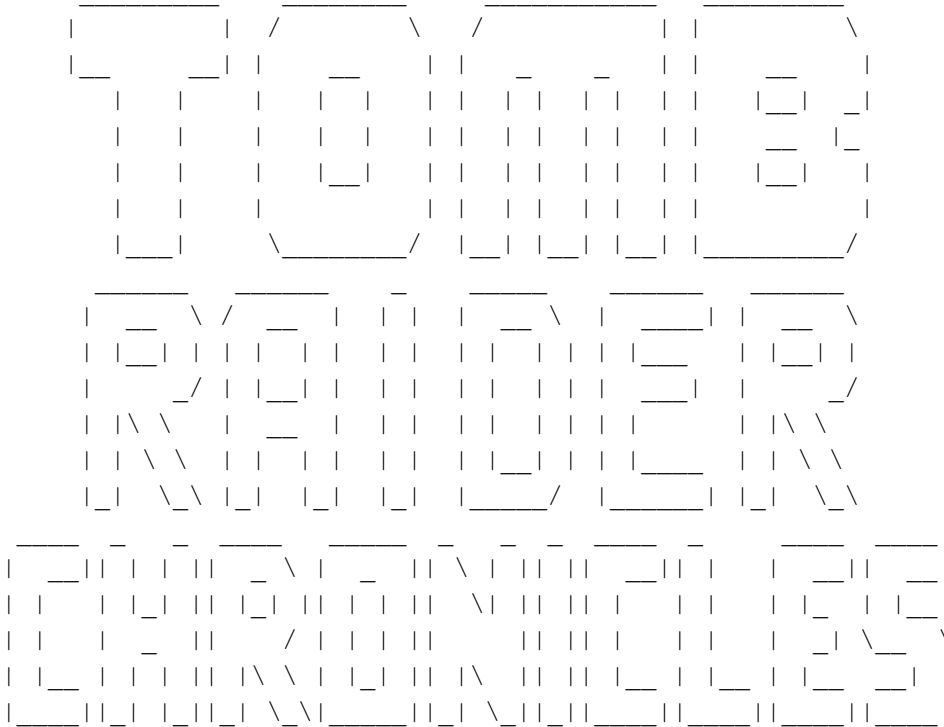


# Tomb Raider: Chronicles Secrets FAQ

by Saturn

Updated to v4.2 on Aug 11, 2002

This walkthrough was originally written for Tomb Raider: Chronicles on the PSX, but the walkthrough is still applicable to the PC version of the game.



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Tomb Raider Chronicles Secrets Locations for Playstation  
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|Based in the European PAL version |  
|of the Playstation game        |  
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#### Author's notes

=====  
Hi! This is the first time I'm doing a Faq. I hope you like it! I tried to do it simple and clear, so feel free to E-mail me your opinion. I will also include some questions in this Faq, so E-mail me if you can't find something, when you have a doubt or if you simply want to contribute with something (but be clear). There are some e-mails that I will not reply: flaming, off-topic, questions already answered in the "Frequently Asked Questions" section (unless you need to know more details about something) and foreign languages (I only know English and Portuguese). One more thing: please, never send me pictures or any other things like that by E-mail. And thanks for reading my Faq!

If you want to use this Faq in your page, send me an e-mail asking permission. Make sure you include the adress where my Faq will be posted. If everything's OK, I'll give you permission.

I'm glad to say that I was able to answer most of the e-mails I received. Unfortunately, I can't say "all" because sometimes when I send an answer I receive an e-mail saying that there was an error and the e-mail I sent was not delivered. I don't know if it is because of my server, but this error ocurred three times so far and it is useless to send it again because the same happens. I'm sorry for those who didn't get an answer.

#### What's new?

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Version 4.2  
-Added general info to some secret locations  
-Updated author's notes (if you're planning to e-mail me, please read the third paragraph in this section)

#### Next Update

Now I have some more free time and I am playing this game again to make sure I can answer the questions the best way I can. I am getting all the secrets again and thanks to that I found some mistakes in the locations. I am currently correcting them. I was also thinking about creating a section for key items locations in order to help you going through the game, but I believe it is off-topic and I gave up on the idea. If you need to know anything just write. And please pay attention to the next updates, because I might be changing my e-mail adress soon. I'll let you know the new adress as soon as possible.

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If you played any of the previous games, then you must know what they are. A Secret usually consists in a hidden area/room with many useful items that will help you during the game. Whenever you find one, you hear a chime. In Tomb Raider I, III and The Last Revelation, Secrets were just areas with many items. In Tomb Raider II this is a bit different. Although they are also hidden in secret rooms, the secrets consist in small coloured dragon statues. Each level has three statues, and if you find the three statues in one level you receive many items as well. In some of the games, finding all secrets unlock a better bonus...

...and that's exactly what happens in Tomb Raider Chronicles. But I don't want to spoil it. When you were playing Tomb Raider Chronicles, you might have found some golden roses. That's a secret. There are a total of 36 roses all over the game (each level has 3 roses). This guide tells you the locations of all the roses you will find in the game.

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| 2. Rome Levels |  
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A) STREETS OF ROME

-SECRET 1: At the beginning of the level, there is a training area to your left. There is a room in this training area where you have to tightrope walk (you have to walk a little before you get there). In that room there is another small room in the lowest area. Go there and find the shelf at the top right corner. Push it twice to reveal a secret room to the left and collect the secret from the shelf inside that room.

-SECRET 2: After you reach the area with the big gate, go to the left. Before climbing the stairs where you find the Revolver, there is a room and a locked door to the left. The secret is inside the secret room behind that door. To open the door, you have to shoot the bell at the bell house first. After that, go back to that door and after killing the dog collect the secret from the shelf.

-SECRET 3: When you get to the bell house, after shooting the bell, you have to jump to a room at your left and press a switch there. In this room there are two secret doors (one to the left, another one to the right) that will open after you move the two crystal birds inside the bell house. The secret is in one of them. You must go there before entering the last door you opened with the two crystal birds.

B) TRAJAN'S MARKET

-SECRET 4: In the room with the gears, there is a trapdoor near the room's entrance (in the opposite corner of the gears). This trapdoor will open after you move the big wheel that is blocking a room. Go there and collect the secret among other items.

-SECRET 5: Kill the machine that shoots a laser from its eyes against you. Go to the next room, climb to the metal platform and jump to the top of the red machine. The secret is there.

-SECRET 6: There is a closed gate to the right in the main area of this level (where you start the level). You can see the secret inside. This gate will open when you fight the Knight. After beating him, exit that room through the broken window and go get the secret.

C) THE COLOSSEUM

-SECRET 7: This one's tough to find. At the very beginning of the level (before the corridor where the ground falls), examine the rocks to the right along the way. There is a secret block with a ring you have to push to find the secret.

-SECRET 8: After exiting the room with the timed puzzle (where you have a few seconds to get the Gemstone Piece in the top), you'll see an opened gate, but you will fall before passing it. After the scene with Pierre, you have to go back to the room with the timed puzzle. To do that, you need to use the rocks to reach an entrance to the right. Be careful, you have to use the right rocks to get there. Go back to the opened gate you saw and collect the secret inside.

-SECRET 9: At the very end of the level, don't pick up the Philosopher's stone. Instead, save your game and jump to the closest platform. Keep jumping from platform to platform until you find the crawling space where the secret is. Then go back using the platforms one more time and pick up the Philosopher's stone to finish the level.

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| 3. Russian Base levels |  
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D) THE BASE

-SECRET 10: At the beginning of the level, in the crates hall, get the key inside the locker. Use it to open one big door hidden behind some crates. Climb the stairs and kill the guards at the top. Collect the Swipe card, the Uzis inside the locker and return to the boxes hall. Now go to the two big doors with the card reader in the crates hall and use the Swipe card in the left door. Inside, kill the dogs and look for the broken ventilation shaft in the right wall. Shoot it to reveal a secret opening with the secret inside. Then simply use the Swipe card in the right door to continue the level.

-SECRET 11: When you first get out to the area with snow, use the hanged box in the middle of the area to jump to the top of the boxes at the left. The secret is there.

-SECRET 12: Enter the shower room (the big room with water and many lockers). Examine the left area with shallow water to find a trapdoor in the right corner. Save your game here. Now you have to swim a lot until you find the secret room. Collect it and swim back to the shower room. You can also see the room with the secret near the submarine when you go outside to the area with the hanged box, but you cannot get the secret from there.

E) THE SUBMARINE

-SECRET 13: After escaping the prison, walk inside the air shaft until you find a hole with electricity in the bottom. You can go down the hole, since it has climbable walls. Go down the hole to find a secret passage to the left. Collect the secret and get out. For some reason, I died once when I dropped down from the secret entrance to the bottom. You can do t

-SECRET 14: In the room where you find the Aqualung and the Shotgun there is a box at the right of the entrance that can be opened with the crowbar. The secret is inside.

-SECRET 15: Before reaching the room where the Battery (+) is, you have to climb to a box and open a trapdoor on the top to reach the ventilation shaft once again. Inside the ventilation shaft you can stand up over the second ventilator. Use a flare to find a secret platform where you have to climb to get the secret.

F) DEEP SEA DIVE

-SECRET 16: Swim forward. And then you should swim a bit to the right. After passing the rocks swim left and you'll find the secret in a small opening deep in the sea.

G) SINKING SUBMARINE

-SECRET 17: First, you have to turn the electricity off. After that, go back to the kitchen (which is near the dining room) and catch the secret in the ground.

-SECRET 18: This is hard to find. It took me ages to find it. After collecting the Oxygen canister, exit the room. Two guys will be waiting for you. Kill them. One of them has a key. Use the key to open the door in the same room where you turned the electricity off.

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| 4. Black Isle levels |  
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H) GALLOWS TREE

-SECRET 19: A bit hard to get. At the beginning, jump to the rocks in the other side of the abyss. Grab the ledge and go to the left. Release the ledge at the end and jump to the sliding rock to your right. Hold the edge of the rock before falling, and then release it. You'll

land in a safe platform. But don't move too much, because you may slip and you'll have to climb to the top and do everything again. Now jump to a cave at your right. Before that, you may want to save the game (because it's a hard jump). Collect the secret inside the cave and then fall down to the lower area and climb back to the top.

-SECRET 20: After slipping to the tree where you find the strange creature, use the sliding ledge at the left of the entrance to get to the top of the column where the secret is. You have to jump backwards after climbing to the ledge.

-SECRET 21: Go to the area where there are a lot of crypts and find the entrance to the underground path. Be carefull here, there is a spot where the ground falls and there are spikes. Go to the right inside this cave and go down to the lower level where the spikes are. Crawl across the spikes and collect the secret in the small crawling space.

#### I) LABIRYNTH

-SECRET 22: In the church where the skelletons attack you, open the door with the Bone Dust. Enter the door and climb to a hidden platform at the top. Press the switch to open a new passage. Examine the wall at the end of the passage to get the secret

-SECRET 23: After falling in the water from a long fall, climb up and go through the first opening. There is a bridge here. At the entrance of the brige, check the left side. You'll see an opening in the wall. Do a running jump and hold the edge in the corner, then go right and climb up when you can. Now jump to the next platform and collect the secret inside the opening. Do the reverse way to get out.

-SECRET 24: After collecting the Bestiary Book and exiting that area, you'll see a white spirit floating around that will guide you through the rest of the level. Ignore it for now. Climb to the first platform, then jump to the other one. From here, jump forward to the overhead frame (under the higher platform) and monkey swing to the crawling space where the secret is. Quickly release and hold the "Action" button to grab the crawling space's edge and climb up. Collect the secret at the end. Be careful with the spikes in the middle of the crawling space.

#### J) OLD MILL

-SECRET 25: Go to the area with the rope in the middle, where the Imps are throwing stones against you. Jump to the rope, turn around and use the rope to jump to the left platform. Collect the torch and return to the cave

you came from. At the end of the cave, you can light the torch. Go back and do a running jump to the area where the Imps are. Leave the torch near them and crawl through the small tunnel to the left to get the secret.

-SECRET 26: At the entrance of the windmill area, there are two crawling caves to the left. Enter the second one. Collect the medipack and save your game here. The path is blocked with fire, so you'll have to dash through the fire and fall in the water before your energy bar is empty. Climb up to collect the secret, and don't forget to heal with the medipack you just found. Exit this area by using the other crawling space to the left.

-SECRET 27: After stopping the windmill, the water will slow down. Swim behind the house where the knight went and you'll find a small entrance that will take you to the secret. You can also get this secret while the water is still running, but it's harder to enter in the small entrance. Start swimming from the left side of the house and try not to pass the entrance because the stream is very strong. I recommend you to get this secret after stopping the stream.

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| 5. Block Tower levels |  
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K) THE 13th FLOOR

-SECRET 28: At the beginning, go to the left and shoot the air duct's grating. After that, crawl through the air duct until Zip contacts you. You can see the secret during the sequence with the guard. Now move forward and you have to pass the lasers (careful not to fall in the hole with more lasers). After passing the lasers, shoot another grating to the left. Follow the air duct and you'll have to pass another laser. After that, you will get inside the room. Don't forget to collect the Hammer in the room to the right after that.

-SECRET 29: After getting the access code disk, you have to go back to the floor where you started the level and operate the computer to open the air duct. Now you have to go down using the pole. Be careful with the explosions (you should save your game before going down). At the middle of the pole, jump backwards and you should land in a secret entrance. Collect the secret and go down without using the pole (simply fall to the ground). Use your medipacks if you lost some energy with the explosions.

-SECRET 30: Later in the level, there is a U-shaped room where you kill a guard and Zip tells you not to kill the scientist. You should save your game before entering this room. After that, kill the scientist. Don't get too close to him, otherwise a sequence will start and



you will not be able to get the secret. Use the rifle and sniper ammo to kill him. He will see your gun and he will start running around, but try to kill him. A new door will open near this room's entrance. You'll have to deal with several guards and the machine guns are activated, so heal whenever you need. Your energy will drop very quickly. Go to the new opened door and go to the left when you see the laser. The secret is at the end of the corridor.

#### L) ESCAPE WITH THE IRIS

-SECRET 31: After entering the elevator shaft for the first time (by using the trapdoor in the bathroom), save your game and go down the climbable wall. Go down as much as you can, then release. You should land inside the secret entrance. It's a bit hard to do it, because most of the times you will land on a slipping ledge. Then collect the secret and get out by climbing the elevator chain.

-SECRET 32: After exiting the elevator shaft once and for all, you'll have to run from an armed guard (you don't have weapons yet). You'll see a big aquarium there with the secret inside. If you stand between the guard and the aquarium, the guard will certainly hit the glass of the aquarium. Collect the secret and run. You may lose some energy here, so be carefull.

-SECRET 33: After collecting the previous secret, a sniper will shoot against you. Run to the other side and climb up the wall at the left of the door. Run to the other side once again. There's a small fire extinguisher there (near the switch that opens the door below). The sniper must shoot it, so run around it until that happens. The explosion will reveal a secret entrance with the secret inside.

#### M) RED ALERT

-SECRET 34: At the begginig of the level, kill the guard and keep going upstairs. The choper will destroy some of the stairs and you'll have to jump. After a running jump, the next stairs will fall below your feet, so make sure you jump before you fall with them. After that, climb down the stairs that just felt to get to the secret entrace at the left side. Collect the secret and get out.

-SECRET 35: The hardest secret to get. It took me a few tries, and you may have to practice before doing it. After using the elevator (inside the building), kill the guard. There is a large corridor to the left and two doors in front of you. Enter the left door, equip your rifle with sniper ammo and save the game. Press the button to start the shooting game. Try to shoot all the targets before they pass the middle line. If something

goes wrong, reset and try again. If you did it fine, the lamp will light up and the other door will be opened. Save your game. You have to shoot all the targets again, but this time is harder. After pressing the button, the room will be filled with gas and the exit door will only open if you shoot all targets before they pass the middle line. Then heal yourself from the gas and go up the corridor to collect the secret in the opened room to the left.

-SECRET 36: The last secret, and very easy to get. At the end of the level , you have to go inside the gas chamber. Save your game before that. The secret is near the first switch, in a crawling space to the right.

Congratulations! You have found all the secrets in the game. Now go to the last door and save your game there. After the final credits, don't turn the console off yet. A new option called "Special Features" will be available in the main menu. Enjoy your reward!

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| 6. Special movements list |  
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I'll list some moves that are not listed in the game's manual or explained during the training level. Some of them are useless, but great looking, and most of them also exist in the previous games.

-Swan dive: press "Walk" button while performing a forward jump.

-Swan dive with rotation: Only works when jumping from very high places. Perform a Diving jump, then press and hold the "Roll" button.

-"Upside-down": While holding a climbable edge, press "Up" to climb up and hold the "Walk" button.

-Somersault: Near an edge, press/hold the "Crouch" button and then press "Jump". This movement is only used to enter the small house in "Old Mill" level, but works any time.

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| 7. Weapons |  
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-Pistols:

Lara uses the two pistols at the same time, although she will only use one when an enemy is out of range from the two. It is possible to kill everything with the pistols in the levels where you can use them, even if they are the weakest weapon. The good thing about them is

they have unlimited ammo. Whenever you want to save ammo for your stronger weapons use the pistols. They are useful to kill weak enemies, like dogs. You start the game with them and they are available for the Rome and Russian Base levels.

-Revolver:

Cool weapon that can be combined with a laser sight. Good to kill human enemies. Can be used in a sniper style for long-distance shots. Found in the first level at the top of the stairs on the left side of the area where you meet Pierre and Larson.

-Shotgun:

A strong weapon that uses two types of shells, Normal and Wideshot. the shotgun is the best weapon against stronger and bigger enemies, like lions, knights and the three big snakes. Can be found in Trajan's Market, after coming out of the water in the room where you fight the first knight and in The Submarine, in the room with a lot of wooden boxes where the Aqualung is.

-Uzi:

The Uzi is only effective because it is very fast. It wastes a lot of ammo in no time and it is not that powerful. Use it only when you really need it. To find it, just before entering the room with the timed puzzle in The Colosseum go up the ramp at your right and enter at the top. You'll be attacked by a gladiator and by a lion, so kill them and examine the room to find it right next to a Large Medipack. Also found in "The Base", inside the locker in the room where you get the first swipe card, and in the "Sinking Submarine" in a room to the left of the path with fire.

-Desert Eagle:

This weapons is good against human enemies. It is pretty much the same as the revolver in terms of power and speed. Found in the the shower room (the large room with shallow water and the trapdoor for secret 12) inside a locker ("The Base" level) and in the room with a lot of water where the Nitrogen Canister can be found ("Sinking Submarine" level)

-HK Gun:

A cool weapon that you will use in the Block Tower levels. It has three types of ammo. In Sniper mode, it takes time to reload and are slow, but great for head shots and other one-hit kills. The lasersight it has makes it cooler. Burst mode is great because it shoots some damaging bullets at a good speed. Speed Mode is a bit like the Uzi: a lot of ammo wasted in a couple of seconds for less damage but since it is so fast it is good against multiple enemies. You will have several different situations that will require you to use all the modes available for this weapon. You start the first level of the final adventure with it.

-Grappling Gun:

You can't even kill a fly with this. It is only used to

shoot some hooks with ropes to grattings in the ceiling to help you in certain situations, like reaching certain places that are too far or too high. Obtained in the room with all the weapons that you open after clearing the target-shooting room in "Red Alert" level.

Note: I don't know if there are alternative places to find the weapons if you miss them the first time like it happens in the previous Tomb Raiders (although I highly doubt) because I always pick them up as soon as I can, like it happens in the previous Tomb Raiders (although I highly doubt). But if anyone found a weapon in a different location than the ones you see here please tell me.

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| 8. Cheats |  
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-----A) PLAYSTATION VERSION-----

-Unlimited medipacks and ammo:

While playing, go to the inventory screen (by pressing Select) and highlight the "Timex". Press R1+R2+L1+L2+Down+Circle and then press Triangle. Check the inventory screen to confirm.

-Unlock "Special Features" option:

After entering the "Unlimited medipacks and ammo" cheat, quit the game. "Special Features" option should be available in the main menu.

-Unlimited health, ammo and weapons\*: While playing, go to the inventory screen and highlight the "Timex". Press R1+L1+L2+UP+Circle and then press Triangle. Check the inventory screen to confirm.

\*Note: this cheat only gives you the weapons available in the level you use it.

-Unlock all items in current level:

While playing, go to the inventory screen and highlight the "Timex". Press R1+R2+L1+L2+Down then press Triangle. Check the inventory screen to confirm.

-Adventure selection:

In the main menu, highlight "New Game" and press the following buttons to play in any adventure.

>Russian Base (second adventure): L1+Up

>Black Isle (third adventure): L2+Up

>Tower Block (fourth adventure): R1+Up

Then simply press "X" while holding the two buttons.

----- B) DREAMCAST VERSION\* -----

Select Adventure:

In the main menu, highlight "New Game" and press and hold the following buttons to start at any adventure.

>Russian Base (second adventure): L2+R2+Down

>Black Isle (third adventure): L2+R2+Left

>Tower Block (fourth adventure): L2+R2+Right

Unlock "Special Features" menu:

Highlight the Timex, press and hold "Y". The number of secrets should go up to 36. Then quit the game and return to the main menu. "Special Features" option should be available.

\*Credit goes to Bianca LLuberes for telling me that these cheats work

----- C) PC VERSION -----

Thanks to Edx for sending me the cheats for the PC. I couldn't try them. If anyone has the PC version, please try them.

-Unlimited Large Medipacks: you must use this cheat when your health isn't completely full and you must have only one Large Medipack in your inventory. Press "Esc" to bring the inventory screen and highlight the Large Medipack. Press and hold "Look" (numeric "0" by default) and "9" (not in numeric pad) buttons. After that use the Large Medipack, exit and re-enter the inventory screen and see if you have unlimited Large Medipacks.

-Unlimited Small Medipacks: you must use this cheat when your health isn't completely full and you must have only one Small Medipack in your inventory. Press "Esc" to bring the inventory screen and highlight the Small Medipack. Press and hold "Look" (numeric "0" by default) and "0" (not in numeric pad) buttons. After that use the Small Medipack, exit and re-enter the inventory screen and see if you have unlimited Small Medipacks.

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| 9. Playstation Beta version |  
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What is the Playstation Beta version?

It is a version of the game that was created as a promotional version before the final version was released. This version has some "bugs" that were corrected in the final version, and one of the secrets was changed, as well as the cheats. Usually, this version can only be obtained by piracy or as prize in several contests.

Cheats:

The final version cheats don't work in this game, but these ones work fine. And yes, I've tested them.

-Adventure selection:

In the main menu, highlight "New Game" and press the following button to start at any adventure:

>Russian Base (second adventure): L1

>Black Isle (third adventure): L2

>Tower Block (fourth adventure): R2

While holding the button, press "X".

-View FMV:

In the main menu, press Select+R2. A new option should appear.

-Unlimited Medipacks and ammo\*:

While playing, open the inventory and highlight the Small Medipack. Then press L1+L2+R1+R2+Up. Exit the inventory and check it again. You should have everything unlimited.

-All key items in current level\*:

While playing, open the inventory and highlight the Large Medipack. Then press L1+L2+R1+R2+Down. Exit the inventory and check it again. You should have all the key items.

\*Note: you can't do this cheat if you don't have the medipack in the inventory.

Secrets:

The only difference is one secret in "The 13th Floor" level in the Tower Block. I'll give you the correct list of the secrets in this level.

-SECRET 28: At the beginning, go to the left and shoot the air duct's grating. After that, crawl through the air duct until Zip contacts you. You can see the secret during the sequence with the guard. Now move forward and you have to pass the lasers (careful not to fall in the hole with more lasers). After passing the lasers, shoot another grating to the left. Follow the air duct and you'll have to pass another laser. After that, you will get inside the room.

-SECRET 29: After opening a door by shooting the lock, slide down and kill the guard. Climb up to the air shaft again. There are a lot of explosions here, and the secret is in the other side, so run and avoid getting caught by an explosion.

-SECRET 30: After getting the access code disk, you have to go back to the floor where you started the level and operate the computer to open the air duct. Now you have to go down using the pole. Be careful with the explosions (you should save your game before going down). At the middle of the pole, jump backwards and you should land in a secret entrance. Collect the secret and go down without using the pole (simply fall into the ground). Use your medipacks if you lost some energy with

the explosions.

Any more differences?

Well, yes, but I'm not sure about this. I didn't test it, but my friend says he was "trapped" because of this. At the "Red Alert" level in the Tower Block, you have to collect the grappling gun before entering the next room. If you enter the next room without collecting this gun, the door will be locked forever and you cannot get out because you need the gun to continue.

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| 10. Frequently Asked Question |  
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Q: I have the game for Playstation and I can't find secret number 29.

A: There is a different PAL version of the game which isn't exactly the final PAL version. Check the "Playstation Beta version" section for more details.

Q: I cannot get the secret 11 in the Russian base. Every time I try to jump to the boxes from the hanged box, I always fall in the ground.

A: The same happened to me, and I still don't know why. Do a Swan Dive (press the walk button when performing a running jump) to get there easily.

-Additional info (credit goes to Surplus Boy):

"The only way this has worked for me is to refrain from pressing X, thereby landing on the feet rather than pulling up from the corner. The same was true of the final long jump in the Black Isle adventure."

Q: Your cheats for Playstation don't work. What's wrong?

A: Again, the cheats for the Beta version are different from those in the final version. If the final version cheats don't work with you, try the beta version cheats.

Q: I'm stuck. I don't know what to do. If I send you an e-mail asking for help about the game (but not the secrets), will you answer me?

A: Of course. I will not include a walkthrough in this faq (only cheats, secrets and related things), but I've finished the game a few times. I wouldn't say "no" if I can help you!

Q: You say there are three secrets in every level, but there are two levels in the Russian base with one or two secrets.

A: The "Deep Sea Dive" level (which has one secret) is more like a "sub-level" of the "Sinking Submarine" level

(which has two secrets). That makes three secrets.

Q: In the "Streets of Rome" level how do I shoot the bell at the bell house to get the second secret and continue the level?

A: You must get both Revolver and Laser Sight. Combine Laser Sight with the Revolver, press and hold the "Look" button and aim the bell. Then simply shoot it.

Q: I'm in the room with the gears in Trajan's Market and I don't know how to reach the top left area with the second rope. How do I get there?

A: From the top right room where the first rope is, jump from platform to platform until you are close to the room. You can jump directly to the last platform, but if you're having trouble then look to the right wall before the entrance. You should see an opening. Jump to that opening and from there you can jump to the platform near the entrance.

Q: How do I kill that Soldier head in Trajan's Market?

A: Combine the Lasersight with the Revolver. You have to shoot both his eyes. In order to do that, stay still and wait until he starts charging the laser. When that happens jump left or right and shoot his eye. Repeat the process to destroy the other eye. You can destroy both at the same time if you like.

Additional Info (credit goes to PRNCSANGL14): "If you are going into the octopus room and find the manhole, there is a raised block. Stand directly facing the block and the octopus will shoot over your head and miss. This worked for me and I don't know if it works all the time."

Q: I'm having trouble with the timed puzzle in "The Colosseum" level. Can you help me?

A: It only depends on your skills. This puzzle is easy if you can control Lara correctly. Here's a small walkthrough with all the steps. It is kinda hard to explain everything, but I tried my best:

- Push the string three times while facing the middle platform where the gemstone piece is;
- Jump to the right. You'll slide down a little bit;
- While running down the stairs count 4 steps and jump to land in a platform.
- Keep running forward and jump after the 5th step to land in that sort of pillar. Keep running forward.
- Now you have to run 4 steps and jump a little bit after the 4th step while pressing "Action" in the air to grab the platform on the other side. If you couldn't jump far enough to reach the platform you jumped too soon. If you ended up falling from the pillar you jumped too late.
- Climb to the platform and run 10 steps while turning left. Jump just before the platform's limit and grab the final platform where the Gemstone Piece is waiting for you.



Q: How do I reach the crane control room in the crates room? ("The Base" level)

A: After opening the right door with the swipe card, do the following:

- Climb the stairs and once you are on top you have to jump to the first crate with a wooden box on top;
- Turn right and climb to that box. Do a running jump to the nearest crate (the one a bit to the right);
- From there jump to the other set of crates and boxes to the left and climb to the highest box to the right;
- Do another running jump to the crate with a wooden box over it and climb to that box.
- Finally do a running jump to the balcony on the other side (press "Action" while in the air) and then you can open the door to enter the crane control room.

Q: In the Submarine level, I'm in the kitchen with the guy with the knife and I don't know what to do. I don't have the weapons yet. Is there a way to kill him?

A: Yes. You have to enter the kitchen slowly so he doesn't hear you and walk behind him (you can't run). Once you are behind him select the Crowbar and Lara will knock him out. Collect the key he drops and open the right door. Collect another key and the Pistols inside. Use the key in the left door to exit the kitchen.

Q: In the "Old Mill" level, how can I reach the top of the small house to finish the level?

A: After you turn the wind mill off and the water stops, you can swim in the water in the left side of the house where the horseman went. You'll find an entrance in the rocks at your left that will take you to the roof of that house. Now try to reach the other side of the roof by jumping to the areas where you don't slide. You have to do one final jump to reach the roof of the small house. This jump might be a bit hard and you may fall some times.

Q: And how do I get in?

A: There are two ways to do that:

- 1-Press and hold "crouch", move backwards to the window and press "Action" to enter normally (sometimes it's hard to enter this way);
- 2-Use the "Somersault" move (Check "Special movements list" section for detail).

Q: I am having trouble opening certain manholes and trapdoors but I don't know why! What do I have to do to open them?

A: I got this question a few times for several different trapdoors/manholes. I never had such problems, but what I can say is that you have to stand over the trapdoor/ /manhole lock facing the right direction and then press the "Action" button to open it. If you still can't open it you should try facing several different directions and you should open it soon or later. If you really can't open it no matter what you do make sure you are trying to

open something that is supposed to be opened.

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| 11. Credits |  
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-Thank you for reading this Faq!

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