

# Tomb Raider FAQ/Walkthrough

by Hyuaki Hay

Updated on Mar 27, 2002

Tomb Raider

THE COMPLETE GUIDE!

Written by: Hyuaki Hay.

TABLE OF CONTENTS:

- I. Copyright and Contact Information.
- II. Story
- III. Controls
- IV. Walkthrough
- V. Codes and Secrets
- VI. Credits

I. COPYRIGHT AND CONTACT INFORMATION:

This FAQ is copyright July 29, 2001 Ty "Hyuaki Hay" Nungester. This FAQ may only be hosted on the following sites. If you find my guide on any other sites than the ones listed below, then please email me and tell me where it is. This FAQ may not be reproduced or plagiarized in any way shape or form. This FAQ may also not be sold for profit. I did this on my own time and I did not have to do this, but wanted to. To contact me, my email address is: [hyuakihay@yahoo.com](mailto:hyuakihay@yahoo.com). I would appreciate to hear your thoughts and comments of this FAQ. And I will also answer any questions that you may have about the game. If you ask a question and it is covered in the FAQ then I will not answer it. Thanks ^\_^

Only the following sites may post this FAQ:

[www.gamefaqs.com](http://www.gamefaqs.com)  
[www.cheatcodes.com](http://www.cheatcodes.com)  
[www.neoseeker.com](http://www.neoseeker.com)

If you find this guide on another site, then please email me.

NOTE: This will be the final update for this guide unless I change my email address.

II. STORY:

Taken from instruction manual.

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. After attending finishing school at the age of 21, Lara's marriage into wealth had seemed assured, but on her way home from a skiing trip her chartered plane had crashed deep in the heart of the Himalayas. The only survivor, Lara learned how to depend on her wits to stay alive in hostile conditions a world away from her sheltered upbringing. 2 weeks later when she walked into the village of Tokakeriby her experiences had had a profound effect on her. Unable to stand the claustrophobic suffocating atmosphere of upper class British society, she realized that she was only truly alive when she was traveling alone. Over the 8 following years she acquired an intimate knowledge of ancient civilizations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for discovering several ancient sites of profound archaeological interest she made a name for herself by publishing travel books and detailed journals of her exploits.

III. CONTROLS:

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 = Side step left  
R1 = Walk (with Directional buttons)  
R2 = Side step right  
Up + R1 + Square = Swan Dive (Can also be done while running.)  
Handstand = Press R1 when you are climbing onto a ledge.

#### IV. WALKTHROUGH:

I am assuming that you have already gone through the training section of the game. If you have not then please do so before beginning the game.

WARNING: If you do not want to spoil the fun of this game, then please do not use this guide!

NOTE: The levels are broken up by Secret area. EX: Blah, blah, blah leading to a secret area. Then a new paragraph begins. Also the directions for each area are as you entered the room last, unless otherwise stated. Also, when I give directions i.e. left or right, they are your left or right.

#### CAVES:

Items: 6

Secrets: 3

Kills: 14

You begin the level in a snowy tunnel. Just run forward and don't worry about the darts if they hit you, they don't do much damage. After you reach the right turn in the tunnel and run forward some more, Lara will look up into a tunnel on the left. You'll be coming back here in a moment. Just keep running and go to the left corner where that slanted pillar is. Look to the upper left of the pillar and you will see SECRET #1 area. To get it, face the secret area and jump backwards onto the slanted pillar and jump forward from the pillar grabbing onto the bottom ledge of the secret area. Walk in and there is a SMALL MEDI PACK.

After getting the item, go back to the main floor and enter the tunnel that you passed earlier. Pull out your guns and shoot the bats that appear in the distance. There are 3 of them; also there is a part where the path forks off. Take the left fork and you will come to a small snowy area. Look to the upper right and you will see SECRET #2. To get up there get in the left corner of the right side of the room then do a standing grab-jump and pull yourself up. In SECRET #2 there is a bat and a SMALL MEDI PACK.

After you get that drop back down to the main walkway again and this time take the right (original) path. You will come to a large "domed" room. Take the exit to the left (the only exit), and there will be another large domed room with a pillar in the center and a grassy area beyond that. Make your way down to the grassy area and enter the hole in the bottom of it. Go down to the door and use the lever there on your right to open the door and move into the next room. There is 1 bat in here. After killing it enter the hole in the roof in the upper left from where you entered. Follow this path into the next room, but do not drop down onto the floor. Make your way to the other side of the

room before you cross the first bridge. Shoot and kill the 2 wolves and make your way around to and across the second bridge and exit through the left exit.

In the next room, the ceiling is covered with vines. Walk to the middle of the room, drop down, and then kill the bear. It's an easy kill and expect to take a little bit of damage. You can't reach the top floor where you were from where you are. Enter the room on the right, there are 2 bats in here. There is a tile in the center of the floor, and if you step on it, the door opens to the huge bridge room. On the left side of the room, there will be a small area in the wall and there is a SMALL MEDI PACK. Step on the tile and enter the Bridge room. Just make your way across to the far wall by a partial corpse and climb up to the upper floor. Then from there follow the bridge directly in front of you and go into the room with vines on the ceiling. Walk to the center of the room before the gap, and WALK to the gap. Then take a step back and do a running jump over the gap. Then save your game. On the other side of the gap, there are 2 rows of columns and a set of stairs going down. Go to the back of the columns on the left side and get a SMALL MEDI PACK. Then go down the stairs in the middle. Once you reach the next chamber, pull out your guns.

There will be 2 wolves come up the stairs on the right. On the same rise that you are currently on, go to where the 2 columns are and look to the left a little. You will see an opening, enter the opening to get SECRET #3. Inside there is a LARGE MEDI PACK, get it, and go back outside into the larger chamber.

Climb up the large set of stairs on the other side of the room. Once up there pull the lever on the wall, and then jump to the platform in between the 2 larger platforms. Then jump onto the other platform with the open door and enter the door. After running up some stairs, and then turning right and running up some more while avoiding darts, you will come to an end chamber. Pull your guns, and shoot the wolf that is in the left corner of the room. Then step on the dark tiles in the middle of the floor to fall into another chamber. After you land, run through the doorway and then turn left, jump a gap, then turn left again and you will see a LARGE MEDI PACK. But pull out your guns first because a wolf will come out of the other doorway ahead of you.

Kill it then get the large medi pack. Enter the hallway ahead and flip the switch, then run back to the area where you first entered this chamber. Go past where you entered the chamber and turn right. You will be able to hear darts, again. Go off of the ledge before you and then turn left and exit the first level.

CITY OF VILCABAMBA

Items: 12

Secrets: 3

Kills: 29

As soon as you begin the level, pull out your guns because in the next room 4 wolves will attack you. After killing them, take the right most path. When you get into the next room area, there is 1 wolf there waiting for you. After killing it, take the path on the far left side of the wall from where you are (it's in the shadows). As soon as you enter the hallway, 3 bats will attack you. After killing them, move on. There is a corner to the left ahead with some plants growing there. As you near the corner, there is also 1 wolf waiting. When you're done with the wolf, check behind the right most plant for a SMALL MEDI PACK. After getting it, move on. A little ways down the hall, you will be again attacked. This time by 5 bats. Kill them and move on. After you round the corner to the left ahead, take the next hallway that goes left. Kill the 2 bats that are there and move on into the center area. There is a wooden shaped trough on your right. Run up to it with your guns drawn. The reason for that is that there will be a bear attack you. After killing it, run into the stable that it came out of. Climb onto the top floor and get the SMALL MEDI KIT. Then go back out to where the pool is and dive in. Where

the path splits off, go to the right. There is a switch on the left side of the room from the direction that you came in. It's in the back corner. Flip it then swim to the forward right corner from where you entered and flip that switch there too. Then swim straight up and leave through the trap door that opened above you. Here is SECRET #1, on the left side there is a SMALL MEDI PACK and on the right, there is a switch.

After getting the item and also flipping the switch, head back out to the main area and dive back into the pool. This time go left. When you reach the room that it takes you to, climb out of the water and enter the door that you opened a couple of minutes ago. This small room is SECRET #2 and there are MAGNUM CLIPS and a SMALL MEDI PACK.

After getting them head back to the main room where you very first entered the pool in the first place. In the right hallway of the wall opposite of the wooden trough, you will see a switch and a door. Flip the switch and enter. Run up the stairs, but stop at the top. See how the room across from you looks like it has skulls on the walls? Well there is also an item in a niche of that opposite room. Do a running jump to enter the room and stop running as soon as you land. See the LARGE MEDI PACK in the niche of the opposite wall? Do you want it? Start running and when you get to the second panel of tile that will fall, press jump and you should land in the niche. If you missed the jump here is the other way to get it. Pull the block in the wall on the floor back one time and then climb up and get it. After you get the item, push the block through the tunnel and into the next room. When you enter there will be 1 bat attack you. After killing it move to the front of the room and get the SILVER KEY and the GOLD IDOL from either side of the room. Then use the block you brought in to climb up to the next level. When you get to the top there will be 2 bats attack you. Save your game and then exit the room through the doorway around the left corner. This will take you back into the main pool area. Enter the main hallway that will be on your left. Use the SILVER KEY to enter the door. Run past the darts and pull your guns because there will be 2 wolves attack you, 1 from either side. After killing them move forward and kill 3 more wolves that appear. After you kill them, enter the left door to the temple ahead of you. When you get to the next room that has a pool in it, climb up the stairs and then jump and grab onto the next ledge that will be on your right. Then do a running jump to the next ledge to the right. Follow the stairs until you re-emerge into the poolroom here and kill the 1 bat that attacks you. After killing it do a running jump to reach the opposite ledge. Follow the stairs until you emerge in a room with a switch and a SMALL MEDI PACK. Make sure that you kill the 1 bat that attacks you first. Then flip the switch and get the item then walk out the doorway. Do a safety drop off of the ledge to drop to another and get some SHOTGUN SHELLS. After getting the shotgun shells, do another safety drop to the red roof of the temple. Get the SMALL MEDI PACK above the left door and then drop to the ground and enter the right door. The room at the end of this hall looks a lot like the one on the left. When you enter this room, go to the right and back up to the wall then do a running jump and grab the ledge in front of you. After pulling yourself up, jump forward and pull yourself up to the next ledge. Then put your back to the wall in front of you and jump and pull again. When you land on this next ledge, do a running jump to the one in front of you. Then turn and back up to the wall again and do another running jump to land in the opposite corner then pull yourself up onto the other ledge. Pull your guns and kill the 1 bat in the stairwell then move on up and flip the switch in the top chamber. Once again, walk out onto the balcony area and then save your game using the SAVE GEM to the left. Then do a safety drop down the right side onto the same ledges as before. When you reach the bottom enter the center door. Walk through this hallway and be sure to avoid the swinging blades that emerge! Once you are past the 3 blades flip the switch on the right to go for a swim. Underwater swim into the next "room" and go up some. On the right side there

is a hole in the wall, enter it then just follow the swimming path to the next spot where you can surface. Climb up the stairs and flip the switch on the left side. Make sure to check your health bar because you will take damage fighting the bear below. Go as far right on the ledge as you can with still being able to drop down below. Do a safety drop then take out the bear best you can. After killing the bear, enter the doorway on the left side of the room hidden behind the columns and run up the stairs. On the right side of the room there is another hallway that has been "hidden." Enter it and safety drop down to the floor in this area to get SECRET #3. The item here is UZI CLIPS. Get them and then climb back to the room.

Flip the switch on the left side of the room then drop back down into the central pool area. Use the GOLD IDOL to open the final door to the level then exit the level.

#### LOST VALLEY

Items: 16

Secrets: 5

Kills: 12

You start the level in a small cave area. Follow the tunnel out into the open area. Somehow, it does not matter; get into the pool of water at the bottom without dying. Then swim to the left side of the room and climb onto the rock next to the cliff. There are 2 wolves that you need to kill, and they can't touch you. After killing them, go through the passage behind them and kill the 1 wolf that emerges. After killing it, move on. The room that you are in now should have a large white pillar in it that you will need to climb in a moment.

First, go right and take out the 3 wolves there. Now climb back up to the white pillar. Go to where the middle of it is and press the action button to jump and climb up. From there just work your way to the top. At the top next to a skeleton there is a LARGE MEDI PACK. After getting it, just run straight forward and you will safely get to the ground. Pull out your guns and get ready to give them a workout. There are dinosaurs down here and this isn't even Jurassic Park! There are 2 raptors down here waiting around for you. Sometimes they will be close to where you enter, and sometimes they won't. After killing them, then you get to meet your other dinosaur friend (and this one still isn't Barney) it's the T-Rex. Run to where the bridge is lying on the ground first. You will both hear and see the t-rex before you are safe here. Run towards the (oh jeez, I don't know what to call these. I'll call them mountains.) mountains on the right side, specifically to a spot that looks like there is gravel on the ground beneath it with a cave entrance above it. Enter here. Walk back a short distance then you can pick off the t-rex safely.

Sure it'll take longer but you will live. After killing the t-rex, stay in the cave and walk around to where you can drop down to another level in the cave. Stay on the top floor until you see and can possibly kill the raptor in here before it can get to you. Then go forward into an area with a pool in it.

Climb on the ledges to the top where you get a MACHINE COG. Then work your way back down the same way that you came up and get into the pool. Swim forward and then up and surface and you are under a waterfall. Climb up and go to the left, staying along the mountains. And go to the corner. Climb into the little niche and get SECRET #1, and some SHOTGUN SHELLS.

Then leave and go back into the main area here. No go to the other side of the waterfall and climb up the rocks right here to where you see a crack in the wall along the top of the waterfall. Grab onto the crack and shimmy to the right and climb up onto the waterfall. Go to the back of the waterfall and enter the small room to the right side. This is SECRET #2; you get SHOTGUN SHELLS and MAGNUM CLIPS.

After getting these items, make your way to the front of the waterfall, and do

a safety drop into the pool. Then climb back up to the main area. From there go right again. You will come upon 2 raptors. After making some new shoes and handbags and stuff out of them run forward until you are next to a tall plant with some mountains on your immediate right. Climb the ledge directly to the right of the plant. Walk to around the middle of the ledge and walk to the edge against the other higher ledge (to the left from where you climbed). Do a forward jump and grab onto the next ledge over. From there, again walk to about the middle, and to the edge and do a diagonal jump to the ledge sticking out to the side. Then you have another tricky jump to complete. Walk to the outer corner and jump to the other outer ledge. From there, do a running jump to the roof of the temple here. Guess what, you just got SECRET #3. Here's the items up here to get LARGE MEDI PACK, MAGNUM CLIPS, UZI CLIPS, and SHOTGUN SHELLS.

Then go the far side of the roof from where you started and jump into the niche of the green wall and safely slide to the ground then enter the temple. You will see a SAVE GAME gem in front of another pool. Do not save yet. First dive into the water on the right side and get the MACHINE COG in the back corner. Then you can swim back up and save. From there leave the temple and enter the caves on the right hand side. You have to climb up into them. There are no enemies in here, but another SAVE GAME gem is. So save. When you get to the broken bridge, walk to the very edge and then take a step back and perform a running jump. You will have to grab and pull yourself up onto the other side of the bridge. From there walk onto the ledge that the bridge is connected to and get the last MACHINE COG. Then walk to the edge and do a safety drop and make your way back to the very first area with the first waterfall before you met the dinosaurs. Climb up the cliffs to the area where you very first entered the level. Walk past the tunnel you used to enter the large area in the first place and to the wall. Then walk to the edge of the river and do a running jump to get to the other side. Then repeat the process.

When you get to the next place where you have to jump, walk to the edge and do a forward jump to get to the next ledge, and then turn to your left and do it again. From there turn left again and do a forward jump and grab the ledge in front of you and pull yourself up. Make your way through the small hallway here to where you see a bridge and a SAVE GAME GEM. Save your game and cross the bridge. Once across find the 3 pegs on the wall and place the 3 MACHINE COGS on them. Then pull the lever to the left. Walk to the edge of the ledge to the left of the lever and do a safety drop over the edge and shimmy to the left. You can drop off when you see your shadow on the rocks with the water going on them. From there make your way into the back and to the right to get SECRET #4 and a LARGE MEDI PACK.

Then feel free to get into the water. When you get to where you can go to the left, climb up onto the ledge to the right to get the SHOTGUN beside a skeleton, don't worry, he won't need it anymore. Then get back into the water.

Keep swimming forward until you see a square hole in the ceiling that you can climb out of. As soon as you climb out you get SECRET #5. The items are SHOTGUN SHELLS and 2 SMALL MEDI PACKS.

Then leave the room through the doorway. Jump to the lower ledge and go through the large archway to the left. Then jump into the water below. Enter the doorway that was earlier blocked by a waterfall. You're done with the level.

#### TOMB OF QUALOPEC

Items: 7

Secrets: 3

Kills: 8

You start in a tunnel so just run forward until you are in a room with a red

floor and gold walls. There is a tunnel leading up in front of you. Run up to the opening of it, and then turn around and go up it backwards until you hear a boulder drop and begin to roll. When that happens, run forward and turn either left or right as soon as you are back in the room. After the boulder is gone, there is a switch on the right side of the room (as you originally entered), flip it and release 2 raptors and open the door to the next area. Kill the raptors then enter the new hallway. You will come to an intersection with a SAVE GAME GEM in it. Ignore the gem for now and take the path to the right. Run forward until you see a block in the wall that you can push in. Push it 2 times. Then you will see another block on your left. Push it one time. Follow this new path to the switch at the end. One of the floor tiles will crumble behind you revealing a bed of spikes below. (I've heard of acupuncture, but this is ridiculous ^\_^) So here is what you do, walk to the edge of the pit and jump forward and press in the action button so that you will grab onto the opposite ledge and pull yourself up. From here, head back to the intersection with the SAVE GAME GEM. This time take the path again, to your right as you emerge. When this new path opens up, go to the left and see that cracked floor tile? That's your ticket to the next area. Turn around so that your back is facing the tile and pull your guns then step on the tile and fall into the next area. Shoot the 3 wolves and then go up either ramp to the center of the room. Pull the block out and then run back around to either side of the block and push it 1 time. Then enter the new area. Follow the stairway 2 all the way up. On the way drop into the pit that you come across to get a SMALL MEDI PACK. At the top, flip the switch and get the SMALL MEDI PACK, then drop down the hole in the floor. Now you are back at the intersection with the SAVE GAME GEM. This time, save then head right from your current position. Run through the corridor, and ignore the switch that you see on the right, you'll come back for it in a couple of minutes. Drop down into the room in front of you. Enter the stairwell to your left and make your way around until you are back in the room and standing on a black block with a design. From there turn right and make your way through another stairway and corridor. Follow it all the way around until you drop into another path. From there turn to the left and run forward until you drop onto another black designed block. Again turn to the right and jump forward and grab onto the ledge and pull yourself up. Then follow the path to the end and flip the switch there. Now run back to the room drop to the floor and leave the room through the doorway that you originally entered from. Climb up into this room and flip that switch that you ignored earlier. Then take the path that is on your right, that turns to the left, around and back into the room but be careful, the black block pedestal has moved. Do a running jump to the pedestal. Then move to the upper left corner and turn ever so slightly so that you're facing the other black block pedestal. Do a running jump onto it. Turn to the right a little bit (now this is tricky), and do another running jump into the doorway to the right. Once inside flip the switch then leave. Just be sure to jump over the spikes. Pull yourself back up into the room where you ignored that switch the first time through, and proceed slowly down the corridor with guns drawn because there is a raptor that is dying to meet you. After you grant the raptor's wish, run through the corridor to the left of you and back into the large room where the boulder chased you. Enter the newly opened corridor and use the SAVE GAME GEM. Run forward through the darts to the first step. Once on the first step turn to the left and go to the wall. From there sidestep right until you are at the very back of the step and press the action button and forward to jump up and grab the ledge above you. A door will open in front of you. This is SECRET #1. Head to the back left corner and get the SHOTGUN SHELLS.

Now face the back wall of the room and do a safety drop over the edge and shimmy as far left as you can. Drop down to get SECRET #2, MAGNUM CLIPS.

Then turn around and walk to the door above and press action and forward to

jump up and grab the ledge to pull yourself up. Leave the room and when you are back on the stairs, turn left and follow the corridor to the throne room. Kill the one mummy that just stands there then grab the first piece of the SCION. There you go bringing the house down again. Turn and run like hell through the tunnel that the boulder chased you out of earlier. Go through the large room down there and through the tunnel that you started the level in. Use the SAVE GAME GEM on your way out. Dive into the water and there is a hole in the right wall that you can go through to get SECRET #3. Swim topside in the secret area to get a LARGE MEDI PACK and MAGNUM CLIPS.

Then go back to the main pool area. Larson is the person shooting at you. Just keep shooting him until he falls down. You have beaten the level. How enjoy the short conversation between Lara and Larson, and then enjoy the cool FMV.

#### ST. FRANCIS' FOLLY

Items: 24

Secrets: 4

Kills: 24

As soon as you begin the level, run and jump onto the ledge to the right. Move to the end of the ledge and kill the 2 lions that appear. Then move forward to the track on the right side of the room, and you will see a block in it. Pull the block backwards until it is on the Omega symbol behind you to unlock a door. Then push the block all the way to the other end of the track. After that, enter the room at the end of this long room. Inside kill the 2 gorillas that attack you, then flip the switch in the center and run up the right side (as you entered the room) stairs. Kill the 1 gorilla that attacks you from the other side of the room. Then go the rest of the way up and flip the switch and leave the room. Now back in the pillar room, you will meet Pierre for the first time. Keep shooting him until he runs away. After that, go to the right side of the room and climb onto the block that you earlier pushed. From there climb onto the top of the pillar there. Turn left and do a running jump to the pillar to the left. Then turn left a little more and jump onto the ledge beneath the doorway there. Now walk forward until you are standing on the little triangles just inside the doorway. You will get SECRET #1 in this room.

Jump left, then off of that jump you should land on the slanted ledge that was originally on your right, and then jump forward and grab the ledge above you. DO NOT LET GO OF THE JUMP BUTTON DURING THAT PROCEDURE! When you get on top of that ledge, turn left. Then put your back to the taller pillar. Jump forward holding in the jump button, Lara will jump backwards after that, and then jump forward again. Grab onto the upper ledge there, and pull yourself up to get SECRET #1 the items are SHOTGUN SHELLS and LARGE MEDI PACK.

Now to get back down, walk to the edge and do a safety drop to the middle ledge, then jump to the bottom. Then move back to the doorway, and jump back onto the pillar you used to get there. Do another jump back to the lowest pillar that you first climbed on. Turn left and jump forward and grab the high pillar there and climb up to get a LARGE MEDI PACK. Walk forward to the far side from where you climbed on and do a backwards jump to land in the middle of the original pillar. Then turn left and do a running jump to the other pillar.

Do another running jump to land on the ledge above the doorway there and turn left and make your way across the ledges along the wall to the far doorway on the second floor of the pillar room. After you enter that doorway, follow it to where it begins to show a drop off point then put your back to the drop off and drop off. Along the way down hold in the action button to grab onto the edge of the slide so that you can land on the next slide below. Now this is beyond tricky here! You have to do a backwards jump off of the very end of this second slide to get SECRET #2. In my opinion, this is the most frustrating secret in the entire game. If you miss, you get to start the whole

level again if you want it. In secret #2 you get SMALL MEDI KIT and SHOTGUN SHELLS.

Leave the way that you entered, and drop into the water. Then swim down the tunnel. About mid way down the tunnel, you will see a small square hole in the top of the tunnel that you can climb into. Climb into the hole for SECRET #3 in here you get SHOTGUN SHELLS. Then after you get it, get back in the water and swim the rest of the way to the end of the corridor. Climb up onto the ledge behind you and flip the switch. Equip the shotgun and jump down and kill the crocodile. After it's dead, run back to the other end of the tunnel and climb the stairs and use the SAVE GAME GEM at the top. Most of the rest of the level is kind of tricky so be careful. Do a running jump to the platform in the center of the room, and kill the 2 bats that attack you. Then walk around to either side and drop in the hole where the fourth side should be if it were a square. Flip the switch there and then turn so that you are facing the right side of the room. Do a side jump to the left landing on a gray pressure plate.

Now you have to be careful and fast. Run forward and run off of the edge, then when you land, do the same again. Before you do the second drop though you should make sure that your health can take the hit. After you land the second time, turn around and head for the open door in the far wall. It is on a timer that is why you have to be fast. There will be 2 bats that attack you once you are inside. Inside is SECRET #3 the items are MAGNUM CLIPS and LARGE MEDI KIT.

After you get them leave and use the SAVE GAME GEM, then head up the stairs there. Walk right to where the ledge ends then do a straight up jump and grab.

Pull yourself up onto the platform. Run forward and jump onto the other platform there killing the 1 bat and getting the MAGNUM CLIPS. Then turn around and jump back to the other platform. Jump across the gap between the platforms here and walk to about the middle of the platform then turn and face the center of the room. Back up to the wall and do a running jump to the pillar in the center. Ignore the SAVE GAME GEM for now but flip the switch on the pillar here then continue to jump across the room to the other side. Make your way around to where you can jump to the next level up in the center pillar. Use the SAVE GAME GEM here and then head into the THOR door. Once inside the room you will notice that lightning is striking in this room. Stay close to the left wall and run through the room and jumping the lightning if possible. Once you are past the lightning area, stand on the plate in the center of this room and wait for the hammer to begin to fall then run out of the way. 1 block will fall. Go behind it and push it up against the wall with the ledge on it. Then there is another block to your right. Go over top of it and push it up against the pillar in the corner. On the pillar get the SMALL MEDI PACK. Then turn to your left and put your back to the wall and do a running jump to the next ledge over grabbing the ledge and pulling yourself up.

Enter the doorway here and get the THOR KEY. Then run back out and do a running jump to the pillar in the corner. Jump down to the middle ledge and then do a safety drop to the floor. Leave the room the same way you came in. Now back outside, make your way around on the center pillar to where you can get to the ledge to the right of the THOR door. Do a running jump to it, and keep moving right and climbing until you can reach the next level of the center pillar. 2 more bats will attack. Use the SAVE GAME GEM here. From here, make your way back down to the bottom and shoot at Pierre until he again runs away. After dispatching him, come back up here to this point. Make sure that on one of your journeys to the bottom that you flip the switch down there to open the ATLAS door. From the spot that you last saved, look just past where the gem was, and you will see a switch. Flip it then turn left and there is a SMALL MEDI PACK on the ledge across the gap. Just do a running jump and you can get it then return to this spot. Jump up and pull yourself up to the next level up of the central pillar. Then go to the right side (as you entered), and jump to where the stairs are. After you jump, 3 bats will attack you. Once that's

done climb the stairs to the top and make your way across to the NEPTUNE DOOR. Enter here to go for a swim. Quickly swim down to the bottom. Once at the bottom swim forward just a little keeping an eye out for an opening to the upper left. Take the upper left and flip a switch so that you can get the NEPTUNE KEY. Swim forward on the bottom to get the key, then as quick as you can, swim to the top. Then exit and go back into the central pillar. Make your way down to where the last SAVE GAME GEM is on the central pillar. Use it then head for the DAMOCLES door. Enter and on your way in you will have no trouble. Get the DAMOCLES KEY and climb up on top of the ledge above the key platform to get a SMALL MEDI PACK and SHOTGUN SHELLS. Then get back down to the floor. Once you near the door begin to walk, as the swords from the ceiling will begin to fall. Walk so that it is easier to avoid them. Then once you are out, go to where the ATLAS door is and enter it. Equip the shotgun before you enter so that you can quickly kill the gorilla. After killing the gorilla walk into the next chamber, and a gate will crash down behind you. Once the gate crashes down, turn right and look up the hill. Kind of reminds me of Indiana Jones. Run up the hill until the boulder starts to move then start moving backward holding in the action button so that you can grab the edge when you walk off. The boulder will miss you, and then you can turn around and get a SMALL MEDI PACK. After that climb out and walk about half way up the ramp and turn left. There is a niche in the wall that you can climb up into. Once in the niche, climb to the left and you will get the ATLAS KEY. Now go back out to the central pillar and make your way down to the floor. Kill the 2 cougars at the bottom and now it is time to use the keys. The order from right to left is THOR, DAMOCLES, ATLAS, NEPTUNE. Good job; now enter the door to finish the level.

#### COLOSSEUM

Items: 16

Secrets: 3

Kills: 29

As soon as you start the level, go up to the water, but don't dive in yet. First kill the 1 crocodile. Then jump in and swim to the next chamber. In there 2 lions will attack you. After killing them enter the door to the temple. Equip your shotgun and walk up the stairs to the left. 1 lion will attack you. After killing it go back outside. Go around the left side of the temple and climb the rocks beside it. Then jump onto the ledge to the temple. Staying on the ledge, go around to the other side of the temple and get the LARGE MEDI PACK. After getting it run back around to the left side. Use the rock lying on the ledge to climb up to the next level of the temple. Again, on this floor, run around the temple to the other side and be sure to jump over the gap. Before you get off of the temple though, look at the wall in the direction that you entered from. See that niche in the wall with the item in it? I will tell you how to get there. That is SECRET #1. The item is SHOTGUN SHELLS. Now jump onto the rocks beside of the temple. Do not enter the hole to the next area on your left, yet. Staying close to the edge, slide down the slope. Now there are 2 slopes in front of you, the 1 facing you, and the 1 facing to your right. You need to jump to that one. And it is tricky, you have to have the right angle and it is a running jump. Once you make it to the ledge, sidestep to the rightmost edge, and then walk to the forward edge. Then just back up and do a running jump to get the shotgun shells and secret #1.

Now you have to make your way back around the temple and enter the next area that I told you not to enter a moment ago. After entering the new area, you will see a pit in front of you. Kill the 2 crocodiles in it then get the SMALL MEDI PACK in it. After that climb back out onto this side. There is a large crack in this wall that you must use to get across. About 2/3 of the way across there is a place in the crack where you can stand up and enter, this leads to SECRET #2. Inside the item is SHOTGUN SHELLS.

After getting that walk back to the crack and do a safety grab and shimmy the rest of the way across. After landing on the other side of the pit, follow the ramp to the next area. Just drop down the hole at the end. You can flip the switch in front of the gate if you want; it doesn't do anything but open that gate. But take the right to the outside and there is a lot to kill here. Get your guns ready. Pierre is back; shoot him until he again runs away (he's your buddy for the next few levels). Then in the pit, there are 1 gorilla and 3 cougars. The third cougar is hiding and I suggest that you find and kill it before continuing. After you have killed them all, enter the open door that is on the left side of the area. Equip your shotgun here. There are 1 lion and 1 cougar waiting for you. Flip the switch on the back wall then flip the switch on the wall you entered from. Then follow the tunnel out again and use the SAVE GAME GEM. There are 3 cougars out here in the main area now, there are several different strategies that you can employ to kill them all. But the 1 that I use is that I equip my pistols and jump up and down in the pit until I have at least 2 of them dead then I switch to the shotgun and climb out to kill the rest. After they are dead, head to the door on the other side of the area where the 1 cougar was hiding earlier. Enter here. This room is a pain in the butt. Go to the far side of the room and run to the right and step on the gray pressure plate to open the gates. Enter the room on the right and get the SMALL MEDI PACK then step on the gray pressure plate in here to keep the gate open. Go back close to the first pressure plate without stepping on it. Wait for the gates to close then step on it. Run as fast as you can to the room on the left and flip the switch, then do a side jump to the right landing on another pressure plate, as soon as you land do a roll then run as fast as your legs carry you to the right room. If your timing is right, you will be able to enter the far gate in the right room before it closes. Chances are that you will get partially caught in it as it closes. If it does close you have to start again. If you do get it, you can now take your time and enter the door beside where you entered this area. In here, there are spikes and a SAVE GAME GEM. I suggest that you save, unless you want to do that fun room again. Now continue along the path. And climb until you are again outside. Climb behind the hole that you just climbed out of, and climb up the rocks all the way to the back until you find some SHOTGUN SHELLS. From there make your way to the ledge in front of the hole. Go to the point sticking farthest out and do a running jump to the rock that is connected to the other wall. Walk up the slope here, and then turn left and do a running jump to the balcony and kill the 2 gorillas inside. Then go into the back and in the left wall, there is a block that you can pull out; pull it out until you can get behind it. Get the SMALL MEDI PACK and flip the switch. Then go back down to the main floor of the arena. Use the SAVE GAME GEM here now. The safest way to get down there is to do a forward jump onto the rock that you jumped from and then slide down the far end of it. Once you are in the arena, from your current position, go to the upper left corner and climb so that you are in the upper area. After you are on the upper floor, enter the area to your upper right in the corner. Go in with guns drawn because 2 bats will attack you. After they are dead enter the next room ahead. You see a boulder up at the top of a long slope. You need to do a running jump and grab the ledge in front of you, but do not pull yourself up until after the boulder has stopped or you are road kill. After the boulder has passed, run up the ramp and flip the switch in the room up there then finish exiting this area. When you get down to the main area again, stay on the upper level, but head forward from where you come out. 1 cougar will attack and Pierre is back. You know what to do! After they are gone again head for the corner area ahead of you. Again there are 2 bats in here. Walk forward into the next room, but be very careful. If you do this wrong, you may not be able to get SECRET #3 without leaving the room and coming back. As soon as you enter, put your back to the wall that your back is facing and sidestep left until Lara is in front of the block on the floor. You will have to do a running jump forward (do not release the jump button at all).

Once you land do a right jump, and when you land on the platform after that, do a backwards jump, then do a left jump and then a forward jump. If you did this right you should end up on the platform at the top and be able to run into the secret area up there before the door closes. The items in here are LARGE MEDI PACK X2, UZI CLIPS, and drum roll please THE MAGNUMS!

Now go back into the room turn left and jump to the pillar on the wall. Flip the switch. Now to get down. Walk to the edge and get a good angle on the pillar closest the door. Then take 1 walking step backwards, and jump forward then to the floor. From there go left and to the other corner area. Guess what, no bats or anything in here. Jump up into the doorway here and follow the path along. Flip the switch and go for a swim. Where you emerge at, get the SMALL MEDI PACK then push the block into the next room. Push the block a total of 2 times the go to the side of it and pull it 1 time then enter the room there and get the RUSTY KEY. Now make your way back to the balcony area. There is 1 new gorilla in the arena area. After killing it go to the pit above the spikes in the floor. Walk to the far side of it (current position) and do a safety drop into it. Aim for the middle where the spike is out of line. You will miss the spikes. Now go back up to the balcony area. Run all the way to the back and use the SAVE GAME GEM there and get the SMALL MEDI PACK. There will now be 2 gorillas outside in the arena. Please put them out of your misery. Now go back in and use the RUSTY KEY to open the gate and go for a swim. Be sure to avoid the crocodile. Underwater look for an opening in the top that you can climb through and then climb, throw the switch and go back to swimming the way that you were. Swim for the end of the level.

#### PALACE MIDAS

Kills: 48

Items: 21

Secrets: 3

As soon as you begin the level, get out of the water and run into the hallway behind where you came in. Kill the crocodile and then head back into the main chamber. Again from where you came in, take the right path this time there are 2 gorillas in the next room. After killing them just follow the path forward until you are in the next room. Once there kill the 2 gorillas and get the LARGE MEDI PACK then enter the door in front of you. Use the SAVE GEM then flip the switch and make your way back out into the room you just left. As you get near the steps to leave the room, 3 gorillas will attack you. After killing them head back to the entrance room. Once there, take the same path that you used to find and kill the crocodile. Turn RIGHT just before you get to the staircase and follow the path back to a hallway type of an area. Once there, turn right and go to the back then do a few back flips, as a gorilla will be after you. After killing it go to the spot it was guarding and get the MAGNUM CLIPS. Then go to the other end of the hallway where 2 lions await you.

After killing the lions round the bend and kill the 3 bats. There is a SMALL MEDI PACK in the back left niche. Now run back out and go up the stairs that you saw earlier. Follow the hallway at the top into a very large room with many pillars. There are 3 gorillas there to welcome you. Now go to the back right side pillar and climb up. Jump to the next pillar, then to the doorway to the left after that. Then do a running jump to the doorway in front of that to get a SMALL MEDI PACK and MAGNUM CLIPS. After getting those do a safety drop to the floor and move back to the pillar you climbed a moment ago. And follow the pillars around the room until you are able to jump onto the large central platform. Once you are on the top, drop down the hole in the middle and flip the switch at the bottom. Now go back out into the room and go to the door under the doorway you first jumped to earlier, (on the far right side of the room). Those 5 blocks above the door represent the 5 switches on the central platform. So run back to the central platform and flip the first switch only. Then come back to this door. I'll wait here for you. Are you

back yet? Good. Now let's continue shall we? Once inside the room go down the right side careful not to fall into the water, kill the 3 rats here. Now go back up. You need perfect jumps to get past this. As soon as you cross the line up on the ledge, all of the flames will go away for a very short time. In that time you must make it to the other side of the room. Easier said than done. Use the SAVE GAME GEM before you attempt to do any of the jumping. On the first spot, do a running jump where the flame was coming out, and you will land on the second platform. When you land on the second platform, jump when you reach the center but steer to the right while you are in the air and try to land on the right half of the 3rd platform. If you managed to land on the right side of the 3rd platform just do for the last 2 platforms that you did for the first 2. Get the LEAD BAR and use the SAVE GEM. Now just swim back to the other side of the room and back into the large platform room. When you are back in the large room, go to the left and look above the door there. The first block is scratched out. So look at 3 & 4. Go up to the large platform and flip switches 1, 3, & 4. Then come back. Now enter the new room. Go to the hallway at the very back of the room. Take the right side down and pull out the block in the left wall. Now turn and take the hallway all the way up to the top. When you get to the window overlooking the area stop. Climb into the window and look to the right. You need to jump onto that flat platform that is sticking out. Once there, jump onto the center pillar then to the flat area on beside the wall, then jump into the window over there. Now inside the room, turn right and go up follow the path until you see a SAVE GEM. After saving, pull your guns and kill the 2 bats and 2 gorillas. Then jump onto the platform in front of you holding all the water. Follow the water into the next room, of course you have to swim and there are 2 crocodiles along the way. Isn't that thoughtful? Once inside the next room swim to the back right corner and climb out. Climb up onto the rocks and you have to jump your way over to the other back corner. After you are back there, turn to the left and run/slide down to the other corner to get SECRET #1. It's a SMALL MEDK PACK and MAGNUN CLIPS.

Then just dive back into the water and go back to the other room. And make your way to the area near where you came in. Looking at where you came in, see that slanted platform to the left? You need to stand in front of it, turn and do a safety drop. You will take damage. But for your trouble you get SECRET #2. Your prizes are UZI CLIPS, SHOTGUN SHELLS, and a SMALL MEDK PACK.

Now jump out and shoot the gorilla. Directly ahead of you, go behind the 3rd column on the right and get the SMALL MEDI PACK. Then come back to between the 1st and 2nd columns and jump to the walkway on the left. There are 2 gorillas along here, one in the 2nd niche and one in the 4th niche. Then go into the 4th niche and turn to face the opposite wall and do a running jump to the crevice on the other side. Pull yourself up and get the LARGE MEDI PACK. Now, drop and hang and shimmy to the left. Wait until you are in the corner to let go. Turn and kill the 2 bats and jump into the opening on the other side that you couldn't reach earlier. Follow this path until you are in a room with 3 collapsible tiles and a LARGE MEDI PACK. Do some jumps to get the pack without touching the tiles. That's the easiest way to live. Then exit the room through the other doorway. At the end of that path, do a safety drop. Then turn and kill the lion that you see coming in the distance. Now continue to follow the path around until you come to a window on your left. Climb out and jump to the ledge on the right and follow the path to the water. Kill the crocodile before you go in. Climb out on the other side and climb the rock to the left. Go to the opening here and kill the 2 bats then jump onto the roof in front of you. Get the LEAD BAR, use the SAVE GEM, then drop down and kill the 2 lions. Now run back up to the room with all the switches and doors. When you get in there go to the door to your left. Also when I opened up the last door in this room (the one you just finished) there was a gorilla released, that I usually kill just about now. Flip switches 4 & 5 then go back

to that door and enter. Oh no! The evil spike room of death!! Enter the doorway to the right and pull the block out from the wall enough so that you can get behind it. Flip the switch and then follow the rest of the hallway up to a window. Use the SAVE GEM here and jump carefully from pillar to pillar. When you reach the last one, jump into the room and quickly back flip to the pillar and kill the gorilla that appears. Then go in and get the LEAD BAR. Back in the pillar room, go to the last door in the room, on the left and in front of you now go and flip switches 1 & 3. Do not enter yet. Now head back to the entrance room. When you get here take the only path you haven't taken yet. There are 2 gorillas in this garden area. Kill them and go to the back right of the room. Turn and climb onto the platform and jump to the higher platform. Follow this path until you are in a room with MIDAS HAND. Place the LEAD BARS in the hand to turn them into GOLD BARS. Now climb on the back right rocks and use the SAVE GEM. Back in the garden room, go behind the left tree closest the gate near the wall (as you originally entered). Flip the switch and enter the path to the left. Get past the veg-o-matic and look in the corners of the room. This is SECRET #3. The items are SMALL MEDI PACK and SHOTGUN SHELLS. Now go back to the pillar room and enter the last door you opened. Kill the lion that attacks as you enter. Follow the stairs all the way up and get SHOTGUN SHELLS and SAVE GEM. Then go back and take the middle exit you skipped a moment ago. Place the GOLD BARS in the slots in the wall and exit the level.

#### THE CISTERN

Kills: 37

Items: 32

Secrets: 3

As you start the level, you want do a safety drop into the room below. Kill the rat then push the block in the opposite wall 2 times then push it 1 time to the right. Climb up on top of the block and flip the switch then pull your guns and kill the 2 rats, then go into the small room that is now open and get the LARGE MEDI PACK. Then go over to the hole in the floor and do a safety drop into the next area. When you get into the main room here, and you will spend quite a bit of time in this room so I will call it the poolroom because of the pool in the center. So first, jump onto the platform to the right of where you entered. Kill the rat on here and then kill the 2 crocodiles in the pool. Then drop down to the floor and kill the 2 rats there. You would have had to kill them all sooner or later. Now go the right side from where you came in at and climb up the "stairs" then jump onto the right-most bridge then to the top of the pillar there and use the SAVE GEM. Then turn and enter that top room and draw your guns. Pierre is back so make him go away. After making Pierre go away, go to the right side of the room and climb up on top of the shaded block there, then climb onto the "pipe" hanging to the wall, again on the right. Get the SMALL MEDI PACK, and then climb into the opening above the corner to get SECRET #1. Continue to climb up and follow the path and walk to the edge of the slide. Get the SHOTGUN SHELLS, and then slide down the slide and jump at the end and grab the other ledge to get SHOTGUN SHELLS X2. Then just slide down, you will take some damage but don't worry about it.

Back in the pipe room, climb back onto the high block you climbed on earlier to reach the wall pipe. This time jump to the opposite pipe, then across to the far pipe on the other wall. Get the LARGE MEDI KIT and SHOTGUN SHELLS, and then slide down the center part. Dive in the water, don't worry about the rats. Find the underwater tunnel and swim into the next room, come out of the water in the far opposite corner from where you entered then kill the rat before it annoys you. Now climb the stairs to where they end and jump to the ledge/platform on the other side of the room. Drop down to the lower platform on the side and walk to the edge then jump to the other platform and get the RUSTY KEY. Now go to the far edge and jump to the left and land on the

adjacent ledge and kill the 2 rats down on the floor below. Jump back to the other ledge and hang off of the edge and shimmy to where the top of the stairs are and then slide down the ramp. Make sure to use the SAVE GEM here. Now drop onto the ledge below you and jump to the bridge to your left. Then turn climb the pillar to your left and climb the ledge to the right. You will get the other RUSTY KEY at the other end of the ledge. Go get it. Drop off to the ledge where you killed the lone rat earlier and then jump to the walkway you originally entered on. Jump to the left door on the wall and use a RUSTY KEY. As soon as you enter turn either left or right and climb the wall behind you. There are 2 gorillas that are dying to meet you. After killing them make sure that you're healthy and climb to the next bridge in front of you and Pierre will come back. Shouldn't he be a pencil by now? Anyway, after you make him go away, make your way to the 3rd bridge and get the LARGE MEDI PACK. Now jump to the last bridge and go to the left side. On the bridge see those small blue blocks? Stand to the back left corner of the first full one and aim Lara towards the item sitting on the ledge over there. Now do a running jump, you miss you die. But you won't miss if you listened. Get the MAGNUM CLIPS and then go back to the other side of the room and work your way across the bridges but this time grab onto the crevice in the wall and shimmy to the right until you can safely drop off, and then do a safety drop into the next room. Walk your way to the bottom of the ramp and kill the 3 crocodiles. Then go all the way to the back and kill the rat then get the LARGE MEDI PACK. After that go back to the front of the room and climb onto the rock and use the SAVE GEM. Then climb up onto the next platform and jump to the other one in the wall and pull yourself up. Then turn and jump onto the other platform along the other wall and run off of the edge of it to land on a lower platform. Grab the crevice and shimmy left until you can enter the doorway and flip the switch. Then enter the new room and jump over the spikes to the other side. Kill the 2 rats, and then drop down into the tunnel avoiding the spikes. Drop down into the other room and kill the rat that appears. Then run into the next room and climb onto the ledge surrounding the pool here and kill the rat that appears. After that go up the stairs and climb your way around the room until you can flip a switch. After flipping the switch, go back around the room the same way you came and run into the now open room to get a SILVER KEY. Then draw your guns because Pierre is back. Who is this guy, a cheap version of the Terminator? You know what to do. After Pierre is gone go for a swim. Follow the tunnel and then surface in the next room. Nothing to do here yet, I just want you to look around. Memorize where the switch (above) and the door are. Now you can get back in the water and follow the path until you find an opening on the right. Now you are in the pool room so surface, but don't get out of the water. Now that you have your breath back go back in the water and from the direction you just entered, find an opening in the underwater wall to the right side. Enter the opening and follow the tunnel, this is SECRET #2. In the middle of the tunnel there is a spot where you can go down to get MAGNUM CLIPS.

Now head back to where all of the stairs are and go back to the pipe room. Flip the switch on the back wall then come back out. Just look at what you did :P I'd hate to pay the water bills for this place. Anyway back to matters at hand. Go over to the other door beside the one you opened a few moments ago on the other side of the room from you. Use the other RUSTY KEY to open it. Inside carefully swim down to the bottom and get, the SMALL MEDI PACK and GOLD KEY then quickly swim up to any platform in the pool room to get away from the crocodile you just released. After killing it, dive back into the water and enter the tunnel that you used to come in here from the room with the high switch and door. Flip the switch then climb up onto either platform and kill the 2 rats and get the SHOTGUN SHELLS, LARGE MEDI PACK, and SMALL MEDI PACK. Then use the SAVE GEM. Now go down to the now open door and get the other SILVER KEY. Back in the poolroom, swim to the one and only ledge that you haven't been on yet. The one that you have never been able to reach until you

flooded the room that is. Go up the stairs there and before you get to the doors go to the block on the left and push it in. This is SECRET #3. To get the items go over to the ramp and put your back facing the ramp. Do a back flip then a forward jump and grab. Pull yourself up on the ledge to get MAGNUM CLIPS X2, and a LARGE MEDI PACK.

Now go back outside and use the 2 SILVER KEYS to open the doors and enter the new room. Climb the pedestal to the right and use the SAVE GEM then jump to the ledge. After that, jump across to the other ledge and kill the gorilla then use the GOLD KEY to open up the last area to the level. 2 lions will then want to play. Don't play just kill them. Now in the newest room the most sunken in area, some of the tiles will fall if you step on them. Here is a small map of the area that I am describing. The X tiles will fall, Y will not.

The bottom of the map is closest the door you just entered okay.

YYY  
XYX  
YYY  
YYY  
YXY  
YYY  
YYY  
XYX  
YYY

Now go to the far side of the room and to where the blocks are. Flip the switch and climb on top. Kill the 3 lions that come out. Then drop down and pull out the block on the right side of the blocks. Pull it 2 times, then get on the side facing where you entered and pull it another 4 times then get on the other side of it and push it 1 time. After that, climb up on top of it and grab the ledge above you. Get the MAGNUM CLIPS X2 and the LARGE MEDI PACK. After that kill the 2 rats that attack you then drop down. Go to where you pulled the block out of the stack and enter where it was. You are done with this level.

#### TOMB OF TIHOCAN

Kills: 17  
Items: 24  
Secrets: 2

As you start the level you will be falling into water below you. There is no way out of the water yet. So just swim all the way to the end of the tunnel to where the grating is and go down and turn around. Flip the switch there. When you get to the surface of the water, get out onto the right side and flip the switch here then walk down the tunnel here. As you enter the room a crocodile will attack you. After killing it climb up the stairs as high as you can possibly go. Jump to the platform in the center then the one to the right and then the other platform in the room. Take note of the block set beside the wall on the floor underneath the niche in the wall. Be careful to avoid the darts as you are doing the jumping. When you get in the area behind the last ledge, flip the switch then come back out. When you come out go for a swim. Swim into the area behind where the block was earlier. Get the SMALL MEDI PACK, then swim up and climb on top of the block and enter the new area that you can now access. Follow the tunnel and jump in the water and go all the way to the bottom. Before you enter the water you can see a grate at the bottom, swim to it and flip the switch on the wall down there. After that, go back up and get some air. Now swim straight ahead for all that you're worth. It's a long way. When you come to the other end, climb out and kill the rat. Pull the block here back 1 time then climb on top of it. From there, climb on the ledge above you. Now turn left and climb this ledge too. Then climb on the other ledge after that. Next jump onto the pillar and then into the doorway in front of it. Here's Pierre, again. I don't know about you, but I'm dead tired

of him. Pun intended. So you know the drill. After he's gone, follow the tunnel down. Watch out for the veg-o-matic down here. Follow the path to the end and drop down into the next area. Kill the crocodile and advance to the next room. Get the SHOTGUN SHELLS X2 and the MAGNUM CLIPS. Then carefully look at the floor. If you need to go back onto the bottom of the stairs. Step on the tile in the upper left corner, immediately to the right of the stairs by the wall, and in the lower right corner. After stepping on these 3 tiles, SECRET #1 will open up. Go inside and position yourself next to the ramp on the front wall. Have your left side facing the ramp and do a jump to the left. Keep the jump button pressed in and after 5 jumps, you will then grab a ledge and pull yourself up to get SHOTGUN SHELLS and a LARGE MEDI PACK.

After that just drop down and go back to the room with all of the ledges. When you get back to the room, do a standing jump to land on the pillar. After that turn right and jump to the ledge along the other wall and get the SHOTGUN SHELLS, then jump back to the pillar. From there, work your way to the back wall and jump to the ledge that has the SAVE GEM and use it. Taking care to avoid the swinging blade, jump into the doorway here and follow the path to a ledge. Then turn and hang and shimmy to the right until you can pull yourself up. Work your way to the back of where you pull yourself up, and flip the switch. Then drop into the water below and swim to the right and pull yourself into the hole in the right side of the channel. Kill the rat and move on. Jump into the water and just follow along, nowhere to get lost at. When you emerge, get ready to kill a lion. After you kill it, go to the back side of the room and flip the switch on the wall back here. Now go back to the front of the room. Climb up and use the SAVE GEM. Then climb onto the ledge above it. There are 2 gorillas up here. After they are dead, walk to the left side of the ledge above the spikes below. Do a forward jump and grab the crevice and shimmy to the right and pull yourself up and go into the room. Inside you will get a LARGE MEDI PACK and GOLD KEY. Then just run out of the room and down the way you came. Enter the doorway behind where you climbed up. Use the GOLD KEY in the lock here to raise the blocks out of the water. Now just jump over the rocks and get the SMALL MEDI PACK before entering the next room. In this room begin with the block to your left and push it 2 times and kill the gorilla that comes out of the room to your back left. Now go into the room and get the MAGNUM CLIPS and SHOTGUN SHELLS. Now go back to the block and push it 2 more times. Kill the gorilla that comes out of the room directly behind you and enter that room. Get the SHOTGUN SHELLS, then go back to the block and enter the room above it. Avoid the veg-o-matic while entering and exiting the room here but get the RUSTY KEY and LARGE MEDI PACK. Now drop straight down to the floor when exiting this room and push the block 2 times. The room to your back right will open. Kill the 4 rats that come out and enter. Get the SMALL MEDI PACK and exit. Now push the block onto the only highlighted tile that it has not been on yet. Now the only door in the room that hasn't opened yet will now open. Go in and immediately jump forward to get the RUSTY KEY. Ignore the SMALL MEDI PACK for now. On your way out get it. Now go to the door with 2 locks on it and use both RUSTY KEYS to open it. Use the SAVE GEM before progressing any further. This next part is very tricky. You only get 1 shot at getting SECRET #2 so do it right! Do not step onto the slide area at all. While you are still on the level area turn right and jump onto the rocks and keep jumping back and forth do not let go of the jump button. Working your way down the area, jump back and forth until you land on another level area near the bottom that takes you to a large room with falling platforms. Place your right side to the room and side jump to the first platform, then do a forward jump to the second, then 3 right jumps then 1 back, then 1 more right. You now have SECRET #2; UZI CLIPS and MAGNUM CLIPS.

Now go back to the other area and finish the path into the next large room with water. Swim directly across avoiding the crocodile and climb up onto the platform on the other side and kill it. Now turn and follow this path into

another room. In this room do some running and climbing to get to the next room. In here climb up the ramp, then slide down the other side jumping at the end and grabbing and pulling yourself up to the opposite ledge. Now get into the water below and follow the path there into the large room again. Do not get onto the platform in front of you yet. Instead after you get your breath, swim down on the right hand side of the platform and search for a hole in the wall where the platform connects to the wall on the right side. Enter here. Follow this path to where you emerge into a small room with a switch and SAVE GEM. After doing your thing, go back out to the front of the platform. Go and use the SAVE GEM on the sand bar to the left. Before stepping on the large platform in front of you. Now dive under the water and swim to the front of the platform. Once you get onto the platform, do not stop running until you are through the door on the other end. Behold your first centaur has woken up.

Dodge his fireballs and return fire when you can. After killing him, turn left inside the building and kill Pierre. No he has been terminated. Get his MAGNUM CLIPS, SCION PIECE, and GOLD KEY. If you want to, you can go back outside and kill the other centaur. I usually do because I like killing things. So after it's dead, go back to where you fought Pierre. Climb onto one of the pillars nearest the door and then jump to the ledge above that. Get the LARGE MEDI PACK on the left, then use the GOLD KEY to open the door to exit the level. After opening the door, turn around and drop to the floor and leave the level. Now for a couple of movies and FMVs. Enjoy you earned it.

#### CITY OF KHAMOON

Kills: 26

Items: 24

Secrets: 3

When you start the level, run forward to the edge of the place that you are on, and then turn around and drop and hold. Then shimmy to the left to where you can land on the platform in the corner there. From there, grab onto the crevice in front of you and shimmy to the right until you can walk around in the raised hallway. Flip the switch and then drop down into the gully below you. Pull the block 2 times. Then climb up and pull the other block out 2 times then climb over and push it 1 time. After that climb up again and climb onto the tall pillar there. Now climb onto the crevice and shimmy to the right until you can climb up. Kill the panther that attacks from the right and move on. Move on forward and climb up onto the rock on the right. Kill the mummy that attacks from below. It can't hit you so use your pistols. (For the rest of the game, keep an eye out for places that you can sniper from.) After that go down into the room and climb up onto the sphinx. Once you are on the sphinx, walk around and enter behind the right ear area. In here there is a SAPHIRE KEY, SHOTGUN SHELLS, and a SAVE GEM. Use the SAVE GEM and go back around to the front of the sphinx. Dive into the water to the left of the sphinx, and get the MAGNUM CLIPS X2. After that climb onto the vine covered box in the corner. Now pull yourself up onto the ledge there and line yourself up with the pillar and jump to get the SHOTGUN SHELLS. Now dive back into the water and go to the front of the sphinx. Pull the block there back 1 time then enter. Use the SAPHIRE KEY to enter. Run all the way to the wall in front of you and climb up. Pull your guns out and kill the panther that comes out after you advance a few jumps. Make sure to stay off of the ground, the ground won't kill you but that panther is fast. After the panther is dead, get the SMALL MEDI PACK off of the first pillar to the right from where you entered. Now make your way across the room and enter the doorway there on top of one of the pillars on the right. When you near the top of the hill another panther will attack, so kill it while back flipping. Now advance forward. Turn the corner and use the SAVE GEM, but don't drop down yet. First kill the crocodile, then drop down to the floor and enter the hallway behind you to get a LARGE MEDI PACK, and then go back out. Now go to the ramp over on the right, but be careful, once you get to a certain point a boulder will begin to roll out, make

sure to get out of the way. Now turn around and head to the upper right corner of the room. On the right wall in the corner, there is a ramp, jump up to the top of it and enter the little cubbyhole here to get SECRET #1, an LARGE MEDI PACK and MAGNUM CLIPS.

Now go back out and jump into the water in this room. Follow the tunnel to the right and flip the switch on the left wall before the door. Now get onto dry land as soon as possible! Kill the crocodile, and go to the right edge from where you came in. Turn around and take 7 walking steps from the edge and jump up and grab the edge of the ledge then pull yourself up. From there push the block to the right 2 times then climb up and jump over to the little ledge and pull yourself up. Go forward and climb up onto the pedestal and turn around and jump forward again to grab a ledge in the ceiling and pull yourself up again. Flip the switch then go back out running until you land on the block you pushed earlier. Now drop off and push it to the right 2 more times then go in front of it and pull it 1 time. Now go around it and push it 1 more time until it is on the edge. Use the SAVE GEM here and climb back onto the block. Listen very carefully now or you are dead. Do a running jump to the far ledge ahead of you. Push the block 1 time then immediately start moving backwards and hang off of the edge. Safely drop to the floor below you and make your way back to the block. Kill the mummy that is up there then go back up there. Enter the room the mummy was in and flip the switch. Now go back into the other room, push the block 1 time and then climb up. Jump to the gold platform ahead of you and then jump and pull yourself up into the next room. Flip the switch to the right and then go to the rock ledge to the left outside. From there jump to the large hanging structure in the room. Make your way across the middle of it making sure to get the MAGNUM CLIPS, as you go by. Slide down to the next landing, and then jump to the other part of the structure that is sticking out towards the center of the room. From there jump to the roof of the cat shrine getting the MAGNUM CLIPS here too. Now looking towards the ramp where the boulder came out of earlier, you need to climb onto the pillar on top of the shrine nearest the ramp. Now do a running jump to the area above the ramp for SECRET #2, UZI CLIPS.

Before dropping to the floor below, kill the crocodile walking around down there. Now you can drop down. Go over to the cat shrine and facing the cat statue, face to face, drop and hang in the left corner and drop to the platform below you. Drop to the floor and enter the bright hallway. Stay away from the dark one unless you want to die. Around the left corner are MAGNUM CLIPS. Now after getting those, drop into the hole here. Walk forward and use the SAVE GEM here and get the MAGNUM CLIPS in the niche to the left. Kill the 2 panthers on the floor. Flip the switch behind the SAVE GEM. When you touch the floor, the door on the right side will open and 2 panthers want to play. Kill them quickly and easily by climbing onto the rock on the other side of the room, and enter the hallway that they were in and get the LARGE MEDI PACK. Then come out and climb the rock again and then onto the platform above. Run across the wooden bridge and 2 more panthers will come out of the other door below. Go back to the rock and kill the panthers from there. Enter the doorway that they came out of, and get the SMALL MEDI PACK. Then go back up again across the wooden bridge and to the backside of the platform. Go to the edge facing the far wall and do a running jump and grab to get SECRET #3, SHOTGUN SHELLS.

Now drop back down to the floor and climb back up the rock and enter the tunnel. Make sure that you are healthy; you will take some heavy damage. There is a mummy towards the end of the tunnel that you must kill. After killing it, either in the tunnel or the next room go to that room after the tunnel. Enter the doorway in here and follow the tunnel up into the next room and climb the block here to get a SAPHIRE KEY. Make your way up the sand hill to the next room. Follow the tunnel here to the next room, and jump from ledge

to ledge getting the MAGNUM CLIPS along the way. On the other side, flip the switch and go back across the ledges to the room that had the sand pile earlier. When you get to the edge of the room jump and take some damage. Then turn around and look at the area. Walk around to the right side of the hole and jump in landing on the ledge below. Use the SAPHIRE KEY to open the doors and exit the level.

#### OBELISK OF KHAMOON

Kills: 54

Items: 72

Secrets: 3

When you start this level, turn the corner and climb onto the left side of the sandy room and enter the corridor. Enter the room on the right because you can't do anything with the one on the left yet. And we're going to work around this room from the left to the right. So go to the left-most block and push it to the left 1 time. Dive into the water, and climb onto dry land as soon as possible and kill the crocodile. Now go back into the water and around the outside, from the direction you entered go to the top-left corner and get the MAGNUM CLIPS, then continuing around, the top-right corner in the corner of the structure has the SAPHIRE KEY, and still going around, in the bottom right corner get the SMALL MEDI PACK. Now get out of the water and use the SAVE GEM, and then return to the block room. Push the next block over 1 time and enter the new area by dropping and hanging into the next room. Kill the panther down here and flip the switch. Then work your way up somewhat by climbing the rocks to the left of the switch. Get the SMALL MEDI PACK, and then climb onto the block at the top and jump across into the next room. Get the MAGNUM CLIPS behind the door before you drop down. After dropping down return to the block room. Push the next block left 1 time. Upon entering a panther will attack. After killing it, head back to the block room. Take the last block and pull it back 3 times and position it underneath the door in the wall then enter the new area. Another panther will attack so be ready. At the end of the path get the SMALL MEDI PACK. Then go back through the block room and use the SAPHIRE KEY in the hallway across from the block room to open the door in the wall. Enter the new room, use the SAVE GEM, and there is a mummy up here so be ready to destroy it. Flip the switch in the left window, and then take the walkway in the right to get the EYE OF HORUS. From there jump into the water below. Get the MAGNUM CLIPS that are under the water, and then get the SHOTGUN SHELLS that are on the center island. The door across from the shotgun shells will take you to the hallway by the block room, so you know where you are. So turn around and enter the path in the right-most spot in the wall opposite the door.

Kill the 2 panthers in this room before fully entering. After they are dead, climb up the stairs and then jump and grab the ledge above to pull yourself up.

Then turn and jump to the next ledge and then turn and jump again. Jump to the pedistal in the center and then across to the other side. Pick up the LARGE MEDI PACK, and enter the doorway behind it. Kill the 2 mummies in here, then you will emerge at the bottom of the room you were just in. Follow the ledges around to the top where you can enter a new room with yet another mummy.

Just be sure to use the SAVE GEM before you enter. After killing the mummy, head back to where you just entered this room and drop over the edge into the vine-covered area to get a SMALL MEDI PACK and MAGNUM CLIPS X2. Then climb up and flip the switch there. Now turn and walk along the edge by the pillars to the ledge sticking out facing the center pillar. Do a running jump to reach the center pillar and get SECRET #1, UZI CLIPS and a SMALL MEDI PACK.

Then take and line Lara up with the mirror to the lower left and do a running jump to land behind it. Guess what? SECRET #2, UZI CLIPS X2 and LARGE MEDI PACK.

Now turn around and drop Lara down onto the platform below. Climb up and flip

the switch on top of the stairs and get the LARGE MEDI PACK. Now enter the only door available to you at this point. I hate this room! Turn left and grab the step there and shimmy right until you can pull yourself up on the other side. Then climb onto the next ledge up and enter the doorway there. Well SECRET #3, MAGNUM CLIPS and LARGE MEDI PACK.

From there follow to the other exit and jump to the ledge ahead of you. Run around to the other corner of the room and get the SHOTGUN SHELLS. Then turn around and go back to where you jumped over here and drop backwards to the next ledge with a crevice to shimmy with. Then shimmy right and then turn, drop, shimmy right again. Drop onto the ledge and then jump to the one behind you. Go outside and flip the switch around the left and re-enter the room and use the SAVE GEM. Jump back to the lower ledge on the right and drop to the floor.

Kill the 2 mummies, and then use the rocks there to climb back up to where you entered. Run out onto the platform and get the SCARAB, then jump to the platform on the other side of the pillar and get the ANKH. Now follow this path into the next room, don't use the SAVE GEM yet. Climb up a couple of steps then jump onto the slide. Kill the panther at the bottom. Get the MAGNUM CLIPS that it was guarding. Now climb into the 3rd area in the opposite wall and flip the switch. When you get most of the way back up to the SAVE GEM, jump over to the platform here and get the SHOTGUN SHELLS. Then jump back to the stairs until you are high enough to jump back to the platform with the SAVE GEM. Use it this time. Take the door here and go back out and flip the switch to the right. Re enter and climb the new stairs that start on the same level that you are on. Follow them to the top, then jump across and grab onto the crevice and shimmy to the right until you can drop onto the golden blocks below. Jump onto the ramp on the other side and then enter the doorway at the bottom. Flip the switch here then go back out and climb the new stairs. Now turn around and jump and grab the ledge above you. Pull yourself up then immediately drop back down. Start jumping up and down with your guns drawn and kill the mummy up here so that it can't hurt you. Now climb back up into the room. Flip the switch by the SAVE GEM, then use it and get the SMALL MEDI PACK. Now go and flip the other switch in the room and drop through the hole in the floor in this room and work your way down to where the SAVE GEM was earlier. Enter this door and get the SEAL OF ANUBIS and watch the underwater door below open. Now go diving and find this door. Have full breath when you enter though. There are some items down here so you will be going back for breath a couple of times. Enter, swim down and go straight ahead. Take the first left after that to get MAGNUM CLIPS. Now go back up for breath. After you have your breath back enter again. At the next intersection get a SMALL MEDI PACK and SHOTGUN SHELLS. Now swim as fast as you can to reach the other end. Up top there is a mummy but it won't bother you as long as you are in the water. Go back in the water, and just below you there is a SMALL MEDI PACK, SHOTGUN SHELLS, and MAGNUM CLIPS. After getting those, climb out and kill the mummy then use the SAVE GEM. Climb the ledge to the left of the door to get MAGNUM CLIPS X2. Now enter the doorway and go to the next room. Sniper the mummy in here then get the LARGE MEDI PACK from the left side of the room. Exit the room by climbing the rocks on the right side. Slide down the slide and go over to the pillar on the outside here. Place the 4 artifacts you have picked up throughout the level and place them in the pillar. Enter the now open door to exit this level.

#### SANCTUARY OF THE SCION

Kills: 18

Items: 29

Secrets: 1

As you start the level, go into the room ahead of you and get the MAGNUM CLIPS on the left and right sides. Now go up the stairs with guns drawn because 2 monsters will attack. Once they are dead go to the top of the stairs that they

were guarding and get the MAGNUM CLIPS, then climb into the next area. Once you are out here, go to your right and there should be a monster on the ground below you, if there isn't then it is around the front so you will need to walk that way to find it first. Make sure that it's dead before you touch the ground. After it's dead, make your way to the front of the sphinx. See that really bright pillar along the front there? Climb it. Jump to the pillar on the right, and then jump again to the next one. From there, climb up to the next, do a diagonal jump to the left, then climb to the one after that. Now hang into the crevice in the wall and shimmy to the right until you can drop off onto the level platform at the end. I'm assuming from here out in this FAQ that you are able to spot paths and judge jumps. So make your way to the MAGNUM CLIPS, and then go to the switch on the wall. Flip it then turn and use the SAVE GEM quickly because a demon is flying towards you. Kill it. Make sure that you stay on the ledge that you are on. Now edge to where you can see the SHOTGUN SHELLS on the platform behind the switch. Jump to that platform and get them. From there, jump to the next platform over and get the SHOTGUN SHELLS there too. After getting them drop to the floor as safely as you can. Now go over to the right side of the room that you have not explored yet. Go to where all of the rocks and pillars are, climb and jump on them until you can get onto that ledge above you. Use the SAVE GEM, avoid the veg-o-matic, and get the SMALL MEDI PACK. From there work your way across and flip the switch and wait for another demon. Once it's dead, go to the edge of the platform and jump to the lower one and get the LARGE MEDI PACK. After that turn around and do safety drops until you are on the ground. Now run to the back corner that you haven't explored yet on the right side and get the MAGNUM CLIPS, then enter the doorway here. Once you get to the edge of the slide, turn around and back onto it so that you can grab the edge as you go off. After you grab it, shimmy to the left until you are able to land on the platform and avoid the water. Get the MAGNUM CLIPS, and then climb into the doorway. From there either go left or straight, it doesn't matter. Get into the water and get the GOLD KEY. From there go back to the hallway that you were just in and this time take the straight path to the top. Slide down the ramp and when you get close to the bottom, jump forward and grab the far ledge and pull yourself up. Use the GOLD KEY on the lock there to open the door. Kill the centaur in the now open room and then enter it. Inside the room get the SMALL MEDI PACK, ANKH, and use the SAVE GEM. After that is done go back to the main room and go to the front of the sphinx. Climb and follow the bright pillar path again that you used earlier. This time, instead of dropping down where you did, keep going. And work your way to the top where there is a SAVE GEM and a door. Along the way there is a spot where you will have to do a safety drop to a lower spot to continue. Use the SAVE GEM then enter the room ahead. Go to the right side and push the block 1 time. Then go to the left and push the block again. Now climb up into the next area. There is a centaur in the next room that wants to play. So kill it then enter the room. Get the SMALL MEDI PACK and the ANKH then go back to where the SAVE GEM was. Once out here, turn right and work your way down to the back of the sphinx. On the way get the LARGE MEDI PACK, and kill the monster on the sphinx back before you jump onto it's back. Now go to the right shoulder area and climb the block there, then jump to the back of the head. Place an ANKH in the spot on top of the head, then drop down to the face area and place the other ANKH there and use the SAVE GEM. From there climb onto the left side of the head and walk to the edge. Use the look button and see where that item is suspended in mid air? Jump to it. It is right in front of the spot that you had to drop down from to get to the second centaur room. That is SECRET #1 the only secret in the level. You finally get the UZIS.

After that jump to the drop down spot and await the 2 demons that come after you. After they are dead, make your way to the ground, then to the front of the sphinx. Get the MAGNUM CLIPS in front of the door then enter. This is a huge room and you must be able to swim good in here. Get the SHOTGUN SHELLS

from between the 2 statues. They are lying on the platform between their arms. Then on the left one (again as you entered the room) get the SHOTGUN SHELLS from between it's legs. Now go up for air. After you have full breath swim all the way to the bottom between the left statue's feet and flip the switch on the right side of the tunnel here and let the current carry you to the top of the water. Get out of the water and pillar hop until you are on the high ledge. Follow the ledge to the next room then quickly get back inside of the tunnel there. A demon should come in to attack and you will be able to kill it easily. Now go back out into the room. Use the SAVE GEM. Now go to in the direction of the other statue. Drop off of the edge of the platform to the dark pillar below. Then turn and jump to the one connected to the other statue. Now drop to that statue's shoulder. Walk to the front edge there and then take a regular step back and jump to the pillar in front of you. Once on that pillar turn left and jump to that statue. Go and flip the switch around where the heart should be to open the door between the other statue's feet. Now go and swim into that door. Swim to the next area and follow the path up to the beginning of the stage. Get the MAGNUM CLIPS X2 and the SAVE GEM along the way to the top. Now go forward, get the SCARAB, and be attacked by 2 monsters and a centaur. After they are dead, use the SCARAB to open the other door. Get the LARGE MEDI PACK and MAGNUM CLIPS then continue on. At the bottom climb into the doorway on the left side and prepare for a fight. Kill Larson! Now take the only path out of the room and retrieve the last piece of the SCION to finish the level. Enjoy the FMV. You earned it.

#### NATLA'S MINES

Kills: 5

Items: 33

Secrets: 3

Note: This is a very confusing level where there is much backtracking involved. I will be as specific as I can.

Once you start the level swim into the main chamber and come up for air. Once you are up, go and swim behind the waterfall on the right side of the room. Climb out behind the waterfall and follow the path to where you would have to climb up onto another ledge, but instead of climbing, turn around and flip the switch behind you. Now go back out into the water and swim to the spot where the boat is and climb onto the land there. Enter the tunnel to the right of where you climbed up and follow the path straight to the far wall in the next room. Remember the drill cart in here. Take the block there and pull it out then climb over it and enter the tunnel here. Follow this tunnel to the back and flip the switch. Now go back to the water room and take the path behind the waterfall. Follow it past the climbing part, and jump to the next ledge beyond that. Continue to follow this path until you are in a large room and Lara looks up at a suspended platform that is hanging in the air. You need to go there in a bit. But get the LARGE MEDI PACK in the center of the room and then move on to the next room. Take the block on the right side of the room and pull it forward 2 times, then jump onto the building there and fall through the collapsible tile. Follow the path down here keeping an eye out for a small opening on the right. When you get to where that opening is, flip the switch there then continue with the path. When you get ready to drop down do a safety drop. No go back to the water room and you will see that the boat has moved. Go to where the boat now is and climb on top of it. Then jump to the land and go to the blocks. Climb over the blocks on the left, and follow the tunnel. Once in this new room, look for a darker box than all of the rest on the back wall. Once you find it, pull it back 1 time and put it in the corner to your immediate right. Now take the block that was behind that one and pull it out and put it in the niche to your left. After that follow the path the rest of the way to the back. Flip the switch and then go to the room that has the drill cart. Enter the tunnel that the drill cart was blocking and follow it

into and push the block in the tunnel 2 times then climb on top of it and take the higher passage to flip a switch and get UZI CLIPS. After that drop into the tunnel below and when you get to the mouth of the next room, go forward only enough to get the FUSE, then turn around and head back to the water room. Now go back to the waterfall path and past the room with the large hanging platform. Follow the tracks to the back of the room with the 2 buildings past the doors. You will have to outrun a boulder in this room. It's not as hard as it sounds though. You have to jump over the 2 small pits, then after that you have to do a thrid jump, but while you are in the air, you have to turn to the right and land on the upper path. Once you are up there run into the doorway to the right at the end. Get the FUSE back here, and use the SAVE GEM.

After that move on a little. As soon as you see a wide ramp stop! There are 2 boulders here wanting to kill you. So step onto the bottom of the ramp and then jump back to get the first boulder moving. After that stay on the left side of the ramp and walk forward to activate the second boulder. It will go past you so don't worry about it. After that move to the other end of the room and do a safety drop into the room below. Follow this path out into the room where you had to race the boulder earlier. Walk forward and climb onto the upper path and head to the right this time. Follow the path up here until you can drop through the floor. Do a safety drop then let yourself drop the rest of the way. Now you are back in the room with the 2 buildings. Take the only path that you haven't taken yet. In here, go to the back left side of this room and flip the switch back here. Now go back to the front of this room and get the last FUSE. Now go back to the hanging platform room. Climb the stairs on the side of the building in here, get the MAGNUM CLIPS, place the FUSES in the slots, and use the SAVE GEM. Now go out to the small building that you just lowered. Enter it and get your PISTOLS back. Equip them and then climb onto the top of the building. From here, take the upper path in the wall and walk to the top of the fist small incline. Now turn right and climb into the next path. Go past the door and then turn around and hold in the jump button. Now walk backwards until the floor drops out from beneath you. Pull yourself out of the hole and the trap door will close. Don't worry it will never re-open in this game. Now turn around and climb into the room up here to get SECRET #1, LARGE MEDI PACK, and UZI CLIPS.

Now flip the switch and go back to the path you used to get here. Once down there, turn right and continue along the path. When you get to the edge stop and then drop down to the platform below. Use the SAVE GEM, then return to the path that the drill cart was blocking earlier. Follow this path into the large room here and have your pistols drawn. Kill the guy that stole your MAGNUMS. Just be careful not to fall into a lava pit. After he's dead get your MAGNUMS back. Now go to the edge in front of the lava pool. Face the ledge that has the switch on it. Jump forward and you will miss the ledge but grab the ledge below that. You will take damage. Now let go and grab the crevice right below you. Shimmy to the right until you are above safe land. Take and follow this path until you are again in front of the lava pool. Now jump to the rock in the middle of the river and then jump to the right pillar, then to the pillar after that. Jump into the path on the right side of the room. Run up to the block and push it in. A boulder is coming up the path behind you so be quick about it. This is SECRET #2. Push the block to the right 1 space after that. Now turn and face the left wall and climb up into the next room. Follow this tunnel and drop down into the path beyond it. Turn left and get the SHOTGUN, UZI CLIPS, and LARGE MEDI PACK. Now climb back into the tunnel above and go back to the room with the holes in the floor. In here get the UZI CLIPS and LARGE MEDI PACK then drop out of the hole furthest to the right.

Now back to pillar jumping. Get back on the last pillar that you were on. Again jump to the right pillar then center and then left. Now jump to the platform between the last 2 pillars and move into the next room. You will slide down a short ramp. Don't worry you won't land in the lava. Just jump

forward and grab the ledge and pull yourself up. Take the TNT box in the far corner and pull it out. Then get behind it and push it 1 time. Now get on the left side of the box and pull it 1 time. Then again behind it, push it into the next room. Push it 5 times then get on the right side of it and push it 1 time against the wall. Climb up and enter the new room. Use the SAVE GEM, and then run up the hill here. Climb up to the next level and then jump onto one of the side ramps, wait for the boulder, then jump to the other side to get to the next room. Now just follow this path to the switch that you saw earlier and flip it. While you are up there, get the MAGNUM CLIPS. Then go back to where you left the TNT box. Take the path to your left and into the next room.

Kill the skateboard punk that has your UZIS and get them back then return to the entrance of this room. There are 1 set of UZI CLIPS on the right side of the room and 2 sets of UZI CLIPS on the left side. Now return to the entrance.

Walk forward past the intersection right at the entrance. Take the first left you come to, then the next left after that and look down. Jump into the water here. Swim past the door and get the UZI CLIPS, LARGE MEDI PACK, and SMALL MEDI PACK. This is SECRET #3. Now swim just past the door again and then go straight up.

Climb onto the land here. Climb back out in the skate arena and then take a left at the center to find another tunnel. Use the SAVE GEM here. Now continue on. Enter this room in the center. Wait until a boulder starts coming out of the center in front of you then jump to the right. Then run forward a little and wait for another boulder then jump to the left and wait for a third boulder then go back to the center. Run the rest of the way to the top of this room and when you get most of the way there, start walking because a 4th boulder is going to come in from the left and if you are walking it'll miss you. Now take and finish this path until you have to do a lot of climbing and get into the next room. In this room you have to do a lot more climbing and jumping. So just climb and jump your way to the top until you are in a tan colored room. Push the block in here 2 times. Remember this block. Now move to the right and climb into the next room. Push the block in here 2 times. Remember the gold door in here. Then drop down into the room below. Pull the block in here back 1 time then go back to the spot I told you to remember a minute ago. Push the block in here forward 1 time then enter the new tunnel. Flip the switch and use the SAVE GEM. Go back to the gold door that I told you to remember and follow this path. Push the block down here out of the way. No matter how fast you are, this door will close before you get to it. In a niche to the left there is a switch that you need to flip. Now go back down to where the block I told you to remember is. Go through the now open door down here and the guy that took your shotgun will attack you. Kill him! Then take his SHOTGUN. Climb onto the doorframe to the pyramid in here and work your way along the cut out blocks of the pyramid. When you get to the top, slide down the side and go into the tunnel here. Flip the switch in this room here and then go back to where you killed shotgun boy. Enter the door on the right to get a LARGE MEDI PACK and PYRAMID KEY. Now go use the PYRAMID KEY to open the pyramid by the door and exit this level. Enjoy the movie and FMV.

ATLANTIS

Kills: 47

Items: 70

Secrets: 3

When you start the level, wait for the lights to come on first. Then go forward and get the UZI CLIPS. See those globes in the next room? They contain enemies. But there is a way to tell if the enemy is ready to attack you. Watch the tentacles on the sides; if they are moving then when you get close enough, enemies will come out. There are 6 of them in this room so be ready. The very first globe on the left lets out a monster as you enter the room. The first one on the right does the same. After you get the 3rd monster

to come out, then you are safe for now. Go to the end of the room and get the UZI CLIPS and then take the door to the left upstairs. Once upstairs, go straight across from where you came in and get the SMALL MEDI PACK out of the corner. Then go to the center of the room and get the SHOTGUN SHELLS. Then go back onto the side opposite the entrance and flip the switch in the far corner.

That will unlock another switch across from that. After flipping it pull your guns and walk back over the unopened globe towards the center, it will let a demon out kill it before it gets to you. Now walk over the last globe below you and let out the last monster kill it before it comes upstairs. Then take the now open right exit to the room and flip the switch on the way down. Enter the newly opened area at the bottom. Once you come into the new room quickly get back into the tunnel as a demon is flying around and wants to meet you. Kill it, and then go back into this room. For the whole level, you are working your way up to the top of this room. Sounds easier than it is believe me. Now, instead of jumping to the next ledge turn around and do a safety drop and hang then drop and hang on the block below and pull yourself up. This is SECRET #1. Walk through the tunnel here and get a LARGE MEDI PACK, UZI CLIPS, and MAGNUM CLIPS. Now just follow this tunnel to where it drops you.

Guess where you are, on the other side of that ledge you thought you would drop to. Run into the next room and first thing you want to do is let the demon out. So jump across the gap in the middle of the room and kill the demon. Now jump back across. Jump over to the left wall and grab hold of the crevice and position yourself above the doorway below. Pull yourself into this doorway and flip the switch and get the UZI CLIPS, then jump back to the platform. Jump over the gap and go to the next room. Use the SAVE GEM. I hate this room. Jump to the platform in front of you and then turn to the left. Jump to the lower of the 2 stepping areas. As quickly as you can, jump to the next one because a boulder is coming down to kill you. Turn to the right and jump to those jumping areas. As soon as you land on the first one, you have to jump to the second because another boulder is coming. Or just do what I do, jump straight to the second one and miss the first all together. No boulder. Now use the jumping areas to go to the top corner here and get SECRET #2, a LARGE MEDI PACK, MAGNUM CLIPS, and UZI CLIPS.

Now go back out and slide down. Jump across the water and pull yourself up on top of the ledge here. Jump to the next one and get the LARGE MEDI PACK, then jump to the next ledge. Go inside and flip the switch and get the UZI CLIPS X2, then dive into the water and flip the underwater switch between the pillars on this side of the room. Quickly go and climb the pillars on the other side of the room and jump across the tiles then through the red door before it closes. Jump to the lower of the 2 pillars here and then jump into the tunnel that will take you to the SAVE GEM. Use it. Follow the path to where you have to jump some spikes then continue on. Jump into the water at the end. Underwater in the next room get the SHOTGUN SHELLS, then flip the switch. Exit the water into the next tunnel. Avoid the veg-o-matic and kill the demon flying around also don't forget to get the UZI CLIPS X2. Now jump to the next ledge and get the UZI CLIPS X2. Then head down the new corridor. Get into the water and get the SMALL MEDI PACK underwater before you surface. Prepare to do battle and take lots of damage in this room. Now go back to near where you entered and climb onto the right side of the room. It's the side with the SAVE GEM. Flip the nearest switch and a demon will attack you. After it's dead go and flip the switch in the middle of this side. As you near the center a monster will drop out of the globe ahead. Kill it then flip the switch. Now use the SAVE GEM. Go around to the other side of the pillar and flip the last switch on this side. As you again near the center heading towards the other switches, another monster will drop out of another globe. Kill it then flip the switch it was guarding. Flip the final switch in this room and then take the exit out of here getting the UZI CLIPS along the way out. Jump into the water and go for another swim. Climb out at the end of the water and follow

the path. You should now be in a red hallway. Flip the switch to take the left door to enter the room and get the UZI CLIPS. Oh no! That boulder just blocked your exit. No worries just take the block on that side of the room and pull it out 1 time and push it into the path that the boulder took. Now take the exit door and go back into the red hallway and flip the switch again to open the door again and guess what? The boulder is gone. But listen and watch, this time your block stops it so that you can take the good exit now. So what are you waiting for take the exit and go. After taking the new tunnel to the center room, jump back into the tunnel to avoid yet another demon. After it's dead go to the next ledge and the next corridor. Use the SAVE GEM here and then kill the 2 demons that come out of the globes. Line yourself up with either of the red stripes on the other side of the room then slide down the ramp. Jump at the end and get the UZI CLIPS X2, SHOTGUN SHELLS, and LARGE MEDI PACK, before exiting this area. In the next room, first thing you want to do is find the demon that is already out and kill it. Next go to the ridge in the center of the room and get the UZI CLIPS. Then take and jump to the ledge to the left of the door that you came in on. From there, jump to the ledge sticking out and release another demon, get into the tunnel before it attacks you. Get the UZI CLIPS, then take and jump onto the wide part of the center ridge of the room. From there you can kill the 2 monsters in the other hallway and they won't attack you from here most of the time. So kill them now then jump to the other side of the room. Get the UZI CLIPS X2 on the right then flip the switch. Now move over to the other end of the room being careful to jump over the ramp in the center, and pull the block out from the wall. Enter this new room and follow the short tunnel past the veg-o-matic and jump into the area where the 2 monsters were earlier. Climb until you are in another hallway with a SMALL MEDI PACK and UZI CLIPS. Then walk forward to the next room. The end of the stage is near. Kill the demon flying around and jump to the next ledge. Follow this tunnel to a room with a lot of lava and a few pillars. Jump across the gap ahead after using the SAVE GEM and flip the switch back there. Then come out and start picking your way across the pillars. Be sure to go into the back room along the side and flipping the switch there too. Then work your way out of this room. The next room you come to you are going up hill and there are 3 monsters in here, and kill them quickly because SECRET #3 depends on it. Stay at the bottom of the room so that the timer for SECRET #3 won't start yet. You will take damage this way but at least you'll get the secret. After they are dead, run up the center of the room and enter the open area on the right, before the exit to the room. This is SECRET #3. Get the LARGE MEDI PACK and UZI CLIPS.

Now move into the next room. Here is what you must do in this room. First run over and flip the switch, then turn and instantly begin to run to the door. Turn and climb into the tunnel your right hand side. Then you will be safe. Run forward through the corridor into the main room again. No demons this time. So just jump to the other ledge and get the UZI CLIPS X2, and move forward through this tunnel. Enter this new room with guns drawn because a monster will come around the far corner. After it's dead get the UZI CLIPS and move on. Now you can see the trap ahead of you. Run up the ramp enough to make the boulder start moving then run off of ether side of the ramp so that it will go past. Then go and climb the ramp again avoiding the veg-o-matic and to the next room. Use the SAVE GEM up here then go to the left. Push the block forward 2 times. From there go to the front of the room. Flip the switch to your right. As you flip it do a back flip, then do a safety drop down here. As you land, you should be staring another boulder in the face. Jump forward then immediately do a back flip to avoid the boulder, then just go back over the pit and run into the next room. Go to the left and climb up. Flip the switch and then head out. You will end up in the room that you just saved in a moment ago. Go forward and enter the now open door. In this room you will be attacked by a centaur in the lowest globe. After it's dead, flip the switch and get attacked by a monster. Then go back to the left side of the room and

get the 2 sets of UZI CLIPS X2. A demon will come out of the last globe. Kill it, use the SAVE GEM, and then go down the now open door into the next room. Kill the 2 monsters, but do not harm the other creature in the room. This is a mirror of you, what you do, it does. Shoot it, you get shot. Get the point? So what you need to do is this, stay on the dark side of the room and climb the pillars on that side until you are on the large one with a trap door in the center. Now go and flip the switch and then quickly make it to the same spot on the sandy side of the room where the trap door should be. It sounds hard, but it's easy, unless the clone decides to fall off of one of the edges and break it's leg. After it's dead, go back to the dark side and enter the door that is now open. Climb up and get the UZI CLIPS. There are still a monster in this level and a centaur. Soon as you round the corner to get into the large lava room a centaur will attack. Get the UZI CLIPS, then go forward and kill the monster. Kill it and then go to the left side and get the UZI CLIPS but do not flip the switch yet. Go to the other side and flip that switch, then come back and flip this one then run across the bridge into the room to the next room. Get the UZI CLIPS X2 then walk up to the machine that has the SCION and grab it. Start movie, end level.

#### THE GREAT PYRAMID

Kills: 6

Items: 37

Secrets: 3

As the level starts, you have the hardest battle of the entire game. You have to kill this big ass monster without it either getting a hold of you or falling off of the edge. Use the shotgun if you have the ammo, it only takes about 40-50 hits with it. Or use the uzis for around 400 some odd hits till it dies.

You just don't want this monster to get close to you because it can kill you with 1 hit. After it's dead go around to the corners of the platform and get the UZI CLIPS X6. Now take the door and go through the tunnel here. When you come to the block in the tunnel, push it 3 times then take the corridor. Push the next block 1 time then climb on top. From there climb into the next corridor and use the SAVE GEM. After that avoid the veg-o-matic, and continue down the tunnel. Take the right when you come to it and push the block at the bottom 1 time. After that go back to the main path and drop down in front of the block climb up, do a somersault and drop off of the other side of the block and then push it 2 times then take the right tunnel back up. Once you are on top of the block, flip the switch and go to the next room. In here turn to the right and jump along the notches in the floor so that you won't slide into the lava. Jump to the right 2 times then jump across and then back across into the next slot. Turn around and a bridge will be up behind you now. Go to it. Go across the bridge and get SECRET #1, LARGE MEDI PACK, MAGNUM CLIPS, and SHOGTUN SHELLS. Flip the switch in here 2 times and then go back out to the half bridge.

Jump across and make your way into the next room. Do not go up the tunnel here yet! First turn around so that your back is facing the boulder, then back up the tunnel until the boulder activates then run and turn into the last room. After the boulder is past you then you can go up. Do the same for the next tunnel, after that follow until you come to a collapsible tile at the end of the tunnel. Step on it and then hop off, and do a safety drop into the room below. Use the SAVE GEM and destroy the SCION! After that run back into the room you used to get here last level and kill the 3 monsters in there. Now drop to the bottom of this room, preferably the side without lava. Do a safety drop through the hole in the end of the room. Now turn and face the wall with the crevice jump and grab the crevice and shimmy across the room. When you drop onto the rock on the other side wait until you have slid most of the way down the rock and do a back flip so that you are on safe land. Turn and enter the next room. Walk down to the edge and then sidestep to the left. While you have been doing this a boulder has gone by on your left. Now just jump past

the pendulum, and walk through the spikes. When you are on the small ledge past all of the spikes, turn and face the collapsible bridge ahead of you, aim at the door. You do not want to step on the ramp on this ledge at all, so just aim at the bridge and jump from the level area. Keep the jump button pressed in and you will jump into the next room. See all of those goodies on the other side of the room? That is SECRET #2. Here's how to get it, turn and face the wall to your left. Study it for a moment. See that crevice, follow the line leading from it and do a jump to it, it will be at a slight angle, and if you have too much angle, you will die. After you have a hold of it, shimmy all the way across to it. Get the UZI CLIPS and the LARGE MEDI PACK X3.

Now take and line up with the slope in front of you and then turn around and do a back flip. Keep the jump button pressed in as you fly so that after you fall off of the slope, you will grab onto the ledge in front of you. Use the SAVE GEM here then grab the crevice before you and shimmy to the right. Here's another tough spot. Good thing there was a SAVE GEM there. You have to time your run by the pendulum ahead of you. Run forward avoiding both the boulder and the pendulum. After you are past stop. Now go down this corridor and turn right into the small room and stop, wait for the boulder to stop, then jump over it and get the SMALL MEDI PACK. Jump back over to get into the next room.

This spot is easy, walk over to the far edge of the ramp and slide down avoiding the pendulum and jump onto the next ledge. From there turn and drop down onto the floor below. In this next room here, run straight to the SMALL MEDI PACK, then zig zag past the last 2 lava flows. Flip the switch and go into the next room and turn left. Run forward until the boulder is past and stop at the very edge of the floor here. Do a forward jump and grab the ledge and just hang there until the other boulder is past and then pull yourself up. Now for the flame pillar room. Walk to the edge of the first platform and line yourself up with the rest of them. Do a running jump and go completely over the next pillar and grab onto the next one. Pull yourself up and do a rolling jump over the flames here then repeat and into the next room. Walk to the very edge and look down. Long way isn't it and what a small target. Well you will do that in a couple of minutes, first, do a running jump to the collapsible tile in front of you, you should be able to just grab on. Pull yourself up and jump into the room beyond. This is SECRET #3, the last secret in the game.

NOTE: IF YOU HAVE GOTTEN ALL OF THE REST OF THE SECRETS IN THE GAME, THEN THIS ONE WILL NOT WORK. IT IS A GLITCH IN THE GAME SORRY!! Get the LARGE MEDI PACK and UZI CLIPS X2.

Now walk to the entrance of this room, here's a guaranteed way to hit the water below. Just stand at the edge here and do a swan dive. You will land in the water no problems. While underwater get the UZI CLIPS then swim the rest of the way through the tunnel. Climb out of the water and get the UZI CLIPS X4, and use the LAST SAVE GEM IN THE GAME. Here you have to battle Natla time to put those uzis to work. If you have plenty of medi packs run into the tunnel to the right and hide there, get the UZI CLIPS X6 and wait for her to join you in here. When she comes in, open fire. If you have few medi packs, dodge what she shoots at you and return fire when you can. Either way, after she falls down the first time she's not done just give her a minute to get herself together, then she'll be ready for round 2. This time when she falls over she is dead. She is the last enemy in the game. Now that she is dead, go over to the far end of the room and climb the spot that is a ramp and looks like it has light behind it. Jump over the top of it and climb into the tunnel behind it. When you come out of the tunnel here, jump from pillar to pillar until you are able to reach the next tunnel. At the end of this tunnel, do a safety drop and then pillar hop again until you are in the next tunnel. At the end of this tunnel, do another safety drop onto your last pillar in the game. Then do your last running jump to the ledge on the right. Then climb into your last tunnel and run to the end of the game. Good job! But I think that the final FMV of the game stinks.

## V. CODES AND SECRETS

Note: Codes must be done in inventory screen.

ALL GUNS AND FULL AMMO: L1, Triangle, R2, L2, L2, R2, Circle, R1

LEVEL SKIP: L2, R2, L1, Circle, Triangle, L1, R2, L2, Select

FULL SECRETS: You cannot get all of the secrets in the game. If you have gotten them all up through the second one in the last level from the beginning of the game, then the last one will not register. It is a glitch in the game.

## VI. SPECIAL THANKS AND CREDITS:

Nebloof - for telling me that I forgot the level skip code for the PSX version of the game.

I would first of all like to thank the people at Eidos and Core for making this game. I would like to thank Sony for letting them put it on Playstation. I would also like to thank Rimracker for the term "veg-o-matic." I'd like to thank CJayC at [www.gamefaqs.com](http://www.gamefaqs.com) for putting this guide up on his great site. Lastly, I would like to thank myself for writing this up for you to use, and I'd also like to thank you for using it. Feel free to contact me with your questions/suggestions for my further FAQs. Have a nice day!

This document is copyright Hyuaki Hay and hosted by VGM with permission.