

Lara Croft Tomb Raider: The Prophecy Walkthrough Final

by kenb215

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Lara Croft
Tomb Raider
The Prophecy

Gameboy Advance

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1.00 Introduction
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Herein is my guide for Tomb Raider: The Prophecy. The Prophecy is a good game for the GBA. It features good, semi-3D graphics, and a logical, responsive control system. It is a definite improvement over the previous, Gameboy Color games. The puzzles it contains are not hard, but some people may find themselves needing help from time to time.

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2.00 Technical Introduction
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This is my walkthrough for Tomb Raider The Prophecy, for Gameboy Advance. The most current walkthrough can always be found at www.gamefaqs.com. It is intended to be a complete and detailed guide. If you have any input, contact me at kenbarney@optonline.net, with Tomb Raider as the subject, or use the gamefaqs message board. All people who contribute will be given credit.

If you liked this walkthrough, you may like my other work. Find it at <http://www.gamefaqs.com/features/recognition/34422.html>

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3.00

Story
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The story, as taken from the game goes...

"REAL MAGIC"

These words resound in Lara's head as she contemplates the mighty Swedish mountain above her. Magic, means supernatural, great, power. It existed as many legends of different cultures and ages describe it.

As soon as Lara started deciphering the forgotten Tome of Ezekiel, written by a mysterious medieval scholar, she immediately found herself knee deep in the legend.

And so she's here. Looking for the Black Stone which lies somewhere in the icy heart of what was called the Wolf's Fang Peak, by the 13th century's scholar.

She's looking for the stone that will reveal what Magic was, or still is.

The symbols Lara found in King's Heort tomb led her to further investigation of the Tome of Ezekiel. Apparently the Viking king had secretly used the stone's to rule his kingdom.

Translation of the symbols proves to be a hard task, but finally Lara discovered her new objective. According to the newly deciphered chapter of the book there are two other magic stones, and one is hidden in the temples region of Angkor Wat in Cambodia

Without further delay, Lara heads to Cambodia to search for the stone.

Lara spent many hours deciphering the Tomb of Ezekiel, aided by her recent discoveries. She understood that the Tomb describes a prophecy, the Prophecy of Magic.

The Prophecy tells that the three magic stones helped the great conquerors Heort the Viking, Surya Varman II of Cambodia, and Marcus Aurelios, emperor of Rome.

Not having time to completely decipher the whole prophecy, Lara rushed to the Laconia Island in Southern Italy, where the last stone should be.

Lara goes back to her library in a desperate attempt to discover where the Teg-Du-Bhorez headquarters were located.

She finally decipheres the whole Prophecy. 'The First Union gave humans Life. The Second Union gave humans Salvation. The Third Union will give humans Conclusion'

Name: Wolf (blue-gray)
Attack: bite
Damage: 7.5% of health bar 12 to die from
Damage taken: 4 shots
Kill: Run back while shooting them with the pistol.
Movement: Runs directly towards Lara, or to a place she just was. Can run faster than her, but not faster than sprint.
Other: If it gets too close, and starts to bite, jump either back, or over them, while shooting.

Name: Wolf (brown)
Attack: bite
Damage: 7.5% of health bar 12 to die from
Damage taken: 5 shots
Kill: Run back and shoot with pistol.
Movement: Directly to Lara, or where she just was, slower than her.
Other: First found in level nine.

Name: Wolf (black)
Attack: bite
Damage: 14% of health bar 7 to die from
Damage taken: 4 shots 2 charge ups of Golden Guns
Kill: Run back and shoot with pistol, or more powerful if restricted, or many enemies.
Movement: Directly to Lara, or where she just was, slower than her.
Other: First found in level 17.

Name: Wolf (fire breath)
Attack: fire breath
Damage: 20% of health bar 5 to die from
Damage taken: 4 shots 2 charge ups of Golden Guns
Kill: Run back and shoot with Uzi or Golden Guns
Movement: Directly to Lara.
Other: A black wolf becomes this when a red magician uses his power raising ability. He no longer bites, but will breathe fire instead.

Name: Skeleton (slash)
Attack: sword slash
Damage: 15% of health bar 7 to die from
Damage taken: 3 shots 2 charge ups of Golden Guns
Kill: Circle just out of its range with Uzi or pistol, or jump back and forth over if constrained or charge Golden Guns, charge it, and release when you are touching it.
Movement: Slow, follows you if it can.
Other: It can block shots with its shield, circle to avoid this.

Name: Skeleton (throw)
Attack: thrown ax
Damage: 15% of health bar 7 to die from
Damage taken: 3 shots 2 charge ups of Golden Guns
Kill: Circle and jump while near it with Uzi or pistol. With Golden Guns, charge, then jump over axe and release when touching it.
Movement: Little movement, but slow when it does.
Other: Walks to near you, and throws an ax at you. It can block shots with its shield. To kill it, circle it, and jump when an ax is about to be thrown.

Name: Skeleton (fire throw)

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

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

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

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

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

Name: Penultimate grey magician
Attack1: Blue energy ball
Damage1: 30% of health bar 4 to die from
Attack2: Beam Cannon
Damage2: 30% of health bar 4 to die from
Damage taken: 50 shots 20 charge ups
Movement: Moves randomly side to side at medium to long range and can teleport.
Other: It can summon a ghost to appear. Can raise temporarily shield.

Name: Great Grey One
Attack1: see all magicians (can only use when closest stone color to magician color with that attack is in place)
Damage1: see all magicians
Attack2: Scorpion Blast (only available when all stones are in)
Damage2: 30% of health bar 4 to die from
Damage taken: Stage 1 40 shots or 25 charge ups
Damage taken: Stage 2 35 shots or 20 charge ups
Damage taken: Stage 3 40 shots or 25 charge ups
Damage taken: Stage 4 40 shots or 25 charge ups
Kill: Put in all three stones, then stand in front of and slightly back
Jump over all attacks, and keep shooting with 5 charge shots of Golden Guns.
Movement: N/A
Other: Will summon 3 skeletons after Stage 1: 3 ghosts after Stage 2: and the penultimate boss after Stage 3

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7.00 Items
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Pistol- The pistols are your basic guns. They fire slow, weak rounds, but they have infinite ammunition.

Uzi- Uzi's are gotten in level 16. They fire faster than pistols do, but their ammo is not more powerful, unlike what the manual says.

Uzi ammo- Ammo for Uzi's. One item gives you 40 rounds of ammunition.

Golden Guns- They are the most powerful of the weapons. They work differently than the other guns. Press and hold then trigger to charge them. Release to shoot. The longer you hold, the more powerful the shot will be. The power of the shots will not increase after five charge ups, which is when the charging sound goes fully through once and the rings go from far to near one time.

Golden Gun ammo- Ammo for the Golden Guns. One item gives you 40 rounds of ammo.

Decorative Battle Axe- This is given to the unarmed soldier statue at the end of level 4.

Sword- Item found in the beginning of level 7, on a platform below you. It is put on the left on the platform in level 8 to gain access to a magic stone.

Shield- Item found in the middle of level 7, on a ledge above, and right via a shimmying ledge. It is put on the right on the platform in level 8 to gain access to a magic stone.

Libra (Balance)- Item found at the end of level 7, on a platform surrounded by

flames. It is put in the middle on the platform in level 8 to gain access to a magic stone.

Hell Statue- Found in level ten, this is put into an altar to lower platforms. It will remain with you for several levels.

Heaven Statue- Also found in level ten, this will raise platforms when put into an altar. It to will remain for several levels.

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8.00 Passwords
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Note: Lara's equipment is reset each time you use a password.

- Level 1 PRLD Why have a password for the first level? :)
- Level 2 GAZE
- Level 3 MEDI
- Level 4 HAXE
- Level 5 PATH
- Level 6 BONE
- Level 7 TREE
- Level 8 LINK
- Level 9 KURZ
- Level 10 HELL
- Level 11 WEFX
- Level 12 MEMO
- Level 13 HEAR
- Level 14 FITZ
- Level 15 ELRC
- Level 16 CLIK
- Level 17 MGSL
- Level 18 ROMA
- Level 19 MONK
- Level 20 AEON
- Level 21 TIME
- Level 22 OLIM
- Level 23 LAND
- Level 24 DART
- Level 25 HILL
- Level 26 CHEX
- Level 27 STLK
- Level 28 MECH
- Level 29 ARKD
- Level 30 MUSH
- Level 31 SPOK
- Level 32 LITH
- Level 33 ARIA (CREDITS)

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9.00 Walkthrough
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Level 1 PRLD

Watch the text go by, or press A to skip it. It reads...

"REAL MAGIC"

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

mountain above her. Magic, means supernatural, great, power. It existed as many legends of different cultures and ages describe it.

As soon as Lara started deciphering the forgotten Tome of Ezekiel, written by a mysterious medieval scholar, she immediately found herself knee deep in the legend.

And so she's here. Looking for the Black Stone which lies somewhere in the icy heart of what was called the Wolf's Fang Peak, by the 13th century's scholar.

She's looking for the stone that will reveal what Magic was, or still is.

From the start of the level, go right. Lara will say, "Mmhh. Looks like a long way up. Maybe next time I should get another helicopter pilot." After that, go right some more. The camera will move, showing you where you need to go. Get up the rock face by standing in front of it, and pressing UP and A at the same time. If you want a medikit, don't go up the ladder yet. Instead, go all the way right. At the end, move Lara towards the very edge of the cliff, and press B. She will go down, and hang onto the ledge. From here, go right. Press DOWN to let go, and B while you are standing over the small medikit to grab it.

Then go back to where the ladder was. If you can't see the ladder, it looks like animal skulls alternating with horizontal bars. It was showed in the camera movement before. Clime all the way up the ladder. At the top is a small gap in the rocks that snow has accumulated in. Press RIGHT to shimmy across until land is below you. Go up the narrow alleyway. The screen will go dark for a second, and then you will reappear.

Go left and the camera will move again. Follow it, and grab the large medikit. Then go up the alley, and the screen will black out again. Clime to the top of the ladder in front of you. If you don't want the medikit, then go right. If you do want it, go left on the bar, drop down, and grab it. Then you need to jump across the gap to the other side. Stand near the edge of the cliff, and press RIGHT and A at the same time, and Lara will jump to the other cliff.

Continue to hold RIGHT after she grabs it, and she will pull herself up. Go right and the camera will move to a mouth-like doorway, and Lara will say, "The Tome of Ezekiel referred to this plateau. There's a way to get in." Go up the ladder and approach the door. It will open automatically. Go through and the level will end.

Level 2 GAZE

Go right, and Lara will say "Well this place can surly use a change of air." Climb the ledges that are to your right by jumping forward onto them, or standing next to them from one level down and pushing A then jump. Go a bit to the right and the camera will move, showing a square button in the wall and three pillars that quickly alternate between being off and shooting flame. Lara will say "Interesting." Go up to the button and push it. The flames will turn off, and Lara will say "Interesting" again.

Next, go LEFT, and climb up the ledges that are above you. At the top are a door and a button. Push the Button and the door will open. Go through the door, and Lara says, "Small as a make-up box, slightly more useful." Go in the room and pick up the small medikit and Uzi ammo. You do not have Uzi's yet, so the ammo is worthless. Go back down and right, past where the flames were. You will see a wolf, and Lara will say, "I can handle this." Get down off the

ledges, either by dropping down, or gradually, by going from one ledge to a lower one.

When you reach the bottom, the wolf will try to attack. Draw your guns, by pressing R, and shoot the wolf, by pressing B, with guns drawn. It is easiest to kill it by first getting into shooting range. Then back off as you attack the wolf and it follows you. If it catches up, jump back and continue shooting when it is about to bite you. If you run into a wall, then when the wolf is right at your feet, and is going to bite you, jump over it while shooting. Lara will automatically turn to face in the right direction. When the wolf is dead, Lara will say, "Tough but not tough enough."

Climb onto the lowest ledge above you, and use it to jump and grab to the ledge to the right. Pull yourself up. Go up and slightly left, and the camera will move to show a large medikit. Lara will say, "I can always use an aspirin." Clime up the ladder, go left, drop down, and pick up the medikit. Jump over to the platform next to you. Then go up and right. The camera will pan, showing you how to get down. Clime down the ladder, or just fall down to the narrow ledge, and pick up the midikit. The press R, and draw you guns. Drop down, back up to the wall and shoot the wolf as soon as it comes within range. When it reaches you, jump over it, and continue shooting.

Go right. When the path forks, take the upper route. If you want to get there faster, push the L button, and Lara will sprint for a short time. Push the button, and go back to the fork. Go right, down the lower path until you get to the button. You should here flames in the background. They are below you. Push the button, and the camera will show the flames as they turn off. Draw your guns and go past the flames. Kill the wolf that attacks. Go left, and up the series of ledges. At the top, get the small medikit, and push the button. Note, if you are low on health you can always use a medikit to restore it, they will not be saved anyway, when you turn the system off. When the button is pushed, the camera will follow a path, and show you a door opening.

Follow the path that the camera went, and go through the door. Press sprint, L, to get there faster. Go through the door, and continue going up until you see the button. Push it, and the door that is raised above the ground right next to you will open. Go left instead, with guns drawn, and kill the wolf. Put your guns away, and continue to go left, until you see a button. Push it, and the door that is above you will open. Go all of the way right, down slightly, and go through the door that you opened before. Go up, and left to the door that just opened. When you reach that platform, draw your guns, and kill the wolf. Lara will say, "Excellent." Go up, through the raised opening, and the level will end.

Level 3 MEDI

Go right until you reach the fork. Go up the left branch, climb the steps, and push the button. The camera will show the door near you open. Go back to the fork, and up the right side. Walk through the door with your guns drown, and kill the wolf, which attacks from the left. There is a medikit to your left, but you can't reach it yet. Instead, go right to the fork, and shoot the wolf in front of you. Take the ladder up, and cross the platforms. Grab the edge above you and shimmy left. Drop down and get the medikit. Go left, and follow the path to a button. Push it, and the camera will show the ladder you just climbed, and a door on the other side of a wall that is opening. Go back to the fork, and take the lower route.

Push the button, and the flames to your right will go out. Follow the path and

push the next button. It will put out flames slightly down the path. Go past the flames, and draw your guns. Go right, and kill the wolf. Go to the end of the path, pick up the medikit, and push the button. The camera will pan to flames going out.

Go to them, and continue going. Go right with guns drawn and kill the wolf. Follow the path, jump the gap, and pick up the medikit. Go back to the fork after the flames and draw your weapons. Kill the wolf, and climb the ledges. At the top, quickly draw your guns. Kill the wolf. Go left, get the medikit, and go down. Hit the switch, and the camera will pan to a door opening. Go up, right, up, right, up right, and up into the door. Go through the next door, push the button, and another door will open. Go through it, and the level will end.

Level 4 HAXE

Go right until the camera shifts. Go where the camera showed you by climbing and shimmying. Don't forget the medikit. Go all the way to the right, and let yourself down, press B at the edge then DOWN to let go to do this. Get the medikit, grab the edge, and climb up. Time your way past the flames and follow the path. Get yourself down at the ladder, and push the button. It opens a door to your right. Go through it and draw your guns. Kill the two wolves. Climb the platforms and push the button to bring down spikes all the way over to the right. Get down, go back through the door, and hop down on the right side.

Get past the flame, draw guns, and go left, down, and right, killing a wolf along the way. Push the button and the camera will show a door opening to your left on a higher platform. Go left, until you see a small platform with a ladder on it. Climb it, then jump to the right. Grab the edge, shimmy right, and climb down the ladder, or just jump over, to the next platform. Go through the door. It seems like a level end, but it isn't.

Go right, push the button, and get the medikit. Then go to the left side, either through the top or bottom route, and push the button. Go in the door that opened, and grab the ax. Leave this area, then drop down to the floor. Go right, up, right to the wall, and climb the cliffs. Lara will say, "Beowulf, Guard of the King. This guard doesn't have a weapon. No guard should be unarmed...". Advance slowly to the statue that was shown when the camera moved, killing all four of the wolves. Go up to the statue, press SELECT, and give the guard the ax.

Go through the door. It will again look like the end of the level, but it still isn't. Go forward and Lara will say, "If they placed the King's Tomb up there they must have had a reason. A tomb harder to worship means a tomb holding some secrets." Climb up the wall and grab the medikit. Then go back down and pull the switch. It is timed. Quickly climb up the cliffs and ladders, and shimmy to reach the door that was shown before it closes. Go through the next door and the level will end.

Level 5 PATH

This starts with the camera moving to show a wolf, and Lara saying, "Now let's see if I have to get a cold." Draw guns, and kill it. Go right, and up and down the ledges, getting two medikits. After the last drop down, draw your guns, and kill two more wolves. Walk forwards, and the camera will show you

the ledge to go to. Lara will say, "Vargstigen... the path of the wolf." After you grab the medikit you were shown, go left and climb the ladder. It is somewhat difficult to see. When the camera is as far left as it will go, the ladder will be about one centimeter, or half of an inch, from the left edge of the screen. After this, the screen will blank out for a short time.

Go right, and take the lower path. Grab the medikit. Go up on the left edge of the platform, and draw your guns to kill a wolf that is charging you. Climb the ladder. Go slightly right and the camera will move to the right. The platform it shows can be reached in two ways. One way is to stand back from the edge, and sprint (with the L button). Jump when you are right at the edge of the cliff.

The other way to reach the platform is to go all of the way to the left, and up. This will bring you to the bottom. Climb the ladder to get to the top. Get the medikit that is just below. Go right, hop up, and shimmy to the next platform. Grab the Uzi ammo. Go right, climb, shimmy, and go up. The screen will go blank for a second. From here, go left two platforms, and kill a wolf. Continue going left, then up to end the level.

Level 6 BONE

Walk forward, and you will be attacked by two wolves. Shoot them and go down, avoiding the flames, until you see a button. Push it and the fire below you will go out. Go past the fire that you put out, and press two buttons. One opens a door that you can't reach yet. The other opens a door near the beginning. Go to this one. Climb up the ladder, jump the flames, and hit the switch. The flames are out, so hop down to the ledge, and hang off the edge. Pull the lever, and sprint past the temporarily extinguished flames. Grab the ammo, press both of the buttons, and lastly, pull the lever. Dart past the flames.

Climb the ladder and go as far left as you can. Go down, dodging the flames again. Go right, and jump to where the spikes were, and jump again. The camera will move and show you a skeleton. She will say, "Terrible!" Draw your guns again, and go to the skeleton. Jump back and forth over it while occasionally letting go of the trigger. This will help keep the shield from blocking your bullets. "Done!," Lara will say once you defeat it. Get the large medikit from the left, and go through the double open doors. Kill the wolf that attacks. Follow the path to the end. The switch opens a door next to the double doors, so follow the path back. Go through the new door to the next level.

Level 7 Tree

Move, and Lara will speak, "King Heort lies here. His legend will be immortal, for death shall respect his sons." Push the switch that is in the room below you. Go down, and follow the path past a closed door, and two sets of spikes in the down position. After the second set, go down and shimmy right to get the sword. Either go up and right, or sprint jump right, and go up, being careful of the flames. Get the medikit and push the switch. Follow the path that the camera shows you to go. Shortly after hopping down, the camera will move to show a statue, and Lara will say, "Although he was a mighty leader, there are only sketchy details about this King's history.

Continue following the path, timing your jumps over the flames, until you are

over a ladder. The camera will show a skeleton coming to life, and Lara will say, "Now I know what those skeletons were... The soldiers of King Heort." Go down the ladder and quickly draw your weapons. Kill this skeleton the same way that you did the other one, by jumping back and forth over it, and intermittently letting go of the trigger. However, this skeleton is different. He can throw an ax at you. When it collapses, Lara will say, "Done!"

Push the button, and a distant door will open. Follow the path to it, and you will realize that it is right near the beginning of the level. Go forward, past it, draw your guns, and kill two wolves. Go to the nearest right and climb the platforms. Dodge the falling fireballs, and get the large medikit. Go left, up and follow the path. Go over two retracted spikes. From the second one, go left two platforms, and jump up. Shimmy right and get the shield, and medikit, and push the button, which will retract some spikes, and raise the ones that you just went over.

Go left to the platform with the ladder, and climb it so you get reach the button. Push it, and more spikes will retract. Get the medikit, then go down the ladder (not the one you just climbed, the one directly below this platform.) Go down and around, over some spikes. Follow the path, and you will come to a skeleton where Lara will say, "He must have used the power of the Black stone, magic that can raise the dead. This would explain why he is remembered only in grim legends and in the Tome of Ezekiel." Kill the skeleton, and push the button to open one of two doors.

Cross the spikes, and go up. Climb until you can go right. When you do, the spikes that you just crossed will go up. Press the button to open up a door. Go left and down, past the flames, as the camera showed you how to do. Then draw guns and kill two wolves that don't attack because there is a pit that they can't find their way around. Lara will say, "Excellent."

Continue going, jump the pit, and go through the open door that is just below it. Go left, and jump up the levels, being careful to time it when the flames are out, or where there are no flames. Get the balance, and push the two switches. Go to the door that was just opened, and push another button. Go through this door, and three more that are directly above it. Lara will say, "Finally, this should be the King's Tomb. Now let's find the Black Stone." Go forward to end the level.

Level 8 LINK

Go forward, and the camera will move to show a tomb, and some writing on a wall. Lara will say, "The Stone must be here, in the tomb, but I must find a way to open it." Go up to the writing on the top left, and Lara will read it. She will say, "A good king is a fair judge who punishes the guilty and protects the innocent." This is a clue to the order that you should put the items you acquired on the platform on the right. When you go up to the platform, Lara will say, "Looks like I can put some objects here."

Put the three items in the three openings on the platform. They need to be in the correct place, in the order that they were hinted at in the script, from left to right. A tone will tell you if an item is in the correct place. A duue sound if it is wrong and a mechanical clicking sound if you are correct. From left to right, the correct order is balance, sword, and shield. When they are all on, push the button and a movie will play.

A hovering, purple robed person will appear before you. Lara will say, "Well, I guess I disturbed your sleep." The person will summon two skeletons to life,

and the movie will end.

Kill the skeletons, and another movie will begin. The purple robbed figure will say, "You shall not interfere with the ways of Magic, pitiful mortal." Lara will say, "Let's see if I'm the only mortal around then." The movie will end, and you will need to fight the person.

Just stand back, and keep shooting and moving, and he will die. Sometimes he will be able to dodge a few bullets. You can easily jump over all of his attacks. When he dies, another movie will play.

He will say, "The Teg-Du-Bhorez will avenge me." Lara will say, "Got it, but what's the Teg-Du-Bhorez." Next, she will say, "What? There's nothing here, except for some symbols. I've seen them before, at the Tomb of Ezekiel. I must head home and study this more."

Level 9 KURZ

This starts off by giving you information about the quest so far. It reads...

The symbols Lara found in King's Heort tomb led her to further investigation of the Tome of Ezekiel. Apparently the Viking king had secretly used the stone's to rule his kingdom.

Translation of the symbols proves to be a hard task, but finally Lara discovered her new objective. According to the newly deciphered chapter of the book there are two other magic stones, and one is hidden in the temples region of Angkor Wat in Cambodia

Without further delay, Lara heads to Cambodia to search for the stone.

"A rather long journey," says Lara when you first move. Draw weapons and kill three wolves that attack as you move right. These are new wolves. They are slower, but take five shots to kill. Lara will now say, "Done!" Move up so that you can see the northern part of the area that you are in, and go right. Climb up on the first platform that you can, and push the button. It will lower the spikes that are next to you, so go that way. Shimmy across, then push the button. It will open a door next to where you just were, so go in it, with guns drawn. Kill the skeleton, and the next door will open.

Kill these two skeletons, and the spikes will lower. Also, Lara will say, "Done!" Kill the wolf that is waiting just past the spikes. Go left, and kill two more skeletons. Lara will say, "Excellent!" Go all of the way left and push the button. Climb the two ladders to your right. Then jump left onto the recently lowered spikes, and push the button. It will open a door to your right. There is another closed door behind it, so exit this area into the main area.

Go all of the way to the right, and push the button. Then go left on the platforms to push another button, which will move one key platform. Jump left, walk forward, and Lara will say, "The book described a flaming rock at the top of a temple in area of Angkor Wat in Cambodia. The legendary Surya Varman II is supposed to rest there." Go through the door in front of you with guns drawn, and obliterate a skeleton.

Go forward, and pull the TIMED switch. Dash around the hole in the ground, and thorough the temporarily open door. With a little luck, you can just make it. Go past the fire, then up. Kill two skeletons and climb the platforms. Time

your jump onto the fire, or sprint jump to go entirely over it. Climb then descend the ladders and push the two buttons. Now you can see that the door that was closed in the other area is open.

Start going to it by going up a ladder, jumping the flames, and getting down from the platforms. Now sprint across the flames that are near you, to your left. Three dogs will attack. You can either shoot them, or run back across the flames, letting them kill all of the dogs that are on them when they go up. After this, Lara will say, "Excellent." Go up, and pull the switch. Quickly jump to and off the spikes on the other side, or they will come up and kill you. Push the button, and repeat to get back.

Now go down through the door that the camera showed you, and jump over the pit. Go left to get to the main room. The door we want to get into is the one just to out left. Go in it, and follow the path through the two opened doors. Go left, and Lara will say, "King Surya Varman II must have used the red stone to gain tremendous advantages in wars during his reign, and probably the same stone is buried with him along with his treasure." Continue going left, and the level will end.

Level 10 HELL

Draw your guns and go right. Kill the three wolves. Push the button, and go through the doorways into the main area. Go right, and kill three more wolves. Climb up the first platform that you can at the top part of the area. Hop to the next platform, then sprint jump right to reach one with a button. Press the button, go to the spikes that were just put down, and push the button there. Now go again to the closest platform that you can get to. This time go left, and push the button. Now go all of the way to the leftmost platform, and climb it, while being careful of the fire.

Push the button next to the door, and the one behind it. Go through it with guns drawn, and kill a skeleton. Go left and into the upper room. Kill the skeleton, and push the button. Go down and push two more buttons. Exit this area into the main area via the left exit. Then go into the southern door that you just opened. It should be almost directly below you. Walk exactly in the middle of the flames, and kill the skeleton. The door below you will now open.

Push the button, and kill the three skeletons to your right. Lara will say, "Done!" Go up the ladder before you, and go left. Lara will say, "This inscription isn't that clear, it sounds like... 'Reach the sky to worship Ernard Goddess of the Heavens.'" This is a clue for how to use the statue in front of you, which you should get now.

Go down and into the main area. Climb the platform directly in front of you, and go left until you reach a door. Go in it, and get the statue. At the top, Lara will say, "It's written in an ancient khmer royal dialect... it says... 'Crawl to the abyss and pay tribute to Yhelm, God of the Hells.'" Now go back into the southern area. This time, go to the left. A skeleton will attack. If you are lucky, it will stand over the flame, and be killed.

Now go left and jump to where flames are at the very edge of the platform. Pull up when both of the flames are out. Walk forward and two skeletons will awaken. Kill both of them. Go down, and three wolves will attack. Kill all of them. Now go right, and jump to the platform with the button after both flames are out for a short time. Jump right. Go forward and Lara will say, "'Place the tribute to the Gods and reach their place.'"

This is a clue for how to use the statues. Go right and you will see a tall platform that is blocking your path. Lara will say, "Altar of Yhelm, God of Hells." If you can't figure out what the puzzle is, put the Hell Statue in the altar area, then push the button next to it until you can cross. The Hell god statue will lower the platform, because Hell is below, while putting the Heaven Statue in will raise the platform if it can go up, because Heaven is above. Try it if you want. When you can cross the platform, get your statue out of the altar (with the B button) and cross it.

Watch out for the first two dart guns, and stop before the last one. Sprint and jump to the next platform when no darts are coming. Go forward, and Lara will say, "Altar of Ernard, Goddess of Heaven." Put the heaven statue into the altar, and push the button twice to raise the platform in front of you. Get the statue out, and go forward. Lara will say, "... I should think about this... Heaven Goddess Statue... Hell God Statue..." We already figured the puzzle out. :) Climb the platforms, kill the skeleton, and the exit door will open. If you can't exit the door because it says you need to find something, then you will need to go back and retrieve the heaven or hell statues that you left behind.

Level 11 WEFX

This is an extremely short level. Easier than the first one. Just follow the path, jump over the gaps, and you will reach the end in a few seconds.

Level 12 MEMO

Go slightly forward, and you will see some spikes to your right. You aren't supposed to be able to get past them yet, but if you sprint and jump over them, you can make it. However, there is a door after this, so you can't make any progress that way yet. Go left and up, and you will be attacked by three dogs. You can kill them either by shooting all three of them, or by sprint jumping over the spikes. The wolves will run into the spikes after you, and die. After they are dead, the spikes will lower. Go up to the left, get the medikit, and push the button on the platforms. Go around to the door that just opened. Go down and right until Lara says, "Excellent."

She is referring to the spikes that are going up and down. Go up to them, and right when they go down, run to the button and push it. As soon as you can, get off the spikes, because they are about to come up again. Climb the ladder and go to the door that just opened. Kill the skeleton and push the button. Now go out of the door, and lower yourself down. Go to the platform with the Uzi ammo, just next to the moving spikes to your left. Jump to your right, it is easier if you sprint first.

Push the button, and quickly go into the door that just opened to your right. Sprint over the flames, and through the second timed door that the button opened. Go over the unlit fires, and they will ignite. Kill the two skeletons, and the door will open. Go through it and shimmy to the right. Get the items, and draw your guns. Kill the wolves that attack. Go left, down, and right, and another wolf will attack.

Get on the left most platform, and cross the first gap with a sprint jump, and the second with a normal one. Make sure that you are right up against the wall for the second jump; otherwise, you might accidentally miss, even though you should make it. Shimmy across and push the button. Go up to the door to your

right and push the timed button. Sprint past the doors. Climb the leftmost platform and cross again. Climb the ladder, push the button, and go through the door. Kill the skeleton and the button for the next door will appear to the right. It ends the level.

Level 13 HEAR

You will be shown a movie. Lara will say, "I heard something..." The upper robed person will say, "She knows about the black stone, it's just a matter of time before she finds out about the red one to. She defeated the brother guarding Wolf Fang's Peak. We must hurry and find it. We need all three Magic Stones for the final ritual. The Teg-Du-Bhorez brotherhood will finally accomplish its duty." Lara will say, "So there's more of them, forming a good old secret society... They are here, one step ahead of me. Talk about punctuality!"

Immediately draw your guns, and kill the three wolves that attack. Climb the ladders to your right, and go left to push the button. Then go right and push the button over the spikes that were just lowered. Shimmy left, over the spikes, and go through the door. Climb the platforms, and shimmy left. Push the button to the left, and backtrack to the spikes that were lowered. Push in the button there, and go back to where you just were. Go through the door, and hop off the platform when you can, being careful not to land on the spikes. Kill the skeleton. Push the button near the door, then the one over the spikes, and then go through the door. Follow the path, and kill the skeleton.

Climb up the ladder, and go right. Quickly let go and climb up when the flames are out. Push the button, and the spikes will lower. Lower yourself from the lower platform with flames, and draw your guns. The skeleton may have been brought back to life by a robed person. Push the button over the spikes, and a door above you will open. Go to where it is, but instead of going through it, go right. Lara will say, "Excellent." Lower yourself to ground level, and kill both of the purple robed figures. Lara will now say, "Done."

Push the button over the spikes, and a distant door will open. Push the button to the right, on the other side of the platform, and nothing will happen. Go to your left and climb the platforms. Lower yourself down, and go left and down. Go up the platforms to your right. Go down, right, and up. Kill the skeleton here, and go all of the way right. Kill another skeleton, and go through the door. Kill another skeleton. Go left and jump to the platform. You are back where you were before, so if you fall, you will need to go around again. Push the button, and the door above you and to the left will open. Climb the platforms, and go to it. The level will end.

Level 14 FITZ

Go up. Put the Hell Statue in the altar, and push the button next to it two times. Get your statue, and climb the platform to your left. Go up, and go to the altar. Put the Heaven Statue in it, and the platform to your left will rise up. Jump to it, and then to the platform to the left. Go up and right, and push the button. A platform below you will rise up. Go right and down, and get your Heaven Statue from the altar.

Go right and up, and put your Heaven Statue in this altar. Go left, and push the button. It will lower some spikes far away. Go right and get your statue. Then go down, slightly left and down, then right, and you will be at the

spikes. Put the Hell Statue in the altar, and push the button. Go right, and down. Kill the skeleton. Put the Hell Statue in the altar, and push the button once, then retrieve your statue.

Climb up, and push the button there. It will open a door in front of you. Go through the door, climb down, and kill the skeleton. Go left, and a purple magician will attack. Kill it, and then if he revived the skeleton, kill that again too. Go left, put the Hell Statue in the altar, and push the button once. Then retrieve the statue again. Go right, and climb the ladder. Go right, and climb the platform that you lowered. Push the button, and you will open the door above where you just were. Backtrack to the ground level where the last altar was. Climb up the small platforms in the middle of the area, and shimmy left. Go through the door. Lara will say, "... I should think about this... Heaven Goddess Statue... Hell God Statue..." Go through the door, and the level will end.

Level 15 ELRC

You will be shown a movie. A red magician will say, "Don't let here seize the black stone." The three purple magicians will appear.

Draw your guns and back away from the magicians, while shooting. Jump over the attacks aimed at you, and take out the magicians one at a time. When they are all dead, the spikes on the platform to the upper right will lower. Jump to it. Then follow the path, sprint jumping, to the end of the level.

Level 16 CLIK

Go right, to where the camera shows you, and down. Kill the skeleton that attacks. Put the Hell Statue in the altar to the left, and push the button to the right two times. Retrieve the statue, and climb the platform that you lowered. Jump left, and get the ammo. Wait until the spikes just went down, run to the button, and push it. Quickly run off the spikes, and go to the door that you just opened. Kill the skeleton, then go left, and kill the two wolves that attack. Lara will then say, "Excellent."

Go left, and down. Stand next to the door for a second or two and it will open. Go through the door, and right. Lara will say, "The bigger the better!" The camera will show a scene of a large group of spikes, with Uzi's just to the right of them.

Go forward and kill the wolf. Go right, and kill a second wolf. Go right and up, and kill a third wolf. Go right, and sprint jump to the platform to your right, so you can avoid the flames. Push the button to turn off the flames to your right for a short time. Quickly go past them. Go up and kill the two skeletons. Go left, and push the button. It will lower the spikes that you saw in the camera movement. Go right, push the button, and go down past the flames. Sprint jump left twice, and continue going left, then down. Put the Heaven Statue into the altar in the wall that is right of the spikes, and push the button twice before retrieving it. Go left, and sprint jump across the platforms to the right. Grab the Uzi's to the right of the lowered spikes, and push the button.

Equip the Uzi's and kill the wolves that attack. Then, I would recommend switching to pistols to kill the skeleton. His shield absorbs many of the bullets, so you would just be wasting a lot of ammunition. Although it is

worth it to use the Uzi's in the later levels, when you have more ammo. Go right, and push the button. Then go right again, and through the door that you opened. The level will then end.

Level 17 MGSL

A movie will begin this level. A red robbed magician will say, "So here you are. Hand me the stone or suffer the consequences." Lara will then say, "I don't think so." Then he will say, "Its not over... not yet... you will never get all the stones."

Walk forward, and the camera will move to the back of the level. It will show you the red stone. Go forward and jump up to the next level. The red magician will attack. Shoot him, jumping over his attacks to kill him. Pick up the stuff that is lying on the ground. Kill the wolf that will attack you. Go up to the red stone and Lara will say, "I already have two stones. I just wonder where's the next stone. Once I return home I shall consult my encyclopedias."

Level 18 ROMA

This level starts with an update on the current situation in the game. It says, "Lara spent many hours deciphering the Tomb of Ezekiel, aided by her recent discoveries. She understood that the Tomb describes a prophecy, the

Prophecy of Magic.

The Prophecy tells that the three magic stones helped the great conquerors Heort the Viking, Surya Varman II of Cambodia, and Marcus Aurelios, emperor of Rome.

Not having time to completely decipher the whole prophecy, Lara rushed to the Laconia Island in Southern Italy, where the last stone should be."

After that, a movie will play. A red magician will say, "Any news on the stones that we lost at Cambodia." The other will respond, "No, she has them. We even sent brothers to search her mansion." Lara will then say, "I hate these people."

Go right and draw your Uzi's. Kill the red magician that attacks. When he dies, the spikes will lower. Go over them, and Lara will say, "The wolf is the animal symbol of Ancient Rome... I have a bad feeling." Go up and right and the camera will show you a wolf. Lara will say, "This is a hungry one." Hop down, and kill the wolf. Push the button. Go to the door that opened, killing a wolf along the way. Go through the door, and kill a wolf and a red magician.

Push the button, and climb the platform to the left. Jump to the rightmost platform, and then back. Kill the wolf from the safety of the middle platform. Go forward, and kill a second wolf. Pull the switch after the single flame and race to the left, sprint jumping over the first gap. Go up and left, dodging the falling fireballs. Push the button, go down, and kill a wolf. Go past the flame, and push another button. Go through the door that you opened before, and kill another wolf.

Go left and jump over the flames, onto the platform. Sprint jump left, then either shimmy across, or sprint jump again. Climb up to the left, and go down. Kill the skeleton that attacks. Go right to the switch. Push it and go down,

over the lowered spikes as quickly as you can. Go down and right, killing a skeleton, then two wolves along the way. Hop down, off the platform, and kill the red magician and wolf that attack you at the same time. Push the button to the right, and spikes will lower. Climb up, and go left, to those spikes. Go down and kill a wolf. Go further down, and kill a red magician. Push the button to open a door near where you lowered the spikes. Go up, then far right to get to it. Go in to end the level.

Level 19 MONK

Go a bit to the right, and Lara will say, "The last stone is hidden somewhere in this huge Vila. The Tome says that Emperor Marcus Aurelios real body was buried here, and not in Rome." Go up the platform above you, then sprint jump right. Hop down a level for ammo, then back up to hit the switch after the flames have gone down. Go down, then all of the way right, killing two wolves in the process. Go up slightly, and a purple magician will appear. Kill it, then head up the ladders. Kill the skeleton at the top.

Push the button, then go right and down to get a medikit. You can just land if you let yourself down from this platform. Go left, and climb up the first platform that you can. Jump left and push the button. Go around left and up, through the door that you opened before. Push the button, and go through the door to your left.

Kill the red magician, while dodging the fireballs going through the center of the room. Push both buttons at the top of the room. Go right one room, and the door will close. Push both buttons in this room as well. The right one first, then the left one, otherwise the door will close on you again when you go to leave, and you will need to push the button to the left again. Go left, down, left, and up, past the flames, to the door that you opened in the room next to you. Go right and kill two wolves.

Climb up the platforms from the left. From the top, sprint jump to the right, and push the button. Get down, and kill the red magician that is trying to attack you. Go down, right, and up past the lowered spikes. Go right, then up through either of the two doors that you opened earlier. They both lead to the same large room. Kill the purple magician in the room, then the two skeletons that are attacking.

Climb the ladder at the right of the room, and push the button at the top. Go left, down the ladder, and left again. Push the button, and continue to go left. Kill the red magician that attacks. Go through the open doorway, and kill the wolf that attacks from the left. Go right, and push the button. Go left, and through the doorway when the flames are off. Push the next button when the flame in front of it is off, and go through the door it opened to end the level.

Level 20 AEON

Climb the ladder, and go right. Kill the skeleton, and push the button. Hop down to the left for ammo, then get hop back up. Jump right, and kill the purple magician. Go right, and hop down a level. Lara will say, "Manuelius, general of the Eastern Legion." This is a hint to where the statue will go. Grab the statue, and go down. Climb up the ladder to the left for a medikit, then go down, past the lowered spikes. Kill the red magician to lower spikes to the left, and kill the skeleton.

Then push the button to the left, over the now lowered spikes. Climb up the left set of stairs for Uzi ammo, and push a button. Then climb right for more ammo, a small medikit, and a large medikit. Hop up the stairs to the lower left, and get the statue. Lara will say, "Maximus, general of the northern legion."

Go up and left, past the spikes, and kill the red magician and wolves. These wolves will breath fire. Go in the top middle door for a medikit, the top right for ammo, the bottom right for more ammo, and the bottom left for a button. Push it and go through the door that opened. Lara will say, "Ricardus, general of the southern Legion." Go right and kill the purple magician. Kill the skeleton if he revived it. Then climb up the top of the right stairs, and kill the waiting skeleton.

Go through the door, and push the button to the right. Go through the door below you, and kill the red magician, dodging the axes thrown by the skeleton to the left. Go down, and kill the purple magician and skeleton. Go up on the left to kill the skeleton waiting there. Hop down, and push the button. Climb up the right, go down, and Lara will say, "Giodanius, general of the western Legion."

Push the button at the top, then go through the two open lower doors. Kill the two skeletons. Go through either door, and Lara will say, "I can place a statue here." Put each statue in the place where its general guarded. Place the Giodanius statue to the left, the Ricardus to the south, Maximus to the north, and Manuilius to the right. Push the button that has appeared at the top of the room. Go all of the way up, then left and down. Go through the door, and kill the red magician. Push the button to the left. Climb the ladder to the right, and push the button at the top. Go through the two doors below. Push the right button, left button, and then the right one again. Go left and the level will end.

Level 21 TIME

From the start, go left and push the button. Go right, and kill the wolf that attacks. Push the button, and go back, to the door that it opened. Kill both of the red magicians that appear. One on the left side, and one on the right. Push the button at the top right, and go out the door, right, and through this door. Push the button to the left, and go right, through both of the doors that opened. Grab the golden gun ammo. Climb the ladder, and shimmy left. When there is a pause when the flames are lit, dart past them. Push the button, and go through the door that opened. Push the button in that room, and go left, past the spikes. Jump left to the button and push it. Then go left again, and push the button there.

Go right, over the spikes going up, and climb the ladder. Go left and down, and push the button. Climb up, go right, and down, past the spikes. Go right, over the spikes, and through the lower door, being careful not to run into the spikes in that room. Push the button, and go up through three doorways. Kill the wolf that attacks, and go through the last doorway. Kill the red magician, and wolf in here, then sprint jump right at the top of the room, over the flames when they are out. Push the button to lower spikes. Go left, and down, through the four doorways again. Hop down, and grab the golden guns, the most powerful guns in the game.

Pull the switch, and fall down to the bottom. Sprint through the path, and go through the two doors. After the second door, go slightly right, and jump

forward, to land on the ladder. Climb up, and shimmy right. Sprint left, down, and up, through all of the doorways. If the last door is open, it is the end of the level. If not, then do down, back to the switch, and try again. Also, if you did not grab the golden guns, then you can't leave the level.

Level 22 OLIM

Another short level. Go forward, and Lara will read the inscription. She will say, "Olim Hortaces et suadesti fidem ignota. It's Latin, it means: 'Once Hortaces relied on the unknown'. Hortaces is the name of the architect who built this Villa." The platform bulges out slightly near the top of the left side. Stand next to it, and go left. You are walking on an invisible platform. Go up, and the level will end.

Level 23 LAND

Go down, right, and pull the switch. Sprint to the button over the spikes to the left and push it. Then jump off quickly before they come back up. Go through the door that opened, and push the button at the top of the room. Now go down, and push the button at the bottom. Kill the skeleton when it attacks. Climb up the ladder, and go forward. A wolf will come, but it will run into spikes and die. Go up and left, and kill two more wolves.

Go up, to the left, and push the button. Then either climb the ladder and shimmy across, or sprint jump to the left. Hop down, and push the button. Go right, and kill the purple magician, and then the skeleton that attack. Go up, and push the three buttons there until all of them stay in. The combination is left, right, middle, left, middle.

Go left, up the ladder and left more, down, right, and right more, over the spikes. Jump the gaps and push the button. Go through the door that just opened, and push the button there. Go over both of the spikes that just lowered, and push the button on the second one. Go through the door, and the level will end.

Level 24 DART

A movie will show at the beginning of this level. There are six normal magicians, and a leader talking. The leader says, "The Prophecy indicates that the time has come for us Teg-Du-Bhorez to reawaken our master. The Great Gray One will be awoken through the third reunion." A red magician says, "She is a persistent one. She will soon be here, sire." Another one teleports in, and says, "Sire, the thief is here." Then the leader will say, "Excellent, dispose of her at once!"

The level begins quickly. Arm your Uzi's, or golden guns, and jump away from the magicians. Keep shooting, or using the golden guns, and jumping over attacks as best as you can, until they are all down.

Another movie will play. The gray leader will say, "You surprise me human, but the third reunion can't be prevented. Lara will say, "There's no reunion without my stones. The magician will respond with, "You fool. The stones are eternal, and you are a mere mortal. Keep them as long as you live."

Level 25 HILL

This starts by updating you on Lara's progress. It says, "Lara goes back to her library in a desperate attempt to discover where the Teg-Du-Bhorez headquarters were located.

She finally deciphers the whole Prophecy. 'The First Union gave humans Life. The Second Union gave humans Salvation. The Third Union will give humans Conclusion'

For centuries the Magic stones have been protected by the ancient Secret Society of the Teg-Du-Bhorez. According to the Prophecy of the Tomb of Ezekiel the Teg-Du-Bhorez would reawaken their master, the Great Grey One and the Apocalypse would begin."

Go forward, and Lara will say, "The Tome indicated this ruined fortress as the Teg-Du-Bhorez headquarters." Go forward, and kill three wolves. Continue going forward, then right, jumping from platform to platform. When you reach the S-shaped platform, sprint jump right twice. Go up, and kill two dogs and a ghost. Follow the path, and jump the gap. Kill the three ghosts, and go forward. Stand in front of the door, and it will open. Go through it to end the level.

Level 26 CHEX

Grab the ammo, and go down. Kill the red magician and skeleton. Lara will say, "Now I can call myself lucky." Go back up, and push the button that is now out. Go through the door that it opened to the right. Lara will say, "I have to pay attention." If you look closely, you will see that three flames, the lower right, middle of the middle, and middle left fire quickly, while the others fire more slowly. Avoid the three that fire quickly, and navigate to the top by going over the lower middle, right middle, and top right flames when they are off. Go left for the medikit when the flame is off, then either shimmy right, or sprint jump from just below the top to get there quicker.

Climb the ladder, and go right. Pull the switch, and sprint across the spikes. Jump to the higher platform left, and hop down to the left, rather than going down the ladder. Climb up the other ladder, and go left. Wait for the spikes to go up, then sprint across when they go down again. Kill the red magician that appears, and push the button. It will sound like it is timed, but it isn't. Go up past the spikes as soon as they go down again. Then up and right, Climbing down the first ladder, then up the second. Jump right to the platform that is now there, but wasn't before. It is brownish, with faces on the side.

Climb up the opening above you. Run past the spikes right when they go down, and push the button. Now go down to the platform that moved, and go to the left. Pull the switch on the platform, and run right, off of the platform, and onto the other. Then sprint up, past the spikes. Go all of the way left, then down past maze of flames. Walk over the top and middle right, and the bottom middle flames to reach the bottom. Then go left to the spikes. Let them go up, then when they go down, jump left to the higher level, and pull yourself up.

Kill the wolf, and the red magician that appear when you go up. Go carefully through the door. Push the button when the spikes go down, and quickly get off

of them. Jump to the left for the items, and go through the door. Draw the golden guns, and kill the two wolves that attack. Charge them up, and advance until a red magician appears. Release, and it will die.

Push the button to open a door below you and to the right. Go through it, and push the button there. Quickly sprint up, and right, past the spikes that are now down for a short time. Push the button to open a distant door. Go down slightly and kill a magician. Pull the lever at the top, and sprint down, through the door that is at the bottom of the room. Now go to the middle bottom door, and you will see two levers.

Pull the top one right, and the bottom one left, and go through the door that opened to the right. Kill the skeleton, and run over the spikes when they go down. Push the button, and run back over the spikes when they go down again. Now go down through the door that is opened to the left at the bottom. Kill the two wolves, and push the button.

Go through the door that opened below you, and kill the wolf. Then go left and kill a red magician. Go left more, and kill another wolf and red magician. Go back right, and all of the way up to the main room, and into the room with the switches. Pull the top one left, and go through the door that opened, killing the skeleton. Go left, and run up past the spikes when they go down. Push the button, then run down past the spikes. Go through the door below you, and push the button. Go right and down, and push the button there. Go down through the door, and right. Go into the next door that you encounter. Go past the spikes, and Lara will say, "I have a bad feeling about this." The level will now end.

Level 27 STLK

Go right, and jump the pit. Get the ghost to come to the edge of the pit, and jump back over. Kill the ghost from the safety of the other side. Kill the skeleton, and climb up the ladder, grabbing the items. Then go down a level, and kill the skeleton. Go down another level and push the button. There is a skeleton that can wake below you, but you do not need to go there. Instead, go up to the top level, and go past the spikes that are now down.

Go down, and kill the skeleton. Jump right, and either shimmy across, or sprint jump from the bottom part of the platform, to avoid the fire. Hop down, and push the button. Then climb up the ladder, and shimmy right. Shimmy right more, and get the medikit, then hop down onto the spikes. Go up to the right, hop down a level, and go through the door. You are now in a different part of the level, and there is no way or need to get back.

Go right, and kill a ghost. Continue to go right, up one platform, and climb up the ledge above you. Keep climbing until you reach the top, where you should kill two ghosts. Hop down from this level, and go past the flames to the right, shimmying when you need to. Spring jump over one flame onto a platform, and continue to jump and sprint jump right, timing your jumps to avoid the flames. At the end, push a button to open a door. Then go back left until you can get to the upper level again.

Once on it, go right, and kill a skeleton. Sprint jump over the gap, and hop down onto the spikes when they go down. Get off of them quickly while shooting the ghosts. Go through the door, and push the button. Go left, and Lara will say, "Here we go." This jump can just be made if you sprint jump, and take off from the very edge of the platform. Jump, and kill the ghost above you.

Sprint jump right when the flames are off, and push the button. Jump back

left, and right across the large gap again. Go through the now open door above you, and kill two ghosts. Go right, and kill a skeleton. From the platform he was on, sprint jump to the right. Push a button there to open a door far below you. Sprint jump back left twice, and go down through both doors. Go on the spikes when they are retracted, and climb up to the left. Sprint jump left. Hop down from the platform, and shimmy right, then continue to go right, jumping and sprint jumping until you get to the platform with the button that you pushed before. From there jump to the right twice, and kill two ghosts. Go through the door to end the level.

Level 28 MECH

Go forward and left. A grey magician will attack. Kill it, and Lara will say, "So there's more than one." Go left, and push the button. Then go all of the way right, and through the door that you opened, killing a ghost along the way. Go up to the flames, and they will fire. Go to the bottom one, and wait until it just goes out, then go past it. Go up, and kill the ghost. Go up and push both buttons in this room, both in the next room, and then the left one in the back wall again. Go through the door, and a grey magician will appear. Kill it, and push the button. Climb up, and the door above you will open. Go all of the way down, instead.

Hop left, past the flames, and go up. Push the button in front of you. Go left until you reach an open door above you. Go through it, and push the left and right buttons. Go through this door, and kill the ghost that attacks. Get the ammo, at the left, and push the button, at the right. Go forward, and the door to go through will open. Go into this new area, and you will be shown three gearboxes. Lara will say, "Something is missing in the mechanism." Shimmy right, and pull up when you are past the spikes that are rapidly moving up and down. Climb up to the left near the top, then push the button on the left column. Go right, down, left, and exit this area. Go down, through two doors, and right. Go down past the flames again, and up.

Climb the platform, and push the button. Go through the open door to the right. Go left, sprinting past the spikes when they are down, and kill the ghost that attacks. Push the button and sprint back across the spikes. Go through the door, and sprint through the fire, just after the top one goes out, and the bottom one fired the time before. Climb up, and jump left. Shimmy or sprint jump left. Sprint jump left again, and the spikes behind you will raise. Jump again, and push the button.

Hop down to the right from the lowest third of the platform to grab a medikit. Then hop down from the left most part of this platform to the one below. Go down, and kill a ghost. Push the button to the right, and go through the door that opened. Go right, and sprint past thee spikes again. Go up, darting past the flames, again just after the top one turns off, and climb up to the right.

Shimmy left, and go forward. Lara will say, "Interesting!" Grab the gear and go down from the right part of this platform. Go down carefully, past the flames, and through more door, as far as you can. Go past the flames. Go up, and all of the way left. Go down through the door, and up. Kill the ghost. Go left, avoiding the fireball, and push the button. Go up to the door, and a grey magician will appear. Kill it, and go through one door. Push the button to the left, and go down, strait down through a door, and Lara will say, "Here is one!" Grab the gear.

Go left, and push the button. Go all of the way up to where the camera showed you, and jump right twice. Kill the ghost. Climb up, and shimmy right. Jump

right and push the button. Jump and shimmy left. Then hop down off of the platform. Go down and kill the grey magician that attacks. Push the button, and grab the large medikit in the shadows to the left. Go through the door, and kill the ghost and push the button. Go down, and up through the door. Go all of the way right, and up through both doors. Follow the path to the button. Push it and go right. Lara will say, "I can handle this." Sprint jump right, grab the gear, and jump left.

Follow the path back through two doors. Go left, and ignore the next door. The button in it will needlessly move a platform near the final gear. Go in the next door, and keep going onto the next area. Go right, up, and start inserting gears. Put the medium gear in the right, small gear in the middle, and large gear to the left. Push the button in the right pillar. Lara will say, "There are huge gears." Go right and through the door to end the level.

Level 29 ARKD

Go forward and kill the grey magician. He will die quickly. Go up through the doorway. Kill the red magician, and any ghosts that he creates. Go up to the right, and kill the purple magician. It will die quickly. Push the button, and race up, sprinting past the spikes. Go left, and hop down off the platform. Kill the magician that appears. Push the button to the lower left, and sprint past the flames. Sprint jump left. Kill the purple magician that appears. He will fall quickly. Go back right, push the button, and dart past the flames. Shimmy left, and climb down. Go forward, and shimmy left. Climb up, and kill the magician. Shimmy right, go past the flames, and climb up. Go through the doorways in the middle.

Kill the red magician that will die quickly. Sprint jump left twice. Kill the grey magician, and go right and down. Go right through the corridor, and carefully time your way past the spikes. Push the button, and go through the door that opened. Kill the purple magician, and go down. Go right and kill the grey magician. Push the button and go up. Kill another grey magician. Go in the room just below you, and push the button when the spikes go down. Go right and down. Push the button. Kill the red magician that appears. Go down, and through the doorway to end the level.

Level 30 MUSH

Go down and right, and kill the grey magician that appears. Then go left, and kill the red and purple magicians that attack. The next paragraph can be skipped because it is easy to go around to one of the obstacles that are put in your path.

Go in the leftmost room, and push the button. Go in the room next to it, and grab the Uzi ammo in the bottom right corner. You will hear a door opening somewhere. Go through the door that you opened before. Hang off of the edge, and shimmy right. Let yourself down, and hop left onto the platform below, and push the button. Climb up the ladder, and shimmy left. Climb up, and jump left, to the platform with the spikes moving rapidly up and down. Let yourself hang off of the front edge, and shimmy to the left. Climb back up, and jump left. Stand in the middle of the platform, and go down to get a medikit. After doing that, and climbing back up, sprint jump left. Push the button there. Go back right, past the spikes, and up into the corridor that you started in.

Go right, and down through the doors. Then hop off of the platform, and lower yourself to shimmy right. When the spikes go down, quickly pull yourself up, then climb up to the next level. Follow the corridor to the ladder, and climb down. Climb up the ladder nearby, and stand next to the fireballs that are coming down. As soon as one passes, stand in the path that they take, and sprint down. When you are about to run into the one in front of you, slow down, then sprint again. When you can, quickly go to the left, unless you skipped down to this paragraph. If you did, then lower yourself off of the from of the platform, and shimmy right, then pull up. Jump left twice, and go down until you see spikes. You can skip this next paragraph to, unless you want the items you can get.

Go right, and sprint jump over the flames. They will go out as you go over them. Jump or shimmy right two times. Grab the ammo, and from that platform, sprint jump right to a platform with a medikit on it. Climb down, and go down.

Sprint jump left, and push the button. It will open up the door that Lara uses to exit the level in the ending movie, but the level ends before that, so this isn't needed. Go left, and push another button. Sprint jump left, from

the very edge of the platform. Climb up, and go up, past the spikes that you lowered.

Then go left, slightly down, and back up. Hop down off of the platform, and kill the red magician that attacks. Go down, and kill the grey magician. Now go up, and push the button that came out. Climb up the ladder, and shimmy left to get onto the platform for some ammo. Climb up the ladder a second time, but shimmy right instead. Go down, around, and in the open door just to the right.

Push the button, and go down. Climb down the ladder, and push the button to the left. Climb back up the ladder, and go through the doors and into the one that just opened. Keep going, and the level will end.

A movie will play when the level ends. Lara will say, "It's you, 'Sire.' It's either me or you. Who ever wins gets the stones." The grey magician will say, "Indeed." Then the movie will end.

Level 31 SPOK

Right away, the penultimate boss, a grey magician will attack. Try and stay away from the ghost that it creates. Keep shooting at it, but not when its shield is up, to take it down. Look in the Bestiary, section 3, for more information. When he dies, a movie will play. The magician will say, "You think you won? The only way to win is to defeat the Great Grey One." Lara will then say, "Well now I know all my enemies." Then the level will end.

Level 32 LITH

This is the final level, against the Great Grey One. Lara will start off by saying, "Looks like it is sleeping." Go forward, and Lara will say, "Good morning, Lady. Here's your breakfast. Put the red stone in the receptacle near you, and the boss will wake up. She is invincible now, so quickly go to the top left. Put the black stone in here, then go right, jumping over the Great Grey One's attacks. Put the white stone in here, and start fighting the boss. Stand in front of the boss, and slightly back. Keep shooting, and jumping over attacks and you will win. You will also need to kill the other enemies that she creates.

Look in the Bestiary, section 3, to find out more. Do not forget that the golden guns do not get more powerful after five charge ups. After the first stage, Lara will say, "Not brave enough to fight by herself, is she." When she is defeated, Lara will say, "Go back where you came from. It's over now, until next time."

After this the final message will show. "Defeating the Great Grey One and the Teg-Du-Bhorez Secret Society, Lara Croft once again saved the world. The Prophecy of the Tome of Ezekiel ended telling of how a mysterious Lady saved the world from a premature and unwanted conclusion.

Level 33 ARIA (CREDITS)
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This is just a password for you to be able to see the credits with out needing to beat the last level again.

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10.00 History of Tomb Raider
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Tomb Raider is one of the most popular video game series in history. Also, it is the most popular one starting a female action hero. Lara has starred in 6 consol and PC games, and several ones for the Gameboy, and Gameboy color. It was the console games, 5 of which were for the original Playstation, which made her as popular as she is today.

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

=====
12.00 Thanks
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Thanks to mariko for posting his question at the gamefaqs message boards.

Thanks to Shalyn Laframboise for asking about getting stuck in level 10; where you need to have all of the statues for you to continue.

Thanks to the people who gave me advice on the message boards. Sorry, I lost your names to the purge monster. :(

EOF (End Of FAQ)

