

**SECRET  
AREAS REVEALED!**

**LARA CROFT**  
**TOMB  
RAIDER**  
*The Prophecy*



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core  
design  
EIDOS  
INTERACTIVE

This game has received the following rating from the ESRB





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ISBN: 0-7615-4055-5  
Library of Congress Catalog Card Number: 2002113681

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# Say Hello to Lara

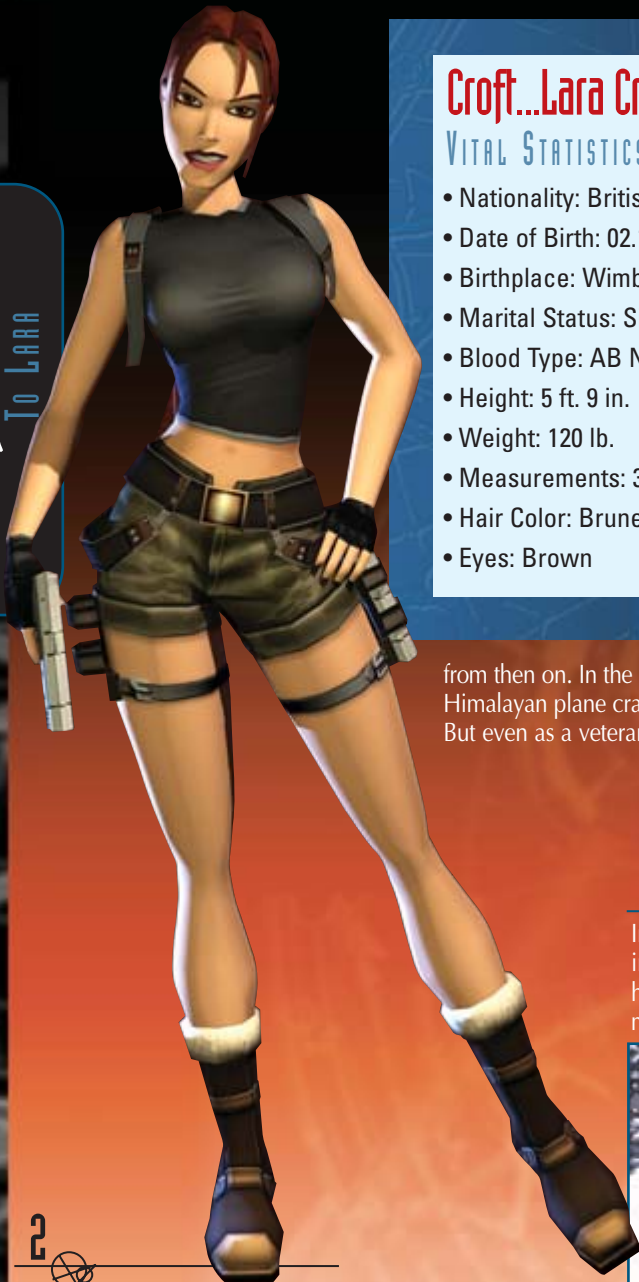
**R**eal magic." The words resound in Lara's head as she contemplates the mighty snowcapped mountain rising before her. To many, magic means the supernatural, a mystical key to great power. Does it exist, as many legends of different cultures and ages say it must? And would she find the answer to that question within the belly of this frozen behemoth? The *Book of Ezekiel* says it must be so.....

As Lara deciphered this long-forgotten book, penned by a mysterious medieval scholar, she was immediately consumed by the legend, captivated by its tales of magical power and forces beyond the mundane, the everyday. It spoke with a conviction bred not of superstition, but forged of razor-sharp reason—a conviction that infected Lara and has led her on this latest adventure to the frigid, northern wastes of Sweden, to the base of what was once called Wolf's Fang Peak.

The book also spoke of the power of the Black Stone, which holds the secrets to magic in all its wondrous and hoary forms. It lies somewhere within the icy grip of this frosty peak, forgotten by the ages, concealed within the murky arms of legend. "If it's in there, I'm coming out with it."

Say Hello ©

TO LARA



## Croft...Lara Croft

### VITAL STATISTICS

- Nationality: British
- Date of Birth: 02.14.1968
- Birthplace: Wimbledon
- Marital Status: Single
- Blood Type: AB Negative
- Height: 5 ft. 9 in.
- Weight: 120 lb.
- Measurements: 34D–24–35
- Hair Color: Brunette
- Eyes: Brown

## Biography

As the daughter of Lord Henshingly Croft, Lara was used to the security of an aristocratic background. She rebelled against the confining aspects of her upbringing, and when she moved to Gordonstoun in 1984, the mountains of Scotland gave her an unprecedented degree of freedom. Her world changed further when she heard Professor Werner Von Croy lecture about his archaeological career. The experience triggered a passion in Lara for remote locations and adventure.

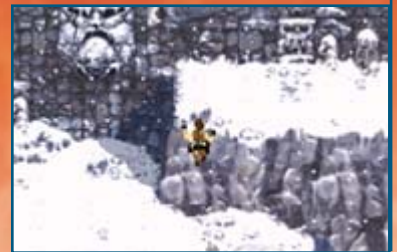
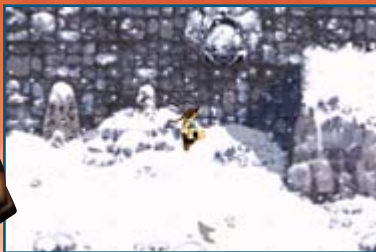
She discovered that Von Croy was preparing for an archaeological expedition into Asia and persuaded her parents to let her accompany him. Von Croy agreed after being promised financial assistance for the expedition. He was also impressed by Lara's enthusiasm and energy. She could take care of herself, and the experience would be a unique educational opportunity. This set the pattern for the rest of her life. For the first time, she experienced the hazards and mysteries of the world of antiquities. Terrifying dangers became an accepted part of her life

from then on. In the intervening years, she has combated ancient mythical forces, survived a Himalayan plane crash, outgunned heavily armed opponents, and always emerged with the prize. But even as a veteran of countless harrowing episodes, Lara may be in over her head this time....

## Boot Camp

### MAD UPS

Intense calf workouts are a regular part of Lara's routine, so she has a pretty intense vertical, and a not-too-shabby horizontal, leap. Press **Ⓐ** and she'll hop, skip, and jump from each icy ledge with the grace of a sure-footed mountain goat.





## 100-METER DASH

Along with those calf-crunching exercises, Lara can also run the 100-meter dash in fine form. Hold down **[Left Arrow]** and she'll sprint. Just remember that she has a limited amount of kick (keep an eye on the energy bar on the left side of the screen)—nothing's worse than running out of gas while beating a hasty retreat.



## DRAW!

Lara just wouldn't be Lara without her trusty, enemy-busting, dual 9mm pistols. A quick flick of **[R]** and she'll be locked and loaded and ready for action. Once she's packing heat, a squeeze of **[C]** delivers a variety of rounds into nearby interlopers at high velocities. Handily, you don't have to aim directly at foes: Lara auto-targets for you—what a nice lass.



## Special Forces Training

### CIRCLE-STRAFE

This handy technique gives Lara the upper hand in just about all encounters. First, draw your guns, then rotate around your chosen foe in a circular pattern, always keeping the enemy at the center of the "circle" while pounding it with both barrels.

This does two things: it whittles your foes down till they're no longer a threat to anyone, and allows you to dodge any attacks they throw at you. As you cleverly dodge left to right, they won't be able to lay a finger on you, though some enemies throw curve balls once in a while, so, as always, stay on your toes.

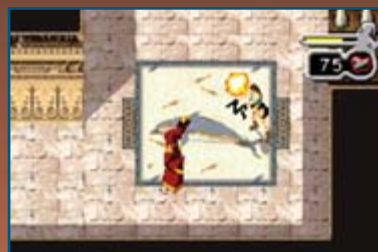
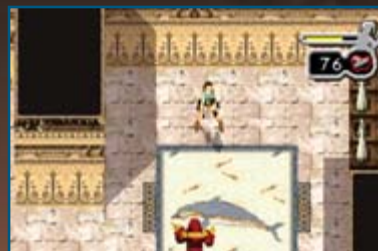
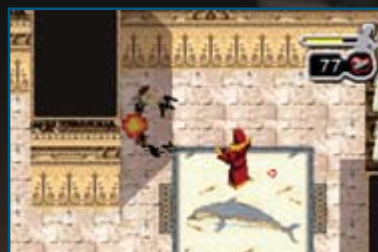
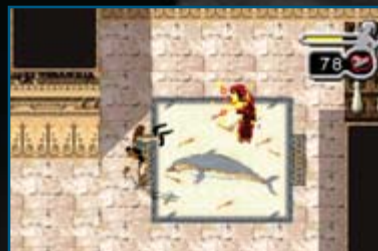
## LOOOONG JUMP

Combine her world-class sprints with her Olympic-level jumps and Lara could make Carl Lewis cry: hold down **[Left Arrow]** and, when you're ready, press **[A]** to fly from sheer cliff faces, across deep, dark chasms, and to the opposite side in style. Again, though, be wary of your sprint meter—losing your kick just as you're starting your leap is a recipe for disaster; it's a long, long way down.



## DOES WHATEVER A SPIDER CAN—SORT OF

Ms. Croft is also a world-class mountain climber. She can clamber along sheer cliff faces as long as she can find a handhold or two, and she can shimmy, using her fingers, across narrow ledges to reach seemingly inaccessible heights. To lower yourself down to shimmy along, walk to the edge of where you want to move hand over hand and when **[C]** is highlighted, press it. Otherwise, you might take a long walk off a short path, and, though Lara appears to be superhuman, she is just as vulnerable to long falls as you are.



Say Hello  
To LARA  
©

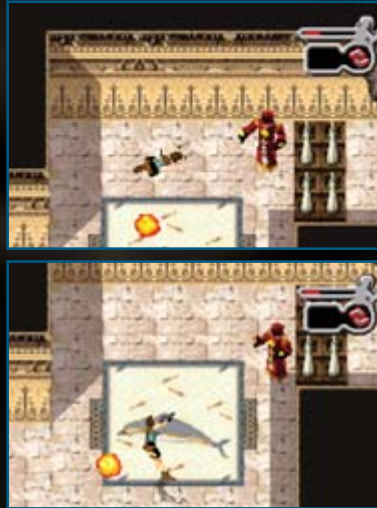




Say Hello ©  
 TO LARA

## CIRCLE-STRAFE + : THE SEQUEL

The circle-strafe + is handy for reducing enemies to quivering masses of goo, but to take it a notch further, start mixing in jumps as Lara's circling. This helps you dodge all manner of projectiles that unscrupulous foes hurl at you, specifically fireballs and their magical ilk.



## Cryptography

While Lara's exploits focus mostly on taking down baddies hell-bent on her demise and exploring large cavernous tombs and crypts, she will also be periodically called upon to solve various puzzles to progress deeper into the game.

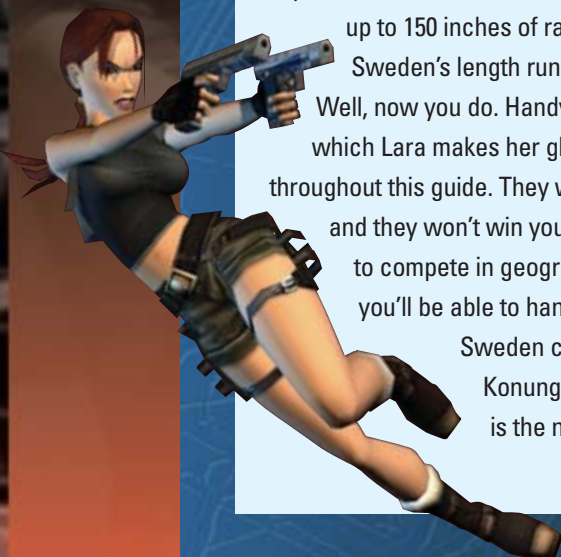
Most of these puzzles take the shape of finding a devilishly hidden switch to unlock a door or throwing a lever that disables a trap for a period of time. Some, though, require placement of an item to navigate beyond a locked door or unassailable rock face.

In most cases **Ⓢ** activates the multitude of switches and levers scattered throughout the frozen wastes and hot steamy jungles. But when you need to place an item to trigger a locking mechanism, the word "Select" appears on-screen. Hit **(SELECT)** to reach the Inventory screen. From here you can pick and choose which item to use, whether it be a rust-encrusted battle axe or a small marble idol.



## Around the World in 96 Pages

Did you know that the mountainous regions of Cambodia get up to 150 inches of rainfall each year? How about Sweden's length running north to south (980 miles). Well, now you do. Handy facts on the various locales in which Lara makes her globe-trotting stops lie scattered throughout this guide. They won't make you more popular, and they won't win you any awards (unless you happen to compete in geography tournaments), but now you'll be able to handle Jeopardy puzzlers in the Sweden category. For example: Answer—Konungariket Sverige; Question—What is the name of Sweden in Swedish?





# Arms and Dangerous

## THE ARMS

### 9MM PISTOLS

Trademark dual 9mm pistols are a girl's best friend. A press of **Ⓞ** will give most enemies pause before they continue on their quest of malign dismemberment. And while they certainly get the job done (with unlimited ammo to boot) they're merely a stopgap till you can get your itchy fingers on something with a bit more kick, like...



### UZI

...the Uzi. When dual 9mm doesn't cut it, there's the semi-automatic action of an Israeli-made Uzi. Instead of firing a single shot per press of the **Ⓞ**, Lara squeezes off three rounds. This means two things: enemies die quicker and ammo is expended quicker. Keep in check any Rambo fantasies you may harbor. One other downside: you won't find this puppy till a ways into the game.



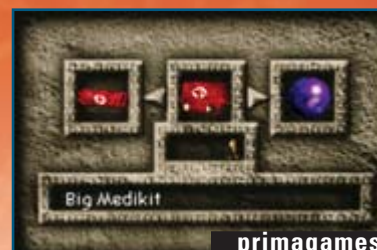
### GOLDEN GUN

This is the third and final gun Lara utilizes, and not surprisingly, it's the most powerful. Holding down **Ⓞ** charges up her shot and unleashes blue death on approaching foes. It's tricky to aim this weapon, however, so have the enemy square in your sights before letting go. Ammo is also scarce for this weapon, so save it for the uglier jobs (the Teg-Du-Bhorez, primarily).



### Medic!

As Lara skips around the world, she's bound to feel a bit peaked from time to time (battling the hordes of the nether realms has that effect on a nice, proper English girl). When she needs a serious band-aid, hit the inventory screen by pressing **Ⓞ** and scroll over to highlight either Small or Big Medikits.





## BRIC-A-BRAC

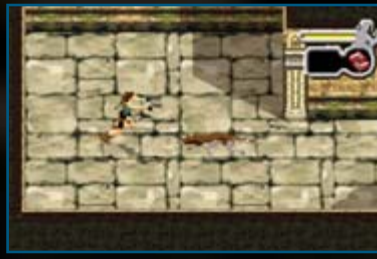
Lara also collects all manner of objets d'art: ancient decorative blades, meticulously crafted statuary, and even rusted gears. Each item is necessary to solve the puzzles scattered helter-skelter about the many cavernous stages, so keep an eye out for myriad museum pieces.



## THE DANGEROUS

### BAD DOGGY

What would a *Tomb Raider* game be without some form of canine to make Lara's day less than blissfully rabies-free? *The Prophecy* is no exception, and this time the beasts don't just bury their exceptionally sharp fangs into her skin—some breeds even breathe fire.



### RAY HARRYHAUSEN, INC.

These re-animated interlopers do the bidding of the Teg-Du-Bhorez without question, wielding sword and axe in a mindless rage. To effectively dismantle the zoned-out automatons, fire only when they drop their guard, just as they initiate an attack. They come in a few varieties, including the basic sword-swinging model and the axe-tossing upgrade.



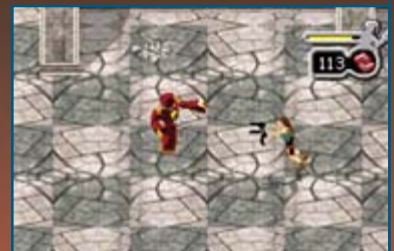
## PITCH BLACK

These shadowy apparitions menace Lara by popping in and out of reality, gradually adjusting their exposure to our universe via magical means. To take down these ghouls, wait till they're at their "thickest" (as they slash Lara), and then open fire. A few well-placed shots from the Uzi or Golden Gun makes them feel they've been out in the noonday sun far too long.



## THE TEG-DU-BHOREZ

The Teg-Du-Bhorez are in a macabre race with Lara to secure the necessary sacred stones so they can return the Grey One to our world. These robed miscreants have all sorts of vile magic at their disposal, including, but not limited to, fireballs, energy blasts, and even the power to create shadow creatures and re-animate destroyed skeletal warriors. They come in several flavors, from the relatively weak reds to the nearly indestructible whites. If you see one of these robed rascals, pull out the best gun you have available. Shoot first and skip the questions altogether.





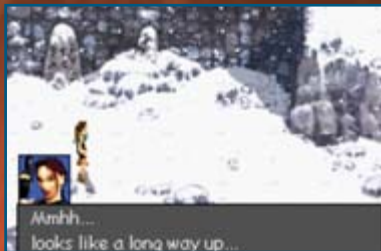
# Sweden

## BASE CAMP: WOLF'S FANG PEAK

The assault begins in Sweden, at the foot of the ominously named Wolf's Fang Peak. Here, Lara learns the basics: running, jumping, shimmying, and climbing. Familiarize yourself with the controls. Also draw your trusty pistols and squeeze off a few rounds. Learn where the ledge is—it's always closer than you think, and, as always, it's a *long* way down.

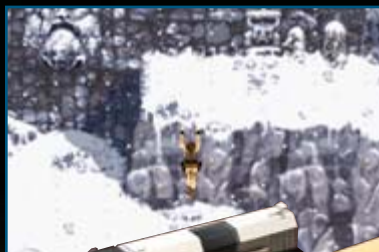
With all that in mind, it's time for Lara to raid the tomb of King Heart...

Lara demonstrates a knack for understatement.



## STAGE 1: PRLO

Head east to the first rise. Leap up and grab the ledge, then shimmy to the right.



Whatever you do, don't look down! Keep moving hand-over-hand to the right, over the yawning chasm just beneath your dangling feet.



This brings you to the first Medikit. Drop down, press **Ⓢ** to snap it up, and repeat after me: "you can never have enough of these." After claiming the pack, shimmy back to the left and hoist yourself up.



Sweden  
Stage 1: PRLO







Once you've returned from your first successful shimmy, head north and climb the frost-slicked cliff face.



Jog west until you come across a second Medikit—this time it's a big one. Handily, this will fill up your life bar 100 percent, so save it for when you're on your last legs.



Now you have two options: shimmy to the right to the next platform (the safe option) or take your first flying leap. In case you're wondering, real adventurers leap.



After you reach the top, Lara automatically dangles. From there, deftly clamber east and alight on the next platform just past the "man in the mountain." From there, follow the path north.



After claiming the kit, head north to the next screen and scale the next cliff. Shimmy left at the top to claim another Medikit.



After checking to make sure Lara's knees are A-OK, point yourself north and climb one more cliff face, which leads to...



## Around the World in 96 Pages

While Lara scales intense heights in *Lara Croft Tomb Raider: The Prophecy*, she probably doesn't tackle anything quite as steep as Sweden's highest peak: Kebnekaise. At 6,926 feet above sea level, this nosebleed waiting to happen is ice-encrusted year-round. —————



...the *real* man in the mountain. He opens wide so you can hurry inside. Head through the archway and your quest truly begins. Just keep in mind that it's all *uphill* from here.







Lara notes that tombs aren't exactly known for their lemony-fresh fragrance.



Go west, then head north to another switch—flip it.



Draw your guns via **R** and drop to the floor below. Circle-strafe while holding **@**, and this big bad wolf won't be hassling anyone ever again.



## STAGE 2: GAZE

Now that you're in out of the cold, go northeast and scale the platforms by jumping and pulling yourself up.



The switch opens a nearby door, revealing a handy Small Medikit and a clip for an Uzi.



After collecting the goodies, head south to the fire trap (now deactivated), then continue east. From here, enter a larger chamber and face your first adversary: a very hungry wolf.



Take the corridor leading north and flip the switch by pressing **@**; this disables the impenetrable gouts of fire to your right.



Sweden  
STAGE 2: GAZE  
©



After dispatching Rover, head east and scale the nearest platform with a short hop, then truck down the northward passage.



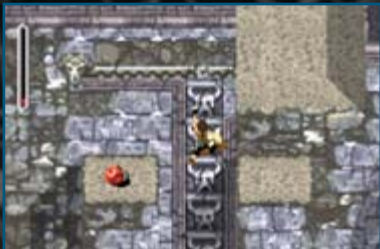
Drop off the cliff (don't worry, it won't hurt) with guns blazing and make the approaching wolf regret seeing Lara as a four-course meal.



After adding another pelt to your collection, continue west, scale the three platforms, and flick another switch. This unlocks a door in the northeast corner of the level. Grab the Medikit.



Clamber up the cliff face, shimmy to the left, and grab another Medikit (remember the mantra: "never enough, never enough"). Hop to the platform to the east.



After taking care of business, trek east and follow the path to the south. This takes you to another switch that disables the wall of fire to the south.



Go back past the switch that disabled the wall of fire and head northeast. Flip the switch nestled in the shadows of two platforms to unlock a door to the northwest.



After that short hop, head north and follow the route east. Clamber down the cliff to grab another Medikit. Then draw your pistols.



With the fire quenched, continue south, then turn west; you'll spy another wolf. You know the drill.



Head west and scale the platforms—drop in and collect the stray clip to the northwest. Head east, leap the gap just over the last switch you flipped, and turn north.



At the end of the northern passage is another switch. Flip that, then head west (ignoring the newly opened door just above) and deal with another wolf.





With that unpleasantness taken care of, continue west to the next switch. Handily, it opens the passage above Lara's head. Now return to the previous switch and go north through the opening.



**Tip:** Keep an eye on your health bar! In many situations you may not notice your life slowly draining away after a series of seemingly meaningless battles. Before you know it, Lara will be pushing up daisies.

Once you're through the passage-way, head west and prepare for your first series of platform jumps. Take your time and carefully leap from pillar to pillar—there's no need to run on these since they're all within the reach of Lara's fingers, but if you're feeling adventurous, let 'er rip. At the end of your aerial antics you'll come upon another Small Medikit.



Draw your pistols and proceed north—a sneaky wolf lurks in the shadows through the doorway, so go in with guns blazing. Take it down, then continue north to the next stage....



Sweden  
STAGE 2: GRZE  
©

## Around the World in 96 Pages

While Lara may face numerous bloodthirsty wolves, the concept that wolves are man-eaters is more the product of superstition, legend, and, of course, Hollywood. Fact is, many researchers have lived around wolves for extended periods without being attacked. Footage even exists of scientists frolicking with supposedly "killer" wolves in mountainous areas of Wyoming and Montana.





## STAGE 3: MEDI

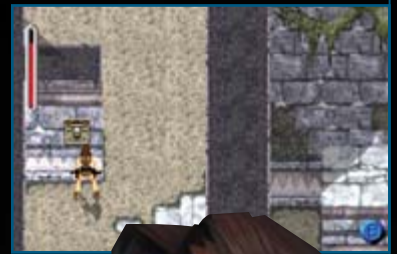
Now head east, then duck down the first corridor leading north. This bends back west, and you must climb a few platforms to reach the first switch.



Keep heading east till the path dead-ends, then scale the north cliff.



Head west a few feet, then journey south till you come across a switch. Flip it and return the way you came. After you pass the point where the Medikit was, safely drop to the right to the ledge below.



Return to the main corridor and journey up the next passage leading north through the newly opened doorway. Draw your guns and take down the feral wolf waiting on the other side.



Now there's an obstacle course of sorts. Keep moving west, negotiating each obstacle as you come to it—a jump here, a shimmy there. There's nothing overly taxing, so follow your nose till you alight on a ledge with a Small Medikit.



Jog east smack into the jaws of another. Give him a few hundred times his daily allowance of lead and move on.





Back at the cavern floor, head east and take the second route leading south. This takes you smack into another switch, which douses an unruly fire just up the road.



Continue east, and then head south and switchback west to find another fire-extinguishing switch. Trip that and draw your pistols.



Heading over the recently snuffed fire to the south, go east right into the snarling maw of another wolf. Dispatch him to that big dog house in the sky and continue east.



At the end of the corridor pick up a Small Medikit and find another switch. Holster your two little friends and set the switch to the off position.



Re-draw your guns and head west, following the path as it leads south. Once it opens up again, go east and deal with the next wolf in standard fashion.



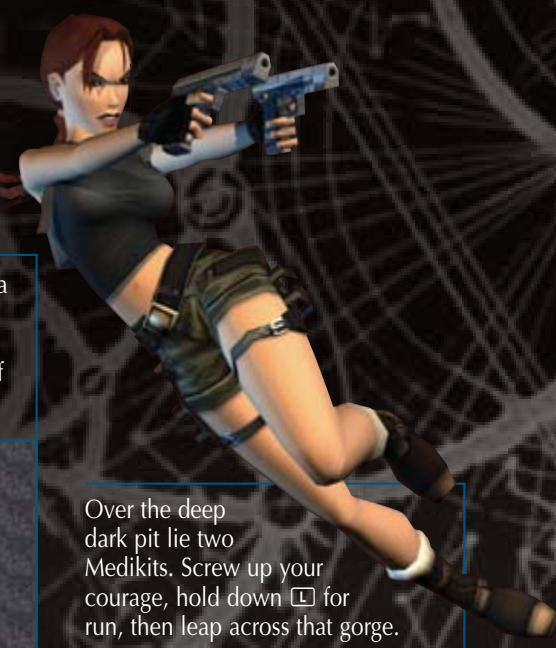
Keep moving east and climb the two platforms, then jog down the corridor heading south to a stonework room.



Over the deep dark pit lie two Medikits. Screw up your courage, hold down  for run, then leap across that gorge.



After collecting your booty, take a running leap back across the chasm and backtrack west, past where you dealt with the previous wolf, and follow the route south into another rabid rotter—make his day.



Sweden  
STAGE 7: MED1  
©



After liquidating that precocious pup, clamber up the rocks heading north and be ready to deal with another loutish lupine when you come up over the ridge. Stand your ground and do what you have to do.



From here, drop south directly in front of the next switch. Flip it, and then watch as the door behind the initial wall of fire slides out of your way.



Head west, and take a quick hop to reach another Medikit. Add that to your burgeoning pile of first-aid kits, then trundle south.



With that switch pulled, backtrack to that initial (now extinguished) fire trap and trek through a couple of doorways heading north. In a chamber another switch gives you access to the next stage of your adventure.



Sweden ©  
 STAGE 3: MEDI

## Around the World in 96 Pages

Unlike many countries today whose monarchies serve only as figureheads (in the United Kingdom, for example), Sweden has a full-blown monarchy with a king that wields real political power as defined in the country's constitution.

The current ruler—King Carl XVI Gustaf—is the 74th king of Sweden and belongs to the long-running Bernadotte dynasty, which has ruled Sweden since 1818.





## STAGE 4: HAXE

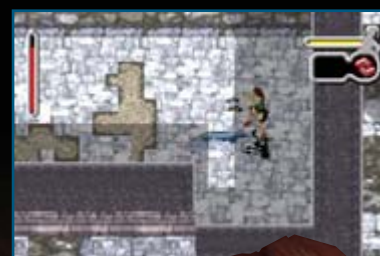
Bound down the stone steps and head east, then north. Watch the short cutscene, then scale the rock formations to the north and go to the Small Medikit.



Once you're safely up on the ledge, you come across a fire trap. This one is easy: wait for the flames to die down, then press **□** to have Lara lay some flame of her own.



Clamber up the cliff face to the right and head through the opened doorway; with pistols smartly drawn, smack into a pair of wolves. Lay down some suppressing fire, then continue west.



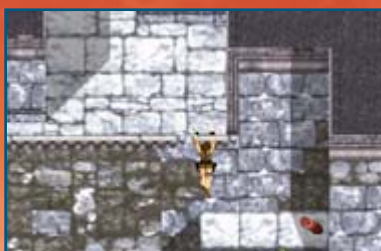
Walk south to the ledge; when a blue **B** starts flashing, press **Ⓞ** and Lara will lower herself to a hanging position. Shimmy right.



Next up is another flame trap. Wait for the flame to die down or run and leap across the chasm to the south—just make sure you judge where the pit is accurately.



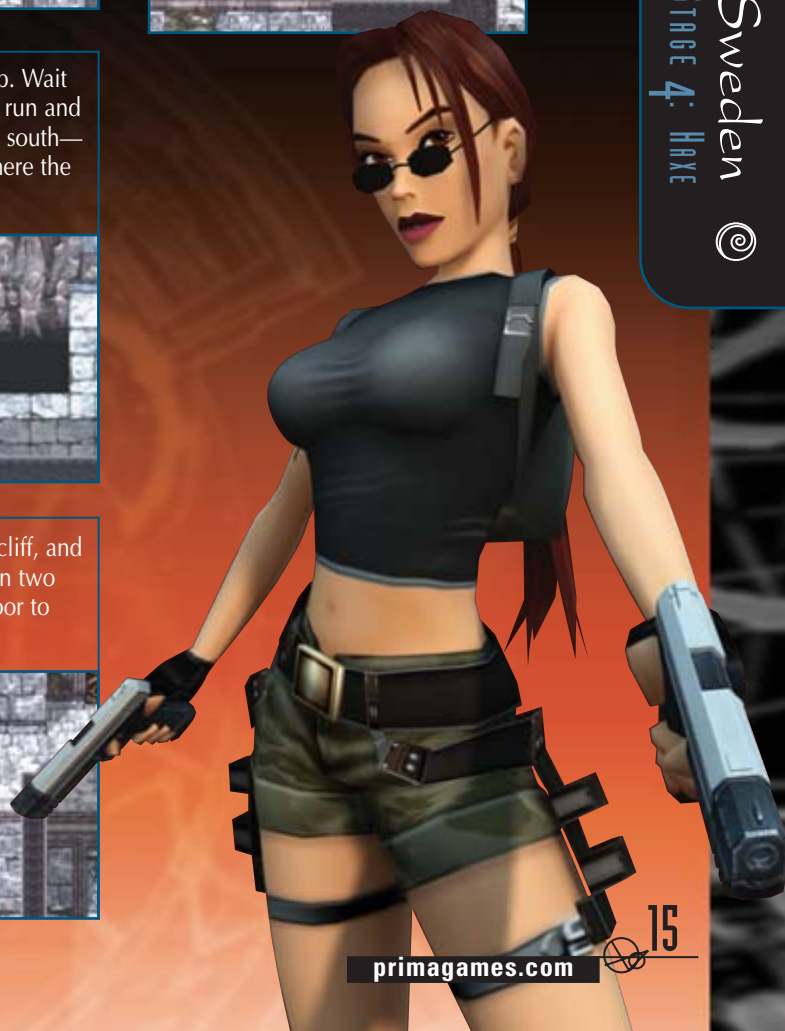
Instead of immediately lifting yourself up, continue shimmying right till you come to a ledge holding a Medikit. Snap it up, then head up the ledge.



Continue west, drop off the cliff, and tag the switch sitting between two stone columns. It opens a door to the northeast.



Sweden  
STAGE 4: HAXE  
©





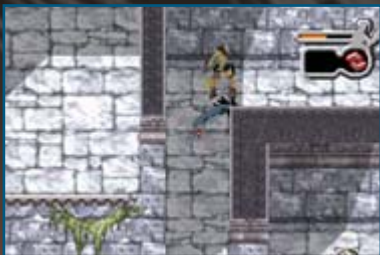
At the end of the corridor another flame trap obstructs the way, but no worries on this one; climb up on the lower platform and leap to the next over to the right. Haul yourself up and tap the next switch, which makes some nasty spikes helpfully sheath themselves.



Drop to the east and backtrack to the doorway that led into this chamber. Drop to the south and negotiate the pesky fire trap placed in your path.



Past that trap, run to the west and follow the path as it heads south—straight into a fine set of pearly white canine teeth. Explain the rule of the gun to the furry fellow (she who has the gun makes the rules).



Head east past two fire traps and tag the next switch. That opens another doorway back to the west. Guess where you're heading next....



As you head west, you stumble across two more wolves. Defang them, then backtrack and climb up the platform you just passed.



Time for a three-parter: scale the cliff, jump up, and shimmy east. Drop and head through the north-east doorway.



Follow the path to the left till you pass three fire traps; flip the switch. That's one lock down.



Jump up and head east, past the locked door. Hit a switch, then grab the Medikit. Drop to the south and hit the third switch, which unlocks the door at the center of the chamber.



Clamber back up, hop to the west, and drop south into the formerly secure room. Admire the fine workmanship on the Decorative Battle Axe, then do Lara's tomb-raiding background proud and swoop it. Once you have that pricey artifact secured, leave.



Back in the main part of the tomb, head south, then backtrack to the north and finally to the east till you hit the far right side of the level. From here, take a quick detour south, past another fire trap, and grab the Medikit.

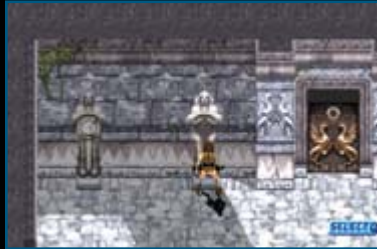




With pack in tow, go north, up the large “steps,” past the spikes, into a wolf’s den. Defeating the wolves is easy *if* you gradually enter the room and pound one mutt at a time—take it slow! There are five in all, but do not attempt to circle-strafe them if more than two wind up on-screen at once. Backpedal and hold down **Ⓢ** till you can breathe again.



Head over to the room’s northwest corner and walk straight up to the second statue from the left. “Select” flashes on-screen, so press **Ⓢ** and cycle through your inventory to the Decorative Battle Axe. Press **Ⓢ** to give up this priceless heirloom to search for greater rewards.



Immediately jump straight up and clamber north, snagging the tempting Medikit along the way. Now scale the cliff face, then shimmy east. Once you round the ledge *run* north and scale the next cliff to make it safely to the next room before the door slams shut. If you didn’t make it, head back down and try again.



## Around the World in 96 Pages

Sweden is considered one of the Nordic countries as well as part of Scandinavia. The states that make up the Nordic countries are Sweden, Finland, Norway, Denmark, and Iceland. Scandinavia, however, is a much more exclusive club that encompasses only two nations: Norway and Sweden.

The next area houses the first timed puzzle. March Lara up to the lever to the north and press **Ⓢ** to activate it, then prepare to run!



Once you make it through that mini-marathon, you’ll be home free on this stage. Head through the final doorway and back out into the frigid cold.





## STAGE 5: PATH

Back out in the very cold air of Wolf's Fang Peak, head east into the first wolf of the stage. Discharge your pistols with an even colder heart.



Leap east, this time going over the crevasse instead of into it.



As you near the edge of the cliff, draw your pistols, then drop to the right to battle two wolves. Circle-strafe for maximum carnage.



Now head north up the first few rises and grab the Medikit. Move on to the east.



If you drop into the first crevasse, you'll score a second Small Medikit without breaking a sweat. Go back up and out of the ditch.







Head northeast, then take a left turn and prepare for some jumping action to the west across the "Path of the Wolf." This is a fairly simple operation, and there's no running required—just remember to always be holding left so that Lara grabs the next ledge. You'll have completed your run when you hit the Medikit.



With the pack in your possession, drop to the left and follow the path west. Scale the nearby cliff face and head to the next portion of the map.



Follow the path north, then turn east and leap across another bottomless pit.



Keep jogging east, following the bottom edge of the ridge, smack into a Small Medikit—note the wolf prowling nearby.



Clamber up the rise, draw your guns, and squelch any mealtime aspirations the nearby lobo had in mind.



After striking a blow against hungry wolves everywhere, scale the nearby cliff face. Then you're faced with an option: you can take a running leap to the right or shimmy to the left.



We'll take the right path because it's more fun: take a *running* leap to the east, then pull yourself up on the ledge and drop to the south to snag the Medikit.







Next, jump to the platform to the east, drop to the right, and shimmy your way across the chasm to the Uzi ammo.



Finally, make two easy leaps to the east and head north up the cliff face, shimmy east, and then move north to the next area.



From here, you'll bound across two westward platforms (again, simple jumps), but beware! A surprise waits for you at the end of that second jump.



As soon as you land, draw your guns and fire, because you have an unwelcome friend waiting for you. Cut the conversation short with a few 9mm slugs.



Continue west after dealing with Mr. Ruff, and leap to the next platform where a Medikit awaits the adventurous soul that would risk life and limb to plumb the secrets of Wolf's Fang Peak.



Finally, scale the cliff face to the north of the Medikit, shimmy to the east, and find the exit from this wolf-infested, icy playground from someone's worst nightmare.



## Around the World in 96 Pages

Of all the hazards faced by adventurers in the northernmost climes, frostbite is among the most severe. Simply defined as the freezing of the skin, frostbite can lead to loss of sensation, and, if severe enough, the loss of fingers, ears, toes, etc. Tell-tale signs of the more severe forms include waxy-looking skin with a white or grayish-blue color, itchiness, redness, and pain in the affected area.





## STAGE 6: BONE

With the frosty peaks behind you, start loping east, pistols at the ready, into a pair of wolves. Fire and circle until they're taught a much-needed lesson: Lara is not food.



Once you've conveyed that impression, continue east, past a closed door (keep that in mind), then duck south at your first chance. Run around the fire traps and hit the first switch you see to your right.



Resume Lara's trek south, then take the next route east, down a corridor to two more switches split by a fire trap. Engage both to open a few doors, then backtrack to that door you skipped earlier.



Head north, through the now-inviting doorway, and scale the cliff face, pumping those exceptionally trained shoulders.



At the top, note the pit o' flame. Take a running leap over the potential LarBQ.





Mosey over to the overgrown switch and press the button to squelch the flames of Hades. While you're there, help yourself to the Big Medikit.



With the flames safely extinguished, drop into the pit and go to the edge. Press **Ⓢ** to lower yourself down, then shimmy to the right.



Clamber down the cliff face, then hit the timer switch to deactivate another series of steel-melting flames. Bolt across the temporarily contained fire.



Continue south and grab the Uzi clip, then ramble east to hit the two switches that lie within easy reach. Flip the timer switch and backtrack to the first and only door you've passed through thus far.



From the doorway, retrace your steps south, hang a right, and pass the first switch. Take a quick two leaps to cross the now-dormant bed of spikes.



Turn north and follow the path to the left, smack into a Big Medikit, which you'll need when you deal with...



...the first skeleton. This sword-toting terror is just east of the Big Medikit. Beating it is child's play; simply wait for it to drop its shield (just as it's about to strike), and plug it—remember to back away as you're taking the shot so that it doesn't hit you. Three shots and it'll go back to the other side where it belongs.

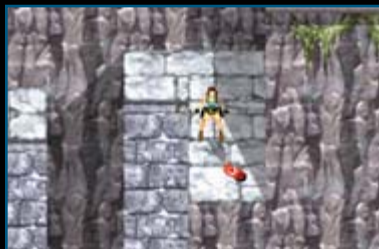




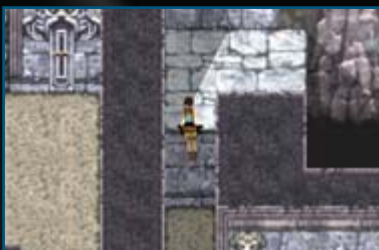
Head through the doorway to the north, guns handy, and defeat the wolf.



Then jog south to add another Medikit to your collection of balms, salves, and elixirs.



With the wolf eliminated, head west, then follow the pathway north and clamber up the low rise in your path.



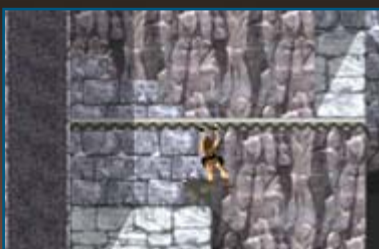
Due north of the Medikit lies another switch. Run over, climb up, and tag it.



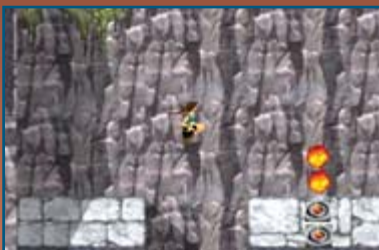
Back over by the pile of bones that was your greatest nemesis to date, the door that the skeleton was guarding has now given way. Kick the pile of bones one last time (to let 'em know who's boss), then run through the portal to the next stage.



Head east and shimmy across the chasm to the right, then pull yourself up to the ledge above Lara's head.



Take a few leaps across the way (mind the gouts of flame from the trap) to reach the far side.



## Around the World in 96 Pages

If there's one classic movie monster that doesn't get the respect it deserves, it's the stop-motion skeleton created by FX wizard Ray Harryhausen.

These calcified warriors of dread faced down the heroes in the motion picture classic *Jason and the Argonauts*, animated via Harryhausen's Dynamotion technique (the CGI of the day). The effect, even today, still holds up, and any movie buff would do well to check it out.

Other films he contributed to include *King Kong* and *Mighty Joe Young*.



## STAGE 7: TREE

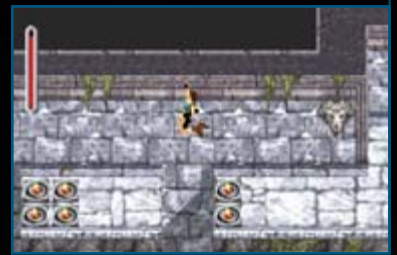
Head east, then turn down the first corridor leading south. This little nook holds the first switch—click it and head through the door that opens up to the south.



Mosey over and snap up the Medikit, then flip the nearby switch.



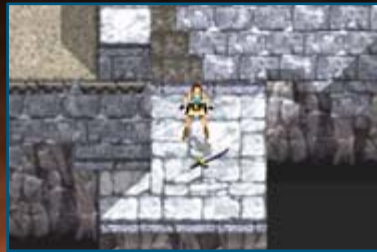
After negotiating the traps, head south and follow the path around the bend. Jump across a couple of gaps, with a fire trap waiting for you at your destination.



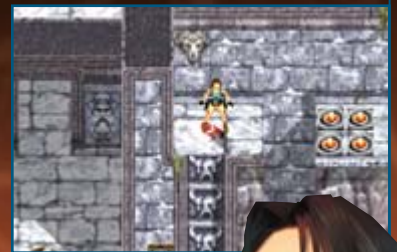
Once through the door, jog to the east, then follow the path north up a series of steps and across a bed of spikes (currently out of order).



Head west, then drop to the south right down upon a nice, shiny sword that some careless soul left behind long, long ago. Gather it up—you're gonna need it.



At the opposite grab a Small Medikit. Cast your eye down to the skeleton warrior waiting at the bottom of the cliff. When you're ready, scramble down the cliff.



Head east across another row of out-of-order (not for long) spikes, and leap across the gap.



Turn east and leap across the gap—mind the two fire traps across the way.





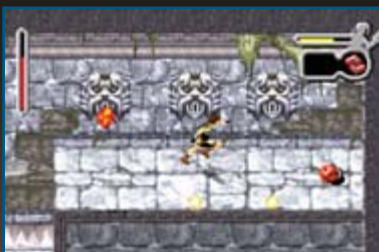
Draw your pistols and shoot the skeleton. Once you've snatched victory from its defeated jaws, flick the nearby switch.



Head north, nearly back to where you started. Continue through the now-open doorway and veer to the right, guns ablazing as you run into another one of your canine pals.



After nullifying that threat, continue east and climb the various platforms. Run the gauntlet of fire-spitting bas-reliefs and snag the Big Medikit at the end of the run.



Double back and continue north, right into another wolf. Make it "play" dead, then follow the path as it bends first east, then north again.



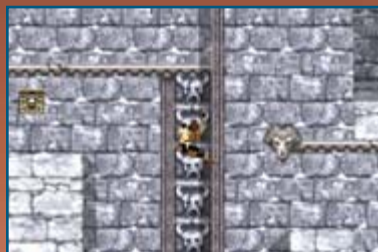
At the end of this path, you encounter a bed of nails in hibernation. Leap to the left, then clamber across to the right to add the shield to your collection of rare antiquities.



After gathering up the shield, lower yourself down and continue hand over hand to the right; hoist Lara up and claim another Medikit. Oh, and be sure to flip the nearby shadow-swathed switch.



Head left, leap to the next platform, and scale the cliff face to reach another switch.



After nicking the switch, head farther to the left and claim still another Medikit.



Head south to the now-disabled set of Lara lancers. Hug the wall as you go around the corner (to the left) and head north over another set of silenced spikes.

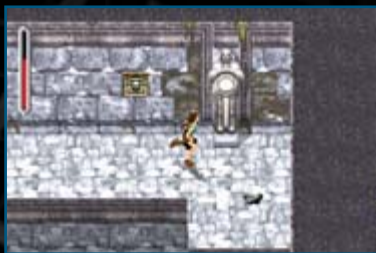




With that tricky corner behind, move west, past the two locked doors (one to the north and one to the south). Follow the path as it veers north. Draw, pardner; there's a skeleton to the northeast—hit the switch behind it when you get done showing it the business end of your 9mm.



With that tucked away, head east, then climb northward and jog east once more till you spy another switch and an Uzi clip. Head back to where you found the previous Medikit.



With that nasty business concluded, grab the Medikit lying nearby, then leap across the pit to the southeast.



Snap up the Uzi ammo, then flip the nearby switch to open another door.



Now it's time for Lara to run a fire-trap gauntlet; head south and take it easy to avoid the flames. Follow the path as far south as it will take you, then veer east.



Now double back across the gap and head southwest (below the pit from where you euthanized the wolves) and through the open doorway.



Lope northwest from the suddenly quiet skeleton and climb up the platforms to claim a Small Medikit.



Head east and spy a pit with two wolves quietly waiting on the other side. As unsportsmanlike as it may be, draw your pistols and take care of these feral fiends *before* heading over.



Look west and note the series of fire traps and the switch across the gap. Leap across the gap, mindful that the fire is very hot.



Sweden ©  
 STAGE 7: TREE





## STAGE 8: LINK

Escaping (hopefully) a solid torching, claim the Libra scale and flip the two switches flanking it.



Welcome to King Heart's crypt: that's a mighty big sarcophagus, isn't it?



Go back across the gap, due east across the tamed spikes, up to the final switch on the level. Flick that bad boy and open the last door standing in your way.



Head to the northwest corner of the tomb and read the inscription therein. It gives you hints on where on the altar to place the items you've assiduously collected.



It's smooth sailing due north, straight to the final leg in Lara's bold Swedish expedition to the bowels of Wolf's Fang Peak....



Lay the items out in the fashion pictured here: the scales to the left, the shield to the right, and the sword in the middle. After you set them down, press the nearby switch.



Unfortunately, the Teg-Du-Bhorez aren't happy with Lara for getting this far—they don't intend for her to get any farther.



Sweden  
STAGE 8: LINK  
©

This first Teg-Du-Bhorez battle is typical. He hurls various fireballs and energy beams at Lara, and your best bet is to keep him pinned against the coffin, using a modified circle-strafe (strafing up and down in a half-circle only). Utilize the circle-strafe + to dodge incoming fire while holding down ⊕ to whittle the enemy's life away.

Maybe—maybe not.



Two skeleton warriors are summoned, but you're more than up to the challenge. These two are defense-oriented, so let them gradually come to you and take them apart piece by piece as they drop their guard to strike—speaking of which, three strikes and they're out.



## Back to England

Unfortunately, after all that hard work it turns out that the Black Stone isn't in Wolf's Fang Peak. However, there were glyphs reminiscent of those in the *Book of Ezekiel*, so Lara jets back to England to do a little research (and perhaps catch some between-venues R&R).

With his lackeys vanquished, the master blusters as most archvillains are wont to do—show him the error of his ways.





# Cambodia

## BASE CAMP: ANKHOR WAT, CAMBODIA

After jetting back to England with the swiftness of the Furies, Lara re-examined the *Book of Ezekiel*. She uses this arcane book to translate the runes carved into the sarcophagus of King Heart. After much exertion, and to her surprise, the tome pointed to two magical stones, one of which could be traced to the jungle climes and Angkor Wat in the depths of Cambodia.

Armed with this new information, Lara goes to southeast Asia to further tackle the mystery of the stones and the enigma of the robed interlopers.

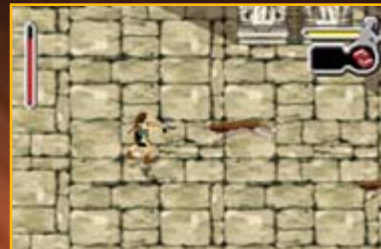
England to Cambodia: jet lag incarnate.



**NOTE:** Unlike the wolves in Sweden, which are gray, the wolves in Cambodia are brown. These pups are sturdier than their northern counterparts (it takes five hits to kill with the standard 9mm instead of four).

## STAGE 1: KURZ

Draw your pistols and get ready to be assaulted by up to three wolves as you move east. Move gradually to draw them out one at a time.



With the pack dispatched, go as far east as you can go till you come across a Small Medikit. Add that to your repertoire, then go to the upper-right corner.



Cambodia  
STAGE 1: KURZ  
©



Flick the switch in the corner to open a door that's a few hops and a moving column away.



Run and jump to the left from the first switch to the nearby platform (alternatively, you can drop down and take a short jump). Press the switch.



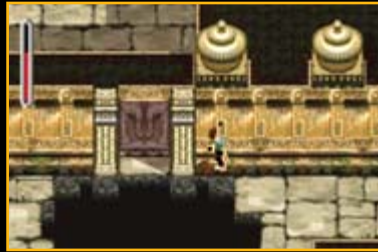
A large pillar slides into place in just the right position for you to leap over to it. Don't just stand there—jump!



Once across, head through the doorway to the north with guns drawn. A skeleton with a chip on its shoulder awaits your tender mercies.



After dispatching Bones, head through the next doorway and sidle up to the timed switch smack dab in front of you. Tap the switch, then take a running leap across the lengthy chasm to the right.



Run through the northern opening. Follow the path north (ignore any branches for now), mindful of the fire traps.



As you pass another set of fire traps to the left (remember them—you'll be back) you run into another skeleton with a bone to pick—shoot out its lights.



Next, head west right into another skeleton. Take it down and snag the Medikit it guarded from you.



With Medikit in hand, head back to the right a bit, make your way up the nearby platforms, then continue north once again.



You come to a gap leading west and a couple of fire pits at the opposite side. Take stock of the timing of each trap, take a deep breath, then take a flying leap across the gulf. With any luck you'll only get a few scorched hairs.



Follow the path to the left, then climb the cliff to locate another switch.



With that switch (and the corresponding set of spikes) stymied, head down both sets of handholds, onto the docile bed of spikes, and hit another switch.





Backtrack to the fire traps you passed earlier, just before you dealt with the two skeletons, and take a quick jog across—after the flames die down.



Once across the flames, you run into another trio of wolves immediately! Draw your guns as soon as you're over the flames, then start circle-strafing (work in the circle-strafe +) and blast the wee beasties to bits.



Now that you've put those wolves to sleep, head to the northwest and up to another timer switch. Hit the switch, leap to the left, then take a second leap to the left to nab another switch. Repeat that process to return (relatively) unscathed to the other side.



With that slightly heart-thumping sequence out of the way, go past the room that housed the wolves and follow the road as it leads south to a doorway. Take a running leap through the doorway to clear that deep, dark, deadly pit.



Follow the path to the west and into the open area you began the level in. Head west and clamber up the second platform you pass to reach another switch.



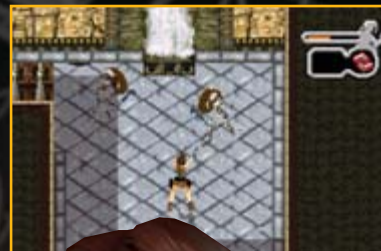
With the spikes out of the way, leap to the left and scale the cliff, then go, hand over hand, to the left to another switch. Flick that one and head to the ground.



Return east to the door the last switch kindly opened for you (it's the second platform you come across to the north). Head through the doorway to deal with another crotchety old skeleton. Defeat it with the usual "bang, you're dead—again" treatment, then continue north with guns drawn.



In the next room cope with two skeletons—circle them carefully, all the while firing your guns. And remember; if you take too much damage, use a Medikit.





With two more skulls added to your collection, cross the spike bed to draw out another wolf. Backpedal toward the previous chamber while using the 9mm's unique properties to stop organic flesh from operating.



With the wolf out of the picture, continue left and grab the Big Medikit that waits below. Draw your guns.



Pick your way west till you see the two skeletons; one has a sword and the other throws hatchets. Take out the sword-wielder first and mind the hatchets gliding by as you dance with death.



With the Bros. Bone ground down to dust, go to the northwest corner and flip the switch.



Now mosey over to the handholds in the cliff and climb to the Medikit standing between you and the next set of handholds.



Clamber up the last bit of cliff, then move left, across the chasm to another switch. Head east across the gap, then drop down and across another small gap. Go through the doorway to the next stage.



## Around the World in 96 Pages

Angkor Wat is in the northwestern corner of Cambodia and was erected during the 12th century. It was dedicated to the Hindu god Vishnu by King Suryavamen II and took over 30 years to complete. The temple comprises five towers that are thought to have great significance in the Hindu system of beliefs.

The Cambodian flag features the five towers of Angkor Wat within its design.







## STAGE 2: HELL

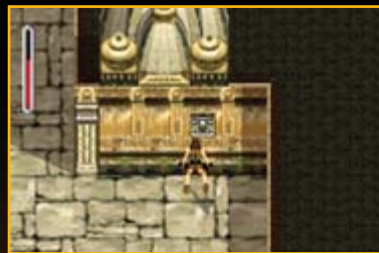
Welcome to Hell (figuratively speaking, of course). Trek right until you come across a wolf. Hit it with your "newspaper."



Of course, the only thing that's more troublesome than one wolf is two wolves (unless there are three, naturally); two more crop up shortly after the first. If only you had the Sunday edition for this pair.



With three wolves down in about 10 seconds, head south and around the bend to the first switch of the level.



Continue south and down a step or two, then walk east (note the switch to the left) into a yet another pair of wolves. Fire away, captain.



And, of course, that pair is followed up by a lone wolf farther east. Take it to task, 9mm-style.



With a healthy sweat worked up, continue east, watching the platforms to the north. Clamber atop the second white platform you come across, then leap to the left to hit the switch.



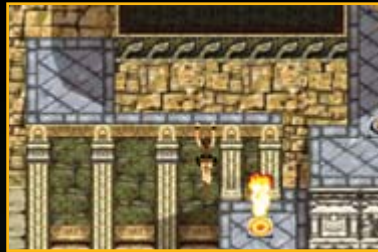
Leap back to the right, then take a second jump right to a platform with a switch and a Small Medikit on it. Packs will become more valuable than gold as the game progresses.



That switch lowers the spikes guarding the switch that you noted earlier. Run back there and push it, then return to where you found the Medikit.



Back? Good. Now lower yourself down and shimmy to the right. Be careful with the flame trap at the end of your trek. Make sure you have the timing correct, then quickly drop and move slightly forward to avoid the next gout.



Climb up to the right, follow the path past a few more fire traps, up the side of a cliff, and straight to another Small Medikit and another switch.



Bop through the doorway and hit the switch in the small room you find yourself trapped in. After that, draw your guns and head through....



Say hello to another skeleton. This one has a hatchet, so watch for low-flying axes as you deal it a rather lousy hand.



Follow the path southwest and through the first doorway to the south. The room contains two switches—do your thang.



Take a quick jog northward, through the hallway, and smack into another switch-guarding skeleton. Snuff it out, then flip the switch to add insult to injury.



Exit the room, then head west and follow the corridor to the north till you run into another medikit. Add that to your collection, then take the doorway to the south, back into the main entrance area.





From the main area, find the doorway leading south, into a room with two fire traps and a skeleton. Backpedal out of the room with the skeleton following and dispatch it away from those pesky flames.



Once you've laid it to rest, head back through the fire trap room and through the next doorway to a switch. Hit that to unlock a door back to the north side of the stage, but don't go there yet!



After you hit the switch, take a short jog east and deal with a two-character skeleton show (one sword and one hatchet).



After teaching them how to treat a lady, scale the nearby cliff wall, then shimmy right and head northward.



Following the path to the west, snag the medikit and, ooh, a statue. A heaven goddess statue, to be precise.



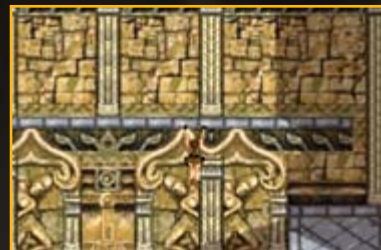
With that swell antiquity bagged, backtrack to the main entry hall, heading north past the fire trap room. Clamber up the platform and take two leaps to the left. From there, head north and follow the path to the second statue: the hell god statue, that is.



With two statues in hand, go to the southern half of the level, past the fire traps once more, then, instead of going right, head left. You run into a skeleton; you can either blast it to pieces or let the fire trap do it—sometimes not having a brain can be a major handicap.



After you've marshmallowed that skeleton, continue north and shimmy across a long and very deep chasm.



At the other end, draw your guns, then deal with the two skeletons. Not surprisingly, one has a sword, the other a hatchet.



After getting medieval on them, head south and drop, guns drawn, amidst three wolves. If you're getting chewed on badly, holster your babies and hoist yourself back up to take a breather.



Time your jump carefully and leap through the fire trap guarding the switch. Flip it, then jump to the right.



With that terrible threesome terminated, continue following the path to the south around the corner. Reach two fire traps, one of which blocks a switch.



Beyond the arrow-spitting bas-relief, you come to an alcove. Place the hell god statue on the pedestal, press the nearby switch, and watch it lower. Reclaim the statue and head right.



Once you're atop the white pillar, watch the timing of the arrow-spitters. Once you have the rhythm down, leap to the right and run the gauntlet.



Safely past steel-tipped death, leap over the next chasm to another alcove. Place the heaven goddess statue on the pedestal, then hit the switch twice. Reclaim the statue and head around the bend.



Clamber up the right side of the white pillar, then leap onto it. From there, hop north and pull yourself up.




Once you're up, draw your guns and dispatch one last skeleton. Once it's reduced to a fine, powdery consistency, grab the Medikit, then head through the door and on to the next stage.



## Around the World in 96 Pages

In the Hindu faith, Vishnu is one part of the chief trinity of gods in the pantheon, along with Brahma and Shiva. Vishnu, known as the preserver, is depicted with four hands, each holding one aspect of his office: the conch, the discus, the lotus, and, finally, the mace.

The shrine of Angkor Wat is dedicated to this multifaceted entity. 



## STAGE 3: WEFX

This is the second shortest stage of the game (and probably the easiest), but at least you get to see the sky once more before plunging back into the ruins.



Follow the path leading north, then turning east. You come to a small gap, so do that thing you do and bound across it.



Admire the view, then take another leap to the right—you're almost finished!



One last leap to the right and you're back on the road to glory; just don't let it go to your head.



From here, follow the path north once more to...the next stage. Total elapsed time: 15 seconds.



### Around the World in 96 Pages

Cambodia has had a war-racked past and is the setting for the motion picture *The Killing Fields*.

As part of its sad history, by the end of the conflict, there were 10 million (yes, million) landmines scattered throughout the land—one for every individual in Cambodia.

A large part of the world focus on doing away with landmines is a direct result of precisely what happened under the Khmer Rouge regime in one of the darkest moments in the nation's history.





## STAGE 4: MEMO

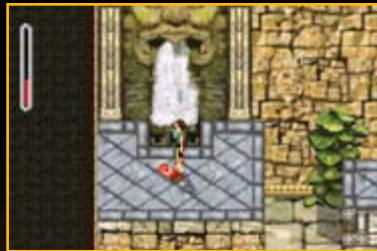
With that intermission out of the way, head northwest with guns drawn, noting the spikes to the right. A wolf appears in front of you, so backpedal while firing.



No sooner do you deal with that one and two more appear. Repeat the previous procedure to deal with them.



With the wolves cleared out, the spikes lower, but don't go running over there yet. Head back into the wolves' den and clamber up the small platform—to the left lies a Medikit.



Take two jumps to the right to find the first switch.



Now, head back to where the spikes were and follow the path south, then north through the doorway. Ignore the platforms you come across and continue east to a switch guarded by some timed spikes. Wait till they're down, then dash in and hit the switch.



Now climb the cliff to the right of the spiked switch, jump left, then deftly pass the fire traps.

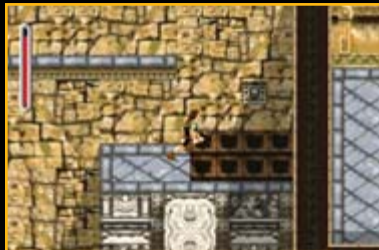


Draw your pistols and head north into the next room. You come across a hatchet-wielding skeleton. Bullets travel a lot faster than throwing axes.





Hit the switch, then move (it's timed): jog over and shimmy to the left, hoist yourself up at the now-open doorway, bolt through it, watch the fire trap in the next room, then dive through there. Whew! If you make a mistake, hit the switch in the room just before the fire traps and you can backtrack and try it again.



Just to the right of our now-deceased friend, pick up a medikit and flip another switch.



Now, backtrack to those platforms you ignored earlier and go right, leaping over the shiny spikes a short distance below.



After that little bit of gymnastics, you come to another switch. Strike it to disable the insta-death fire traps, then head around to the left or right.



You face two skeletons. If you're careful, you only have to deal with one at a time. Sneak up to one gradually and keep the other off-screen as you're fighting.



After those skeletons are dealt with, head through the door that was tied to their life-forces and into a corridor that bends to the east. Shimmy across on the handy railing, drop and grab the Uzi ammo, then hop to the next platform for the Small Medikit.



Cambodia ©  
Stage 4: Memo





Now drop to the ground below and head west; as the path bends south, draw your guns. Once you come around the bend, you face more wolves, so watch your step and take 'em down.



With that switch flipped, drop down to the south and head southeast. You come across another switch, which, naturally, you'll flip.



With Medikit in tow, clamber up the platform to your right and leap across the spike-filled grate below.



With the wolves down for the count, head to the nearby platform and move right. Take a few easy leaps to the right (grab the Uzi ammo), then shimmy the remainder of the way till you spot the switch.



Zip through the next two doorways and trek west. A handy Medikit lies wedged nonchalantly in the corner.



Run along the narrow walkway and bound across the next gap. From there, scale the nearby cliff face.



At the top of the cliff you spy another switch. Flick it with your well-callused fingers, then bolt through the nearby doorway, wherein you find a rather surly skeleton—too bad it isn't surly enough.



With that skel dispatched, hit the switch on the right and move along to the next stage, oh grand raider of tombs.



## Around the World in 96 Pages

For most of the maneuvers Lara performs, she'd have to have very well-developed (and very strong) lattisimus dorsi muscles; i.e., back muscles.

With all the pulling up she does, she'd also have to have fairly powerful biceps muscles (the ones that run along the top of your upper arm).

And finally, with the sort of leaps and bounds she makes, she'd have to have very powerful quadriceps and calves—the muscles in the upper leg and back of your lower leg, respectively.

Of course, the most important muscles she possesses may be the ones that control her trigger fingers.





# STAGE 5: HEAR

The plot thickens...



Just after eavesdropping on a conversation, Lara is attacked by three very unfriendly wolves. Draw your guns and do the circle-strafe two-step. If you need to get some air, hop on the platform to the right.



With the wolves out of the picture, climb the cliff to the northeast, then take a few easy leaps to the left. You come to a set of spikes—hit the switch next to them.



Head back, jump once, and drop down to the switch below. With the spikes gone you can hit it without having some nasty and utterly unnecessary surgery in the process.





Drop to the south and climb the cliff again, heading to the first switch. Head past and, traveling hand over hand, go down the cliff.



Now go south, then follow the path as it doubles back to the north. Clamber up the nearby platforms.



Grab hold and shimmy across the nearby rail and snatch the Medikit that's waiting for someone to trip over it.



Head north, then to the left and to the next switch (keep in mind that the path also leads right—you'll be backtracking here in a bit, so make a note). Hit it and the set of spikes back at the start of the level takes a well-deserved rest.



Head back to those now-dormant spikes and hit the switch they so tirelessly defended. Go back up to the previous switch and head through that now-unlocked doorway.



Once through the door, draw your pistols and drop into the chamber below. A skeleton waits for you down there (with a Medikit).



After you collect the Medikit, head over to the left and tap the switch. That lowers the spikes to the northeast.



And with those spikes dispatched, you can slap the switch they were standing watch over. That opens the door to the southwest.



Head through the door, guns quickly drawn, you run into another skeleton. It's about as formidable as the rest of its tissue paper pals, so cut it down and get a move on.







From there, go up onto the lowest platform and leap over the spikes (note the switch). Clamber up the cliff, then shimmy to the right, past the strategically placed fire traps.



Once past the traps, head north to the next switch. Flip that and head south.



With that last switch flipped, the spikes have gone the way of the dodo. Drop down and hit the switch, then go back up past those fire traps once more.



Continue east and claim the Big Medikit so generously placed in your path. Unfortunately, it's there for a very good reason.



After they're no longer a threat to anyone, head to the spike grate and flick the switch, then turn right and hit the other switch.



Now backtrack to that initial split that offered you the chance to go left through the doorway or right (you did make a note, didn't you?). Along the way be very wary of resuscitated skeletons.



**NOTE:** The black Teg-Du-Bhorez have a nasty habit of resurrecting the skeletons you've already dealt with. Since there's one nearby, there's a good chance that it's doing just that right now. Be careful when you backtrack to areas you think you've already cleared—adversaries may be back!

You now face off against two black acolytes. Go down till you can see them floating back and forth, draw your guns, and remember your training; the circle-strafe + will save your skin here and make you look good doing it.



Once you find your way back, head east until you run into a skeleton. Zap it—it won't be coming back.





With that skeleton under the weather, bound across the platforms leading east—grab the Medikit as you go.



Once you make it over, face down still another skeleton. Keep your cool and circle-strafe till it's kaput.



With that final skeleton out of the way, follow the path till it ends overlooking a platform to the left—look familiar? Leap over to it and flip the nearby switch.



Venture north through the doorway and follow the path as it wends its way west. You come across a skeleton that you have to debone—keep your life meter in mind!



Now descend; you should recognize the room in which you fought the two acolytes. Clamber back up to the top and head through the doorway leading north—on to the next stage.



Cambodia ©  
 STAGE 5: HEAR



## Around the World in 96 Pages

"Secret" societies are some of the favorite targets of conspiracy theorists everywhere: the Knights Templar, Freemasons, and even the local Knights of Columbus have been, at one point or another, the target of fantastic myths and spurious rumors.

Perhaps the greatest of the secret societies is one that doesn't even have a real-world counterpart: that of the Illuminati.

The Illuminati is supposedly composed of the world's most powerful businessmen, who mandate the state of all that is, from who'll be the next president of the United States to the price of video games at your local software store.



## STAGE 6: FITZ

First things first: head northeast, around the bend, then continue north till you see the alcove/switch combo. Pop the hell god statue into the alcove, then flick the switch.



With the pillar to the left suitably diminished, collect the statue, then hop up to the right and take a running leap left to clamber onto it. Then point yourself north.



Once you're off the pillar, follow the path as it twists east, then north. As it opens up once again, head straight to the alcove and insert the heaven goddess statue—that'll raise the nearby column. Leave the statue there for the time being.



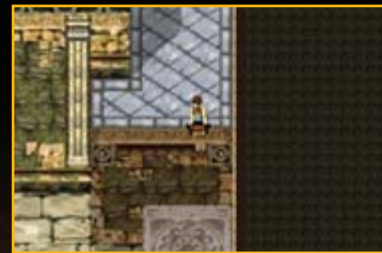
Jump west, first to the recently raised column, then to the nearby landing. Head northeast to a lone switch. Punch it!



Climb onto the nearby white column, jump once to the right, and follow the path to the south—note the alcove as you turn south.



Drop onto the next white column, then jog west and scoop up the previously deposited heaven goddess statue. With that in hand, sprint back to the east and back up the white column.



Cambodia  
STAGE 6: FITZ  
©



Go to the alcove you just passed and insert the heaven goddess statue once more. This jacks up the nearby pillar—leap out to it, then take another quick jump to the left.



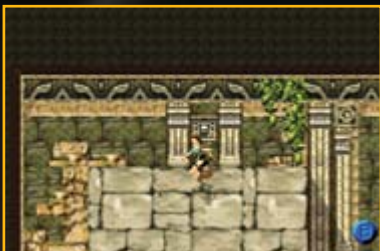
With the pillar suitably reduced in size, collect the hell god statue, then take three leaps to the right to return to stable ground. From there, trot north.



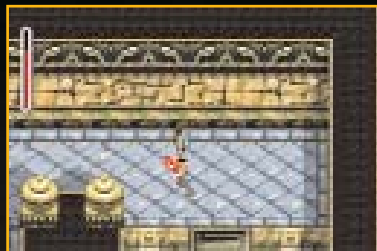
With Mr. Bones out of the way, head to the northeast corner and, once again, insert the hell god statue. Flip the switch and melt a few inches off the nearby column. Then, naturally, collect the statue.



You should find yourself staring at a switch—flip it, then head to the right to reclaim the heaven goddess statue. Backtrack out to the start of the level to the now spike-free grating.



As you round the bend, you find an always-welcome Medikit. Snap that puppy up, then clamber down the nearby cliff.



From there, head up the two nearby pillars via a couple of jump-and-hoists to the right.



Where there once were spikes there is now physiologically friendly air; trot onto the grating, insert the hell god statue, then hit the switch.



At the bottom of the cliff, draw your guns, then jog east to meet the first skeleton of the level. Bang, bang, it's dead!



On the next landing waits the next switch—tap it and open the door a little ways to the north.



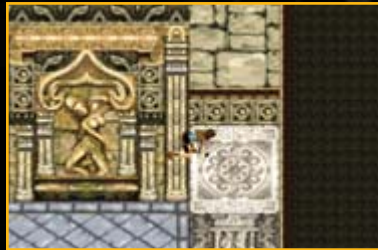
Head through the door and snap up the Big Medikit directly in your path.



Go left and down the nearby cliff. At the bottom, draw your guns, then continue west to dispatch the sword-swinging skeleton.



Back at the top, head around the bend, then to the east and the pillar you just lowered via the arcane powers of ancient statuary. Climb said pillar, then jog north.



Jog west and climb the nearby rise; jump left, then right up another cliff. Once there, shimmy left.



After ending that nuisance, continue left but a few steps; a black Teg-Du-Bhorez acolyte decides to make your life problematic. Keep backing away and shooting till he's banished (watch for him to resurrect the skeleton).



To the north of the pillar lies the final switch of the level. Take care of that, then go down the cliff once more.



After making it across, drop to the left, then take a victory sprint to the north—it's time for the next stage.



With the acolyte and his crony dispatched, continue west to an alcove/switch. Insert the hell god statue and press the switch *twice*, collect the statue, then go east and up the cliff you recently climbed down.



## Around the World in 96 Pages

While many, many films have been shot over the years in Cambodia in general, and the Angkor Wat ruins specifically, most of them have not been big budget Hollywood-style movies. That is, save one.

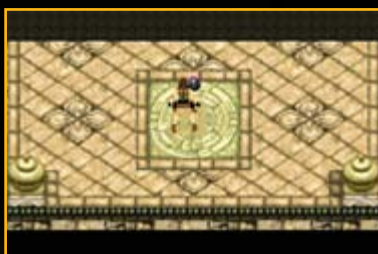
*Tomb Raider*, starring Angelina Jolie, had extensive on-location scenes shot within and around the ancient ruins. Seems that this may have made an impression on the staff at UbiSoft Milan—this series of levels is a definite nod toward that film's surprise success.



## STAGE 7: ELRC



Ah! The Black Stone at last! If only it were as simple as sauntering over and snapping it up.



As always, there's a catch...



Once the cutscene ends, draw your pistols and get ready to rumble—immediately move counterclockwise around the outer edge of the platform.



Never let off the trigger as you continue your circle around your foes—*jump* a lot as you maneuver around the edges.



The biggest threat here isn't the trio of acolytes but the long fall down.



Cambodia  
STAGE 7: ELRC



If you're getting carved up *use your Medikits*—it's moments like these when they are utterly necessary.



After a few orbits around the periphery, engaged in a *danse macabre* between the forces of magic and the forces of lead, you'll emerge victorious.



With the stone in your possession and the acolytes vanquished, go northeast and barrel across the gap to the right.



Head north, then turn east and leap across another gap. To the north lies the next stage.



## STAGE 8: CLIK

With the Black Stone finally in your possession, head northeast and leap across the next two gaps to the right.



Jump to the right and gather up the Medikit, then hop back to the left and clamber down the cliff face via the railing.



When you get to the bottom, draw your pistols, then drop down and dispatch the nearby skeleton with excessive force.



### Around the World in 96 Pages

Which waterfall has the largest volume of water passing through it in the whole world? Niagara Falls? Hardly. Victoria Falls in Africa? Not a chance.

Try the Khone waterfall on the Cambodia-Laos border! Over 450,000 cubic feet of water falls over its 45-foot height every second—Niagara Falls can manage only half that. —





Head to the left a bit and slot the hell god statue into the alcove, then press the switch to lower the nearby column. Don't forget to collect the statue afterwards.



Press down to release, then jump to the left. Mind the spikes all about; it wouldn't do to get speared at this point. Oh, and grab the Uzi ammo at your feet—you may need that soon.



With that switch activated, the door to the southeast has begrudgingly opened. Draw your guns and head through the opening to deal with a second skeleton.



Clamber up the cliff and shimmy to the left. Drop onto the platform, then lower yourself down.



To the north there's a switch protected by a series of intermittent spikes. Wait till the spikes retract, then dart in and hit the switch. Dart back out after you hit it or it'll be Lara shish kabob on the menu.



Cambodia  
 STAGE 8: CLIM



A few steps to the west of the skeleton you're attacked by two wolves. Backpedal and keep firing like mad till they're no longer a concern.



Continue south and through a narrow passageway leading toward a Medikit. Before you snag that, deal the onrushing wolf a really lousy hand.



After collecting the Medikit, continue east and deal with another wolf. Fire away, then note the spikes and platforms to the north—at the end of that obstacle course lie the Uzis!



Before going to claim them, head to the northeast and another wolf. Per usual, backpedal away, while applying even pressure to the triggers.



With another pelt under your belt, keep northeast and leap across the next gap. A fire trap guards a railing. Get the timing down, then hoof it to the right.



When you reach the end of the line, drop to collect the Medikit. Now hit the switch and leap to the right before the timed fire traps reignite just to the north.



Once you safely negotiate the temporarily out-of-order fire traps, run into the next room toward the left side. Two skeletons pop up, so draw your pistols and fire (running prevents them from backing you into the flames).



With those fellows vanquished, clamber up the low rise to the left, then leap across the gap to strike the nearby switch. With that, the spikes guarding the Uzis are undone!



Now, backtrack to the area with the columns and spikes noted earlier (hit the switch to deactivate the flames!). Place the heaven goddess statue in the nearby alcove and hit the switch twice, then grab the statue again.





Go up the nearby columns, leaping over the spikes a short drop below, and collect the Uzis.



Taking a few steps farther north pulls a second wolf out. Repeat the process on this fanged foe, then keep moving.



A skeleton apparently had dibs on the ammo and Medikit. Show it the fine print as it pertains to the rule of the gun.



**NOTE:** Since ammo is limited, it's important that you don't squander the Uzi on targets you can take down just as easily with the pistols. So conserve ammo till you're in those fights that call for it.

After the second wolf you find a Medikit and some Uzi ammo. Snap those both up, then head east with guns at the ready.



With that chalky white foe destroyed, head north and note the health pack just behind a fire trap—it has your name written all over it.



Once you've gotten over the "it's my birthday!" thrill, press the switch and draw out the nearby wolf.



Medikit in hand, take a running leap east from the northern wall. Hoist yourself up and tag the nearby switch, which unlocks the stage exit.



## Around the World in 96 Pages

The Uzi submachine gun was designed and named after Uziel Gal in 1951 at the request of the newly formed Israeli army. It's probably the most famous submachine gun in the world, having been featured in countless movies and with GI Joe action figures over the years.

The Uzi featured in *Lara Croft Tomb Raider: The Prophecy* is much more effective than the standard pistol. Too bad it doesn't have unlimited ammo—though most movies might lead you to believe it does.



Continue east through the doorway to freedom—and the last stage in Cambodia.



Cambodia

STAGE 8: CLUH



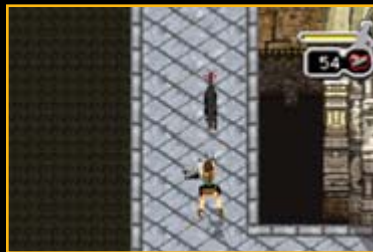


# STAGE 9: MGSL

Tough talk, but can he back it up?



This is the end of the line for Cambodia. Once the cutscene ends, lock and load your Uzis, then head to the upper left and dispatch this dark wolf first—it withers quickly under the blast of both barrels.



Snap up the Uzi ammo, then track down the red acolyte. Once he sees you, he homes in on you—stay calm and backpedal around the ridge while firing.

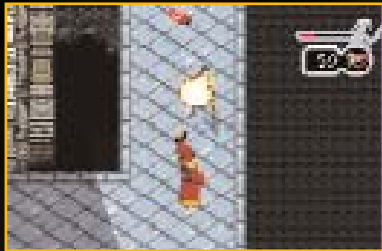


Cambodia  
STAGE 9: MGSL

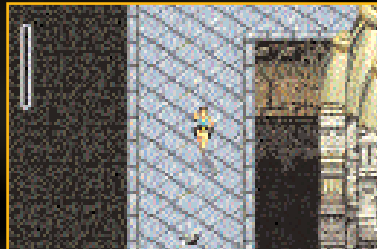




If he hurls a fireball, stop moving and jump straight up—just remember to never let your finger off the trigger.



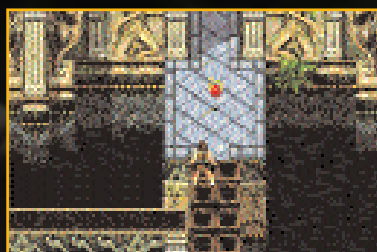
Once he's a puddle of red goo, march around the perimeter and make sure you gather up both Uzi clips and the Small Medikit.



If you've managed to hold on to a lot of your Medikits, you could also stand point-blank, in his face, and pump him full of lead. Messy? Yes. Terribly effective? Yes.

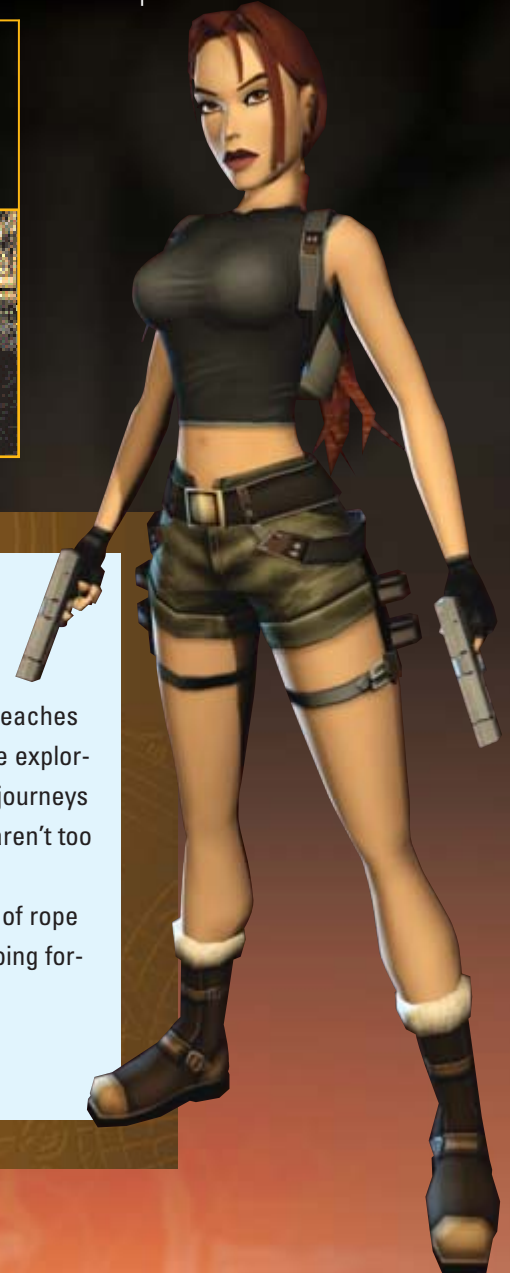


With everything collected and the acolyte out of commission, head to the northeast and claim the Red Stone! Congratulations, that makes two stones!



## BACK TO ENGLAND ONCE MORE

With two stones accounted for, Lara returns to England to once more consult the depths of the *Book of Ezekiel* for a clue as to what her next move should be. The two stones ought to give her a few leads in her quest for answers.



### Around the World in 96 Pages

#### Spelunking Gear

While it may be a point of pride for Lara to go traipsing into the cavernous reaches of the earth with a pair of 9mm pistols, real-life spelunkers (essentially, cave explorers) employ a wide range of implements, tools, and weapons to make their journeys to the center of the earth safer (OK, maybe not weapons ... there probably aren't too many man-eating bats lurking below the earth's surface).

Their repertoire might include anything from high-powered lamps, to coils of rope to make descending into the gloomy depths a bit more fail safe than Lara doing forward flips off the nearest cliff into the black of night.

Other gear includes hand axes, wet-weather wear, and extra oxygen.



Cambodia

STAGE 9: M6SL



# Italy

## BASE CAMP: LACONIA ISLAND, ITALY

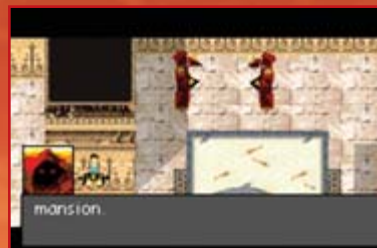
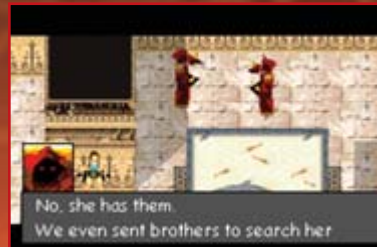
With Angkor Wat and the nation of Cambodia behind her, Lara returned to England to further consult the *Book of Ezekiel*, plumbing its depths for additional clues in her quest for the stones and the mystery behind the Teg-Du-Bhorez.

Pouring over the text with zeal, Lara managed to decipher a passage of text referring to a Prophecy of Magic. What this prophecy might entail was difficult to ascertain, but she did learn that there was a third stone supposedly located on Laconia Island in southern Italy.

Energized and ready to tackle the mystery further, she packed up and headed to Italy on the next plane out.



## SORE LOSERS

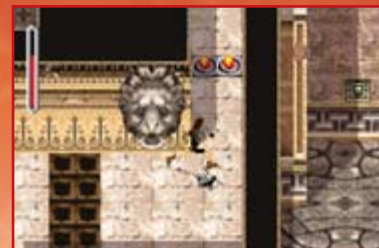


## STAGE 1: ROMA

After listening in on the conversation, draw your guns and head around the corner. A red acolyte appears—douse him with screaming hot lead.



With the acolyte now deceased, head east and snap up the Uzi ammo lying helplessly on the floor—it never knew what hit it.

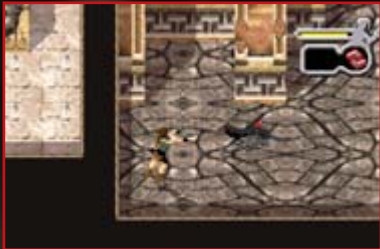


STAGE 1: ROMA

Italy ©



Continue north, past the flame trap; draw your guns as you near the cliff edge. Drop in, guns blazing, and deal with the wolf lurking below.



After taking out the dynamic duo, flick the nearby switch, then clamber up the platforms and head right to the doorway leading north. Mind the wolves waiting just through the doorway.



Head northeast once you've passed the fire trap, and mind the fire-spitting wolf heads. Step between them and hit the switch.



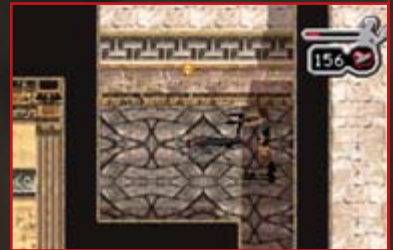
Journey east a few steps and hose down another wolf in short order.



To the west lies a fire trap and a timer switch. Negotiate the trap, then tap the timer switch.



Now draw your guns and drop in—unexpectedly, of course—on the wolf skulking just below.



Keep moving east and head through the doorway, guns at the ready—you must deal with a red acolyte and his canine companion. Circle-strafe + to deal with these two.



The switch deactivated a fire trap two leaps to the left—get moving while the getting is good.



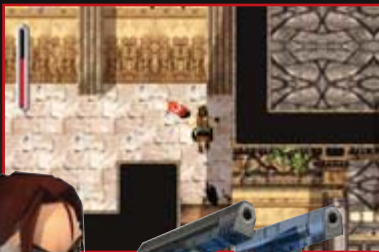
With the hound neutralized, continue south, past a fire trap, to a switch. Grab the Medikit lying nearby.



The doorway just below is now open; arm your guns and drop through to meet up with another wolf. Blast it, then collect the Uzi ammo just to the south a bit.



Now head up and around, past another fire trap, to the next Medikit. Snap that baby up, then keep moving west.



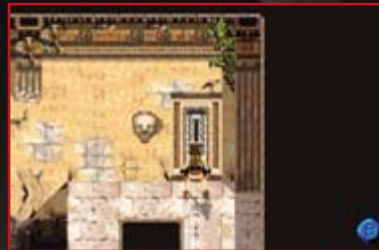
Now jump, shimmy, and jump again to make your way to the opposite side.



With that bag of bones crumbled, head east, via a series of jumps (grab the Medikit on your way).



On the other side, find a timer switch. Hit it, then bolt south in a mad dash across a bed of spikes.



Once across the spikes, draw your guns; the next room has a skeleton and a furry friend. Mow them down, then head southeast (note the spikes to the left).



Once across, follow the road south into another skeleton. Toast it with your choice of 9mm or Uzi seasoning.





You stumble across another wolf. Take it down, then collect the Uzi ammo to the south a bit.



Head over to the southeast corner, grab the Medikit, then flip the switch.



Draw your guns and ventilate the wolf south of the platform.



Arm yourself with your Uzis, then head into the pit east of the Uzi clip: a red acolyte and another wolf are itching to put the hurt on you—show 'em who's boss.



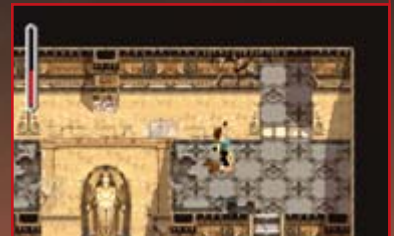
Head up the cliff face, then across the gap and back to the earlier set of impenetrable spikes. Once over the spikes, drop and grab the Medikit.



Now head south, around the bend (guns drawn), and take out the red acolyte that thinks he has the drop on you. With him neutralized, flip the nearby switch.



Finally, return to the pit that housed the red acolyte and his dog, leap the gap once more, then pass through the open doorway—onward to the next stage!



## Around the World in 96 Pages

Not only is Laconia a landmass off the coast of Italy and Greece, but it's also the name of a town in the state of New Hampshire.

Laconia, New Hampshire, is the home of one of the biggest "biker weeks" in the world, where thousands of motorcycle riders converge each year to test the limits of the locals and law enforcement.

The event is a huge boon to the tourist-driven economy of the city and lake region, despite its rowdy nature. —



Italy

STAGE 1: ROMA



## STAGE 2: MONK

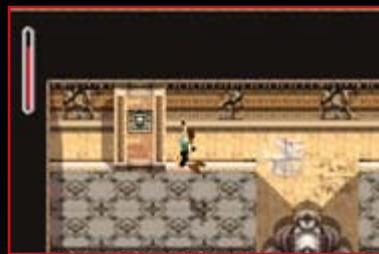
First things first; immediately turn north to grab the Uzi ammo above ground level.



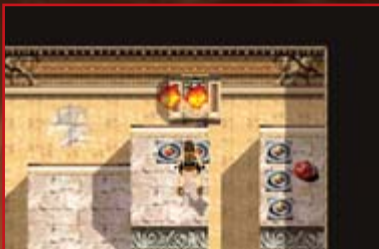
Drop to the south, then mosey east, smack into a wolf. Blast it, then continue east to another wolf. Repeat.



Take a running leap across the gap to the left to tag the switch there.



Take two leaps right to a switch behind a flame trap. Hit the switch, then hop across the minuscule gap to the right to bag the Medikit.



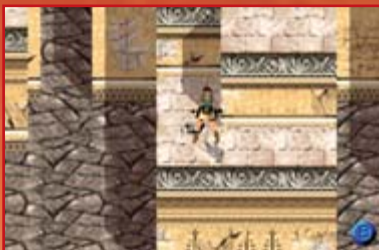
North of the second wolf lies a fountain with some Uzi ammo. To the right of this fountain, clamber up the platforms to snag some more ammo and a Medikit.



Drop from the switch and continue east till you come across a black acolyte. Cut him down to size with the Uzis.



Return across the small gap and drop to the south for another Uzi clip. Oh, and draw your guns.







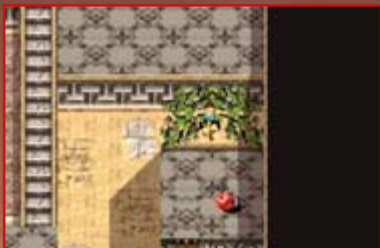
Clamber up the cliff, shimmy to the right, and follow that up with another climb north.



At the top of the cliff a hatchet-tossing skeleton awaits. Draw your guns after cresting the lip and lay down the law, then hit the nearby switch for good measure.



Skeleton tamed and switch swatted, head right and drop south to claim another Medikit.



Now, carefully go to the ground level and then go west. Up the second northward spur (after the fountain), trot across the now-absent spikes to the next switch.



Pass through the doorway to the switch's left and engage in mortal combat with a red acolyte (mind the wolf head), then hit both switches on the wall.



Enter the next room (this time to the right of the switch)—the door slams shut behind you. Grab the Medikit, hit the right switch first, *then* the left switch.



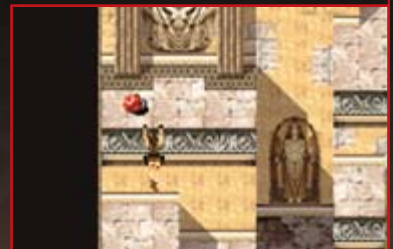
Now, backtrack past the spikes, head west, and take the next northward spur past the fire traps.



Follow the path and head through the doorway to two wolves lying in wait the east. Blast 'em, Lara!



Clamber up the platforms to the northwest and snag the Medikit precariously perched atop it.



Once you've secured the Medikit, take a running leap to the right, clamber up the nearby rise, and flick the switch to open a doorway.



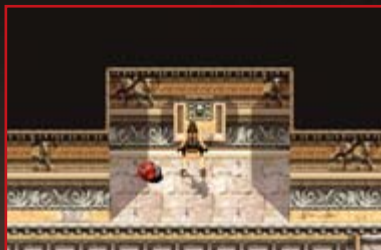
Drop down and take out the red acolyte that popped in while you were indisposed.



Backtrack past the spike bed. Follow the trail as it snakes its way north and east, then go through the third door and take out the skeleton that lurks inside.



Make your way up the nearby cliff, then shimmy to the Medikit and another switch.



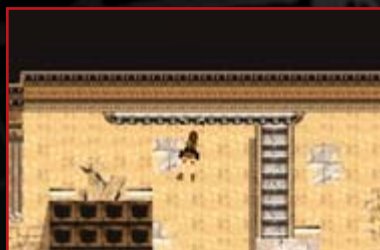
Continue shimmying to the left, descend the cliff, then take a running leap left.



Drop to the south to score the trifecta: a switch, a Medikit, and an Uzi clip.



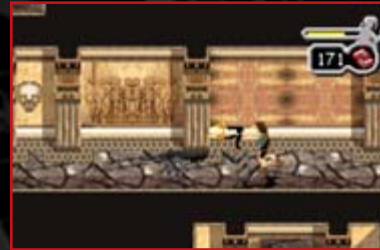
Take a quick leap to the left, climb the nearest cliff, and shimmy to the left.



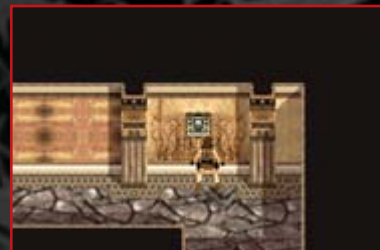
Now head left, guns ready, and drop the red acolyte that pops in to menace and harass Lara with his magic.



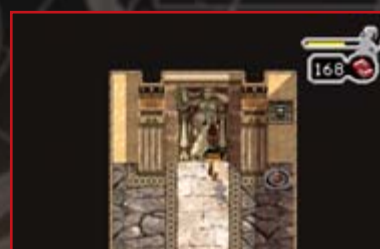
Head through the doorway and tag the wolf coming in at a mad gallop from the left.



Head right and tag the nearby switch.



Go west through the doorway, then hit the switch behind the nearby fire trap. Voilà! You're on to the next stage.



## Around the World in 96 Pages

Many fantasy settings ascribe rank to magic users via the use of colors.

In *Lara Croft Tomb Raider: The Prophecy*, for example, black acolytes are the low men on the totem pole and are the weakest of the Teg-Du-Bhorez, though their ability to resurrect critters can make them a headache at times.

The red acolytes occupy the middle ground, with their nasty fire magic of several varieties.

The top of the food chain is occupied by, well, that would be telling...





## STAGE 3: AEON

OK, head straight up the cliff face, hop to the left, and snare the first Medikit.



Clamber up and head right to the switch. Note the black acolyte across the way. He'll resurrect the skeleton, so get across that gap!



Drop south, then climb the ladder to snag the Big Medikit.



Leap right, draw your guns, and take down the skeleton quickly and efficiently.



Once across, give the acolyte both barrels and watch him melt under the unfettered fury of your assault.



Now travel down the southern corridor, its spikes safely retracted, and dispatch the skeleton and red acolyte in the immediate area.



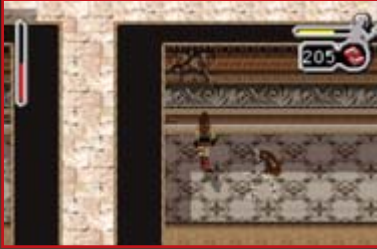
With Whitey down for the count, sidle up to the ledge and note the Uzi clip smiling back at you—go get it.



Head over to the right, then drop south to claim a statue.



Ransack the area east of the spike bed. Flip the switch in the northwest corner and collect all the goodies littered about the room. Be wary of the skeleton lurking in the northeast corner.



In the lower-left corner, beyond the wolf head, lies another statue. Collect it.



Fully stocked, head to the switch above the spike bed. Flip it, then march west, guns drawn.



In the next room, you're ambushed by a red acolyte and wolf. Punch back—hard.



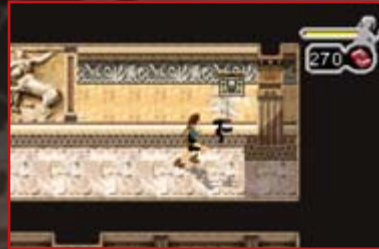
Empty the neighboring rooms. The most important item is in the northwestern room: a third statue.



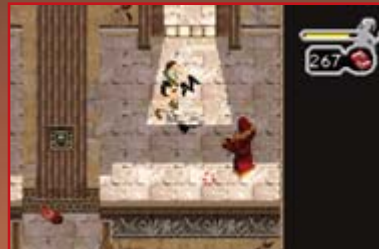
Head to the main room to the east and annihilate the freshly arrived black acolyte. Also, send the skeleton back to its grave.



Head through the doorway in the northeast corner. Go down the corridor and tag the switch at the end of the hall.



With guns blazing, dip through the doorway that opened to the south. Mow down the red acolyte as quickly as possible, then go around to the other side and terminate the hatchet-tossing skeleton—heal if you need to!





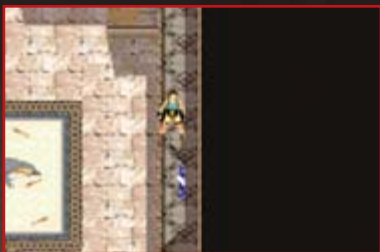
Now drop to the switch in the center pillar (the one that was separating the acolyte and skeleton) and flip it.



Go left and hit the switch there as well.



Go to the lower-right corner of the room and hoist yourself up to the fourth, and final, statue.



Head through the doorway to the south, guns drawn. Take out the skeleton lurking therein.



After wrecking the skeleton, move south into the room with the four plates on the floor. Place the statues (via **SELECT**) in each of the cardinal directions—reference the screen to make it really cut and dried.



Time for a little backtrack action: head north, out of the statue room, and go to the terraced room that housed all the goodies; from there journey through the southern doorway and take out the red acolyte.



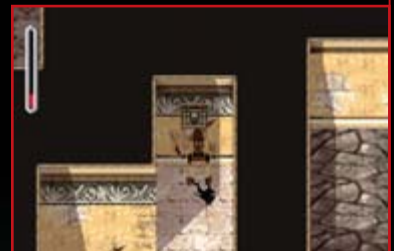
Now that he matches his robes, head left and flip the nearby switch.



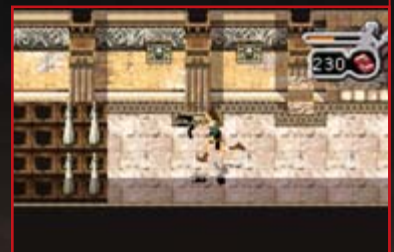
Run east and you'll trip over a handy Small Medikit. Pick that puppy up, then turn north.



Climb the ladder directly in your path to reach the switch just above Lara's head.



Now go south, through the open doorway. You come upon two switches; hit the right, then the left, then the right once more. With the spikes cleared, it's on to greater glory!



## Around the World in 96 Pages

Many of the great sculptures of all time originate from Italy. Pieces such as the utterly staggering *David* by Michelangelo are testaments to the power of human creativity and artistic skill.

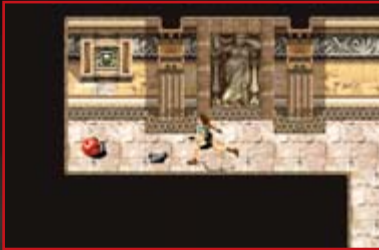
Another great sculptor was Donatello, who also lent his formidable skill in his interpretation of the Biblical hero David, his with Goliath's head lying at his feet.

Both artists were also "honored" by having their names lent to a couple of radioactive turtles hailing from the sewers of New York back in the 1980s.

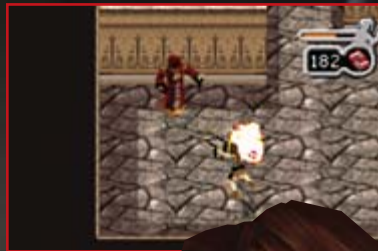


## STAGE 4: TIME

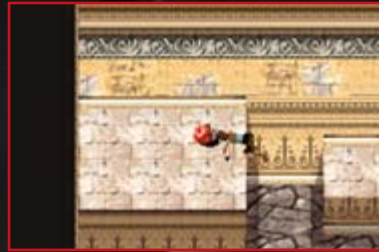
Head up the corridor, then hang a left to bag the trifecta: switch, Medikit, and clip.



Now go back to the left and duck through the open doorway. As you walk into the room, a red acolyte complicates matters to the northwest.



After you take him down, climb up the nearby platform and collect the Medikit.



With the spikes disabled, head east, guns at the ready, and blast the wolf stalking you beyond the bed of spikes.



Continue east, snag the two Uzi clips, and tag the second switch.



Halcyon  
STAGE 4: TIME  
©



Take a couple of jumps to the right to reach the next switch. Activate it, then draw your guns.



Shiny new ammo in hand, scale the nearby ladder, then shimmy left to the next landing.



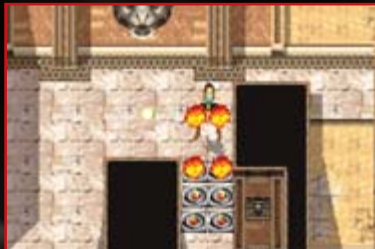
One more leap to the left takes you to more ammo and another switch. Once you flip it, go back to the right.



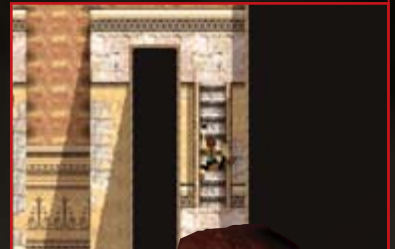
Just below is another red acolyte: rain hot lead on what he thought was going to be a sunny day.



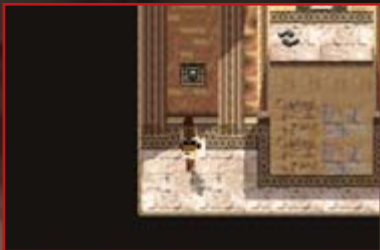
Note the fire traps and the goodies beyond. Zip through the traps, then bag the ammo and Medikit and flip the switch.



Once you're safe and sound, take the route leading north, across the spike bed and up the ladder.



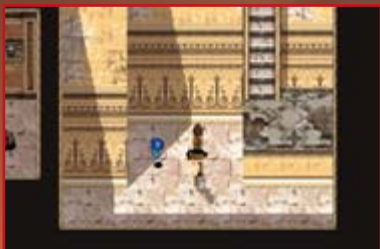
Double back down the hallway heading right, then through the northern doorway, straight into the next switch.



Next, continue left and pass through the first doorway leading north. Run in and grab the ammo, then tap the switch.



Continue down the path to the east, then north till you come across the first clip of Golden Gun ammo. Sadly, you don't yet have the gun.



Trot back out and continue left. Take two leaps to the left, across unfathomably deep pits, to the next switch.



Take three short hops left, snagging the Uzi ammo on the way (be careful—it's a narrow path), then drop in on the Medikit lurking below.



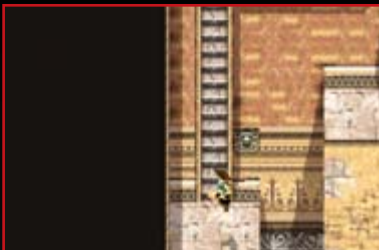
Head north once more into a red acolyte and his pet. Circle strafe + for maximum advantage. Note the doorway that lies behind the acolyte—that's the exit, so don't forget where it is.



Back across the gap, go to the southwest, heading south once you hit the first doorway. At the final doorway, drop down to claim the Golden Gun (!) and flip a timed switch. The trick here is to hit the switch, then make a mad dash for the stage exit.



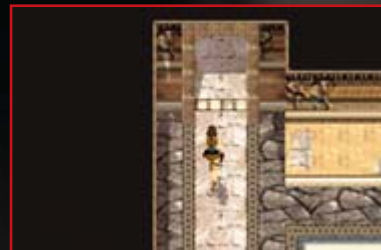
Wash that 'kit down with another switch located to the left, then head back via the conveniently placed ladder.



March to the right and note the fire traps across the way. Time your jump and leap for all you're worth.



Run east, follow the path north, then back to the west. Plunge through the first northbound doorway and you're nearly home free.



Maneuver across the chasms, then back across the bed of spikes and to the right. Take the first doorway to the south and hit the switch therein.



Once across, snap up the Uzi ammo and deal with that surly switch in yon corner.



Jog across the hall with Uzis and/or pistols drawn. Take down the first wolf you run across—backpedal for maximum safety.



## Around the World in 96 Pages

The Golden Gun weapon is probably a nod, of sorts, to the James Bond film *The Man with the Golden Gun*.

The film itself is generally regarded as the silliest of the Bond films (or pretty close), and the climactic battle between Bond and the "Man" (Christopher Lee!) is perhaps one of the oddest and most bizarre gun battles of all time.





## STAGE 5: OLIM

Read that a few times till it sinks in. Not getting it? Well, take a gander at the next caption, then...



Walk blindly west from the nearby plaque.



Whoa! No, you're not falling. Continue west to the opposite side.



Now you can safely jog north to the next stage without even breaking a sweat.



## Around the World in 96 Pages

### What's In a Name?

While we may never know why Lara was named 'Lara,' we can tell you that the name has its roots in Russia. It means 'cheerful' and 'light-hearted.' This makes sense based on Lara's particularly glib attitude—whether the creators intended it as such is unknown, but it's a particularly apt choice.

Croft, however, appears to be a corruption of the surname Bancroft which, unsurprisingly, finds its roots in England. It derives from the Old English saying 'of the bank-croft' referring to an enclosure on a slope or—surprise!—bank.

Now you can't say that a strategy guide never taught you anything of some intellectual value.

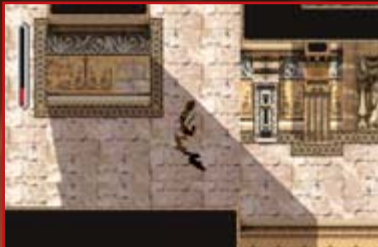


## STAGE 6: LAND

Head east and snag the first Uzi clip you come across to keep building an arsenal.



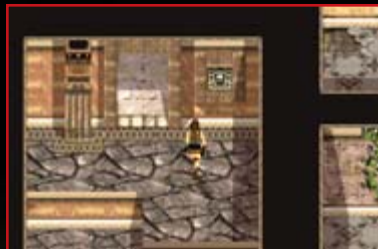
Now jog southeast over to the timer switch. Flip it, then run north and hit the switch while the spikes are at recess.



Move south, descend the low rise, and head to the switch to the right. Take down the skeleton lurking to the right, then tag the switch.



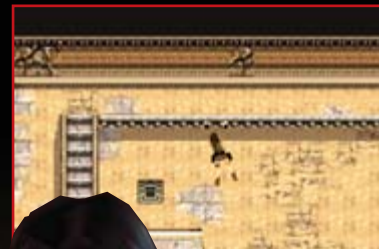
From here, return left, then jog north past the timer switch into the next room to collect an Uzi clip and the next switch.



Draw your guns and cross the next doorway to face down two very surly wolves—Uzis are the way to go.



After the wolves have been silenced, go left at the fork and continue north to the next switch. Take it out, then shimmy to the right.

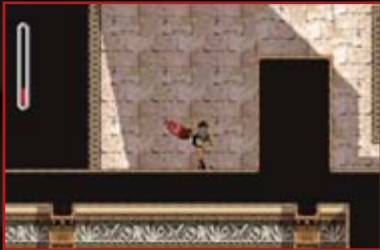




Spot a switch to the right. Pounce on it with reckless abandon.



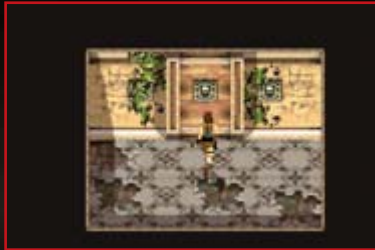
Just to the south of the switch is a Medikit. Traipse over and scoop that up, then lock and load.



As soon as you walk into the next room, you're assaulted by a skeleton and a black acolyte. Take out the acolyte first so he can't revive his pal.



Head directly north and into the next room. Note the three switches; tap the one on the right.



Exit the room and trek right, around the spikes, then through the doorway leading south. There's a skeleton in here, so be prepared.



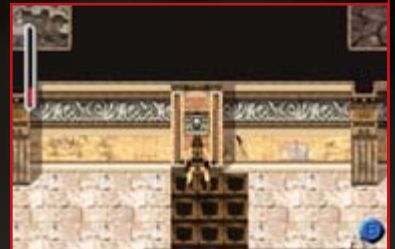
As the skeleton crumbles into a pile of dust, turn south and tag the switch around the corner. While you're at it, collect that Medikit.



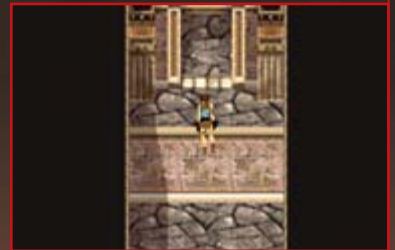
Take one short leap to the left, then turn and pass through the doorway leading north. This takes you to a switch. Flip and banish those nasty spikes.



Now head north to the other, now spike-free grating and flip the switch hanging there.



The stage exit slides open. Head east, then through the northward-bound doorway into what passes for a party to the Teg-Du-Bhorez.



## Around the World in 96 Pages

There must be something about spikes and adventurers. Countless novels, movies, and video games use the dastardly protrusions to spear, skewer, and otherwise ruin the day of protagonists everywhere.

Typically they lie in wait at the bottom of pits, but they can also be launched from walls and attached to giant doors that impale the unwary adventurer who decides to get a little too greedy.

Luckily for Lara, most of the spikes in this edition of *Tomb Raider* are easy to spot.



# STAGE 7: DART

It's time to crash this party.



The **Prophecy** indicates that the time has come for us **Teg-Du-Bhorez** to



reawaken our master. The **Great Grey One** will be awoken



through the third reunion.

Uh-oh...



Dealing with this surly bunch of acolytes is daunting, but, like the invisible bridge, looks can be deceiving. Don't use the Golden Guns. The Uzis are far more effective with this many adversaries at close range.



Halcyon  
STAGE 7: DART  
©

**NOTE:** If you're continuing at this point, go back to the previous stage and stock up on some Medikits—the default of one big and one Small Medikit may not be enough if you're not completely up to the task at hand. So if you're still getting roasted after a few tries, drop back a stage and load up on goodies.



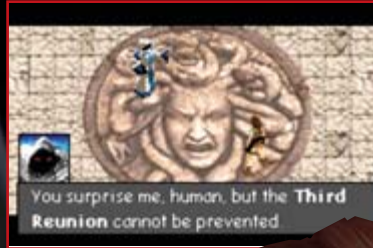
Uzis drawn, it's time to circle-strafe + like a champ. Move counterclockwise around the stage, never letting up on the triggers. Lock onto one particular enemy and bring him down quickly.



With one domino down, it gets markedly easier. With two eliminated, it's practically a walk in the park.



False bravado is the refuge of the soon-to-be-vanquished archvillain.



## BACK TO ENGLAND

With the third (and final) stone in hand, it's time for Lara to leave the island behind. Jet back to England to decipher the remaining pieces in the mystery of the magical stones, the Teg-Du-Bhorez, and the enigmatic Grey One.



Italy  
STAGE 7: DART

# Hidden Fortress

## BASE CAMP: RUINED FORTRESS

Racing back to England in record time, Lara tears through the remaining pages of the *Book of Ezekiel* to discover that the Grey One is an agent of the Apocalypse—with its awakening, the world will come to a dark and utterly violent end.

Deciphering the text further, she also discovers that the Teg-Du-Bhorez are a cult dedicated to protecting the stones so that they might some day allow the Grey One entry into our world. Unfortunately, that day is very soon in coming.

Armed with newfound knowledge, Lara makes her way to the Teg-Du-Bhorez's ruined fortress to bring matters to a closure more palatable to all of humanity.

## STAGE 1: HILL

Move north across the narrow walkway. You run into a pack of wolves, so slowly backpedal while discharging your Uzis in their direction.



Now head north, across another narrow walkway. You're attacked by two wolves and the first shadow of the game. Backpedal as the first wolf chases you, then simply stand back and pick off the remainder.



Head east and take four leaps to the right—some of the ledges are narrow, so don't feel the need to be a superhero.



Hidden Fortress ©  
STAGE 1: HILL



Continue north, then east, and take another leap to the right over a small, easy-to-negotiate gap.



Now make sure your Uzis are cocked, then go in guns blazing. There are three shadows up here, so your best bet is to lure them toward you on the narrow pathway. Or, if you're feeling adventurous, dive in and take 'em down!



With that coven of shadows banished, pass through the gateway to the north and on to the final leg of your journey.

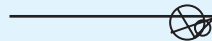


## Around the World in 96 Pages

The old standard "Me and My Shadow" was originally sung by actor/singer Jimmy Durante way back in the 1950s—the song has a catchy, "it'll be stuck in your head all day" sort of hook to it.

Just start humming "Me and my shadow, strolling down the avenue," and, odds are, it'll be your companion throughout the day and night whether you like it or not.

Of course, Lara and her shadow have nothing on the shades recruited by the acolytes of darkness, but at least hers isn't going to get torn to pieces in a hail of machine gun fire.



## STAGE 2: CHEX

Right off the bat, collect the Uzi ammo next to Lara, then grab the second clip just to the lower left. Note the switch on the wall behind Lara—you'll be back shortly.



Your pockets bulging with ammo, head down and take out the red acolyte and his skeletal henchman.



Take off to the left till you come across a set of spikes. Wait for them to retract, then take a running leap and hoist yourself up.



Move north and deal with the red acolyte as he appears, this time accompanied by a wolf for backup.



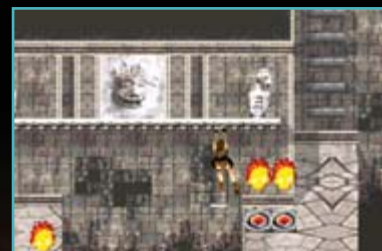
Return to the start of the level and hit the now-accessible switch.



Head southeast to the door that just swung open and pick your way across the fire-trap-riddled floor. Your best bet is to take the left or right side as the flames die for a bit. Grab the Medikit on your way.



Make your way to the right and shimmy to the left. Watch out for the timed fire trap as you're getting down—one tickle of that flame and you're going down.



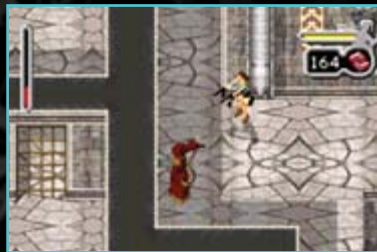
Hidden Fortress ©  
STAGE 2: CHEX



Once across, go north, up the ladder, then shimmy over to the timed switch. Tap it, then make a mad dash to the south, across the spikes.



After you cross the spikes, you run into a red acolyte in the corner; trap him and mow him down with your Uzis.



Turn left and clamber up the nearby rise, pass the timer switch, then drop down and climb the ladder to get the Medikit.



Now head over to the nearby switch to send the large brown column on its merry way. Backtrack to the previous timed switch.



Continue left and turn south down the passage. Watch for the long bed of spikes before running blithely down the hall.



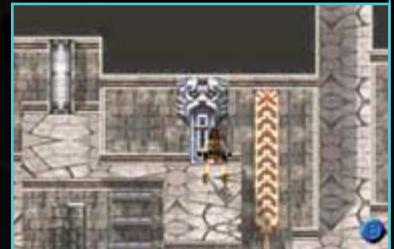
From there, make your way right and leap onto the brown column. Scramble up and go north.



Once again, watch for those prickly spikes, then pass through to claim a Medikit and to activate the next switch.



Make your way back to the timer switch and hit it, then book north with the speed of Mercury to clear the spikes once more. Backtrack to the main entry hall just past the gauntlet of fire traps.



Back in the main hallway, head all the way west, beyond the set of spikes, then turn north through the now-open gateway to the switch behind the spikes.



With that switch in order, jump left and snap up the Medikit and Golden Gun ammo. Draw your guns and cross the doorway.



Four wolves and a red acolyte assault you. You can deal with the first wolf by itself, but you must fight the second wolf and acolyte together. After they're toast, continue right to blast the remaining wolves. Then hit the nearby switch.



Journey southeast and through the doorway (just left of a set of spikes). Grab the Uzi ammo, Golden Gun ammo, and the Medikit, then flick the switch.



A timer goes off; run across the spikes to the northeast, then drop to the south to nab the nearby switch.



A red acolyte wants to make your acquaintance—you're not interested.



Jog back to the north and hit the timer switch, then run due south through the now-open gateway.



Now make your way to the open doorway just to the southeast. Two levers are inside; head to the left side of the first lever and hit **Ⓞ** to pull it.



Go around the corner to the left and take out the skeleton you woke from slumber.



Skeleton deboned, go left then north up the rise and across the bed of spikes (once it's retracted, of course). Tap the switch, then return to the lever room.



In the lever room again, pull on the right side of the first switch and the left side of the second switch, then work your way up and around to the right and kill the skeleton that rises to the challenge.



Head right and across the spikes to the next switch.





Travel south, over the spikes and through the open doorway to an Uzi clip and another switch.



Head around to the left and move south, draw your guns, then drop onto the next floor to snuff two wolves lurking there.



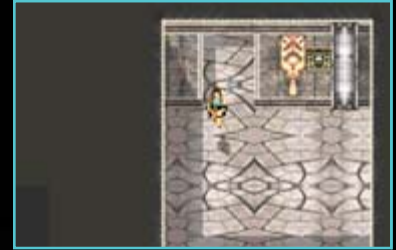
With the wolves headed to dog heaven, go right and tag the switch ensconced nearby.



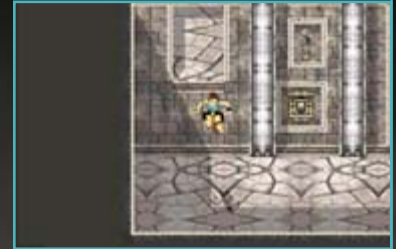
From there jog south and through the doorway. Take out the wolf, then collect the ammo and Medikit.



Once more, return to the lever room. Pull the left side of the first switch, then head around and left to the southwest again. Through that open doorway lies another switch.



Continue south, off the ledge, and tag the switch on the right—that's the last one on the stage!



Guns drawn, head through the doorway leading south to battle a red acolyte and a lone wolf.



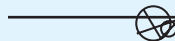
Trek east and journey north through the first doorway you come across. Through here lies the level exit.



## Around the World in 96 Pages

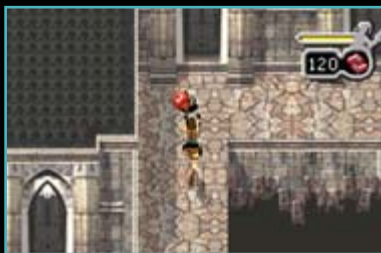
Some famous fortresses throughout the world:

- \* Tower of London: England
- \* Carcassonne: Southern France
- \* Stirling Castle: Scotland
- \* Akershus Fortress and Castle: Norway

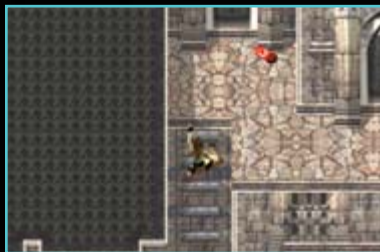


## STAGE 3: STLK

Follow the path north into the first Medikit of the level. Stash that, then head across the gap to the right.



Ascend the nearby ladder and snag the health kit, then veer off to the right and collect the Uzi ammo near the spikes.



Head back up the steps to the deactivated spikes, then south and into another gun battle with a skeletal victim.



You attract the unwanted attention of a shadow; leap back across the gap and draw your guns. The shadow can't get across, so show it the pretty lights.



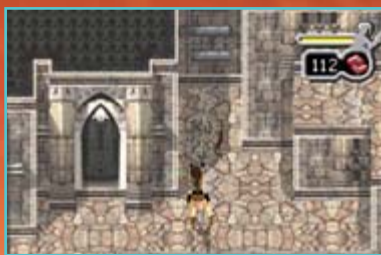
Drop to the south to take out another foolish skeleton, and claim the Golden Gun ammo sitting nearby.



Head right and make your way past the fire traps via the railing—watch the timing!



Head back across the gap, guns still drawn, and continue along the path straight into what will soon be an ex-skeleton.



Drop to the south once more and tag the switch, then grab the Uzi ammo—if you go too far south, you'll have to fight a skeleton.





Once you're safely across, drop to the south to tag the next switch, then work your way around to collect the Uzi ammo sparkling in the failing light.



Climb the nearby ladder, then make your way across by shimmying to the other side.



Now that you're across, lower yourself to the south, then shimmy right; pull yourself up at the end to claim the Medikit, then drop onto the dormant spikes.



From there, make your way up the nearby platforms, then drop to the south and head through the open gateway.



After passing through, step up to the fire trap to draw a shadow to you; back up and fire as it tries, feebly, to bring the noise.



Follow the path as it wends east, then hoist yourself up on the rise just to the north to claim a Medikit.



Draw your guns, then jump up and deal with the two shadows waiting for you. Take one out as it approaches you, then pick off the other from a distance.



Move right and take out the skeleton serving as a rearguard.



Backtrack a few steps and drop to the south, near a flame trap. Keep this one in mind because you'll be using it as a signpost.



From that fire trap, lower yourself to the south, then shimmy to the right, past another fire trap.



Now pick your way south and make a series of careful leaps to the right. All of them but the first can be made without running, and some are narrow, so take it *slow*.





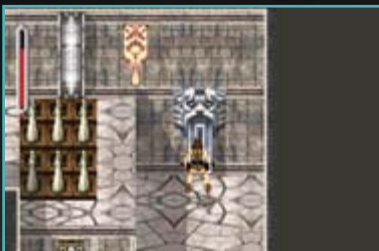
At the far end of that series of leaps you come upon a switch presiding over a gaping black chasm. Take care of business, then start back to the left.



Now make your way to the fire trap signpost, then over the nearby rises back up to where you fought the pair of shadows. From there, continue east, past the skeleton corpse.



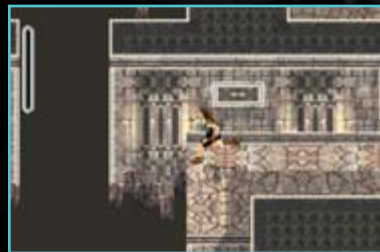
From here take a flying leap to the right—it's a pretty wide gap, but you should be able to stick it.



Once across, take note of the bed of spikes below and the two shadows waiting patiently just above them. Draw your guns and, once the spikes retreat, drop down and waste 'em.



With that, head north through the doorway, then turn left. Ignore the switch for now and get ready for a leap of epic proportions: note in the picture where Lara's foot is—initiate the leap from here. This can be rough, so take a deep breath and relax, then back up and run like the wind.



If you launched at just the right moment, you'll sail through the air like a bullet and *just* reach the other side by the skin of your teeth. Once over, collect the ammo and pat yourself on the back (but not too hard—you have to do it again).



Head north, guns at the ready, and mow down the shadow that would dare intrude at your moment of glory after setting the world's record in the long jump.



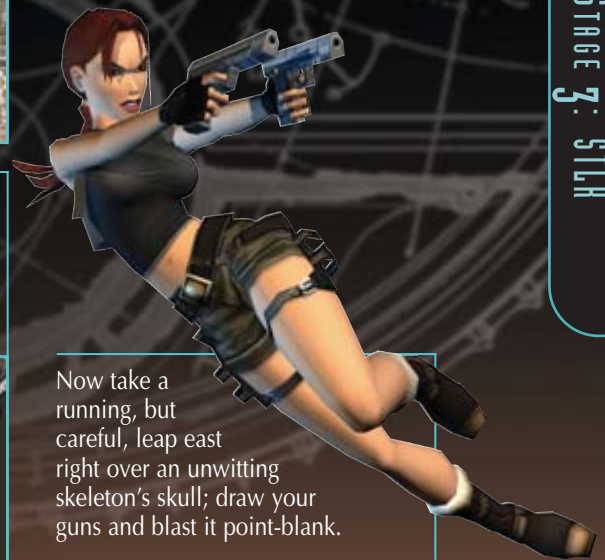
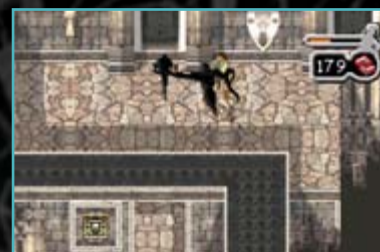
Take a running leap to the right, over the fire traps, to snag another Medikit and the next switch.



Now make your way back, across the Grand Canyon, then east, past the switch once more (but don't touch!) and through the doorway leading north, guns handy.



Through the door, you have to mash a few monsters in the shape of two more shadows.



Now take a running leap, but careful, leap east right over an unwitting skeleton's skull; draw your guns and blast it point-blank.



Hidden Fortress ©  
STAGE 7: SLK



Two more short hops to the east will see you to the next switch.



Now, make your way back to that switch you've already passed two times—this time strike it.



Remember that fire trap signpost? Make your way back to it, then head all the way back east just as you did earlier. Where before there was only empty space, now there's that big column you sent over.



Two hops to the right, you must dispatch two shadows. Then grab the Medikit and head through the gateway to the next level.



## STAGE 4: MECH

This level is very involved. First head due west and take out the white acolyte that appears (the golden gun at point-blank range is a good choice).



Keep moving west till you come upon a switch. Flip it, then start back to the east.



You run into a shadow on your trek east, so dispatch it with some well-placed Uzi rounds.



## Around the World in 96 Pages

While Lara does possess a truly spectacular long jump, it isn't quite as impressive as the real world record held by American Mike Powell.

The distance is nothing short of staggering: 29 feet, 4.5 inches. The record was set in Tokyo way back in 1991 and has stood for more than a decade.

In this day and age of athletic advances at near superhuman rates, it sounds like an eternity.



## STAGE 4: MECH

Now continue west and hit the next switch you come across (in the northeast corner), next to a locked gate.



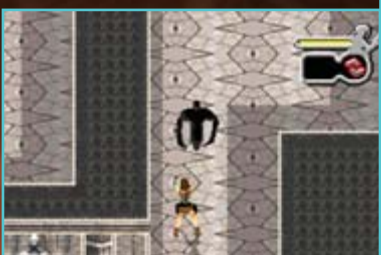
Next you find two switches flanking a gate; flip the right one, then continue through the next gate.



Now move north through both gateways, guns drawn, and take down a second white acolyte, then flick the switch.



Head due south, through the open doorway, past the fire traps, then north into another shadow. Fire away!



In this room, a set of spikes blocks a doorway. Find two switches; hit the right one, then the left one, then backtrack and hit the left switch in the previous room—got all that?



With the acolyte vanquished, backtrack to the main hallway (to the south and then west) and make your way to where you first entered the level—enter the doorway directly north of there, then flick the left then right switches.



In the next room, a shadow guards a gauntlet of fire traps. Deal with it, then collect the ammo and flip the nearby switch.





Continue north into the next room, then lower yourself down just to the right of the entry path and shimmy right.



Once you clear *both* sets of spikes, hoist yourself up and make your way northwest, to the second switch over. Press it, then go back out exactly the way you came in. Now, backtrack to the room where Lara smoked the second acolyte; hoist yourself up, then proceed to another switch. Flick it, then take the door that opens, around a bend, across some spikes, and into a shadow.



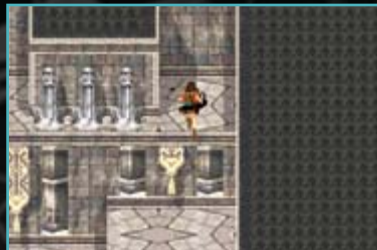
Once the shadow is but a sad memory, return across the bed of spikes and through the doorway leading north, over some fire traps, and treat yourself to a large medikit.



Now drop back down and leap across the gap to left, then follow the path as it heads north. Shimmy over to the bed of spikes, then take two more leaps left to another switch.



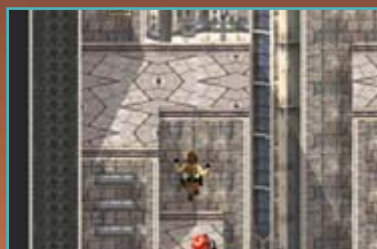
Move just to the left of the switch and lower Lara down; drop onto the medikit just below for a welcome repast.



Health in hand, descend once more, take the path south, and shine an overwhelmingly bright light on the shadow you come across. EMcourtesy of two Uzis.



Shadow expunged, head right to nab another switch posthaste.



Now proceed through the newly opened doorway to the south. Turn right past the bed of spikes you covered a bit earlier, go through the north doorway, shimmy to the left (near where a large medikit once rested), then pass through the doorway for a gear!



With that first gear (of three) collected, make your way south all the way back to the main entry hall. Head due west, then south through the doorway once you reach an impasse.



Go around the bend, past the fire-spitting face, then clamber up and with both guns mercilessly blazing, take out a shadow.

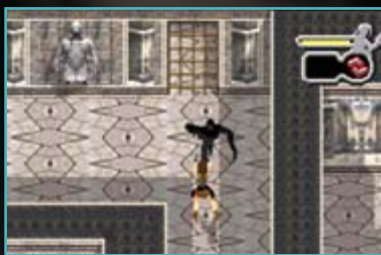




Move left, then duck south through the doorway for gear number two.



Leap to the left and nab the nearby switch to cause some mechanical brouhaha farther up the level. Then drop down and grab the small medikit.



From there, hoist Lara back up and head due north to another switch; flip it and a white acolyte shows up to punish you for your actions. Punish back.



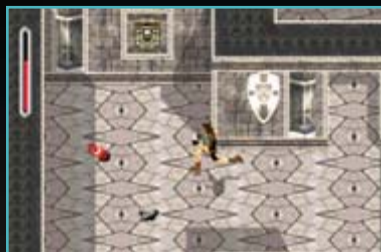
Pass through the doorway and take a turn left to nab a medikit, Uzi ammo, and the next in a venerable line of switches dating back millenniaEMor so the travel guide tells us.



Goodies gained, travel north once more, guns drawn, to meet another shadow. Let loose on its translucent tail, then mosey on your way.



From there, head right and take two leaps across two deep, dark pits. On the opposite side, another shadow awaits, spoiling for a fight. Give it one.



Head north, clamber up the next two rises, then start shimmying right.



Once Lara is past the gorge, take two short hops to the right to engage the next switch with a deft flick of your wrist.



Make your way back to the left. After you shimmy, head due south, through an open doorway; just to the left awaits a white acolyte—drop in and say “howdy.”



Using the remnants of his cloak as dust rags, snag the large medikit to the left.



Oh, and don't forget the switch along the top wall. That'll unlock the next door leading south.



Venture through that open door; you're quickly accosted by a roaming shadow. Gun it down rapidly—it'd do the same to you, uh, if it had a gun.





As the shadow fades away into naught but distant memory, head left to tap the next switch and also grab a small medikit.



Follow the route north, west, then north once more into another switch. Flip it, then stretch those Olympic-level calves.



**Tip:** For the following leap you have two options: use the jumping skills you've honed throughout the game or head back out to the main hall, to the left and through the next doorway, head left, and flip a switch. This shortens the distance considerably.

Your reward? Another gear and a return leap, to the left, across the gap once more (groan).



Now make your way due south, around the bend and back to the main hall. From here, head all the way right to the doorway at the very end of the hall leading north.



Lara must make one of those super-human leaps to the right, so back up, get set, and take a running leap across the vast chasm below.



Now return to the entry hall and head through the doorway leading north to the gear room. Waltz over to the gears on the wall and insert each of the gears in a slot.



Once the gears are all properly inserted (mind the fire traps!) head over to the switch that's now usable and flip it—the gate to the right opens, freeing you for the next level.



## Around the World in 96 Pages

While it might sound exciting to venture into that previously unexplored cavern in your back yard, keep in mind that professional spelunking combines disciplines from rock-climbing to rappelling and, in many ways, is better suited to ex-Green Berets than the Joe next door.

While it may not be quite as dangerous as skydiving, spelunking isn't entirely without very real risks: unstable caves collapsing; trapped gas causing death by asphyxiation (seems the ol' canary-in-a-cage coal-miner trick would be a good idea); loose rubble leading to a short slide down a bottomless pit (it may not actually go on forever, but it's not going to matter when you hit bottom).

Needless to say, if you plan on heading out and doing some spelunking of your own, it'd be a good idea to take it one slow step at a time. —



## STAGE 5: ARKD

Just about the second you step into the first chamber, a white acolyte accosts you. Circle-strafe to bring him down.



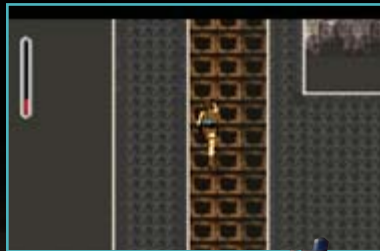
After he's been liquidated, head through the opening to the north-west and into the next chamber, where you're attacked by a red acolyte—a red acolyte that shoots shadows! Take him down first, *then* get the shade.



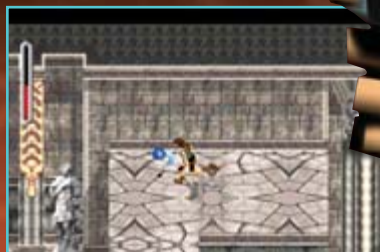
Head to the right, hoist yourself up, and blow away the black acolyte that shows up for the dance. After he's mulch, grab the Golden Gun ammo.



Press the nearby button, scramble up the ladder, shimmy right, and make a mad dash north before the spikes wake up from their switch-imposed nap.



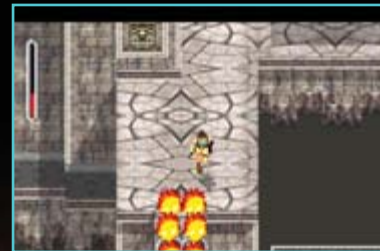
Once safely across the grating, take a leap left and collect the Golden Gun ammo, then drop to the lower right and snap up the Uzi rounds.



Now turn the corner to the left and engage another shadow-spitting acolyte in the martial arts—minus all that tricky hand-to-hand stuff. Collect the ammo and Medikit afterwards.

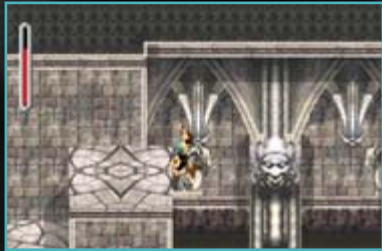


Move south and tap the switch to the left, then make a run past the dormant fire traps to the south before they roar back to life.





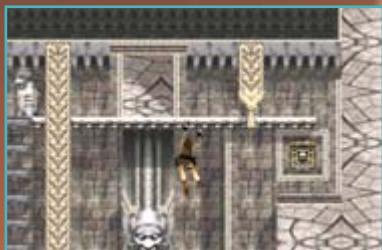
After clearing the stove, take a gander left; it's another record-breaking leap. Back up a bit, then run like the wind and fly across the gap with the greatest of ease ... right?



Upon landing, head to the left, guns at the ready, and drop to the floor. A black acolyte shows up to guard the Medikit. Light him up, then grab the health pack and take a flying leap back across the gap.



Now find the switch to the right of the gap (next to a set of spikes). Flip it, then bolt back across the fire traps to the north and directly into the other switch. Jump up and shimmy left past the open passage and down the ladder.



Travel around the bend and to the north and collect the Big Medikit just waiting for you.



Leap left and scramble up the nearby ledges; lay the smack down on the acolyte that pops up. Snag the ammo while you're in the neighborhood.



Backtrack across the gap, work your way back past the fire traps, and go up the ladder. Shimmy to the right and, on this pass, go through the open doorway in the middle. In the next room, collect a Medikit.



Through the next doorway you stumble upon another red acolyte. Lay into him with both barrels, then continue northeast to bag another Medikit.



Take two jumps to the right, but before executing that second leap, be prepared to have it out with a white acolyte. Burn him down, then grab the nearby Medikit.



With the spikes to the right retracted (the spikes fall after you destroy the white acolyte), press on and turn south, down to the floor below to grab still another Medikit.



Now make your way down the passageway leading east, wary of the two spike traps, to a Big Medikit and the next switch.



With that switch swatted, return back across the spikes to the first open doorway to the south. Drop in on a black acolyte, have a quick fight, then grab the ammo.





Now head back across the spikes to the right again and through the doorway to the south. Deal harshly with the white acolyte (who's also creating shadows now), then grab the Medikit to the right.



After collecting your riches (get the Medikit over to the right and the ammo to the south as well), return through the doorway to the north, then jog northeast, fingers on the triggers.



Leave the room, jog right, and follow the corridor leading south, through a doorway. Tag the switch just to the right, then draw your guns.



Take a look to the left of the doorway that led you to the white acolyte; a switch lies almost hidden behind a small tapestry. Guess they're not quite sneaky enough.



You're ambushed by a white acolyte and his shadow buddy—take down the acolyte first, as usual, then eliminate the servant. Then mosey over to the switch to the upper right.



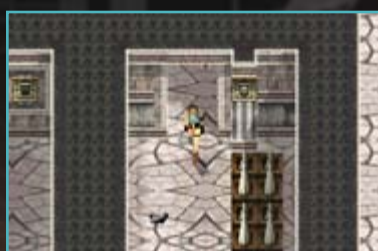
Guns blazing, kneecap the red acolyte and any shadows he manages to summon—you should be an expert at the circle-strafe by now, so have at it!



With that bit of trickery dealt with, once more head through the northern doorway back across the spikes. Continue back through the next doorway leading south, and keep running till you hit the mother lode!



Pass through the doorway to the north, then make your way to the right and down into the next doorway over. Grab the Uzi ammo, then hit the switch after the spikes bow down.



From that scene of carnage, make your way south, past the now-defunct fire traps and on to the next stage.



## Around the World in 96 Pages

If there's one vitamin Lara certainly doesn't have a deficiency in, it's A. If she did, she'd probably suffer from a serious case of night blindness.

Night blindness is a condition that arises from an acute lack of Vitamin A and can also point to a diet that is sparse in animal foods: eggs, meat, dairy, fish, and so on.

Sufferers from this low-key malady may find difficulty in adjusting to low-light situations and it's not a good idea to do a lot of night driving when you're suffering from what is also known as impaired dark adaptation (though, I suppose, that's a lot like saying someone is vertically challenged instead of short).





## STAGE 6: MUSH

When you enter this stage, as you turn left, a red acolyte warps in. Do yourself a favor and pin him in the corner as best you can and finish him there.



As you continue left, a black acolyte appears. Again, try to keep him in the general vicinity as you whittle him down.



With all three pushing up daisies, move to the lower left and through the doorway. Collect the pack, then hit the switch.



Finally, after the second acolyte is history, head right and a white acolyte shows up. Take him down by any means necessary.



Go to the next room over to the left and collect the lone Uzi clip waiting for a good home in an acolyte's hide.



Hidden Fortress ©

STAGE 4: MUSH



Continue south and drop down to collect some Golden Gun ammo, then hoist yourself back up.



Safely over those nasty blades, jump left, then drop to the south to claim another Medikit.



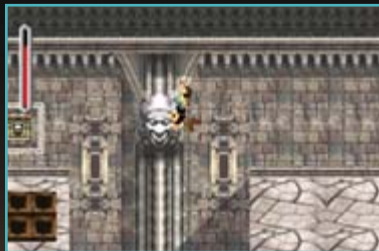
The path leads to still another health pack—if you've been watching yourself, you should have many, many Big Medikits at this point.



Traipse over to the right and lower yourself down, then shimmy to the right past the tapestries and drop to the next ledge. Drop to the left and tag the half-shrouded switch, then climb the ladder and go back across the gap.



Now climb back up and leap left to find the next switch. Head back to the right, over the spikes once more (relax, you can do it), then through the northbound doorway.



Head south from the Medikit, down the ladder, up the next one, then south, with the flow of bullets—time it so you can use **[X]** as a throttle to control your speed.



Make your way left, hop across the first gap, then stop *dead*. You must make a virtually standing leap over the spikes in your path. A very quick tap of the pad to the left in concert with **[C]** will do the trick.



Turn right and follow the southern path. Lower yourself down and shimmy to the right. Then go north, past the spikes.



At the end of the road, turn left and leap across the gap to just barely escape being blasted. Once more follow the path as it wends south-west, and snag (you guessed it) another Big Medikit.





Once the pathway opens up again, head right past the large bed of spikes and leap across the gap, flying clear over the fire pits.



Cross the gap to the right and claim yet another Medikit—do you suppose there's a reason for all the health items?



Now follow the path south to the next switch. Tag that puppy, then prepare for a running jump to the west.



Jump up and shimmy to the right, then descend the ladder and follow the path to the next ladder.



Climb down the ladder; on your way south, stop and grab the Uzi ammo on the ledge just below.



While it's not a world record-breaking leap, it's still quite a distance. Make sure you get a solid running start, then fly like the wind over the gap. Head left to claim another Big Medikit—bet you didn't see that coming.



Scale the next ladder, then shimmy right to claim the Uzi ammo sitting all alone on the platform.



As you come up on some spikes, shortly after grabbing the ammo, turn left and leap across the next gap. Trot over to the switch directly to the left after coming in for a perfect landing.



Hidden Fortress ©  
 STAGE 4: MUSH



From there turn north, clamber up the nearby platforms, and claim the Medikit and some Uzi ammo.



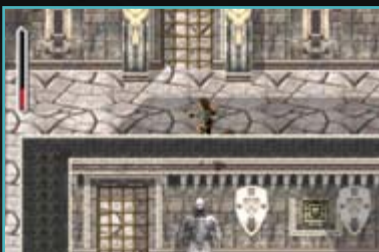
When you're ready, drop to the room below, guns blazing. Tear those two malcontents apart, then tag the switch to the lower left.



From that switch, head through the open doorway to the south and scale the ladder leading down to the next switch.



After crossing over the spikes, turn left and follow the path as it twists and turns past two gated and locked doorways—make a note of these, then continue along the path as it twists north.



After that bit of excitement, clamber up the ladder to the north and make your way back to those two gated doorways; the one to the south is open, so truck on through. After passing through the doorway, jog to the right to hit one of the last switches on the stage.



With that final switch, make your way back up to the other doorway (now open) and pass through to the next stage.



Now shimmy across to grab the Uzi ammo, then draw your guns and prepare to tackle a red and a white acolyte.



## Around the World in 96 Pages

Acolyte (n.):

1. One who assists the celebrant in the performance of liturgical rights.
2. A devoted follower or attendant.
3. A freakish, robed magic user bent on the destruction of an English heiress with a penchant for getting involved in forces beyond human understanding.





## STAGE 7: SPOK

It's on.



The Teg-Du-Bhorez chief acolyte's bark is worse than his bite. He'll go down just like the rest if you follow a few simple rules.



Orbit the edge of the room, circle-strafing along the edge and always moving. This way the shadow creature can't reach you, and all you have to do is jump whenever the acolyte fires an attack off at you.



Gun-wise, go with the Uzi since it's easier to hit with at long range.



If you're feeling adventurous and want to get up close and personal, arm the Golden Gun and hit him point-blank till he goes down—hard.



The acolyte is vanquished, but the lord and master awaits. Head through the doorway to the north to a battle that will rock the heavens themselves.



Hidden Fortress ©  
STAGE 7: SPOK

### Around the World in 96 Pages

For those that are interested, the word 'booby' is spawned from the Spanish word bobo—that word translated, roughly, as stupid. It's not much of a stretch from there to see that a booby trap is one designed for, well, an idiot to wander into.

Of course, when the phrase was coined, a booby trap had all the teeth of your average Three Stooges pratfall. However, it wasn't long before the phrase was applied to devices of a much more insidious and, of course, deadly nature.

Some of the booby traps Lara comes across include spiked pits, fire traps, and, of course, traps involving lots of gnashing teeth, magical spells, and pulverized bones.



# STAGE 8: LITH

You've decapitated the Teg-Du-Bhorez, but there's just one little loose end that needs to be tied up: they've managed to awaken the Grey One....

For starters, place the magic stones on the three corresponding pedestals scattered throughout the stage. The first one is dead ahead as you enter the level; red is up first.



Head to the middle and plant yourself dead center in front of darkness incarnate. Whip out the Golden Gun and keep charging and firing shots at her.



After sufficient punishment, she summons forth three skeletons to help her out of the jam. Run and take them out, then race back to the queen and keep pummeling away.



As soon as you place the Red Stone, the Grey One awakens and starts attacking—hurry to the northwest corner to place the Black Stone!



She responds with a number of attacks: fireballs, energy bolts, and an assault where she sends out ghost images of herself. Leap from left to right to dodge all incoming assaults.



Now race due east to set the White Stone into its place. Now it's time to take out the trash.



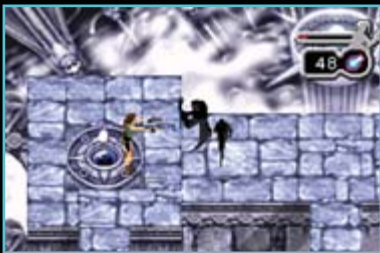
Hidden Fortress  
STAGE 8: LITH





## THE DAY IS SAVED!

After a bit more abuse from Lara, she summons up three shades to lend her a hand while she licks her wounds. Gun them down, then return your attention to the dark lady.



After sustaining grievous damage, the Grey One wilts like an exceedingly ugly weed.



As Lara delivers the final blow, the Grey One recoils in pain and anger—she may not be dead for all time, but Lara has put paid to her infernal ambitions for the nonce. And with that, Lara strides into the sunset, another adventure come to an electrifying close!



Finally, when she's at her most desperate, she summons a white Teg-Du-Bhorez; however, he doesn't appear to be nearly as tough as previous incarnations. Take him down, then it's one last push against the Grey One.



## Around the World in 96 Pages

If there's one author that the creators of *Tomb Raider Prophecy* drew heavily from, it's the works of writer H. P. Lovecraft.

Creator of his own monstrous pantheon of dark deities and horrific creatures, the Rhode Islander wound up being one of those creative types that has far exceeded his fame in life since his death. Chilling creatures such as Cthulhu, Ithaqua, and a host of others populate his nightmarish horror-scapes, inspiring (in the best of cases) madness in his protagonists.

The Grey One featured within this game is a direct homage to Lovecraft's malign creations, great "grey ones" trickling down from the cores of burnt-out stars to menace mankind.

