



Tomb Raider: The Prophecy is a good, well done game for the GBA. It is a definite improvement over the previous games for the GBC. Overall, it is a good game, and not overly complicated, despite the puzzle nature of the game. However, there are probably some people that need help with it, especially for beating some of the bosses. This guide was meant to help other people that just cannot seem to be able to beat the bosses in the game by themselves. It is complementary to my complete guide for The Prophecy, found in the link below.

If you liked this guide, check out my other guides at <http://www.gamefaqs.com/features/recognition/34422.html>

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2.00 Controls  
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The basic controls for Tomb Raider are intuitive, and easy to pick up on.

START.....Pause game  
SELECT.....Go to inventory  
CONTROL PAD (when standing).....Move in one of eight directions  
CONTROL PAD UP (when hanging).....Pull up  
CONTROL PAD DOWN (when hanging).....Drop down  
CONTROL PAD LEFT/RIGHT (when hanging)...shimmy left/right  
A BUTTON.....Jump straight up  
B BUTTON (with guns away).....Push switch, pull lever, pick  
up object, climb down/ hang off  
of a ledge  
B BUTTON (with guns out).....Shoot  
R BUTTON.....Draw/ holster weapons  
CONTROL PAD + L (when standing).....Sprint  
CONTROL PAD + A BUTTON (when standing)..Jump in that direction

Note: Jumps are shorter with weapons drawn

In addition to these controls, there are other combinations that can be used when you are shooting.

Key:

1.....You at start.  
2.....You at end.  
3.....Enemy.  
\*.....Enemy attack.  
/\_\.....Path of movement.

All of these diagrams are viewed from the side unless otherwise said so.

    /\_\_\_\_\  
1  2  3  This is a basic jump over an enemy. First press in the direction that  
you want to go in, then immediately press jump.

    1          Viewed from above, this is a jump diagonally away from the enemy.  
3  \  
    2

2          This move is just jumping over an enemy attack.  
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1 \* 3

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  2 \
1 3 |   Viewed from above, you are facing the enemy while you are circling it,
  \ /   and shooting it. This is best used on an enemy that has a shield.

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1 * 2 3 Here, we are jumping over an enemy's attack, to be in gun range of
        them.

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1 \* 3 This diagram, when viewed from above, shows Lara jumping diagonally  
 \ away from an enemy attack, and continuing to shoot it.  
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 3.00 Boss Levels  
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Level Number	Level Code	Boss Faced
Level 8	LINK	Purple Magician and Two Skeletons
Level 15	ELRC	3 Purple Magicians
Level 17	MGSL	Red Magician and Wolf
Level 24	DART	Red and Purple Magicians
Level 31	SPOK	Grey Leader
Level 32	LITH	The Great Grey One

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 4.00 Bosses  
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 4.10 B O S S O N E - P U R P L E M A G I C I A N  
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Level 8 LINK Purple Magician and Two Skeletons

First, the stats.

Name: Skeleton (slash)  
 Attack: sword slash  
 Damage: 15% of health bar 7 to die from  
 Damage taken: 3 unblocked shots  
 Kill: Circle just out of its range with pistol, or jump back and forth over if constrained.  
 Movement: Slow, follows you slowly.  
 Other: It can block shots with its shield, circle to avoid this.

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: 15 shots  
 Kill: Fire with your weapon. Do not be bothered shooting when the shield is raised.  
 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.

This is the first boss. He is found in level 8, LINK. To summon him, you need to first put your three items on the platform in the correct order. That order, from left to right, is Libra, Sword, and Shield. Once you do that, a movie will play, and the boss will summon two skeletons from the afterlife.

To kill the skeletons, draw your guns, and retreat slowly from them. When you near a wall, go around the skeletons, and back up. If this doesn't work, then while you have your guns firing, charge the skeletons. When you are right on top of them, jump, then continue going. Eventually you will kill one of them. When you have done that, then circle the remaining skeleton, staying just out of its range, until it dies.

When the last skeleton keels over, it is time for you to fight the actual boss. Hooray. This is simple. All that you need to do is shoot, and stand in place. When ever the magician uses an attack, just jump over it. If it is the energy ball, then you will clear it easily. If it is the twin knives, then you will probably clear both of them. You will not likely be injured seriously enough during this boss fight to need a medikit.

Sometimes, when he moves, your shot will miss. Also, occasionally he may move his arm in a circle, and raise a shield. No not bother to shoot him during this time, as the shield is impenetrable. Wait until you see it shatter, then continue the barrage.

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4.20 B O S S T W O- 3 P U R P L E M A G I C I A N S  
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Level 15            ELRC            3 Purple Magicians

The stats can be found above, but are listed here as well, for those of us who, like me are extremely lazy.

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: 15 shots  
Kill:            Fire with your weapon. Do not be bothered shooting when the shield is raised.  
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.

This is the second boss. They are found in level 15 ELRC. In the beginning, there will be a movie. In it, a red magician will kill a skeleton, and command a wolf to leave. He will say not to let Lara get the black stone, then will

leave. After that, 3 more magicians, all purple, teleport in, and attack.

This fight is more difficult than the last one was. Most likely, you will need to kill a medikit in order to kill a magician, and to not be killed. The first thing you need to do is to jump over the three attacks that are coming your way. Once that is done, draw your weapons, and gain some distance from the attackers. The best way to do that is to go to the top right, this way you will be in a good position to shoot up some bad guys, without having to many holes put in yourself. Lara can only absorb so many attacks before she keels over, so you need to dodge as many of them as you can get her to. The best way, though, is still to jump over them whenever you can.

Because Lara will always fire at the closest enemy, the best way to kill them is one at a time. You can do this by trying to stay close to one of the magicians, while keeping your distance from the rest of them. Keep pounding away at the same one, taking a break to relax, except for dodging attacks, only when it raises its shield. Don't go off to shoot another magician during this time, because it will only be more trouble than it is worth later on. Once one has fallen, or rather melted, leaving only its clothing, like the Wicked Witch of the East, the number of attacks will begin to slow. Now take out the second, and third magicians.

Once all of the magicians are dead, the chaos will finally be over. Time to take a break, and really rest. NO, no time for that, must get to the next boss. Go right, and sprint jump to the right. Follow the path to the end, and end the level. (Note bad pun intended, with the three "ands".)

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4.30 B O S S T H R E E- R E D M A G I C I A N  
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Level 17            MGSL            Red Magician and Wolf

The stats for this guy.

Name:            Wolf (black)  
Attack:          bite  
Damage:          14% of health bar 7 to die from  
Damage taken: 4 shots  
Kill:            Run back and shoot with Uzi.  
Movement:        Directly to Lara, or where she just was, slower than her.  
Other:            First found in level17.

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

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: 20 shots  
Kill:            Fire with Uzi. Do not attack when shield is up.

Movement: Moves randomly side to side staying at medium to long range. Can hover over pitfalls.

Other: He can power up and black wolves to flaming wolves. He can do this with the attack that looks like lines over his head. It can raise a temporary shield, and can sometimes dodge shots when it moves.

First a movie will play. The red magician will say that you will never get all of the stones, yada, yada, ya. When it ends, go forward, and you will see the energy-laden red stone. You have two things to kill here, the red magician, and the wolf. First target the easy wolf, then the magician.

Hop onto the platform when there are no attacks coming, and go left. Draw your Uzis, and shoot the wolf. Be sure to jump over the red magician's attacks and never talk to strangers over the internet. Sorry, parents talking there. If you kill the wolf fast enough, then you don't need to worry about it mutating into a fire wolf. If it does, then stand back, because it will breathe a line of fire far in front of it. When it is dispatched, go on to the red magician.

This is another easy fight. All that you need to do is stand in place, and jump over the red magician's attacks. Keep pounding him with the Uzi, and he will fall. When he does, go right and up, and grab the red stone before you go.

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4.40 B O S S F O U R- R E D A N D P U R P L E M A G I C I A N S  
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Level 24            DART            Red and Purple Magicians

The gang's all here. Time for a physical encounter.

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: 15 shots  
Kill: Fire with your weapon. Do not be bothered shooting when the shield is raised.

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: 20 shots  
Kill: Fire with Uzi. Do not attack when shield is up.

Movement: Moves randomly side to side staying at medium to long range. Can hover over pitfalls.

Other: He can power up and black wolves to flaming wolves. He can do this with the attack that looks like lines over his head. It can

raise a temporary shield, and can sometimes dodge shots when it moves.

Again, a movie will play. The leader of the Teg-Du-Bhorez will take to a bunch of other magicians. A minor guard will announce your presence, then take off. The leader will command the other magicians to kill you, then all will disappear in a fury of teleportation. Next, Lara will grab the stone, and four magicians will appear.

Immediately retreat, and jump over the attacks that are still aimed at you. Draw your Uzis, and start picking away at the health of the nearest magician. Keep jumping over the attacks that are coming at you, and eventually the first magician will die. Keep an eye out for your health, and you a medikit or two when you need them. Drill holes into the next magician, while staying at a relatively safe distance. Repeat for the remaining two magicians, and you will win.

An alternative way of defeating them is to retreat all of the way back in the beginning, and draw your Golden Guns, instead. When they have "charged up" five times, advance so you are in range of the nearest magician. Make sure that he is still, so the shot doesn't miss, and release a stream of energy to eliminate number one. Repeat this for the three remaining magicians, and you will win. An advantage to this strategy is that you won't be exposed to enemy attacks that often.

The disadvantage is that often the enemy will have their shield raised, and thus your entire attack will be negated. Also, if your attack doesn't kill the magician, then they will likely land a successful attack on you. I believe that this is a harder way to defeat them, but there are other people that think that this is a better way of doing it.

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4.50 B O S S F I V E- G R E Y L E A D E R  
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Level 31            SPOK            Grey Leader

Grey, nay. He's going down, with help from these stats.

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 of Golden Guns  
Movement:       Moves randomly side to side at medium to long range and can teleport.  
Other:           It can summon a ghost to appear. Can raise temporary shield.

This boss fight is harder than any of the others. You need to face a magician, who can teleport, make ghosts, raise shields, and shoot energy balls. Glad I don't have this guy as a father.

The first thing that you need to do is move forward. This will prevent him from being able to use his Beam Cannon, which can take a number on you if you aren't quick, except for once in a rare while. Once this is done, draw your Uzis, Golden Guns have to high a change of being negated to be worth using, and start pummeling away at him. His only real attack is a giant, blue energy

ball, which you can easily jump over. However, he can also make a ghost appear out of thin air. Because of this, you need to keep moving to avoid being killed by the ghost. It would be a lot easier if you could target the ghost when the magician's shields were up, making him temporarily indestructible, but you can't.

Once you win, a movie will play. The magician, even though he is dead, will tell you that it isn't finished, and you need to defeat the Great Grey One in order to win. That'll be our next task.

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4.60 B O S S S I X- T H E G R E A T G R E Y O N E  
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Level 32            LITH            The Great Grey One

The ultimate statistics.

Name:        Great Grey One

Attack1:        purple energy ball (Can only be used if black stone is in place.)

Damage1:        20% of health bar 5 hits to die from

Attack2:        twin scatter knives (Can only be used if black stone is in place.)

Damage2:        10% of health bar (per knife) 10 hits to die from

Attack3:        Orange fireball (homing) (Can only be used if red stone is in place.)

Damage3:        20 % of health bar 5 hits to die from

Attack4:        Trinity fireball (Can only be used if red stone is in place.)

Damage4:        6.5% of health bar 16 to die from

Attack5:        Blue energy ball (Can only be used if white stone is in place.)

Damage5:        30% of health bar 4 to die from

Attack6:        Beam Cannon (Can only be used if white stone is in place.)

Damage6:        30% of health bar 4 to die from

Attack7:        Scorpion Blast (only available when all stones are in)

Damage7:        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

This boss is a real challenge. She has different stages, and practically every attack imaginable. She can absorb huge amounts of damage, and will periodically summon other enemies to do her bidding. It takes the power of three stones, and hundreds of rounds of ammunition to take her down.

First, she is just a curled up ball. Put the first, red stone, in and she will wake up and attack you with the red magician attacks. Go to the upper left, and put the black stone in. Now she can use the purple magician's attacks as



well. You can't kill her yet, so run over to the right. Put the white stone in place, and her shield will fall. She will also now be able to use all of the magician's attacks, plus her own, devastating, Scorpion Blast.

Now stand in directly in front of her, about in line where the middle platform connects with the front one, and draw your Uzis or Golden Guns. Keep pounding away at her for a long, long time. You can easily avoid all of her attacks by jumping at the right time. Although, the Beam Cannon needs to be jumped over more quickly than the other attacks. Eventually, she will turn into an indestructible ball, and summon three skeletons. Move around to destroy them, use any medikits that you need to, and reposition yourself so you can easily shoot the Great Grey One again.

Shoot her for a long time again, and she will eventually summon three ghosts. Back off and shoot them to shreds. Go forward again, and when you resumes her normal posture, and attacks you, shoot her back. This time, when she retreats to her shell, she will bring back to life a weaker version of the Leader Magician that you fought in the previous level. Destroy it, then resume with the colorless carnage. Shoot her more, (Sheesh, how many holes do you need to put in the thing) and she will die an explosive death. A movie will play where Lara runs away from the exploding Not-So-Great Grey One, and you will see she the extremely well done, not, ending, and credits. Way to go, you beat the game with help.

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Conclusion  
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Here ends my Boss Guide to Tomb Raider: The Prophecy. I hope that I have helped you in your quest to beat the game, and wish you good luck. Remember, if you need further help, contact me at kenbarney@optonline.net, with Tomb Raider as the subject.

EOF (End Of FAQ)