

Tomb Raider II: Dagger Of Xian FAQ/Walkthrough

by Hyuaki Hay

Updated on Mar 27, 2002

Tomb Raider II: The Dagger of Xian
THE COMPLETE GUIDE!

Written by: Hyuaki Hay

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TABLE OF CONTENTS
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- I. COPYRIGHT AND CONTACT INFORMATION
- II. INTRODUCTION
- III. CONTROLS
- IV. WALKTHROUGH
- V. CODES
- VI. CREDITS AND SPECIAL THANKS

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I. COPYRIGHT AND CONTACT INFORMATION:
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NOTICE: This FAQ/Walkthrough may only appear on the following sites unless I give permission otherwise. I just like to keep track of where it's at.

www.gamefaqs.com

www.cheatcodes.com

www.neoseeker.com

If you see this guide anywhere else please let me know. Thanks and enjoy.

Version History:

Ver .85

3/26/02: Have all but the 3 levels done. Will hopefully have them done within a couple more days.

Ver .50

2/12/02: Got everything set up and have the walkthrough for the first 4 levels complete. Will do more as I can.

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II. INTRODUCTION:
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(Taken directly from the instruction manual.)

Legend has it that when you drive the Dagger of Xian into your heart, you acquire the power of the dragon. Literally.

In Ancient China, the Emperor was the holder of this power and with his army along side him, he was a force to be reckoned with. Thus empowered, he staked claim to the vast lands that are now China.

His final battle however ended in defeat. While people fell into submission all around him, the warrior monks of Tibet would not relent and courageously fought against his evil. Knowing the poser of the dagger, they succeeded in removing it from the Dragon Emperor's heart, reducing him and his army to carnage. The dagger was returned to its resting place within The Great Wall and safely locked up for all time...

Now three parties hold the dagger close to their heart, and all for entirely different reasons.

Lara Croft, forever the adventurer, is one of these. During her adventure, she will encounter the other two...

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III. CONTROLS
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Up = Run forward
Down = Jump back
Right = Turn right
Left = Turn left
Select = Display menu rings
Start = Pause/unpause
Triangle = Draws/holsters weapons
X = Action
Square = Jump (press Jump + any direction to jump that way)
Circle = Forward roll
L1 = Look (with Directional buttons)
L2 = Light Flare
R1 = Walk (with Directional buttons)
R2 = Side step (+ left or right)
Up + R1 + Square = Swan Dive (Can also be done while running.)
Handstand = Press R1 when you are climbing onto a ledge.

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IV. WALKTHROUGH:
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Before starting the game, please go through Lara's Mansion and learn the different techniques that will keep you alive. The game covers these very well. During the walkthrough, I will use the same format I did for Tomb Raider 1. Ex: Blah, blah, blah, leading to Secret #1. Then a new paragraph begins. I will try to go in an area-by-area description. I will not mention where ammo, medi-packs or other items are (besides keys, artifacts, and weapons), because usually you get them from the enemies that you must kill. Thanks and enjoy your experience. This guide will contain spoilers.

THE GREAT WALL

After you finish sliding down the slope, run forward and turn right at the far

side of the rocks in front of you. Run into the water, and at the back wall, turn left and exit the water. Climb up onto the rock and kill the tiger that is on the floor of the cave you are in. After it's dead, walk up the ramp and jump to the rock to the left, then jump to the walkway on the right. Follow the walkway to the end where you can climb onto a rock. Now turn around and do a running jump to the ledge behind you. Jump to the ledge on the right and get SECRET #1, the Silver Dragon.

Now jump back to the other ledge and kill the new tiger where the other one was. (This isn't necessary, but I like killing things.) Anyway, climb the 3 ledges (2 if you decide to skip the short one) and then do a running jump across to the left and then enter the structure. Upon entering this area, turn right and go stand on the floor grate to drop into the next room. Swim around and climb out onto dry land and climb the stairs to the left. At the end, do a running jump and grab, then pull yourself up onto the ledge. Flip the switch and exit via the door you just opened. Back outside, 3 ravens will attack you.

Once they are dead, run forward, enter the crevice and slide down it and into the water. Underwater, enter the tunnel to the right and get the GUARDHOUSE KEY. Now turn around and exit the water and kill the awaiting tiger. Climb the mossy boulders beside the pool and climb back onto the wall again. Use the GUARDHOUSE KEY to open the guardhouse, and then enter. Kill all the spiders on the stairs and floor then climb the stairs. At the top of the stairs, turn around until you can see the ledge with the ladder and jump up and down while shooting to kill the spider over there. Then do a running jump and go over and claim the RUSTY KEY. Now turn around and go down the ladder and use the RUSTY KEY to open the door. Run down the hallway and when you reach the next room, spiders will attack you. Make sure to kill the one behind you. Now take and push the block to either side and enter the tunnel behind it. Slide down the slope and enter the water. Immediately turn left, and grab the ledge in the left wall and shimmy to the far side of the room. You can let go when you are in the far corner. Swim across to the right wall and come out of the water in the corner and enter the hallway. Run across the collapsible tiles and into the large room. Turn right and run to the doorway on the far side of the room.

(You can only go one way unless you want to be road pizza.) Jump over the spikes making sure to land just behind them so that you will slide into the room below without taking any damage. As soon as you land do a left side jump and then a forward jump pulling yourself into the hallway there. Run across the collapsible tiles and jump over the swinging blades. After the last one, jump diagonally to the left and get SECRET #2, the Jade Dragon.

Now run down the right side of the hallway and drop into the room below. Immediately back flip and then jump to the left to land on another collapsible tile to drop into another room below you. Run into the next room and go to either wall (preferably the left), and run past the blades and into the large cavern at the end. Kill all the spiders around on the area here and then walk up beside the zip-line. Turn so that your back is facing the canyon and do a safety grab off of the edge. Shimmy as far left as you can then drop. Grab the crack in the wall and shimmy right until you can crawl up into the crack. Follow the tunnel back here to the ladder in the back. Take the ladder to the very bottom and then follow this new tunnel out into the open room. Run to the right until the ground starts shaking. Then turn and run back to the tunnel you were just in and kill the T-Rex from the safety of the tunnel. Once it's dead go back out and run to the far right side of the room and get SECRET #3, the Gold Dragon and GRENADE LAUNCHER back in the niche.

When you try to come out, another T-Rex is waiting. After it's dead go back to the tunnel with the ladder and climb all the way to the top of it. Follow the tunnel to where you can drop through the floor and go to the zip-line again. This time, use it and let go before you hit the wall. Kill the 2 tigers here and follow the path in the back straight to the end of the level.

VENICE

As you begin the level, turn around and draw your guns. Run forward a few steps, and kill the doberman that appears. Also be sure to kill the gunman on the balcony to your right. Now head down the alley to the left and kill the thug and doberman combo. Now dive into the water and swim under the large door in front of you into the boathouse. Climb out of the water and flip the switch in the back right of the room. Exit the boathouse and enter the building where the thug was earlier. Flip the switch on the wall and climb the stairs up to the next floor. Wash, rinse, and repeat. On the roof, shoot-out the windows and jump to the red awning on the other side of the building. Now jump to the balcony and get the BOATHOUSE KEY from the gunman you killed earlier. Now go back into the hallway you were in earlier. Run into the room there and kill the doberman. Then shoot-out the window to the left of the other hallway. Run down that other hallway and flip the switch. Go back to the window you shot out a minute ago and do a running jump and grab, then pull-up onto the red awning. Jump across the awnings and into the niche in the far wall. Flip the switch, then go back to the boathouse and use the BOATHOUSE KEY to open the boathouse doors. Go back across the canal and kill the gunman there and get the AUTOMATIC PISTOLS from him. Then go back to the boathouse, and get into the boat. Leave the boathouse and go right. You may want to use a flare. Once you are past the gates, stick to the right wall and enter the tunnel there. Get SECRET #1, the Silver Dragon, then drop down the hole. Kill the 2 rats, and there are some UZI CLIPS in the water.

Now go back to the boat and down the tunnel. After you go over the waterfall, then get out of the boat and search the bottom of the water for SECRET #2, the Gold Dragon.

Get back into the boat and continue down the tunnel. When you get to the next room, hug the left wall until you can climb out onto a deck. Kill the rat. Shoot-out the window and kill the gunman. Go back out and drive the boat into the lock ahead, then get out and go back to the dock. Enter the room and flip the switch, then go out and climb the ladder. Dive into the water and flip the switch on the left wall, then enter the boat and go forward into the new area. Turn left at the fork and be sure to destroy those gondolas. Park the boat and climb up onto the deck. From there jump to the red awning on the left. Jump to the arch, and then do a back flip back to the red awning. Kill the thug and doberman then jump back to the arch. From the top of the arch, I recommend that you sniper the gunman on the dock where the other boat is. Now turn and run into the area on the right and kill the gunman in there too. Take the STEEL KEY from him and use it to open the door there. Enter the new room and drop down to the floor below. Flip the switch there and come back up to kill the new gunman. Go back to your boat and go back to where you entered this area. Go right this time. Kill the gunman on the dock just around the corner.

Follow this canal around the right bend just ahead. Get off on the dock and kill the thug (he'll come out when you get on the dock). See that archway ahead? Climb up there and get SECRET #3, the Jade Dragon. Also shoot out all of the windows. It'll help you out later.

Now enter the room the thug was in. Flip the switch, kill the 2 rats, and leave. Back outside, leave the boat. Just make sure it's pointing in the direction you came from. Now swim forward and take the first left, then the left after that. Climb onto the second dock and enter the room. Grab the IRON KEY and then climb up to the next floor. Kill the thug and doberman. Flip the switch and dive out into the water below. Kill the gunman on the dock. Now we're heading to the dock with the second boat. Jump into the water and take the first right, then left after that. Take the narrow canal with the 2 gates (1 of which you raised), and go all the way to the dock with the boat. Use the

IRON KEY to open the door, kill the gunman inside, and flip the switch. Get in the second boat and turn until you are facing the large doors (dock will be on your left). Drive the boat towards the large doors, but be sure to jump out at the mouth of the canal, or you will die. If the mines don't blow up, try again. Go back through the narrow canal. Now go right, then left. Follow this canal all the way to the back where you make a left, and you can swim under a door on the right. Kill the gunman in there. Now this is tricky, and timed. But I found an extremely easy way to do it. Flip the switch and dive under the water. Swim under the door and go right. Climb up the ramp beside the building and run up and into the boat. Now drive like mad to get to the large doors (where you blew up the mines earlier). You finished the level. If you were too slow, just set everything back up and try again (put the boat back in front of the arch). If you were able to stay under the water without surfacing when you were going to the ramp, then the bells should never toll.

BARTOLI'S HIDEOUT

Drive the boat forward and park it at the dock. Make sure that you kill the 2 rats. Run around the left side of the building and kill 2 more rats. Enter the passage here and kill the thug coming towards you. Jump up onto the platform and kill 2 more rats, then flip the switch. Kill the thug walking towards you from the entrance. Go along the path and enter the doorway to the building. Kill the gunman on the right balcony and the gunman below the right balcony. Now go to the windows on the left side of the room. Shoot-out a window and kill the 2 dobermans and get the items in the back of the room. Go back into the building and turn left towards the statues. Light a flare, and as you get close to the statues, they begin swinging their swords. Time your movements so that the swords are on the way up and miss you. Flip the switch and then run past the statues again. They will not be swinging their swords. Go left just after the statues and run towards the ramp. Put your back to the ramp and back flip onto it. Keeping the jump button pressed in, jump forward and grab the ledge and pull yourself up. Push the block up here until it won't move any more. Now do a running jump to the balcony where the gunman was and climb the wall out onto the outside balcony. Turn around and face the left balcony on the outside of the building and kill the gunman running around there. Now go to the edge of the balcony and jump to the red awning, grabbing the edge of the awning. Shimmy left all the way to the far edge of the awning. Get up onto the awning and back flip to the ledge behind you. Do a running jump to the next ledge and then jump to the next awning. Walk to the edge of the awning, facing the doors and take a walking step back then jump forward holding in the grab button so that you will land in the doorway. Kill the 2 dobermans that appear and climb the stairs. Enter the room to the right and kill the gunman. Flip the switch to the left of where you entered then enter the new doorway out in the hallway. Out on the balcony you saw earlier, get SECRET #1, the Silver Dragon, then go back into the other room you were just in.

Shoot-out the window and kill the gunman on the ledge. Shoot-out the window to the next room and enter. Kill the 2 thugs and doberman. In the fireplace, push the back of the fireplace 2 times and climb up onto it and then onto the ledge to the left. Kill the rat and continue running forward. Do a running swan dive aimed to the right of the slope with swinging blades. Climb out of the water and place your back in the corner so that you are facing down the small passage. Do a running jump onto the platform in front of you, and then do 2 standing forward jumps onto the next 2 platforms. At the end of the hall, turn right into the chandelier room. Kill the gunman and 2 dobermans. Climb onto the platform in front of the lowest chandelier. Climb the first chandelier and jump to the second. Turn right and jump to the platform and flip the switch then return to the chandelier, then go to the third one and climb up onto the ledge. Kill the 2 rats while moving to the right side of the

room. Jump and grab the beam and shimmy to the right until you can climb up. Jump to the brick platform on the other side and kill the thug then climb onto the bricks and jump to the other side of the beam, and flip the switch. Now work your way back down to the furthest, and now lowest chandelier. Turn left and jump into the niche and get the LIBRARY KEY. Work your way to the middle chandelier again and jump to the ledge at your upper right. Flip the switch and shoot-out the windows then walk along the ledge until there is an opening on the right. Do a safety drop into the hole and land in the water below. Swim into the open room and flip the switch on the left wall. Enter the new room to the left and swim to the next room below. Lighting a flare would be a great idea. Turn right and swim between the 2 pillars, then through the 2 openings in the 2 walls, top then bottom. In the corner ahead of you and slightly to the left, there are some GRENADES. From there turn right and swim to the next corner and get SECRET #2, the Gold Dragon. If you need air, there is a switch on the wall near the dragon, flip it and go up for air.

Now swim back to the rooms above, and go up the stairs and use the LIBRARY KEY to open the Library. Kill the thug and enter where he was coming from. Turn right at the lit up area then climb the bookcase on the left. Go across, kill the 2 rats and flip the switch and go back to the open area downstairs. Kill the gunman and enter the room on the right. Climb the first bookcase on the left then jump to the one behind you and climb it. At the top, shoot-out the window and go through it, backwards, so that you can grab onto the awning. Pull yourself up and back flip to the ledge behind you. Now jump onto the ledge below the awning. From there, jump to the wall and go to the far right. At the end, turn left and face the building and jump and grab, pulling yourself onto the top of it. Move to the other side and jump into the opening in the wall above and to the left of the building. Go into the area behind the wall to get the UZIS. Now climb out and enter the building. Kill the gunman and get the DETONATOR KEY. Leave the building and go enter the door in the wall in front of you and kill the gunman there. Shoot-out the windows and re-enter the library. Open the door across from you and enter, killing the 2 gunmen outside the windows. Go through the nearby door outside and into the water. Swim to the area to the left where you can climb up. Climb up and kill the rats, then climb onto the wall behind you. Ignore the detonator for now. Get onto the higher wall and climb into the upper windows of the far building and get SECRET #3, the Jade Dragon.

Now go back and use the DETONATOR KEY on the detonator. Kill the gunman on the upper balcony to your left, then follow the wall back to the building where SECRET #3 was and follow the path up through to the roof, then slide down the tunnel in the back to exit the level.

OPERA HOUSE

From the start, turn right and do a running jump to the platform there. Turn around and draw your guns and kill the gunman at the bottom below you. Jump into the water and check the dead body. Jump back into the water and head around the bend to the left. Climb the ladder. When the first ladder ends and the second one begins, turn and climb up onto the platform behind you and flip the switch. After that's done, climb the ladder to the top, then jump over to the white ledge on the building across the canal. From there turn left and jump to the platform with the swinging box. Again, turn left and jump to the hole in the roof across the canal. Kill the thug and get the ORNATE KEY. As you go up the stairs, you will have to kill a second thug. Now go back to the platform with the swinging box. Go to the platform where you sniped the gunman earlier. See that area in the roof where it isn't slanted like the rest of the roof? (It's on the far right from where the level began.) Then from there do a safety hang and shimmy left until you are above a stained glass window. Drop and grab the ledge below you and shoot out the window. Walk

through the glass on the floor and climb up the ladder on the left. In the hallway above, use the ORNATE KEY to open the door, then follow this hallway and climb the ladder to the top. Line up with the boards on the right and walk to the edge and do a forward jump. Do 2 running jumps to get to the other side then grab and pull yourself up to the ledge above. Turn right and enter the hallway there. Turn right and kill the gunman on the top of the dome, but don't enter the room yet. Turn around and do a safety hang and pull yourself back up. There are now 2 dobermans and a thug running around for you to kill. On the left side of the dome, kill the gunman and thug. Now get onto the dome and jump to the ledge below the swinging box. Enter this area and flip the switch then come back out. Kill the thug and gunman and enter the door in the bottom of the dome. Remember this place, you'll be back. Flip the switch on the left then climb the ladder into the area below. Run to the lower end then turn around and head to the area on the left by the switch, avoiding the boulders. Flip the switch and climb the ladder and enter the area to the left.

Do a safety drop into this large room. I'll call it the main room. Watch out for falling sandbags throughout this room. Facing the stage, turn left and kill the gunman and enter the hallway he was guarding. Kill the 2 dobermans. There is an elevator but it's broken for now. Remember this spot, you'll be back. Go back into the main room and go to the right side. Kill the gunman and doberman. Now work your way down to the floor and kill a thug and 2 dobermans. There will also be a gunman that attacks you from the stage, so kill him. Along the wall facing the water, there is a small platform you can step up onto, then climb up onto the ledge and work your way across it. On the other side, climb up onto a higher ledge and turn around to kill the waiting gunman. Drop to the floor, enter the water and climb out onto the stage. Kill the doberman from the left and the gunman behind you. Enter the room on the left and flip the switch there. Now go to the room on the other side of the stage. Kill the 2 thugs and climb onto the ledge above the entrance. Walk through the glass and jump and grab the crevice in the left wall. Shimmy left until you can climb up. Flip the switch here and jump back to the ledge. Go to the now accessible side of the platform and jump left to another ledge, then climb into the niche in the wall and jump to another still higher ledge. Kill the rat and jump past the 2 swinging sandbags. Flip the switch and go down the path here backwards holding in the grab button. Grab the edge of the slope, then pull yourself up and back flip into the open door below. Light a flare and turn right and follow the left path. Once you go underwater, surface in the next room and flip the switch on the left. Now look at the far wall underwater. See that hole just below the waterline? Enter it and swim along the tunnel to get SECRET #1, the Silver Dragon.

Go back to where you went left earlier and this time go along the path. Go underwater and surface in the next room. Climb out of the water and get the RELAY BOX. Climb the ladder and go back to the elevator. Place the RELAY BOX into the control panel and flip the switch to send the elevator down. Get on top of the elevator and climb the ladder on the right. Walk through the glass and get SECRET #2, the Gold Dragon. Flip the switch to the left and get the UZI CLIPS on the way out.

Go back to the elevator switch and flip it again to bring the elevator back up.

Now flip it again and get in the elevator. At the bottom kill the 2 gunmen and flip the switch to send the elevator back up. Enter the water and follow the stairs to a room where you can get the CIRCUIT BOARD on your right then go back down the stairs and return to where you entered the water. Go to the other side of the cage and flip the switch and enter the cage then go up for air. Climb out and kill the rat. Jump to the ledge behind you, and again jump to another one behind you. Kill the thug, 2 rats, and a doberman, and then head up the hallway to the right. Shoot out the windows and drop to the floor below. Flip the switch on the wall and I suggest saving. Slide down the slope and jump to the ledge and get the ORNATE KEY. Now turn left and do 2 back

flips and jump left, then jump into the tunnel. Kill the rat and walk for the rest of the area. This is tricky. Put your back to the gap and back flip over it. Go to the edge of the hole and back flip again. Repeat. After you land this time, jump forward and pull yourself into the tunnel above. Light a flare. WALK forward and get SECRET #3, the Jade Dragon. Going backwards, do a safety drop over the edge behind you and back flip onto the platform again.

Take the block ahead of you and pull it back 1 time and over 1 time to put it in the center of the room. Now go around it and flip the switch. Push the block through the now open door until it can't be pushed anymore. Now climb up on top of it, shoot out the window, and put the block here on top of the other one. Climb on top of the boxes and on top of the ledge then kill the waiting thug. Run back down the corridor until you come to the place where you entered from earlier. Jump to the other ledge and back into the main room. Use the ORNATE KEY in the lock ahead of you and enter the door. Back on familiar ground, flip the switch and climb the ladder. Put the CIRCUIT BOARD into the box and flip the right switch. Now go back to the stage. Kill the gunman on the stage. In the new area ahead of you are 2 thugs and a doberman, you know what to do. In this new room, take the second left, then left again. There is a box ahead that you have to pull back 2 times. Climb over the box and flip the switch it was hiding. Now climb up on top of the boxes and out into the main room for the last time. Watch out for the sandbag. Go right and into the dark room there. Jump across the hole in the floor and grab the bottom of the doorway above. Flip the switch on the right and walk to the edge. Angle yourself so that you land on the ramp to the right side of the platform. Be careful of the sandbag and jump to the next doorway. Here's your first boss battle. I call him Big Bad Ass Grenade Guy (creative huh?). To make him come out turn and do a safety hang into his room and pull yourself back up. Shotgun and Grenades work well against him. Soon as you touch the floor, 2 dobermans come out. After all are dead, run towards the back of the room using the center path and kill the gunman. In the back, climb the boxes and work your way to the front of the room and flip the switch on top of the boxes. After flipping the switch, drop to the floor and kill the gunman. The exit to the level is in the back right of the room.

OFFSHORE RIG

When you wake up, you find that all of your weapons have been taken. Go to the nearest block that has the insignias on it worn down. Pull it back until it is against the wall. There is another one that was hidden behind the first. Pull it out towards the cell front, and then push it up against the other one. Now go through the newly opened path and turn left. There is yet another box that needs moved. Pull it one time and then climb over it and push it until it is on the other side of the path you opened with the other two blocks. Go down the tunnel you just revealed with the third block and flip the switch. Now run to the open door of the cell, you should have plenty of time to do this. As you exit the cell, you hear the lovely alarm. Anyway, the path is clear as to where you need to go. Run up the corridor; however do not go up the ramp with the barrels at the top. Avoid the henchman and gunman. Lead them into the room up at the top. Get the gunman to shoot out the windows so you can go out, you will probably take some hits as well. Once outside turn right and drop over the edge of the platform that you are on. Flip the switch on the wall behind you then jump into the water and swim into the belly of the plane. Flip the switch on the middle of the back wall and exit the plane. Go back to where your cell was and climb out of the water there (it's the only place that you can climb out). Go back up the corridor avoiding the mean people and through the windows again. Drop to the level with the switch on the wall, and instead of going into the water, walk out onto the ledge in front of the plane's propeller. Jump out and grab the wing and pull yourself up. Run along the plane and you will come to a gray panel. Just stand there and it will drop you

into the plane. Once inside grab your PISTOLS and equip them. Feel free to kill those two bad guys however you want. The gunman will drop the YELLOW PASS CARD. Use it in the slot in the room with the windows to open up the doors. Enter the newly opened doors and hit the switch in front of you to kill that alarm. Hate that thing. Now take and go up the right staircase. Open the door at the top, and once you enter the room, turn around and kill the thug that is coming up behind you. Now enter the next room and kill the thug that you see coming down the ramp. Don't worry about the door at the top of the ramp; there is no way you can get in there. Open the door on the left, enter and kill another thug. Be sure to get the ammo in this room. Now enter the bunk area. Climb to the top of the second set of bunks on the right to get the AUTOMATIC PISTOL back. Then drop and climb the bottom bunk in the back left to get the HARPOON GUN back. Now take and climb the first set of bunks on the left and flip the switch. Turn and go to the last set of bunks on the right, climb, and pull yourself into the opening in the ceiling. Go around the bend in the corridor up here then turn around and go down the ramp backwards, so that you can catch yourself on the ladder. Climb down the ladder and there are flames to your left and blocks to your right. I will call the blocks one and two. One is the one on the left, two is on the right. Pull two out 1 space. Then push two away from the ladder 1 time. Go to block one. Pull it out 1 time, and then push it towards the flames 1 time. Pull one away from the ladder 1 time. Now climb onto one and jump and grab the other ladder above the flames. Climb up the ladder. Kill the thug coming towards you as you round the bend, and get the RED PASS CARD from him. Just before you reach the stairs, on the left, there is a ladder. Climb up it to get SECRET #1, the Silver Dragon.

Go back down the ladder, and up the stairs, then through the opening on the right. You are in water now. On your left below the water is an opening, and below that is a switch. Flip the switch and then go up for air, you will need every bit you can get. Enter the underwater passage, there is a diagonal bend to the left, and then a right turn. After the turn enter the opening in the bottom and follow it out through the other opening. Get SECRET #2, the Jade Dragon. Beware of the giant fan. Now just follow the same path back to where you entered the water.

Out of the water, you will see a dark hallway on the left, enter it and then you are back out into the main hanger. Turn right and jump the gap and enter the shot out windows. Go back down the hallway where you shut off the alarm earlier and this time go left. At the top of the stairs kill the doberman and the gunman. Run up the ramp, jumping over the barrels and use the RED PASS CARD to open the door. As you enter a gunman will attack from the left, and 2 thugs will attack, one from the front, the other the back. After they are dead climb up onto where the gunman was and push the block in the hole 1 time. Now get down off of the ledge and climb the other smaller ledge on the other side of the hole and pull the block back 1 time. Now climb onto the larger ledge one more time and push the block once more. Climb the ledge on the right side now and jump and pull yourself onto the top of the block. Then jump into the hallway. Kill the gunman in the corridor here and flip the switch on the left wall. Notice on the right wall where you will use the GREEN PASS CARD when you get it. Go back outside and notice now that the first pool now has water in it. Swim across and go to the back of the "island." Turn right and jump across the pipes and then up the ramps. Flip the switch and go back to the other room that you were just in. Drop into the corridor below and emerge in a huge room with water and lots of ledges. Drop into the water and kill the 2 frogmen. Now swim over to the platform on the right hand side nearest where you entered. Climb up and get SECRET #3, the Gold Dragon.

There will be a thug attack you so kill him or run. Doesn't matter. Now swim around to the back left (again from where you entered) platform. Climb up and

climb the ladder. Get off on the platform to the right jump across the gap and kill the gunman to reclaim your SHOTGUN. Move along the obvious path, killing 2 gunmen and noting the opening above the ledge along the right wall (from where you entered). Move along until you see the GREEN PASS CARD behind glass.

Just jump through the glass and claim it. Now go to the opening that you passed earlier on the way here and enter. Run uphill and then climb the ladder. Go down the hallway here and drop to the one below. Kill one last gunman and then use the GREEN PASS CARD in the slot and be sure to flip the switch on the left side of the room so that the other pool will fill up. Now go out the newly opened door and into the second pool. Go into the tunnel at the bottom and swim until you come to a closed grating. Flip the switch on the left and then go all the way to the end of the level.

DIVING AREA

From the start of the level go forward and jump across the water to the ladder on the other side. Climb up the ladder and flip the switch. Now turn around and enter the water. Swim behind the large propeller and then keep swimming until you are in a very small corridor. At the end of the corridor are some GRENADE ROUNDS. After you get them swim back to the front area on the other side of the propeller. Flip the switch on the left wall underwater, and then climb up onto the opposite side. Enter the new room and a doberman, and 2 gunmen will attack you from the left. Ignore the thugs on the other side for now. After the 3 enemies are dispatched, line yourself up with the first pillar where there is a hook moving across it. Wait until the hook is going away from you and then jump and hang onto the pillar. After you get a grip on the pillar shimmy left and then pull yourself up. Turn and face the other pillar. Sidestep to the middle of the first pillar. Wait for the hook to pass behind you and then hop backwards. Wait for the hook to pass in front of you and then do a running jump to the second pillar. Pull yourself up and turn right to face the place you are going to go. Stay close to the edge of the second pillar and do a running jump over to the ledge. Now kill the 2 thugs that I said to ignore earlier. In the next room is a huge ramp. Line yourself up with the hole in the center of the ramp, and turn so that your back is facing down the ramp. Hold in the grab button and go down the ramp. Once you land in the hole get SECRET #1, the Silver Dragon. Now turn and climb out of the hole, and make sure to hold in the walk button so that when you have to jump off of the end of the ramp you will jump farther and increase your chances for landing on the ledge.

Turn left and run until you come to an extremely long ladder. Climb the ladder and when you get off at the top, collect the ammo in the room and turn to face the left wall. Go down the hole facing the left wall and holding in the grab button. You will grab a ledge at the end of a ramp. Then let go and grab the ledge below that. Pull yourself up and kill the gunman. Turn left and go forward until there are some handrails beside you. Line yourself up with the opening in the handrails and a niche in the wall below you. Do a running jump and land in the niche in the wall. Claim the BLUE PASS CARD, and then turn around. Leave the room through an opening in the left wall at the bottom. Run through the turning corridor and you will come back to the extremely long ladder. Jump over to it and climb to the top again. Go back to the ledge where you killed the gunman earlier and this time go right. Use the BLUE PASS CARD in the slot and open the door. Go through the hall here and you will come into a large room that is a square. There will be 4 dobermans attack you. There will also be a flamethrower attack from the left side. After they are all dead, to the door that is opposite of where you entered. Go down the stairs and kill the thug that appears. Take the block along the left wall there and push it 1 time to reveal where you will need to place a MACHINE CHIP later. Go into the water and kill the frogman, then go up for air. Enter the underwater corridor that the frogman was guarding. Go to the end and flip the

switch. Turn around and enter the now open grate on the right. Follow this path 2 right turns and then there will be a switch on the left. Flip the switch and then continue the way you were going. At the intersection, turn right, then left and follow the tunnel back to the room you were just in. Go back to the square room, and go left and open the door along the other wall there. Go up the stairs and kill the thug and 2 gunmen in the next area with a helicopter in it. Proceed across the room and into the next room. Face the left wall. Flip the switch on the right, then enter the corridor and fall down the trap door to get the M-16. Now climb back out and go back onto the other room. Wait until the front flame comes back up then flip the right switch again. Now side jump over and sidestep to the other switch and flip it as well. Go to the back of the hallway and get the MACHINE CHIP. Now before the flames turn back on, run back out and go back to the room with the place for the MACHINE CHIP. Insert the MACHINE CHIP into the slot and enter the newly accessible room. There is a thug and flamethrower down there. After they are dead, go to the bright gray area across from the entrance. Enter here and flip the switch on the right wall. Go back out and be sure to get the HARPOONS on the far side of the room. Now dive into the water, and at the very bottom, you should be able to get SECRET #2, the Jade Dragon.

Now go down the underwater tunnel and kill the 2 frogmen and surface in the next room. Climb up onto the ledge; it'll be on the right from where you entered. Turn around and kill the 2 thugs that can't harm you. Then turn back around and climb the rest of the way up and flip the switch up top. Jump back into the water and kill another frogman then swim back into the other room. Surface and as you are going back to the room where you hear a saw, you will have to kill another 2 gunmen. Go up the stairs to the left and into this small room and flip the switch in here. Now take and climb onto the concrete slab that is suspended above the water and jump across to the other side. Do not mess with the saw for now. Take note of the MACHINE CHIP box over here, you'll be back. Jump over the boxes and into a hidden corridor and flip the switch in the back, and go to the now transformed helicopter room. Along the way you will find 2 gunmen and 2 dobermans. In the helicopter room, enter the tunnel in the lowered area. In the room below the tunnel there is a thug and flamethrower. Once they are dead, take the MACHINE CHIP, exit the room via the door in front of the RED PASS CARD slot, and return to the MACHINE CHIP BOX behind the saw. Once you place the MACHINE CHIP, go in front of the saw and claim the RED PASS CARD. Go back and use the RED PASS CARD in the slot. Before you drop down behind the door you just opened, kill the gunman down there. Follow this path until you are in a room with stairs and 2 gunmen. You should hear voices before you get to the room. (No you are not crazy, but you are getting close.) After the gunmen are dead go down the stairs. At the bottom of the stairs, stay very close to the left wall, and enter the room on the left. Grab SECRET #3, the Gold Dragon then go talk to the monk in the middle of the room to end the level.

40 FATHOMS

At the start of the level, you are in the water. Turn around until you see a trail of junk along the bottom of the sea. Follow it to a ship and then swim up and enter where the anchor is. Ignore the shark that is outside the ship. It takes too much time to kill. Anyway, inside the first room of the ship, surface to get some air. Now take and swim through the other opening to the next room. The exit to this room is in the top right. Now you should be in a bit smaller room. Go through the opening in the back left wall and into a similar room. Flip the switch on the back left wall and then turn around and go through the trap door in the floor, quickly so that you are not shark food. Follow this underwater path to a large room with many crates. Swim up and catch your breath then go back under. Enter the opening in the crates on the right side of the room. Swim up and out of the water into a small chamber.

Follow the corridor around the bend to a switch. Flip it and go back. The water is all gone so do a safety drop into the crate room. Now take and climb out of the crates, and climb the crate that is on the left side of the room, directly across from where all of the crates are. Jump to the pile of crates, and then jump to another crate just below the opening leading out of the room. You can see SECRET #1 on the other side of this room, but hold off for a minute to get it. First kill the gunman in this room. Now here's the secret to getting SECRET #1, the Silver Dragon, don't step on the dark tiles in the center of the room. After getting SECRET #1 step on the dark tiles to go into the room below.

In this room there are a thug and gunman. After they are dead, look along the walls. You will see a tall pillar with another taller slanted pillar beside it. Go back to the center of the room and climb the crates, line yourself up with the tall pillar and jump over to it. Then turn left and do a running jump and grab to enter the next room. As soon as you enter the room, turn left and flip the switch beside the entrance, this switch is timed so be fast. Turn around and run as fast as you can, jumping over the pipes and stuff to the other side of the room. Then turn left and go through the open door. Go forward and enter the water. Follow the corridor outside and then head to the left and get SECRET #2, the Jade Dragon. Still avoiding the barracuda and sharks, head back into the ship.

When you get back to the main hallway you flipped the switch in, there will be a dark opening on the left, enter it. Climb the ladder and flip the switch in this small room. Now take and drop down to the main floor and go to the other side of the room. You will come to a place where there are some flames on your left. You will be there in a couple of minutes. First, continue past the flames to where the hallway gets small and you have to go right. Follow the hallway, and jump through the open door, and flip the switch. Now go back down the hallway to the flames, notice that the first ones are temporarily out. Flip the switch above where they were and then go back to the hallway and turn right. Follow this path back to where the door for SECRET #2 is, however, enter the other door there and flip the switch in there. Now return back to the switch that doused the first couple of flames and flip that switch again. Now all of the flames should be out so quickly run across them and flip the switch to open the door. When you enter the water here, a barracuda will attack so kill it before going on. And make sure that you have full breath; you'll need every bit of it! Enter the underwater trap door (which closes behind you), and swim up to the topmost room you can reach for the moment. Search the wall to the left of where you entered the top room for a switch and flip it. Now take and swim down to the bottom room, go through the newly opened door on the bottom and flip the switch in the back. You can see SECRET #3, the Gold Dragon, but leave it alone for a moment. Swim all the way to the top and catch your breath, then go get SECRET #3 and return to the top. Claiming SECRET #3 also releases a couple of barracuda, kill them or ignore them, your choice.

Climb out of the water and follow the hallway until you drop into a huge room that is filled with rock. Go around to the back of the room and drop through the hole in the floor to another larger room below. On the right side of the room, there should be a very large opening in the upper wall. Go over to that wall, and pull the block there until you can climb into that room and flip the switch there. Now stay on the left hand side of the room (from your current position). Go to the first ladder and climb into the room above. Take and make your way up the debris here and go into the room just above that. In here flip the switch and then go back to the bottom room. Now go to the second ladder and climb into the room above that. From where you enter, turn left and stay along that wall, then climb onto the debris here and into the room at the top of that. Flip the switch and return to the large bottom room. Now enter

the small opening in the wall that you have not been to yet. At the end enter the water and kill the frogman, then enter the tunnel he was guarding. At the end of the tunnel climb out and kill the thug and gunman in the small room with you. Grab the HARPOONS and then flip the switch and leave the level.

THE WRECK OF THE MARIA DORIA

Go forward and enter the water at the end of the corridor. Kill the frogman and enter the passage that he was guarding. After you emerge from the water, make sure that you have 100% health, you'll need it. Go over the edge of the ramp and land on the collapsible tiles. You will land in a room below, and use a FULL MEDI PACK to get you health back after you hit. I am calling this the main room. Head to the dark side of the room and kill the thug and gunman. After they are dead, go to the darkened corner behind the chairs and junk along the left wall. Turn so that your back is to the left wall and jump up into the hidden passage. Kill the gunman in the passage and proceed to the other end. At the end, collect SECRET #1, the Silver Dragon and return to the main area, killing the gunman along the way.

Just across from where the passage to SECRET #1 was are some movable blocks. Take the first block and push it into the empty hallway in the center. Make sure to put it all the way in the back. Also place the other 2 in there as well. Enter the passage in the right wall. After you touch the floor to the lower room, a thug will attack from behind while another thug and gunman attack from the front. After they are dead, head into the large ballroom. Kill the gunman in the top center of the room and go to where the upper level is just bending to the right wall from where he was. Use the ledge in the floor to jump up and grab the upper level. Now walk so that you are on the same area he was and shimmy left all the way to the other side of the room. Once you are done shimmying, climb up and walk in the direction from which you entered. Jump across the gap and make sure to grab the ledge, or you are dead. Pull yourself up onto the ledge and get a CIRCUIT BREAKER. From there, safety drop to the floor and facing the direction you entered from, enter the door that is to the far left front of you. Walk through the glass and walk to the edge of the hole. Turn around and do a safety drop, and then safety drop again. Walk to the back of the small passage to get the REST ROOM KEY. Now walk back to the lip of the corridor and jump forward and grab the ledge and pull yourself back up. Walk past the glass and go back to the main room again. This time take the other hallway you unblocked earlier. Go to the opposite side of the room where all of the junk is. Along one of the walls behind some tables and chairs is a place to use the REST ROOM KEY. After it is used, a door behind you will be opened. Go in and flip the switch. Now some doors behind you are opened, and a thug is released. Kill him and go to the open doors and flip the switch there. Now take and go back to the door you opened with the REST ROOM KEY and flip the switch to close the double doors. Now back to the ballroom. Go and get back onto the second level again, and enter the door in the center that was just opened. Go down the hallway, you can open the first door on the left if you want, but don't enter it. Also open the last door on the right and safety drop into the room. Safety drop into the room and take the block on the right side of the room and maneuver it so that it is blow the switch on the other wall there. Climb up and flip the switch, then turn right and pull the block out of the wall and climb onto it and climb out of the room. Run along the hallway until you get to where you are attacked by a thug. Enter the room he was guarding and take the block at the other end, and move the block there to where it will be under the switch and pick up the RUSTY KEY, and then flip the switch. Go through the door and turn right. Use the RUSTY KEY to open the door on the left. Safety drop into the room and take the block and line it up with the others and then pull the one out of the wall until you can get over it to the other side. You are now in a small hallway area. Take the block in front of you and push it. There is now another hallway revealed. Take it.

Walk until you are just in front of 4 pairs of collapsible tiles. Take and jump to 1 of them in the back row and immediately back flip to safe land again.

That will spring a trap meant for you. After the barrels have stopped, jump across again and turn right. Go up to the opening and enter it and immediately drop back out and as soon as you hit the floor jump left. A barrel should just go whizzing past your head. Now it's safe to walk through the small passage above to get SECRET #2, the Jade Dragon.

After you are back onto the main path here, head in the direction that you were going. Kill the gunman and then drop through the grating onto the boat at the bottom. Go underwater and flip the switch on the wall, then enter the door you just opened. Flip the switch and then enter the tunnel to the right. Notice that once you get past the door, it closes behind you. Can you say trap? Nah!

Slide partially down the ramp and keep jumping back and forth until the trap door below closes. Once it does, land on it and turn to face the wall and climb up and into another room. Flip the switch up here and return to the room with the grating. Go through the other opening in the room and follow that to a huge room with 2 levels. Kill the 3 gunmen and then go to where rock or something is along the leftmost wall. Flip the switch and then quickly run around the room and jump through the opening to the level below that you just opened. Once you land, turn left and go to the adjacent wall and flip the switch. Now go back to the corner nearest where you landed and get another CIRCUIT BREAKER. Once you get it, you will see where another trap door has temporarily opened. Go right and you will get to where there are some stair-like rocks. Climb them and then quickly pull yourself up to the top level again. Go back to the grating room and safety drop to the boat below. The water is gone so you will take damage. Open the door on the bottom and proceed through. Go all the way up and pull your self into the corridor above.

Continue going straight passing the side corridor for now. Drop through the other end and flip the switch nearest you and collect the last CIRCUIT BREAKER.

Now take and get back into the upper corridor and take the side corridor. It doesn't matter if you go straight or go right. But when you emerge you will have to kill a thug and gunman waiting for you. After they are dead, go back to the main room from the beginning. Go to the other side of the room and enter the water. Swim along the corridor, and as you are going up, look for a switch on the left. Flip it and climb out of the trap door at the top. Kill the thug and 2 gunmen and then go into the room. Turn so that you can see the flames. Beside the flames there is a place where you can put a CIRCUIT BREAKER. Once it is placed the fire beside it goes out. You know what to do with the rest. Take the block and pull it so that it is on top of where the first flame was. Climb on top of it and enter the room at the top there. Kill the thug and flip the switch. Now take and jump your way across the top of the room and dive into the water at the end of it. Turn around and exit the water on the other side. Climb out and go to the edge of another pool of water. Kill the barracuda, and look slightly to your left, see that doorway/hallway over there? Go there. In the main area here, kill the thug and then go to the far left side of the room and open the door there. Inside flip the switch and then go to the now open door on the far right. Push the block 1 time and flip the switch that you see there. Now go back to where the hallway to the far left room branches off. Instead of going back there, turn left again and go to the back of this area. Enter the water and swim around the side of the ship. Outside find the CABIN KEY. Note: Inside the boat, as you are heading to where you get into the water to go outside, look out the windows and you can easily spot the key and it's location. After you get the key, go back to where you entered the water to refill your lungs and dive back in. Instead of turning keep going straight across from where you exited the ship and in the along the far wall you will find a hole in the ceiling. Enter here and get SECRET #3, the Gold Dragon. Now go back inside the ship.

Now to find the cabin. In the large room here, go to where the thing is

hanging from the ceiling. Go just past it and turn right. Use the CABIN KEY to open the cabin. Inside flip the switch. Go back to the hanging thing (I think it has to do with the steering of the ship, when it still worked that is), and jump down beside the block and push it in front of it. Now climb up and flip the switch. Go back into the cabin and climb into the corridor that you just opened. Go to the end of the corridor and into the new room. Just to your right there is a place along the edge that looks like a block is missing. Drop down where that spot is and kill the 2 gunmen. Now if you missed the M-16 earlier, go to the far side of the room, from where you entered and there is a dark hallway, it'll be in the back. Now get into the water, and kill the 2 frogmen. Heal yourself and catch your breath. Look for what looks like 2 barrels. Beside them there is a small path leading to an underwater cave. Once inside the cave take care to avoid the eels as best you can. They can't be killed. Anyway, turn left, right and then go straight. Aim for what looks like a hole in the wall ahead. That is the exit to the level.

LIVING QUARTERS

From the start, swim just past the first wall and turn left. Look for a switch beside the hole in the wall. Now take and swim up to the doors you just opened and climb into the room above. Work your way left and kill the thug that appears. Once into the room after that, I call this the cylinder room (for obvious reasons). Go left again, and at the end of the room climb over the structure in the middle. Take the hallway at the bottom. Once you drop down into the lower area after that, a thug and a gunman will attack you. After they are dead, take and walk into the "T" intersection, and then hop back quickly and wait until the barrels stop moving. Now another thug will attack you. Once he's dead, walk into the next room and go to the top of the ramp. Turn so that you are facing the wall above the flames. Jump and grab the ledge and shimmy right all the way to the other end of the room. Flip the switch and enter the door above and to the left. From here, follow the path to the end where another switch is. After flipping the switch go back to the cylinder room. Climb that structure at the end again and jump onto the first piston. Then jump to the second and so forth. Once you get to the last one, turn right and jump to the far ledge and get SECRET #1, the Silver Dragon.

Now jump to the last ledge in the room, where you were going originally. If you miss you should land safely on the slanted structure below it. If you miss, just go back to the other side of the room and jump across again. In this hallway here, kill the gunman and at the end get the SHOTGUN SHELLS. Then take the turn to the left where it's dark and push the block 1 time. Then go into the room below and flip the switch again. Take the upper route back to the cylinder room. Go across the cylinders 1 last time. When you are on the last one, turn right and jump to the ledge with the high switch. Flip the switch and then jump to the lowest/nearest cylinder. From there safely make your way back down to the floor and go back to the now water-filled ramp/fire room. When you first enter, turn right and flip the switch on the wall to open the far door. Go into the room and lure the frogman into your area and kill him. How go off and fill your lungs. Once your lungs are filled, go back through the door and out the bottom hatch that he was guarding. Once outside, swim to the underwater cave and avoid the giant eel then flip the switch to open the door to the next part of the level. The door is in the ceiling just to the right of the entrance to the cave (as you are going out). Once into the next room, kill the gunman running on the upper area. Then get onto the ridge in the center of the room. Flip the switch on one side of the ridge to open the door on the other side. Once in the new room you have a time puzzle to do.

There are 2 switches beside the door. Go to the switch closest the door and flip it, and then immediately jump left and flip the other. Then roll over and jump and grab the ledges you just raised and shimmy right until you can climb up onto the ledge. Flip the switch, and safety drop to the floor. Climb out

of the room and then from where you are, go to the back left corner. Face the lower of the 2 pillars and jump forward, then back flip and jump forward again then grab and pull yourself onto the ledge. Then turn around and jump to the ledge behind you. Follow that ledge to where there is a "T" intersection and a block. Take and get beside the block and pull it back 1 time. Jump to the nearest ledge, and then jump to the other side of the block. Drop and shimmy left until you can pull yourself back onto the ledge. Then turn around and jump into another corridor. Follow this path until you have to jump into the next room. Going along the wooden floor, take the first right hallway and kill the thug. At the end, looking over the hole, jump forward and grab onto the ledge of the room above. From there simply run forward until you fall through a collapsible tile and then walk forward and get SECRET #2, the Gold Dragon.

Then walk through the glass and climb out of the hole. Now go to the main hall again and take the next right. Go down the ramp and jump over the middle. Turn left and go to where there looks to be a flat area between all of the slopes and pillars and stuff. There will be 1 flat spot that you need to jump on and it's a collapsible tile. So jump on it and jump across to the other side as soon as you land. Then take and climb the ledge behind you, turn around and do a running jump and grab to the pillars in the center. Shimmy right until you can climb up and over. Once you do take the entrance to the next area. At the bottom, if you look through the windows, you can see SECRET #3. Walk over to the edge of the water and kill the barracuda then take the collapsible tile to the outside. Go and collect SECRET #3, the Jade Dragon, and then go back into the boat. And continue along the way you were going.

Once you reach the carpeted room, kill the gunman on the ramp that's beside you. Then take the ramp up and into the next room. Kill the gunman on the floor below you and then continue along the way you were going. At the end, push the block 1 time and then go out onto the large floor. Kill the gunman and thug, then go down into the lowered area at the end and move the block to get the THEATRE KEY. Now go back to the block you had to move to get down here and pull it back 2 times, then turn around and kill the gunman threatening you.

After he's dead, jump back to the lower floor and go to the other side of the block you just moved again. Enter this new area and use the THEATRE KEY in the lock beside the doors to your left. After that go to the far end of the room and kill the thug lying in wait for you. Enter the door you just opened with the THEATRE KEY and take either side. Kill the thug that attacks. Then on the right side of the room kill the gunman and thug then flip the switch. Go to the opening in the curtains of the stage and kill the thug there as well. Pull the block in the corner back 1 time then use it to climb over onto the other side of the room. Be careful of the hole in the floor, and then flip the switch on the other side. Now go back to where you got the THEATRE KEY (lowered area of large room). See that doorway you couldn't reach earlier? That's the stage exit.

THE DECK

From the start turn right and go into the open area. There will be a thug and flamethrower come around the corner to attack you. After they have been disposed of, go past where they came from and search along the corners of the ship for the GRENADE LAUNCHER. Now return to where you started. Jump through the first open window and into the water below. There will be a ledge on your left you can climb out onto. You can kill the barracuda in the water if you wish. Now just climb along the ledges around to get the STERN KEY. Dive into the water and take the underwater opening. Follow this until you climb out and are on dry land. You will now be in a rusty metal structure. Kill the thug that comes up to greet you. Now with the trap door you just came from to your back, go forward and get onto regular land. Go forward and kill the flamethrower. There are some crates to your left. Looking at them all from

the front, the separated one is #1, #2 is on top, then #3 is the left, and #4 is the right. Push #1 into the rest then climb on top. Push #2 on top of #4. Then pull #1 back, then go on the other side and push it 1 time. Do the same to #3. Now use the STERN KEY and enter the room. Get into the water below. Swim along until the area bends to the right. Search the inside part of the turn for a switch and flip it then leave the water. Going back outside, climb the crates and kill the gunman where the flamethrower was earlier. Now go over to where their corpses are and enter the trap door. Go to the end of the corridor and climb the ladder, flip the switch on the right and then go back to where you used the STERN KEY. You can now see that the water to the area has been drained. So safety drop down into the bottom and go along the corridor, past the bend to the end. There is a crate in the wall that you need to pull in so that you can enter behind it. Go through the tunnel and climb out the other side. Turn around and go through the other opening into a larger area. Enter the water and swim forward until you reach a raft. Once there, turn left and climb onto dry land and kill the thug that greets you here. Now take and kill the 2 frogmen in the water. Before entering the water, take and hold the look button, look left and down into the water. See that spot by the wall there that has plants growing on it underwater? Go there to get SECRET #1, the Silver Dragon.

From SECRET #1, turn left and follow follow the wall and you will come to where there is a small underwater passage, take it and swim up and climb out of the water. Turn around once you are out of the water and kill the barracuda. Now follow up the trail into a darker area. You will eventually in this very large tunnel come to a gunman in the middle of the walkway, kill him and remember the path that shoots off to the left. You'll be back for that soon. Now continue on. There is a room with a hole in the floor ahead and a LARGE MEDI PACK. That says "make sure that your health is at 100%." So after you heal even the smallest hurt you have, take and facing where the LARGE MEDI PACK was, safety drop into the hole. Now drop onto the crates on the raft, you will take extreme damage. Heal yourself again and get the CABIN KEY. There are 4 sharks in the water now, you can kill 3 of them from the raft. After the 3 are dead jump into the water and head back to where you got out of the water earlier when you killed the barracuda. The shark is caught in the small opening that lets you in the back, so just swim through the shark. Now turn around and kill it, it cannot reach you if you are behind it. Now climb out of the water again and go through the tunnel again, this time taking the left path. All this is is a lot of climbing so get started, you should be able to pick out the path to the top. When you emerge you should see the deck to the ship below you. So drop down to it. Run through the narrow path that is in front of you to the other side of the ship. Kill the thug and gunman that are there, then go back to the other side of the ship. From where you killed the thug and gunman, go to the far left corner and another thug will come to meet you. Once he's dead, go down the stairs and ramp he was guarding and kill another thug. The pool should now be either in front of you or to your right one or the other. Kill the barracuda in the pool and then go to the other side of the ship in the window like area and get the ammo there. Now equip your harpoon gun. Jump into the pool and kill the frogman, then swim into the door he came out of and get SECRET #2, the Gold Dragon. Once you come out of the hole, you must kill the flamethrower or die. I'm assuming you'll kill him.

With the pool to your left, drop down to the deck of the ship below. See that rectangular thing sticking out of the main deck? Well that's where you're going. Go to the part of the upper deck that you're on that is the very closest to it and do a running jump to it. You'll land no problem. Now take and do another running jump to the next rectangular structure (the grayish one), and grab for it. Once you pull yourself up, look to the right, you can see SECRET #3 from here, and even get it, but it's better to wait until you are on your way back through to get it, unless of course that you want to go

through most of the level again. Anyway, turn slightly to your left so that you are aiming towards the slanted part of the huge copper type structure. Take and jump over to it and go to the other side, with the propellor to your right do a safety hang off the other side and shimmy left until you see a crack you can grab onto below you then drop to it. Shimmy left some more until you can climb into the crack. Now turn left and jump into the hole in the wall in front of you. Go through the tunnel until you come to a room with many ledges sticking out of a ramp. Climb onto the first one, and then you have to diagonal jump to the rest. At the top, kill the 2 thugs, and then go along to the exit where you can see the deck of the ship again. Do a running jump and grab to the closest part of the deck and pull yourself up and then run to the other side and make a left. Jump through the trap door and kill the thug that comes around the corner. Walk through here until you see a crate in the wall, the door to this room opens automatically when you get close enough. Pull the crate out and then move it away from the hole it's hiding. Flip the switch in the back and then go back outside. You are on the first upper deck again. When you get outside, a gunman will greet you so kill him, and then from the door, turn right and then make another right to enter the newly opened room. Go inside and use the CABIN KEY, and light a flare. Enter the new room and almost all of the floor is collapsable tiles. And there's a switch on the other side. Here's how to get there and back safely. With both rows of collapsable tiles lined up in front of you, get in front of the second row. Now run and when you get to the last one, turn left onto the stable tile and flip the switch. Now just turn and run across the remaining collapsable tiles. Once you are on safe ground again draw your guns and kill the thug. Now go back to the narrow passage you were in a moment ago. Enter the door on the right and then go right and up the stairs. Follow the path until you reach a wall that you must climb but cannot. Turn around and jump and climb the pillar behind it then turn around and jump to it. Walk along until you come to a part where most of the floor is a hole. Safety drop off of it and you will land on top of a huge copper structure. Get the STORAGE KEY and then go to the lower end of the copper structure and jump to the deck below. From here work your way back down the decks until you are able to see that rectangular structure that you could get SECRET #3 from earlier. When you get there, on top of the gray rectangular structure, turn right and go to the high end. Now do a running jump to the crack in the wall beside where the opening to SECRET #3 is. Shimmy right and walk through the glass here then go to the back and get SECRET #3, the Jade Dragon. Now walk back through the glass and drop to the deck below.

From your current position, turn right and kill the 2 flamethrowers on the ground below. They can't reach you, but they'll try like hell. Now turn left and go to the other side of the deck, the handrail should be to your right (you're past it) and jump to where the copper structure is steeply slanted and slide to the floor. Go clockwise around the copper structure until you come to what looks like a little out building and use the STORAGE KEY to get inside. Inside grab the SARAPH and end the level.

TIBETAN FOOTHILLS

As you start the level, kill the eagle that attacks you. Once it's dead, run forward and turn right. Jump up the incline and then run forward and drop to the next area. Some very big snowballs will begin rolling towards you, jump them and then immediatly after that, run into the niche in the left wall to hide from the second set. Once they are past, continue along your merry way. Climb into the hole in the wall ahead and you will come to a room where there is a large stone outcropping and an ice wall. Jump off of the stone outcropping aiming for the right side of the ice wall and then as soon as you land, jump and aim right again. If you miss, hold in the grab button so that you will grab the wall, then backflip and jump until you are able to land on

the ramp going down into the next room. Follow this path until you are outside, and being attacked by 2 eagles. Once they're dead, turn so that you are facing the cave and do a safety drop off of the edge. Then hold in the grab button so that you catch the ledge beneath. Then drop again and enter the cave there. While you are in the cave be very cautious of the stalagmites that will drop as you near them. If you get hit by them as they fall, you will be hurt if not killed. So as you enter, turn left and you will see them. Run forward and grab the ladder in the wall and climb up, by the time you get up there they will have already fallen so that is 1 danger passed. Just walk through them. Follow the path outside and turn right then follow this path into the next part. Inside the next cave, climb into the first hole in the wall. Stay along this route until you are back outside. Outside walk along the ledge that rims most of the outside of the ravine. When you get to the end of that, you will see a LARGE MEDI PACK far down on the other side. Just aim for the LARGE MEDI PACK and get it. Now from your new position, aim for the white ledge to your left. Then climb up to the top. Kill the eagle and then climb over the last ledge and kill 2 gunmen. Go in the direction that the red snowmobile is facing but don't get on it just yet. Go to what looks like bars to your right (facing the same way as the snowmobile). Climb up and get SECRET #1, the Silver Dragon.

Now take and get on the snowmobile. Go into the tunnel behind you. Drive through the tunnel and run over the gunman in there on your way to the outside.

Once you are outside stop immediately! See that ramp on your right? Well aim your snowmobile so that you will go up it and angle for the right corner. As you are going up the ramp, hit the ACTION button so that you get an extra burst of speed. Steer towards the wall to your immediate right and stop as soon as you land. If you did it right, you will be on top of the snowy ridge there. Now angle your snowmobile so that it will go across the ridge easily and into the hole where that large block at the other end is. Park the snowmobile for now. To the left of the large entrance to that cave with the large block is a smaller one. Enter it and kill the 2 leopards inside the cave. That large block is really 2 blocks. You need to get rid of them somehow so you can get the snowmobile in here. Put the blocks into the cave so that they are not sticking out at all. Now go get the snowmobile and drive it in here. Keeping the action button pressed in aim for the jump on the left of the room and you will make it across easily. Once you land turn left and go slowly through here so that you don't fall into the pit at the end. At the fork, go left for a couple of feet and park the snowmobile again. Now it's time to go up the right fork, I suggest walking the first part since it's hard to see the edge of the pit. At the end of the path, climb the ladder and flip the switch in the room above. When you come down, there are 2 gunmen waiting in the large room so kill them. Now go back to the snowmobile. Drive along the path and the next room is just a single narrow ridge that you have to stay on with the snowmobile. Run over the gunman in the way and there are 2 in the next room also. After killing the last gunman stop. Get off of the snowmobile and walk outside and turn right. Jump to the ledge on the right to get SECRET #2, the Jade Dragon.

Getting it also releases a couple of leopards so you must kill them also. Once they're dead, get back on the snowmobile and go as fast as you can over the jump. Once you land stop again and get off again. You're going to be on foot for a couple of minutes. Walk into the next room and go to the edge. See those snowballs up against the ceiling? You need to make some of them fall. So walk forward until you are beside the ice ladder going down and once the snowballs are past, angle your jump so that you land slightly to the left of where you are and can slide down to grab the ladder safely. Then climb down the ladder and grab the one below then pull yourself into the cave. In here you get the DRAWBRIDGE KEY. Drop through the hole beside the key and then kill the gunman on the other side of the ice wall. Walk into the next room and flip

the switch on the other side of the stalagmites that fall. Then go through the open door and do a safety drop to the area below. Now take and climb the ladder then jump over the hole to get back to your snowmobile. Get on the snowmobile and drive into the snowball room. When you get to the edge of the ledge, stop. You have to angle this just right or you are dead. Stay as close as you can to the edge while maintaining full speed to avoid the remaining snowballs. When you get to the other side, follow the path to the room with a frozen pond in the room then get off of the snowmobile. Use the DRAWBRIDGE KEY to raise the drawbridge and go around the room. The upper side of the room has more snowballs for you to speed past. In the next room is a jump. So now just go back into the frozen pond area, but look, no frozen pond. Search the pond area for the HUT KEY, while not letting the guy on the black snowmobile kill you. Kill him before you get the key. After he's dead, get back on your snowmobile and make your way back to the hut in the middle of the level. The only thing that will be new is when you are in the last room before the hut area there are 2 leopards in there. Once you are at the hut, use the HUT KEY to open the door. When you get inside, first gather all the items, then flip the switch and get out your GRENADE LAUNCHER. 3 very strong gunmen will come in and attack you. About 5-6 grenade rounds will kill them all 3. Once they are dead exit the hut and go left. Enter the door you just opened and climb the ledge to your immediate left. Kill the guy on the black snowmobile then take it for a spin. Get used to the handling and the gun. This one doesn't have the speed the red one does but it's your only choice. Exit the room opposite the way you came in. Do not attempt to jump over the hole, you'll die. This is VERY tricky to do here. Facing the hole, get up on the left ridge and ride across the hole, I suggest saving before trying this. Once you are on the other side stop and get off the snowmobile. Time to get SECRET #3. With your back to the hole do a safety drop onto the ladder and go down. The instant you touch the bottom jump left to avoid the snowballs. Stay along the left wall until all of the rumbling stops because a second set of snowballs are coming through the channel too. Once the rumbling has stopped, go into the small area ahead and get SECRET #3, the Gold Dragon. To get out, just climb the ladder.

Once you are back on your snowmobile, kill the other 2 snowmobilers in the next area then get off for a minute. Take the block at the other end and push it into the next room. Kill the 2 gunmen on the right and then walk to the edge of the ledge and kill the gunman on the ledge below. Now you need to get into the water below, but jumping alone won't do it. Go get one of the black snowmobiles and jump it off the edge. Before you hit the water though jump off of it in mid air. When you surface climb the ledge on the left and enter the small cave to end the level.

BARKHANG MONASTERY

One little thing about this level, you encounter enemies here who will not attack unless you provoke them. These enemies are the monks, the bald guys with spears. As long as you do not hurt them at all, they will kill all of your human enemies for you. So, do not even consider pulling your guns if you think that there is a chance you may hit a monk. 1 hit is all it takes to turn them all against you. So in this level, I will not mention your human enemies, gunmen, thugs, monks. I won't mention them because the monks will do the work.

Now occasionally, you will have to do your own dirty work because the monks may not be around, but you will have to get that done for yourself. If you do hurt a monk, good luck, you'll need it. And to have a little fun with the monks pull your guns on 1 when he's walking by. Just don't shoot him. It's kinda funny. Enough ramblings from an insomniac, let's get to the level.

Run out of the cave into a large open area. In front of the monastery, there is a large wall with a ladder, go up. At the top of the ladder, kill the

eagle, and then jump to the ledge beside the ladder (on the left as you were climbing up). Once on this ledge, jump and grab the one in front of you and climb over. Now you should be on a ledge that goes towards a large rock structure. Go to the part of the rock structure that looks like a standing area. Once there you will be attacked by 2 eagles. Once they are dead, face the way you came from. Stand beside the wall of the cut out area that is now to your left, as is the monastery (that's a tricky word to spell, IMHO). WALK backwards until that wall to your left goes level with the spot you are standing on right now and do a left side jump. Hold in the grab button to catch the ledge. Now release and grab the niche in the wall below you and shimmy left until you can climb up. Shoot out one of the windows. Go through this room and turn left at the intersection. Then immediately turn left again.

Climb the ladder and go right until you get to the area where you can go left and then go left and get the MAIN HALL KEY. Go back along the direction you were going and drop into the small room at the end. Set off the boulder trap by running in front of the ramp then get out of the way. Once the boulder is past run up the ramp. On the other side of the ramp, step out into the intersection then quickly hop back to set off the second boulder trap. Once it's past, go left at the intersection and stop at the end of the ramps when you get to the pool of water. Do not enter the water in a hurry or you will die. Here's how to get through safely. Turn at the edge and do a safety drop into the water. Now swim clockwise around the room until you come to an underwater exit on the other side. When you emerge from the water, run off of the cliff ahead of you to land in some more water. Light a flare, you'll need it. Go along this tunnel and avoid the veg-o-matics that are along the tunnel.

Timing is the key to passing those. At the end of the tunnel climb the ladder to the room above. Enter the darkened room in front of you and jump over the fire pots that are not lit, yet. Get the PRAYER WHEEL and the fire pots will light up. Now to get past them. Step backwards off of the wooden platform the PRAYER WHEEL was on, and then sidestep left to the edge. Now side jump left over the first row of fire pots. Repeat. Once back out into the other room there, pull the obvious block out from the wall, and also do the same for the one in the passage. Follow this passage back into the boulder trap area. Now from the boulder trap area go back along the balcony to the ladder you used to get up here in the first place. Go down the ladder and into the hallway, turn left and use the MAIN HALL KEY in the lock. Take a few seconds to look around here, specifically on the right side of the room. There are 2 doorways covered by red tapestries. Go through the one closest to where you entered the main hall. Go through the small room and side jump over the first swing blade. Enter the small area on the left and get the STRONGROOM KEY. Now go back to the hallway before where you first entered the main hall. At the hallway intersection, go left and enter this room here. Shoot out the window and get the ammo if you wish. Use the STRONGROOM KEY on the lock in the room and enter to get the ROOFTOPS KEY. Now to get to the rooftops. Go back to the hallway that leads to the main hall. Enter the room on the right with the rolling blades (I wonder what keeps those things moving?). Go to the left side of the room and dodge the blades. Use the ROOFTOPS KEY to open the door then go through the door and up the stairs. Once outside to the right you see a pair of golden calves, go between them and go to the back of the right one. Flip the switch and then run out front. There is a row of fire pots to your current right. Quickly, jump over the fire pots and enter the area to the left. Flip the switch in the back and drop through either hole. Shoot out the glass and collect the GEMSTONES. Now go to the other side of the room and flip the switch there and climb the ladder to get back outside. Continue along the path you were on a moment ago. Head left at the intersection. You should now be in a area with a large star/sunburst thing in one of the wall. Go to the wall opposite it and use a GEMSTONE in it. Go past the star thingie and pull the box out of the left wall. Go behind the box to get another PRAYER WHEEL. Now go back to the main hall. Climb to the platform that is holding Buddha. Go around to the back of it and jump up onto the little raised area and climb into

the hole in Buddha's back to get SECRET #1, the Gold Dragon.

Now take and enter the corridor to Buddha's left. Enter the first room on the right. If you are running low on ammo move around the crates to find some. But since you've been getting all of the ammo from your dead enemies, you have plenty. Anyway continue along the way and jump over the trapdoor in the floor.

Just be sure to hold in the grab button in case you don't make it across. That way you won't take major damage. At the intersection ahead, turn right, then left. Shoot out the window and drop to the area below. Flip the switch by the door to let the monks in. Follow them in if you want. Or you can go ahead and climb the ladder on the far wall. You will have to climb a total of 4 ladders until you get to the top. At the top, climb the crate and get another PRAYER WHEEL. Now that you have that, go back down the ladders and back over the trapdoor I warned you of earlier and back through the crate room. You are now back into the corridor leading from Buddha. Turn right and go to the end. Take a breath to steady yourself. This one's a killer. Enter the area on the left. Once you get close enough, the flame on the platform will go out. Time yourself and enter the area below the swinging bags as one of them is swinging away so that it misses you. At the other side grab the edge but don't climb out. There is a rolling blade there. Wait until it is leaving the right corner. Then run past it and repeat the process. When you are ready to climb out of the next pit, climb out on the right side. Light a flare, you'll need it. Wait until the rolling blade here is coming out of the corridor to the left and then jump past it, if you timed it right you can run all the way to the left bend at the end. Be very careful. Go past the veg-o-matic and turn, and go past the next one and there is SECRET #2, the Jade Dragon.

Now go past the veg-o-matics, dodging the rolling blade, and enter the area to your current left. Once in there get the TRAPDOOR KEY. Follow the other corridor out and into a large pool room. Swim to the far right corner. Enter the underwater corridor just below the stone walkway above and claim SECRET #3, the Silver Dragon.

Climb out of the water and follow the walkway back to the corridor you were in a moment ago and go back to the main hall. Once in the main hall enter the first door on your left after you go up the stairs. Once in here, climb the ladder and then jump to the ledge beside Buddha's left elbow and then climb onto his hand. From there, jump to his head and go the rest of the way across the top of him. Jump into the niche in the wall above Buddha's right hand and use the other GEMSTONE there. Now go back down Buddha and enter the area below him. Enter the trapdoor and follow the tunnel until you climb out in a room. Go over to the bars and flip the switch on the right. Go into the room you just opened on the left. Go to the left side of the crate, and push it forward to block the flow of water. Follow the now dry stream path and go left. Go down the ramp backwards and do a safety drop. Turn around and see those 2 crates on the other side of the room? Go to the lowest one and push it aside to claim another PRAYER WHEEL. Now go back to the main hall. See those large double doors opposite you? Use the TRAPDOOR KEY on the lock to the right of those double doors. Enter the trapdoor area and follow it until you climb out. Go through the doorway to the right and go up the incline. You are now in a enormous and uneven square type of area. Go to the far right corner and enter the niche and climb the ladder. At the top, follow the narrow ledge around to a rope bridge. You will be attacked by a gunman and a eagle. Once they are dead, continue along the path until you are in a area with a small building. Here you are again attacked by 2 eagles. Climb the ridge on the right wall, and then jump to the ledge on the right wall above that. From here jump and grab the edge of the building's roof and enter the trapdoor here. Claim the last PRAYER WHEEL and exit via the switch and door. Go back across the rope bridge and down the ladder. Now make your way back to the main hall of the monastery. Enter the room behind Buddha's right side and use the PRAYER WHEELS

to open the next door. In the next room climb the ramp and use THE SARAPH in the lock to open the final door to the level. Now just run through the door.

CATACOMBS OF TAILON

Okay this level, we're back to normal.

At the start, turn right and drop off of the steps. Then enter the next room. Turn left and shimmy along the ledge until you can climb up and in. On the other side is SECRET #1, the Silver Dragon. Now go back across the ledge and shimmy right back to level ground.

Go to the ladder and climb down. Before you reach the Yeti, backflip off of the ladder and kill it. Now go to the bars and flip the switch on the right side. Climb back up the ladder and go down the ramp in front of the opening to the next room. Jump at the edge and grab the ledge to the next room. Immediately kill the leopard that attacks you. Run off of the edge of the steps and go to the doorway here. Turn right and go down the walkway, to the snow covered block. Kill the gunmen that enter the room from the top. Turn around and jump to the snow covered ledge and when you get about half way up, a snowball will begin rolling at you. Backflip to the ledge behind you to get away from it. Now go to the edge of the ledge you're on and angle a jump at the rock ledge that's sticking out. Do a running jump to get to it. Run across the collapsable tiles and jump and grab the ladder ahead. When you get most of the way to the top of the ladder, backflip to the ledge behind you. Flip the switch up here and go back to the ledge you were on a moment ago and get the first TIBETAN MASK. Now work your way safely to the ground and do safety drops through the now dry pool area. Once you reach the dark corridor below, jump over the spike pit and use the TIBETAN MASK to open the gate. Go partially up the ramp on the other side of the gate and climb up the ledge to avoid the snowballs. Kill the 4 leopards that attack you. Go up the snowball ramp a little bit and jump into the opening in the left wall. Drop to the floor on the other side and kill 2 more leopards as you advance a little. Enter the opening on the right ahead and kill 2 more leopards that attack just as you enter, and 2 more after that that attack as you advance. In the next room here, climb the low pillar on the bend and jump into the water behind it. Underwater claim another TIBETAN MASK. When you climb out of the water and back to the pillars, you will have 2 gunmen to kill. Once they are dead, go back outside to the area with the large building. Go around the left side of the building and use the TIBETAN MASK in the lock to open the door. Light a flare and inside the room, turn left. Run along the walls until you come to a gap. Hop over a couple of gaps and flip the switch beside you, 3 Yetis will attack you and once they are dead, go to the floor and track down the fourth one. You will most likely find it under one of the sets of stairs. Also be sure to check under the stairs for goodies. Now go up the stairs and take that block in the corner of the room close to the gates and pull it back 1 time and get on the other side. Push it forward until it's in front of the closest gate and then push it under the gate. Use one of the other raised gates and go in the back. Flip the switch on the wall and get ready to exit the building. Outside kill 3 gunmen and go back to the opening in the other wall there. Go through the now open door and run up the first rope bridge. At the beginning of the second one, turn left and let the snowballs go past. Then go the rest of the way to the top and jump to the ladder. At the top of the ladder, go around the area until you come to the opening in the floor and jump into the water below. Kill the 3 barracudas in the water and once you reach the shallow area, turn right and climb onto the series of ledges there. Once you get to the last one, turn around and climb the hidden ladder (it's on the piece of rock hanging down), at the top, go to either the right or left as far as you can and drop off with the jump button held in. After 3 jumps you are safe to let go and claim SECRET #2, the Jade Dragon.

Now just go back down the ladder and from where you come down, find the sandbar in the back of the area with the double doors and climb onto the sloitary rock sticking out of the water. From there, jump to the ladder hanging in mid air. Climb to the top of the ladder and then go down 1 step. From there backflip onto the ledge behind you and flip the switch to open the doors. Now drop back into the water and enter the doors. Kill the leopard and flip the switch on the pedistal in the middle of the room. Go back to the area with the large building again. It's time for some real fun now. Enter the now open doors at the top of the ramp and jump over the hole. On the other side there are 2 ramps with snowballs at the top of each. Here's what to do. The ramp in front of you as you entered, backflip onto it so that you land just barely on the ramp and activate the snowballs, run forward and turn onto the small ledge on the left. Now for the others, just backflip onto the other ramp to activate these and turn left again out of the way and let the snowballs open the way to the next room for you. In this new room you notice 2 areas on the floor that are switches. Step on the left switch to open the door on the left and jump into the room. As soon as you are in the next room with all the spikes, stop and turn left. See that darker area of the wall right up against the one now to your left? Climb it and claim SECRET #3, the Gold Dragon at the top.

Now take and drop safely back to the floor and go to the room with 2 floor switches again. Go to the entrance and your timing has to be perfect (not to mention jumping skills). Step on the right switch and then turn and step on the left one, jump through the opening to the spike room and angle your next jump over the spikes toward the other open door and then just go down the ladder on the other side and through the cave to end the level.

ICE PALACE

In the first room shoot the bell to open the door. Now in the next room, go to the far right corner and walk up to the wall facing the wall. There should be a ramp in front of you. Now hop back (not jump, but hop), then backflip onto the springboard in the floor, this will propell you up the ramp so you can shoot the bell up there easily. Now on the way down, hold in the grab button so that you will land safely. From where you land, walk back up to the wall and then turn left. Walk until the double springboards are to your left then turn and walk towards them, stopping when your toes are on the edge. Now run onto them and hold in the grab button so you will grab the high ledge. Flip the switch up here and then drop down to the middle level and kill 3 Yetis. After they are dead, turn and see that gap in the bars in the upper level of the wall? Go over there and hold in the grab button as you jump and you will make it in, no problem. Go to the section of wall directly behind the gap in the bars and pull the wall out. Enter the room behind it and walk on air to the other side to claim SECRET #1, the Gold Dragon. Now just take and run back to the corridor you were just in.

Go along the corridor and kill the Yeti around the corner. Flip the switch in the room up here and then go back to the main floor. Go into the area beyond the double springboards. Face the left wall so that the springboard in here is in front of you and run onto it with the grab button held in so that you land safely on the ledge above. Now shoot the bell on the other side and slide down the ramp on the front side. Go into the next room and with the springboard in this next small room in front of you and the double bars behind you stop when your toes are on the springboard. Then just run on the springboard with the grab butto held down. You will land on a ledge high above where you were. Turn right and then do a right side jump onto the ramp with the grab button held down so that you grab the ledge. Shimmy all the way to the right. Now this can be complicated to explain, but pretty easy to do. Pull yourself up and backflip while at the same time pulling your guns, when you land on the

ramp behind you shoot the bell and jump forward, put your guns away in mid jump and grab the edge of the ramp you were originally on. Now shimmy all the way to the left and at the other side, jump back and forth while holding in the left button on the D-Pad and you will after a couple of jumps be on level land again. Enter the niche in the wall and climb the ladder to the next area. In the next area there is a large room with a very big hole in the floor. Turn so that you are going to land on the piece of land a little bit on the left side of the room. Then jump. Kill the Yeti that comes out of the hole in the wall.

Enter the hole it came from and kill the white tiger that attacks you. On the other side watch out for 3 more white tigers. On the other side of the room grab the TIBETAN MASK. Go back into the tunnel you were just in. Climb the ramp on the left side, and notice there are 2 holes you can enter, a very dark one and a light one. Enter the dark one and go to the end to claim SECRET #2, the Silver Dragon.

Now go back and enter the other hole. Follow this path until you are in a large room with many holes in the floor and a Yeti is attacking you. Once the Yeti is dead go to the back of the room and toss a couple of flares into the last hole. Then drop in avoiding the spikes and kill another Yeti. Once the Yeti is dead, walk along the left wall and you will see 2 niches in the wall. Enter the second one and use the TIBETAN MASK. Now go back to the floor and enter the other one. Run up the rope bridge and turn left. Stop when you get to the room with the large pot hanging in the air. Make your way over to the switch on the upper left wall, in other words stay on the ledges. Flip the switch and then drop to the floor. Kill the 2 snow tigers that attack and enter the water. Get the GONG HAMMER off of the underwater platform. Kill the 2 barracudas and swim into the next area. In the next area watch out for falling stalagmites. You will be attacked by 3 Yetis as you get out of the water. Explore the left side of the area to find 2 more Yetis and some ammo. Once that's done go around the right side of the room and climb the stairs killing 1 last Yeti. At the top of the stairs, walk to the edge of the next room and hop back as a couple of snowballs go past. Now enter the room at a dead run and turn left. Jump into the doorway of the next room at the end or you will die. In here walk along until you come to a room with 2 ramps and a very deep pit. Turn around and grab the edge of the ramp and shimmy all the way to the other side of the room. At the end climb up and backflip onto level ground. Carefully turn around and jump over the next pit and grab the ice ladder and climb to the top. Go ahead and use the GONG HAMMER on the gong. Now make your way to the floor. Go to the far left of the area. Go down the ladder and turn left. Go down a couple of ledges and flip the switch you find.

Now climb back up and up the ladder. Enter the now open door to the right of the Ice Palace. Inside the door claim SECRET #3, the Jade Dragon.

Now to get ready to end the level. Go around the left side of the Ice Palace and enter the door on the left side. Grab the TALION KEY on the pedistal then turn around and exit the room the way you entered. You are back in the large chamber now. Work your way forward and when you touch the floor, you summon the big bad bird man. Just hop back onto the Ice Palace and pick your favorite long range weapon. The level ends when he dies.

TEMPLE OF XIAN

My advice for this level is to save often, very often... I am also assuming that you can pick out a decent path so I won't say everything. Such as if there are several ledges you need to jump diagonally across to get to the exit and so forth.

At the beginning, run forward until you come to the pedistal that the DAGGER OF XIAN is resting on. Yes, that's it right there in front of you. But it won't be easy to get. Once you get close enough to the pedistal a floor tile will

fall out from beneath you sending you into a long sliding trap. As you first begin to fall, light a flare so you can see some. You will hear a swinging blade ahead, so when you get close try to jump over it, and yes that is a boulder behind you. As soon as you reach the water, jump into the air and do a flip so that you are sliding down backwards. Hold in the grab button as you go over the falls and when you reach the bottom waterfall, there is a niche where you can shimmy left. After you shimmy left to where you can pull up, walk forward and claim SECRET #1, the Gold Dragon. By the way, you only have 1 shot per time through the level to get this secret, so make it count.

After getting the secret, jump into the water and the current will carry you into a deeper area. Kill the 2 goldfish that are here and go through either opening underwater in the left wall. When you emerge in the next room, there is a temple of sorts here, and a smaller looking building to the right. Go towards the temple and kill the 2 waiting tigers. Go around the left side of the temple and there is a springboard. Stand so that you are facing the temple and the springboard is in front of you and step onto it holding in the grab button. You will be launched into the air and land on the roof. Kill the eagle and run around to the other side of the temple and flip the switch. Go back into the main water room you just came from and climb onto the ledge with the ladder and climb the ladder into the hallway. Kill the little spider in here and go to the other room. Turn around and do a safety drop over the edge and climb down the ladder and then drop down to the next floor. You can see SECRET #2 below you, but do not attempt to drop down to it, you will die. Shimmy left along the second level until you can climb up. Walk around to the left and down the ladder and drop to the bottom level. Now you can go either right or left. Go right for the moment. When you get to where you can't walk any further, do a safety drop and shimmy right more. Climb up on the other side for SECRET #2, the Silver dragon.

Now go back to where you could go either left or right earlier and go left. Kill the spider that you hear behind you and climb the long ladder on the wall, then climb the one on top of that one. Run through the hallway and into the next room with all those spikes on the floor. Climb onto the other wall as high as you can and move as far right as you can. Now press Up and jump to do a backflip to the ledge behind you and hold in the grab button. Now pull yourself up and backflip to the top ledge behind you. Follow along to the collapsable tiles and stop on the last one. You will safely land on a pillar below you. Now light a flare and do a running jump to the next room. Jump at the end of the slide and then jump at the end of the next slide and grab the ledge. There is a small slide to your right, go down it and grab the edge so you don't fly into the spikes and get the GRENADES. Climb the ledges beside you and then use the crack in the wall to shimmy so you can pull yourself up to flip the switch. After flipping the switch go through the doorway at the top. Back into the main water room, go back to the temple room and enter the temple.

Inside the temple go past the statues and through the open right door. Climb up the ledges and into the next room. Take a look around the room, the exit to the room is above and just across from you. But the fun is getting there. See that long slide in front of you? Jump to it and make it so you slide down facing forward. At the end jump to the next slide and repeat for that long one as well, then the 2 short ones and grab the ledge after the 5th jump. Climb up and take a breather. Climb as high as you can and then turn towards the exit. You still have another jump before you are there. After you make it to the other side, begin to run down the hallway and immediately the floor gives out again (what is it with these people? You would think they didn't trust anybody.), anyway hold in the forward run button so that when you hit the floor you are running. Flip the switch on the other side of the room and then backflip and turn in the air so that you can make it into the hallway below where you dropped in. If you did it right the spikes won't even touch you. And what do we have in this next room but some more traps. Begin to run up the

ramp on the right and into the niche in the right wall so that the boulder misses you. Now go forward some more until you are just barely past the wooden platforms. Turn and jump across the hole to trigger the next boulder which will easily miss you. If you had went around via the rest of the ramps you would have been caught in it. Now for the last trap in this room. Jump onto the wooden pillars from where you are and run off the edge to land on the first ramp and in that niche in the wall to trigger the last boulder (of the room, not level). Now climb the ladders up and into the next room. Run along the right walls until you get to a switch and then flip it and a tiger will attack.

Once the tiger is dead, go 2 or 3 wall tiles past the switch and you will be able to climb into another area. Yes, those are swinging blades you hear. Yes they are below you. Yes, you are going that way. But you won't get hurt by them. Go to the edge facing the ladder and sidestep as far right as you can. Now turn around and do a safety drop, then let go and drop the rest of the way down. You made it past the blades and didn't die. But you're not safe yet. There are 2 rolling blades in the room in front of you. Timing is the key and the exit is behind the second one. In the next room, you are on a broad wooden beam and there are 2 falcons that are just dying to die so kill them. There is also a switch on the left wall so go over there. Once you flip it, do running jumps to cross the room along the beams and make it through the doors on the other side before they close. Just go along the path and there is a room with 4 swinging bags. You know how to get past them. On the other side of the room, flip the right switch and jump left then flip the other one. Quickly run into the corridor across the collapsable tiles and just after the last one stop and do a safety grab on the very edge of stable ground. This triggers the next trap, another boulder. Once it's past you can safely go to the end of the ledge and do a running jump to the smaller ledge that is holding the DRAGON SEAL and take it. Now turn right and jump to the ledge by the wall and climb up the ledges and into a darkened corridor in the back. Flip the switch and head towards the other exit and you will be attacked by a pair of spiders. After they have been disposed of go to the ledge on the outside. This next jump is very tricky. Aim for the dragon's head, between the horns. If you jumped correctly, you will land back on the DRAGON SEAL platform. But things have changed greatly. With the dragon to your back, aim for the left wooden pillar along the wall and do a running jump (It's one of the new pillars). Now do a running jump to the next lower platform. Turn so that you are facing the main ledge you entered on and do a left side jump onto the springboard and you will be launched onto that main platform. Now turn so that the springboard is to your left and do another left side jump and you will land on a stable perch.

Do a safety hang from this perch immediately and wait until the boulder is gone. Once it's gone line up the other 3 ledges in your sights and jump across them as fast as possible because boulders will drop once you touch each one. Except for the last one that is. Now before doing anything else stop and look at the ramp, specifically the ramp between ledges 3 and 4. See that springboard near the bottom? Drop off of the ledge and onto the slide leading to the springboard. Make sure you are facing forward and hold in the grab button and you will be launched to the wooden platforms around the top of the room. Turn right and on the opposite platform is SECRET #3, the Jade Dragon. Now just do a running jump and grab and you have it in your possession.

Jump back to the ledges you were just on, go to row #1 if you want and go back across them. Now use the rest of the ledges sticking out to make your way to the top of the room and kill the eagle when you get near the top. In the top room, pull out the obvious block and enter the room behind it. Flip the switch on the wall and drop through the new opening. There is a boulder waiting to crush you. Turn so that the boulder is to your back and begin to run forward. Enter the left hallway at the end when you get there and you will have gotten through yet another trap. In the next room you are on another wooden beam. Drop to the floor and kill the 2 tigers and use the DRAGON SEAL to open the closed door on the left. Run through the hallway and use the niches in the

walls to get past the rolling blade in the last part. In the end, you will drop down a ramp and into another room with water on the floor. You must be quick here because this is another trap. There are tons of switches on the walls surrounding you yet only 3 of them work. They have green handles, find and pull all 3 and quickly exit through the new door. Climb the 2 pillars and get ready to do some swimming. Dive into the water and make note of the wide opening in the left wall, but head to the far right corner and flip the switch and then go up for air, also make sure to kill the goldfish. After you have gotten air go into the wide opening on the left and ignore the switch on the left wall in here. Swim to the far back right corner and enter the small tunnel there. About half way along the left wall here is a switch that you need to pull. Now depending on how much air you have you may want to go back for more air or flip the switch behind the door you just opened behind you. Once that switch has been flipped get air back in the air spot. Now back in the large water room there, enter the new opening in the right wall directly across from the huge left opening. In here flip the switch about midway along the right wall and then return to the air spot. Enter the newly opened door here and kill the goldfish and then head to the right. Once you are past the doorway, immediately turn left and flip the switch on the now right hand wall, then enter the hole in the floor to the back left from the switch before the spikes get you. In the water go with the flow and you will be taken quickly to the GOLD KEY. From here turn right and then go through either opening on the left and you are back in the main hub room. Go back to the platform you had to climb onto earlier to get to the ladder and use the GOLD KEY in the lock there.

Enter the newly opened doors and swim through the opening on the right. Now make another right and go through the opening on the left side. Go between the last 2 pillars and flip the switch on the middle one and then from the switch, go to the left side of the pillar and go back out into the larger water area, continuing straight across, and up through the grating to air. I don't know how many enemies there are in the next couple of rooms honestly because I get through as fast as possible. I hate spiders... You'll see what I mean... Anyway, go through the only doorway you can reach from the water and you are in a very dark, very webby hallway. My advice is to stay as close to the left wall as possible until you reach the eggsack room. Believe me you'd have to be blind to miss the eggsack in there. Once in the eggsack room, run so the central pillar is just to your right and go across the room. There is a niche in the wall there. Turn right and climb the pillar there and then turn around and do a running jump to the one behind you. Now turn and jump to the ledge above that. You have to jump to the other 2 ledges that are slightly ahead and to the right of your current position. Once on the long ledge, go to the far side of it from where you started and line up a jump to the central pillar beneath the giant eggsack. I wonder how big that spider was... Don't worry, you won't have to face it. Anyway, after you land on the central pillar do a running jump to the pillar in front of that one and then jump and grab into the doorway ahead. Walk through the rest of the darkness back to the room you were a minute ago with the water. Jump across the gap to the rock sticking out in the center and climb it to get the SILVER KEY. Now go back through the grating in the floor and back to the main hub room to the temple room. Once in the temple room go to the small one on the right side and use the SILVER KEY in the lock to open the door. Good news, you are mostly done with the level. Bad news, it's hard. Your first test here is to climb the ramps and ledges to the top without dying. The first ledge on the bottom is safe to climb onto. Once you get to the second, climb onto it and do a safety grab off of it and wait for a boulder to pass you by. The same for the last one, at the top turn left into another room. Run across the rope bridge and kill the eagle. In the next room, kill the 2 tigers and then climb the pillars. Ignore the path to the right for now. You'll be right back. In the next room is a rolling blade that you have to pass. Go to the far wall and then turn towards the ledge holding the rolling blade. Get into the upper left corner of the lower area and climb up onto the rolling blade ledge. It should not be able to touch you where you

are. After it's away from you jump to the next ledge up and into the room past it. Notice another rolling blade here. It won't move until you leave the room for the rope bridge just outside. Once you are outside run like hell to the other side and flip the switch to the left. Kill the eagle that attacks and then follow the rolling blade back into the other room. Run around it and then jump over the other rolling blade to the floor below. Now go back to that path I told you to ignore a moment ago. Place yourself against the second pillar so that the first pillar with the springboard is behind you and backflip onto it. Hold the grab button in for this whole room and you will make it to the top of the room without any problems. Grab the ledge at the top and pull yourself up.

Kill the eagle that flies in and go through the doorway it was guarding. Take a breath, this is gonna be tough. Go to the end of the platform you are on and jump to the small square one with the lock above it. Now take and jump into the "spike wall room" just past that and quickly jump to the small raised block just below the ladder and climb the ladder. At the top of the ladder get off on the platform to the right and climb the ledges to enter another spike room. Immediately turn right and jump to the ladder and climb to the top. Go along the hallway until you reach the end and a switch and flip the switch. Now turn around and a door to the right is now open so enter it. This is your first dragon room and it's not too bad except for the bottom. Jump along the 2 ledges to the central pillar and get the MAIN CHAMBER KEY. Now make it so that the dragon's head is just to your back left and do a safety drop to the ledge below. Go forward and you will begin to slide all the way down. When you get very close to the bottom jump to the ledge ahead of you to avoid the lava. Now from here go back to the platform you entered this room from. From here, go to the ledge ahead with the lock and use the MAIN CHAMBER KEY in the lock. Now go back to the large entrance platform. Search the side of the room you haven't touched yet and see that pillar towards the center with the ledge sticking out of the side of it? Jump to it. Climb the ladder behind that. Get off on the right ledge near the top and turn around and climb the next ladder all the way to the top as well. Enter the room ahead on your right to the other dragon. Jump along the ledges until you are facing a slanted ledge. Jump to the ledge and before you reach the edge backflip off of it to land safely on the ledge below the dragon's jaw. Climb the ladder here. Stop 2 rungs below the blade and backflip to the ledge behind you. Before you slide off the edge up here, jump and grab the ladder in front of you and again climb until you are 2 rungs below the blade again. Backflip off of the ladder again and flip in midair and grab the ladders opposite you. Make your way to the upper right corner and enter the corridor to finish this huge pain in the ass level.

FLOATING ISLANDS

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