Attack: Spikes  
Damage: Full Health  
Damage taken: indestructible  
Kill: Use button to lower.  
Movement: May lower and raise spontaneously.  
Other: N/A

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Living  
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Name: Ghost  
Attack: slash  
Damage: 15% of health bar 7 to die from  
Damage taken: 10 shots 3 charge ups of Golden Guns  
Kill: Fire with pistol or Uzi if needed.  
Movement: Goes directly to Lara, moves slower than her.

Other: N/A

Name: Magician (grey)  
Attack: Blue energy ball  
Damage: 30% of health bar 4 to die from  
Damage taken: 10 shots 4 charge ups of Golden Guns  
Kill: Fire with Uzi, or charge Golden Gun. Do not attack when shield is up.  
Movement: Moves randomly side to side staying at medium to long range. Can hover over pitfalls.  
Other: They are first found in level 28. They can raise a shield and dodge bullets, like the other magicians. They can also summon a ghost to appear.

Name: Magician (purple)  
Attack1: purple energy ball  
Damage1: 20% of health bar 5 hits to die from  
Attack2: twin scatter knives  
Damage2: 10% of health bar (per knife) 10 hits to die from  
Damage taken: 10 shots 4 charge ups of Golden Guns (usually)  
Kill: Fire with any weapon, or more powerful ones if needed. Do not shoot when shield is up.  
Movement: Moves randomly side to side staying at medium to long range. Can hover over pitfalls.  
Other: They can make skeletons come to life when they raise their hands above and lines of magic come out. They can dodge shots occasionally when they are moving, and can raise a shield when their hands move in a circle. You will see the shield flash when it fails a few seconds later.

Name: Magician (red)  
Attack1: Orange fireball (homing)  
Damage1: 20 % of health bar 5 hits to die from  
Attack2: Trinity fireball  
Damage2: 6.5% of health bar 16 to die from  
Damage taken: 10-20 shots 4 charge ups of Golden Guns  
Kill: Fire with Uzi, or charge Golden Gun. Do not attack when shield is up.  
Movement: Moves randomly side to side staying at medium to long range. Can hover over pitfalls.  
Other: They can power up throwing skeletons to flaming throwing skeletons and black wolves to flaming wolves. They do this with the attack that looks like lines over their head. They can raise a temporary shield, and can sometimes dodge shots.

Name: Skeleton (fire throw)  
Attack: thrown ax on fire  
Damage: 20% of health bar 5 to die from  
Damage taken: 3 shots 2 charge ups of Golden Guns  
Kill: Circle and jump while near it with Uzi. With Golden Guns, charge, then jump over axe and release when touching.  
Movement: Little movement, but slow when it does.  
Other: A normal throwing skeleton becomes this when a red magician uses his power raising ability near it.

Name: Skeleton (slash)  
Attack: sword slash  
Damage: 15% of health bar 7 to die from  
Damage taken: 3 shots 2 charge ups of Golden Guns  
Kill: Circle just out of its range with Uzi or pistol, or jump back and

forth over if constrained or charge Golden Guns, charge it, and release when you are touching it.

Movement: Slow, follows you slow if it can.

Other: It can block shots with its shield, circle to avoid this.

Name: Skeleton (throw)

Attack: thrown ax

Damage: 15% of health bar 7 to die from

Damage taken: 3 shots 2 charge ups of Golden Guns

Kill: Circle and jump while near it with Uzi or pistol. With Golden Guns, charge, then jump over axe and release when touching it.

Movement: Little movement, but slow when it does.

Other: Walks to near you, and throws an ax at you. It can block shots with its shield. To kill it, circle it, and jump when an ax is about to be thrown.

Name: Wolf (black)

Attack: bite

Damage: 14% of health bar 7 to die from

Damage taken: 4 shots 2 charge ups of Golden Guns

Kill: Run back and shoot with pistol, or more powerful if restricted, or many enemies.

Movement: Directly to Lara, or where she just was, slower than her.

Other: First found in level 17.

Name: Wolf (blue-gray)

Attack: bite

Damage: 7.5% of health bar 12 to die from

Damage taken: 4 shots

Kill: Run back while shooting them with the pistol.

Movement: Runs directly towards Lara, or to a place she just was. Can run faster than her, but not faster than sprint.

Other: If it gets too close, and starts to bite, jump either back, or over them, while shooting.

Name: Wolf (brown)

Attack: bite

Damage: 7.5% of health bar 12 to die from

Damage taken: 5 shots

Kill: Run back and shoot with pistol.

Movement: Directly to Lara, or where she just was, slower than her.

Other: First found in level nine.

Name: Wolf (fire breath)

Attack: fire breath

Damage: 20% of health bar 5 to die from

Damage taken: 4 shots 2 charge ups of Golden Guns

Kill: Run back and shoot with Uzi or Golden Guns

Movement: Directly to Lara.

Other: A black wolf becomes this when a red magician uses his power raising ability. He no longer bites, but will breathe fire instead.

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3.00

Attack Strategies  
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3.10 W O L F  
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Wolves are the basic enemy of this game. They can be killed easily, and with the same strategy almost every time. If there is enough space, then you should back away from the wolf, while you are shooting. When, if, it catches up to you, jump back, and its bite will miss. You can then continue, unharmed. If space is limited, then your best bet is to shoot as you go as far back, away from the wolf, as you can. When it catches up, you should then jump over it, and continue away from it. The same thing applies if you are being attacked by multiple wolves.

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3.20 S K E L E T O N S  
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Skeletons are more difficult enemies to deal with than wolves are. They have a shield that will often times absorb your shots. The best way to take out any type of skeleton is to circle around it, just outside of its range, and shoot. If you keep shooting long enough, then it will die. If you get tired of this, or if there isn't enough space for you to kill them, then you can try running up to a skeleton, then jumping over it and shooting just as you reach it. This will almost certainly land at least one shot on him.

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3.30 M A G I C I A N S  
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Magicians are the most difficult enemies in the game, aside from the Great Grey One herself (who incidentally isn't that great). The varying types can launch many different kinds of energy attacks at you. They are also all capable of raising a temporary, indestructible shield, that can absorb all of your shots, (obviously, while else would it be indestructible). However, all of their attacks can be jumped over. This makes it easy to win if you are in a one on one battle with a magician. All you need to do is stand in one place, and jump whenever an attacks comes at you. Shoot at it all of the time, except when its shield is up, and you will win.

Attacking multiple magicians at the same time is a more difficult task. The best way to do this is to run away, so that you only have one magician on the screen, and in range at one time. When you do this, if you can, then none of the other magicians will attack you. Thus, you can concentrate on taking one magician down at a time. If you can't get any of the magicians off-screen, then the best way for you to defeat them is to try and jump over as many attacks as you can, and run away from any attacks that you can't jump over.

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3.40 G H O S T S  
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Ghosts are the equivalent to wolves in the later levels. They can be easily defeated just by shooting them, and backing away. If you can not back away from them, then you should jump over them when you need to, and continue shooting while backing away. Sometimes they will appear when you are fighting a magician. If this happens, then you will just need to try and stay away from it, because it is very difficult to get Lara to change targeting to the ghost from the magician.

This walkthrough was created by kenb215 (Kenneth W. Barney). It may be freely saved to your hard drive or printed, as long as it is not used for monetary purposes. You may post it on your website provided that I am informed of this, that I retain credit for creating the guide, and that no part of it is altered in any way. I reserve the right to require any website hosting this guide to remove it at my choosing, for any reason, or for no reason at all. All copyrights and trademarks are copyright and trademark by their respective owners. By breaking this copyright, you are in violation of copyright law under Title 17 Chapter 5 Section 506(d) of US Copyright Law you can be fined for up to \$2,500.

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5.00

Conclusion

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This has been my enemies guide to Tomb Raider: The Prophecy. With any luck, this guide has made the game easier for many people by neutralizing the devastation caused by the game's enemies. I wish good luck to all who play this game. Don't forget, you can contact me at [kenbarney@optonline.net](mailto:kenbarney@optonline.net).

EOF (End Of FAQ)

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