



Tomb Raider Underworld Guide

Do you like fuzzy math? Then you dropped by the wrong place, because IGN has a pin-point guide to Dr. Lara Croft's latest escapade in grave robbing areas held by foreign nationals.

IGN quickly cuts through all the chuff (by conveniently skipping chapters and cutscenes) and gets straight to the source of the puzzles and the hard to find relics.



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In IGN's Tomb Raider Underworld strategy guide, you will find:

- [GYMNASTIC BASICS](#) // All the moves little girls learn from gymnastics coaches who are so strict, they defected back into East Germany.
- [RELIC SIX-PACK ROUND-UP](#) // An easy to refer to page for the six hidden relics.
- [WALKTHROUGH](#) // Of Lara's story mode, complete with undead wiener enemies trying to force some kinda nasty blue soda down her throat and how she can beat them off without breaking a sweat.

You may also find helpful to refer to these other guides (especially the basics section) since Tomb Raider Underworld uses the same grappler and movement properties:

- [TOMBRAIDER LEGEND GUIDE](#) // The Tomb Raider game covering the origins of Amanda's vendetta.
- [TOMBRAIDER ANNIVERSARY GUIDE](#) // The original Tomb Raider game that tells how Natla came to be.

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Tomb Raider Underworld Guide

[Environment](#)

[Attack & Weapons](#)

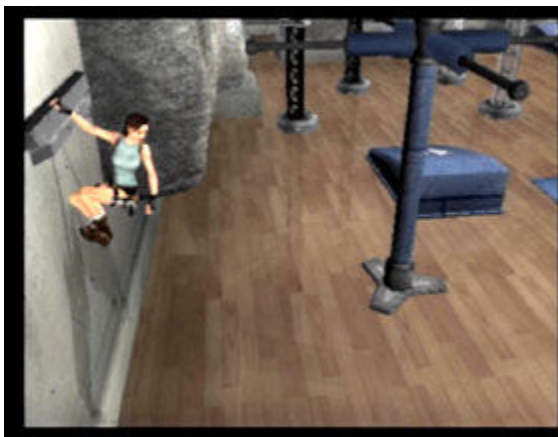
Parkour - *Art du Deplacement*

IGN will be using some terms commonly employed in our previous *Prince of Persia* guides. Each architectural element will serve as both noun and a verb. When used as a verb, IGN's telling you to do all pertinent actions for that element.

Lara Croft may not be a skilled *traceur* since she's a big fat British archaeologist-scientifician, but her atheletic skills are helpful. Moving quickly from one place to another is beneficial for Lara, since many of the traps and secrets are only available for a brief moment before something happens (usually resulting in death). Therefore, you (playing Lara's controller) need to familiarize yourself with the various elements in the game, so you can react instantly when you see it come on screen.

Element 1 - Ledges

The ubiquitous ledge is on every wall you want to climb or somehow interact with. Ledges can collapse, much like any other element, if it's been trapped by Crystal Dynamics. Fast move is possible on poles, bars, and especially ledges, when you need the extra speed to avoid death. Ledges come in two types -- the hang ledge, which is one way down, or normal, which lets Lara move in all four directions (up, down, left, right).



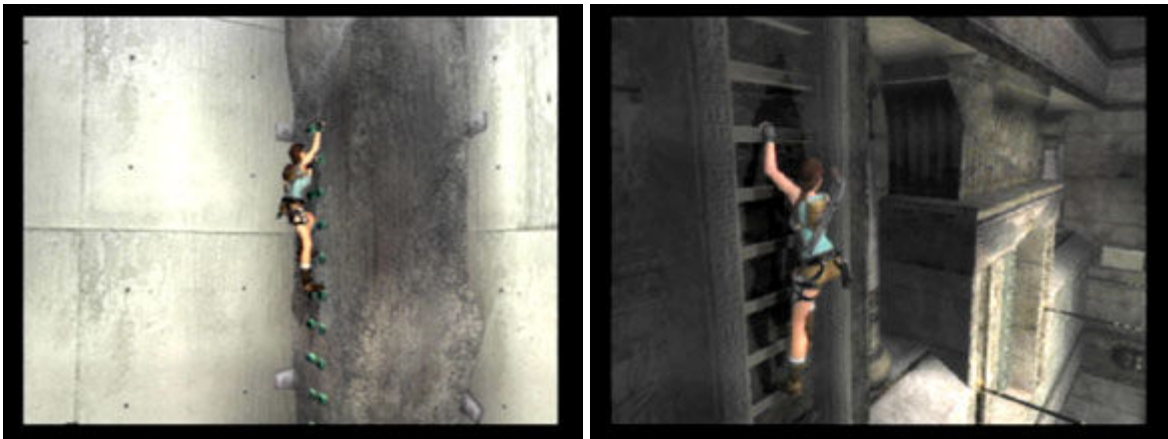
Ledges are the catch all of the game, allowing Lara to move around places where the floor is broken, missing, or too rough to continue. Lara can stand on ledges in Underworld, provided they are wide enough to fit her twin talents, and a ledge stand is now the sole way for Lara to change directions in her cliff scaling.



Additionally, there are two forms of ledges (excluding the crumbling ones). Ledges with footing (above left) and ledges without footing (above right). Ledges with footing allow Lara to ledge jump, while those without only allow for mantling onto (if the ledge is even with flat ground). Beware ledges without footing will restrict movement along the ledge itself or straight down. If the surface a ledge is built into is rough, do not expect Lara to have good footing.

Element 2 - Ladders

Ladders are for vertical movement, but in *Tomb Raider Underworld*, CD takes Lara and lets her move left and right on it via jumping to other pipes or ladders as well. Keep that in mind when looking for a way onward. Ladders cannot be swapped sides like in *Prince of Persia* but there's no need to during the game. Fast move is only possible going up on a ladder, and you can always just drop off a ladder if you want.



Ladders are like ledges, but they are climbable without any other assistance. Lara can jump to the sides or away from the ladder like a ledge with footrest, but she will not turn to look away. Instead, Lara simply presses jump to transfer away from a ladder (unlike a ledge).

Ladders are often rare and a secured path up and down a great vertical displacement. If Lara falls from a ladder, expect to paint the point of impact with a lot of Heinz 57. Think of it as the British Airways method of wishing you happy landings.

Element 3 - Bars

Bars are horizontal elements, but serve mostly as pieces where Lara can swing on and vault off, like a gymnast. Bars in succession are used to traverse gaps, while longer bars may occasionally bend and allow travel around corners and such.



Bars are tricky elements, since they can be set in a way that Lara cannot reach a bar she swung off of. The momentum from a bar swing is fairly powerful and brings her really quickly across gaps. Lara has near perfect grip with bars and can instantly jump swing to the next bar or element provided it's safe.



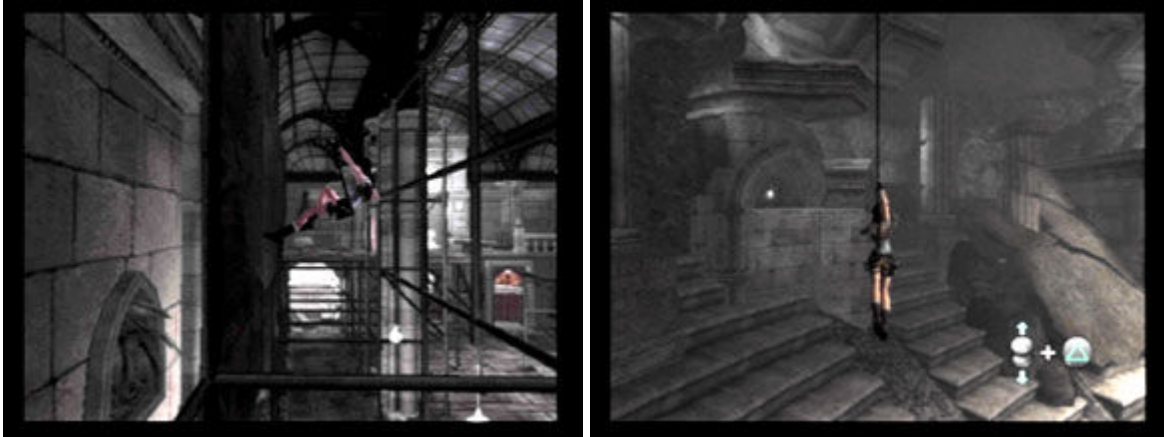
In Underworld, Lara has the ability to mantle onto bars and balance on them like the balance beams. While she can still swing on them, bars are now treated as swing-able beams when you have her stand on them. You will need to stand on those bars to get the extra height needed for some jumps.

Element 4 - Rope and Grappler Wire

Ropes are the grapple wire in Underworld -- Lara can hang and swing from the wire-rope. There are no ropes in Underworld, but their element is retained in the grapple wire. Lara may hold ACTION to ascend and descend the length of the rope (this shortens and lengthens her wire), or without ACTION, push forward and back to swing on the rope to

cross gaps.

Lara needs to make her own "rope" by attaching the grapppler to anchor rings in stages. In Underworld the wire can wrap around objects without breaking (this was not the case in the previous games). By wrapping the wire around objects and then shortening her grapppler wire (by pressing ACTION to shorten it), she can move objects off precarious ledges. This unique property of the wire now lets Lara grapple rings around corners so she can climb up and down with rope assistance.



An anchor point will appear if it is in front of Lara and an icon will appear on the screen. To latch on, simply press the grapppler key. Lara will no longer stop her grapple if she hits a solid mass while swinging. While on ropes, Lara can lengthen or shorten her rope, as well as swing on the rope either near a wall or away from it. Ropes are like columns, but allow a greater amount of lateral movement.

Element 5 - Poles and Columns

There is only one type of pipe or pole in Underworld. The self-standing column is pretty much a strip-bar pole -- Lara can rotate around it and jump off in the direction her back is facing. Columns and poles sometimes combine with other elements (chiefly the spire-jump). Much like before, you are near blind when column jumping, so even Lara's image and aim her butt to connect to the destination's butt so no one's butt gets splattered across the cold, hard ground.



Some columns have a spire-jump atop. Lara sometimes can use ramps (not shown), bars, or ledges to transfer from a column to spire-jump. Columns are sometimes shrouded by rubble at the bottom, forcing some ingenious solutions to reach the climbable portion of this element.

Element 6 - Spire Jump

A spire-jump is a small interim platform for Lara to move from one part of the ground to another. Spire-jumps are dangerous in time trials and in places where time is of the essence.



Each time Lara lands on a spire-jump, she has a chance of falling -- press the interaction button to keep her on balance. Only if her balance is sated will Lara respond to a jump. Falling from a spire-jump often results in death, although some are placed over deep (not bottomless) pits.

Element 7 - Rubble Wall

This is a new element, made so Lara Croft can challenge Altair Ibn-what's-his-face (Desmond Miles or الطائر ابن لا أحد) from Assassin's Creed on the New American Gladiators Wall Challenge. Essentially, these are protruding rocks, ivy, or other scale-able surfaces Lara can interact with and climb.



When climbing rubble walls (or ivy), Lara can shortcut between patches of the stuff by a well-aimed (not timed) jump. Pointing her the wrong direction generally results in death. When there is no recognizable way forward, see if there is a rubble wall or ivy you can have Lara interact with.

Element 8 - Smooth Vertical Wall

This is an old element, but Lara can interact with it differently now. Her wall kick jump (chimney jump) lets her scale (reasonably) a narrow chute of rock or structure to get to the top. If you played a lot of Prince of Persia or Ninja Gaiden, you pretty much have to fear Ninja Lara now.

Press the JUMP button repeatedly to get her moving. Note she can only go up (not down) using this move. Additionally, some forward momentum is required, or Lara does not have the impulse to start her action.

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Environment

Attack & Weapons

Lara's Silver Ballers: Her dual handguns (stainless steel finish), very weak but topped off by having infinite ammunition. When fighting dumb animals and small pests (spiders and bats), use the auto-aim feature and take them all out without a thought.

Mini UZIs: Lara's personal defence weapons are exactly like her handguns, but fires slightly faster. In cases when you fight against multiple enemies who are tougher than beetles and bats, try these babies. Just remember they run out of ammunition and there are no ammo pick-ups in the afterlife.

Dilettante	Tomb Raider	Master Survivalist
400 rounds	240 rounds	160 rounds

Shotgun: Unlike the "sh--gun" in some first-person shooters, this weapon is very powerful since dumb animals and enemies generally try to touch Lara Croft. Up close, the shotgun does not only incredible damage, but occasionally flips enemies over from the force of its slugs. Save the shotgun for when Lara is fighting for her life up close and at close quarters. It will be life saving once she runs out of sticky bombs.

Dilettante	Tomb Raider	Master Survivalist
90 shells	72 shells	42 shells

Assault Rifle: The big bad assault rifle (from the second Tomb Raider game, Dagger of Xi'an) is really the best overall weapon (except on Master Survivalist) since it does decent damage at a good range. The downside is that it does have much ammunition and its single stream of fire pales against the Mini UZIs. However, it is good for medium distance sniping, if you are using precision aim and enemies are not completely aware of Lara.

Dilettante	Tomb Raider	Master Survivalist
300 rounds	210 rounds	120 rounds

Tranquilizer Dart: You'd thought only Snake-sama had the modified Sturm-Ruger Mk.II? Lara's tranq-gun does something similar, but her darts instantly drop enemies since they're loaded with horse tranquilizer. One shot drops a living enemy instantly -- this means while it will get back up 40 seconds or so later, it won't be troubling Lara while she kills off its buddies. This is the Protoss Arbiter's Stasis tactic -- disable and dismantle. Don't waste the shots on Master Survivalist -- you only have 10 shots.

Dilettante	Tomb Raider	Master Survivalist
25 darts	15 darts	10 darts

SCUBA Speargun: A gun Jacques Cousteau would be proud of to whack off the invading Nazis (Cousteau co-invented the SCUBA during World War 2). An air-compressed dart gun, the speargun does shotgun level damage to enemies up close. The down side is its slow moving projectile (slower than the speed of sound). It is the only weapon (apart from the handgun and Mjollnir) to work underwater, but don't neglect it on land either. Run out of shotgun? The speargun will also do wonders against the living.

Dilettante	Tomb Raider	Master Survivalist
40 spears	25 spears	15 spears

Sticky Bomb: Not a sticky bun, but about the size of it. Instead of foodstuffs, it packs a small amount of high-explosive (possibly illegal, especially in England). One blast kills anything (including Lara) with the exception of the Yeti Zombies. Save the sticky bombs for the toughest encounters (or against a lot of enemies). Sticky bombs can literally blow up in Lara's fat, pudgy face, so use with caution.

Dilettante	Tomb Raider	Master Survivalist
9 bombs	6 bombs	3 bombs

Lara's enhanced agility allows her to attack while perched someplace inaccessible to stupid wild animals. Coupled with Lara's tendency to kill crap with her infinite handgun ammo, she can sit on top some hunting perch and waste everything that cannot fight back.



This means if you are after some of the tougher challenges (like beating the game on Master Survivalist), then you need to find good spots to waste enemies while they run around like jackasses on the ground. The only time this won't work will be against the poachers and soldiers -- they will have guns and shoot back.



When Lara is facing enemies with guns (or the zombies that can shoot back), opt for a more take down approach with the shotgun or assault rifle. Against the toughest zombies -- the Yeti Zombie -- use the sticky bombs or Mjollnir (naturally). On Master Survivalist, the Giant Spiders and such are the least of your troubles (ample checkpoints) but a single tough enemy can really screw with your chances of making to the next safe spot.

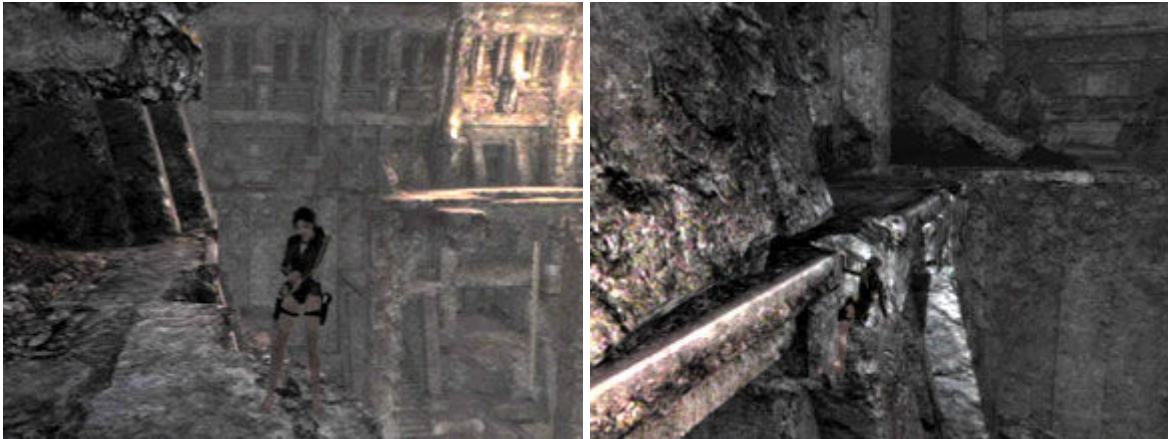
Tomb Raider Underworld Guide

Relic Round Up

This is a quick printable appendix of the six hidden relics in Tomb Raider Underworld.

Mediterranean Sea Relic

This relic is in the Kraken's room, after getting ambushed by Amanda's non-ExOps mercenary jerk-asses. Once you're back on top of the Kraken's room highest level, use the anchor ring to get towards the exit.



Before exiting the Kraken's room, look for a ledge (below the room exit) you can grab onto. From that ledge, you can get to the dark corner in the Kraken's room and find a small secret cave. The relic is inside.

Coastal Thailand Relic

In the room with the tree (Yggdrasil), you need to rotate a bridge to get out. Rotate the bridge so that you can get to the statue's left shoulder (chances are you aligned the bridge to leave the room to do this). The relic is next to the statue's left shoulder. Use the anchor rings on the bridge's side to wall run back and forth between the outer and inner walkways.



Work with the grapple rings on the bridge's side and the two ring floors (inner and outer rings) and you'll be okay. It is important to know that you can rotate the bridge using the bridge's axle or the tip of the bridge. To get out of the room, the bridge can no longer be moved to line up directly with the exit, but that's why Lara can jump -- see the above illustration for the line-up of the bridge (to the exit) and get the hell out of Thailand.

Croft Manor Relic

After locating the four weights in the crypt, place two on the floor switch closest to the relic. The relic is behind a sewer gate in the tunnels past the furnace. You should get this relic before doing the furnace puzzle, since you have to escape through another path later.



Notice how Lara is looking right in the above illustration? It means to say she needs to go to the correct floor plate and weigh it down before permanently turning on a big ass furnace under her billion British pound home. Once the floor plate is weighed down, the gate to the relic opens (there is no cut-scene).

Mexico Relic

This is a tedious one since you need to have Lara lower the poison to the lowest level after taking Thor's belt. Go to the bottom of the poison water room and get the Thor's Belt. Before leaving though, rotate the switch so that the statue's hammer is clasp its chest

again (instead of leaving it open). Don't forget to move the pillar on the bottom level into its right slot -- or Lara cannot get a spot to grapple the second anchor ring.



Use the poison snake head's anchor ring to escape. Before using the second snake head's anchor ring to leave the poison pit, make the jump across the moved pillar to the top of the hammer. The relic is in the statue's eyeball.

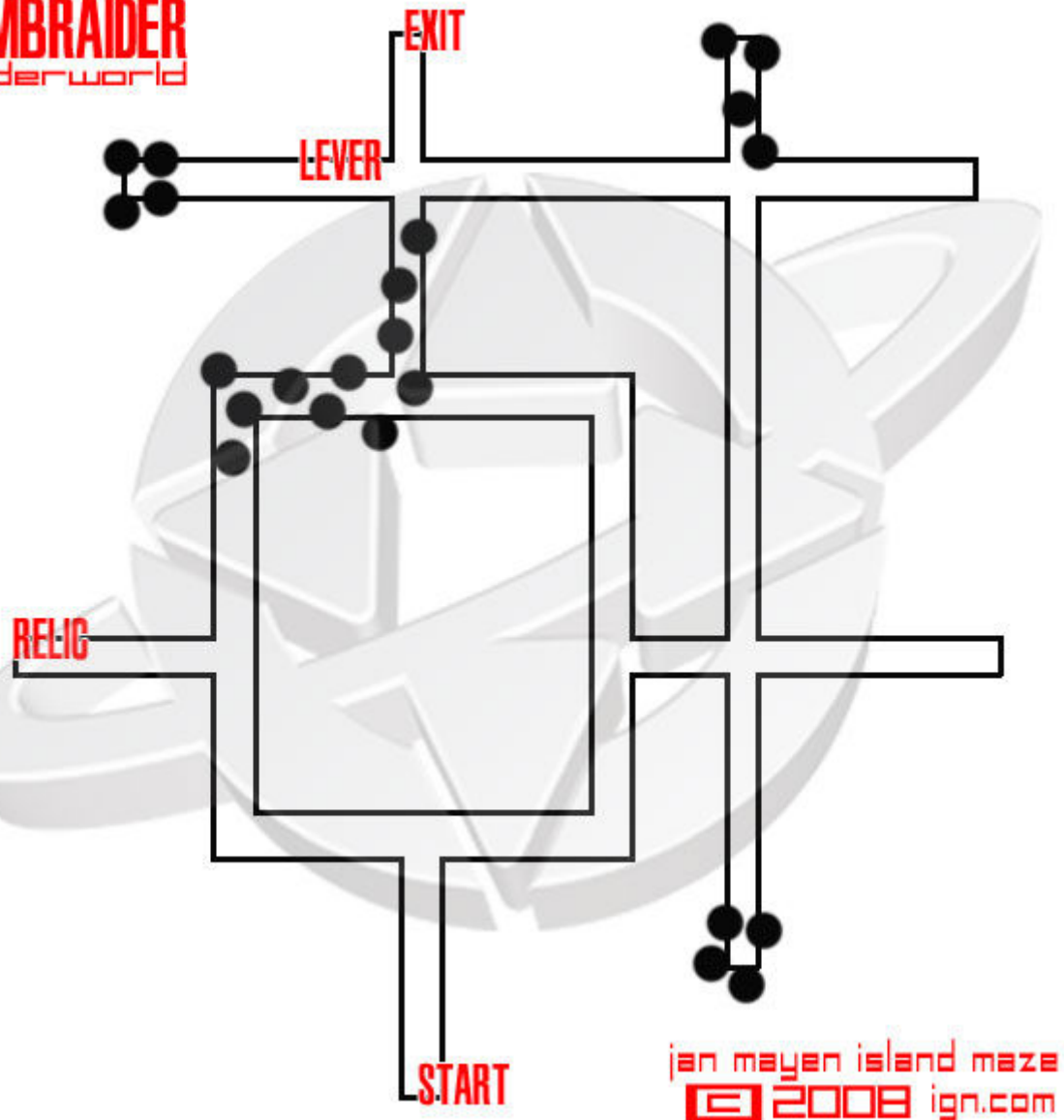
Jan Mayen Relic

After opening the door into Valhalla, there is a maze filled with zombies. The exit is easiest to make out if you have a good ping of the sonar map (it is straight ahead of the maze entrance).



The relic is in this maze, but it is on a timed switch. Use this map to find where the switch is (it is a removable pole and uses body weight to open) and the room with the relic.

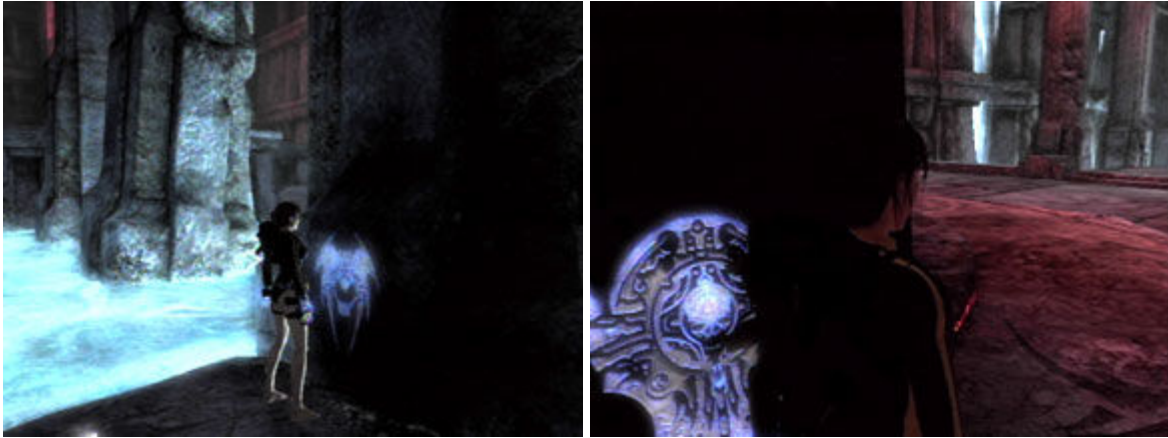
TOMBRAIDER
underworld



Arctic Sea Relic

This relic is tedious to unlock, since one mistake means you need to get back to a certain spot. The timer may start with the last switch, but if you let Lara linger around too long, all the switches to access the way to the relic will reset.

In the room past the zombie infested hallway, there is a lot of broken ground and poison water all around. You need to activate four rune switches and -- before time runs out -- use the anchor ring to get to the relic before the timer runs out. If time runs out, the poison cascade flows again, killing Lara instantly.



The first switch is on the side of Helheim where Lara first sees Natla performing her ritual. it is on the entrance door's right side.

The second switch is across the first balance beam, before Lara reaches the platform with the anchor ring.

The third switch is at poison water level, past the platform with the anchor ring.

The fourth switch is on the side of Helheim, next to the room's exit to Jormungandr.



After all four switches are pressed, Lara has about 1 minute to get back to the platform with the anchor ring, hook on, and swing (don't forget to adjust the length of the wire) to the relic's resting place. Save afterwards, and should you die, you will start back at the checkpoint with the relic saved.

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The Mediterranean Sea

To The Artifact	Escaping The Tomb
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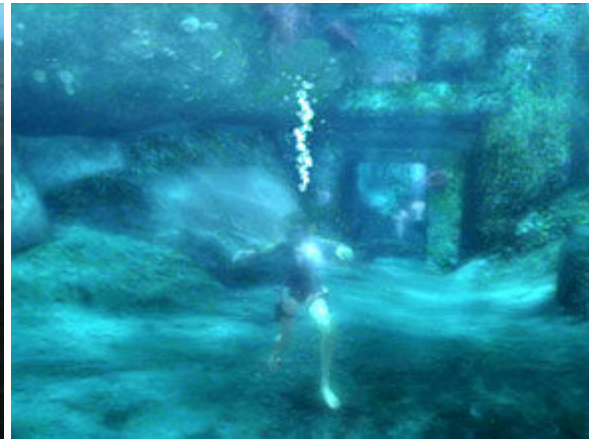
If you have trouble with the burning mansion prologue, you're in more serious trouble than you bargain for. Just follow the prompts and get the hell out of Dodge. With luck, Lara won't end up like that guy in the Rhona Mitra film *Doomsday* and get barbequed ("MEDIUM RARE!!!!!!").



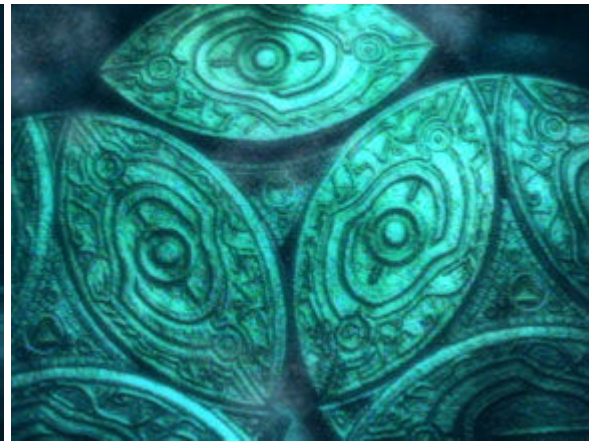
Don't bother carrying over any medikits either. Each area Lara Croft visits will reset her ammunition and medical kit count, so there is no stock-piling (like in earlier games).

The Sea Mount Door

Anyway, when you're ready to actually get into the game, dive down straight from Lara's yacht. Since the world is so open, you will need to use certain stationary objects as markers or you'll get lost fast. And no, the sonar map only helps if it detects something. Most of the time, it won't.



Head straight down from Lara's yacht and turn until you find a small sea cave. This sea cave is where the first of two **valve keys** are. Move to the big large door under the sea mount after you negotiate through the sea cave. The second valve wheel is there (in front of the big door).



Take the second valve and insert it into the big door (the button prompt keys tell you when to do so). Turn the wheels so that the three eyeballs (Odin's Eye) are in the top circle. That opens the way forward to the tomb.

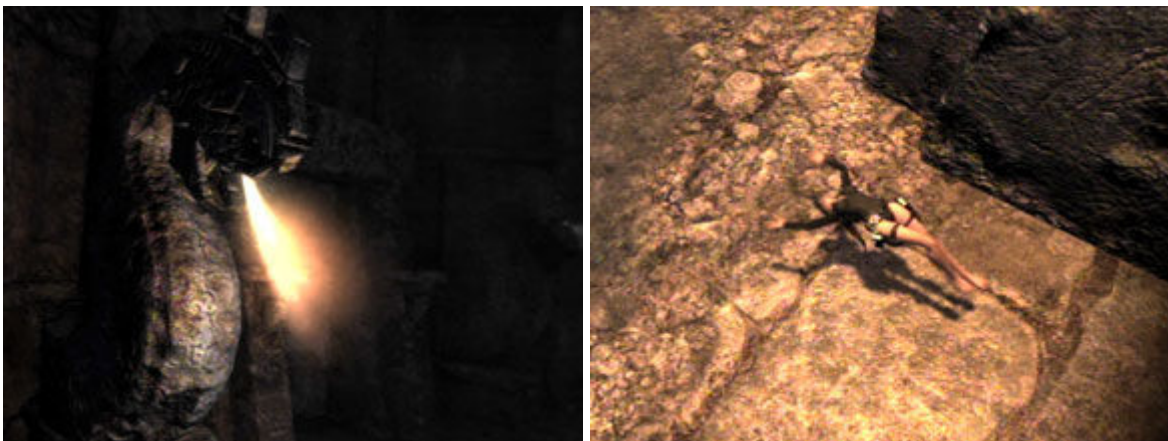


There are treasures usually buried in out of the way places, like this obvious alcove as Lara mantles over the sea wall. Note that once she gets into the tomb (from the underwater tunnel), there are two tide pools. the one with the ramp (leading in) and the one that requires her to dive down to leave (through the sea tunnel).

The Dragons' Fire Door



For the dragon head door, use the grapppler on the anchor ring and pull the statue head off and onto the floor plate. Find the two stone cubes nearby and place them on the second plate.



With both plates thus weighed down, have Lara pull the central switch to start up the fires. The door will open, there will be enough light like in that Zemeckis *Beowulf* movie.

Squish Squishy the Squid



Get by the giant squid by ducking to the room to the squid's right (your left). Pull apart the obstacles using the grapples and operate the switch to retract the bridge holding down the large chandelier thing hanging over the squid.

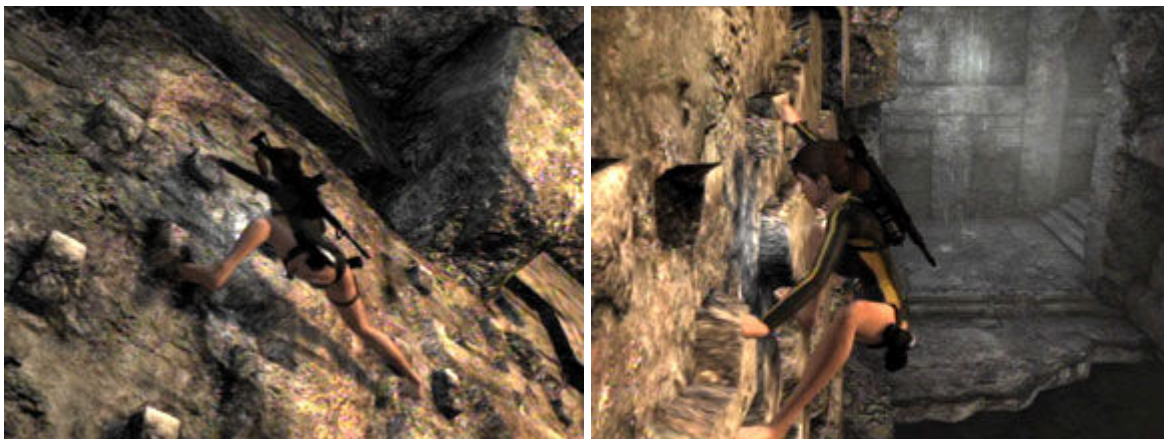


Hop across the squid's pool using some good straight forward jumps. Lara can jump the gap between the statue arms and the circular disc. After releasing the other side's bridge, return to the switch above the squid's head and use it.



After the chandelier is raised, use Lara's precision aim (or fine aim mode) and shoot the two

loose chain links on both chains. This will kill the squid and open the way to the locked door. To get to the door switch, simply grapple the anchor ring and rappel to the switch on the floor.



When you get to the large pit and there is no obvious way to go, check out the knobby walls on the side. The climbing is akin to the method used by الطائر ابن لا أحد in Assassin's Creed to climb sheer surfaces. Simply move Lara to the wall, jump (facing the obstructive surface) and move her across the pit.

The Artifact's Door



At the artifact's door, take Lara into the adjacent side room (the one next to the column) and head inside. While standing on the floor plate, have Lara throw the two stone weights from the room to the main room (press the throw object button). To get out, simply sprint through the door before it slams shut.

Place two of the cubes on one floor plate then grapple the anchor ring on the door and move Lara onto the second floor plate. This unlocks the gate so it can be pulled open. Note that unlike previous new-game engine Tomb Raiders, the wire in Underworld can go around objects.

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The Mediterranean Sea

To The Artifact	Escaping The Tomb
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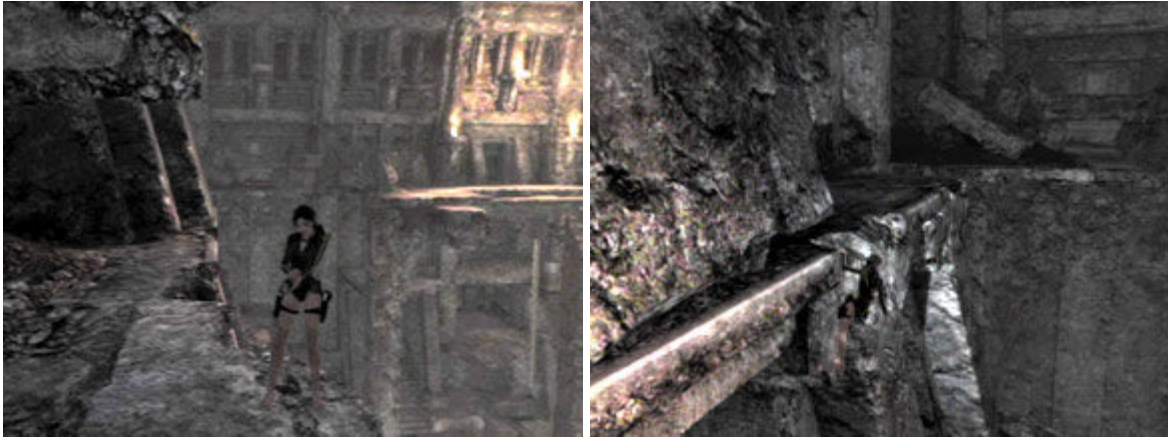
Get out of the artifact chamber using the other side room - the one with the little steps leading to a room of broken columns. Use the columns and spire jump Lara to the upper area. You will find yourself back in the Squid room, but at the very top of the chamber.



Get across the squid room using the anchor ring in the roof. The swing is easy and if you lengthen the wire beforehand, you can swing to the exit and catch the ledge (just barely).

Mediterranean Sea Relic

This relic is in the Kraken's room, after getting ambushed by Amanda's non-ExOps mercenary jerk-asses. Once you're back on top of the Kraken's room highest level, use the anchor ring to get towards the exit.



Before exiting the Kraken's room, look for a ledge (below the room exit) you can grab onto. From that ledge, you can get to the dark corner in the Kraken's room and find a small secret cave. The relic is inside.



To get out, simply re-trace your steps. Remember to get into the underwater tunnel, look for the room without the rock ramp and dive in that room's pool. Once outside the sea mount, head straight up so you can see where Lara's yacht is and make for it. Notice how much of a genetic super-woman Lara Croft is -- she does not suffer from nitrogen narcosis.

Amanda's Exploration Frigate

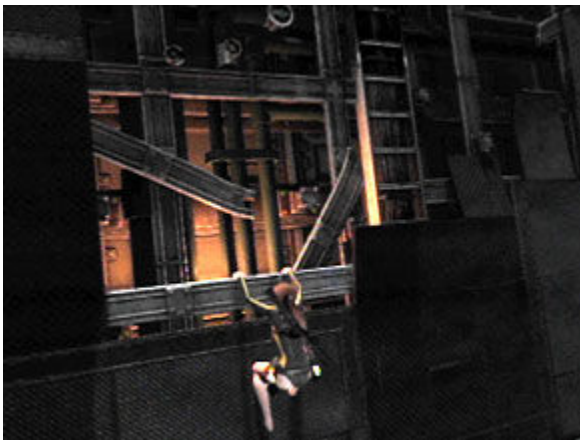
This next stage is part of the first chapter, but you will not be visiting this section once you clear it (there are no treasures here). That being the case, you should focus on gunning and running to the exit (IGN will tell you where) so you can save health.



Climb the anchor chain and use up your weapons to blast all the enemies here. Sniping is so-so with the assault rifle, but you will be able to take out groups of people if you use the sticky bomb (up close).



From the front deck, use Lara's chimney jump to the top of the containers near the upper super-structure. Lara can hop across to the back of the ship and head to the exit inside. The choppers are for show, so ignore them and just focus on enemies and either avoid or attack.



Once Natla woman gets out, Lara needs to move to the ship's exterior before she's taken

out. The sections are not really timed *per se*, but certain events are triggered as Lara encounters them. Use the broken vertical surfaces (actually the ship floor) to climb out like الطائر ابن لا أحد in Masayf (or Acre). The exit is the large set of double doors seen above.

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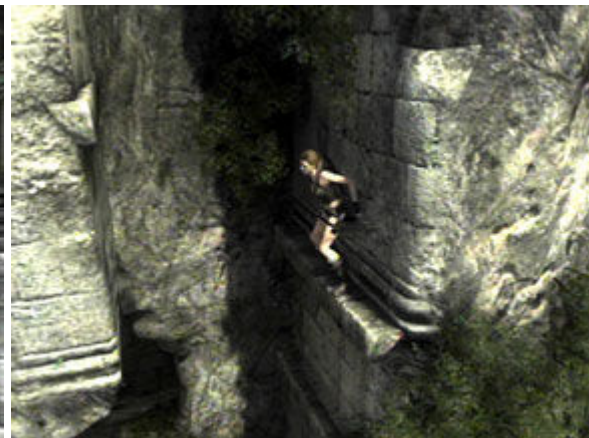
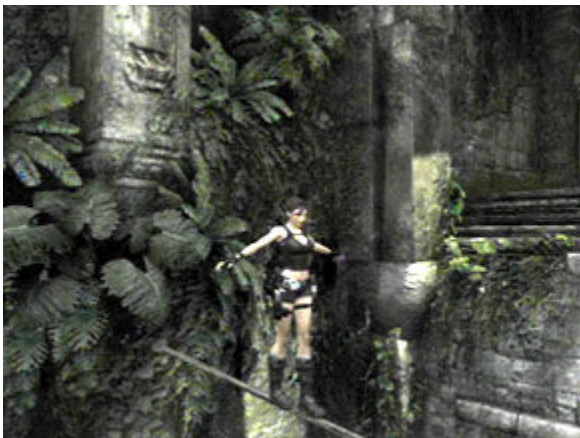
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Coastal Thailand

Getting the 2 Palm Stones	Solving Shiva and Escape
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Start by looking for a rocky column Lara can stand on once she leaves the safety of her Mr. Luxury Yacht. The knobby walls she can do her assassin's climb ala الطائر ابن لا أحد. Note that you will need Lara to mantle onto some ledges now so she has a foothold and change direction in her journey.



Get to the top of the island using a variety of jumps, wall-kicking, and so small amount of balance bar acrobatics.



To get around the large blocked door, simply chimney jump between the column and wall so Lara can reach the ledge. Follow the ledges and transfer across the gate to get above it all.



Shortly past the blocked gate, there will be a cut-scene of some tigers that will attack. Since these enemies cannot shoot, look for a beam or ledge where Lara can hang and fire down on her enemies. Eventually, the attrition caused by the handgun should take out all the enemies. Have Lara beat off the tigers so she can continue and explore.



The unfortunate part is Lara cannot do the same trick once she's atop the temple (after plugging in a pole and using the ledges to go up some more). The tigers there should be shotgunned to death; even if the shot does not kill a tiger, the force of impact will knock them over so you can recover.

To quickly reload, release the Fire or Aim buttons so the shotgun returns to Lara's holster. Once that occurs, you can pull out the weapon again (aim/lock-on or fire) and the weapon should be fully reloaded.



Get to the entrance of the hall where the Shiva and Kali statues are. Lara cannot go down until she unjams the elevator. Silly her -- the Rainbow Six crew would've just rappelled down from a makeshift anchor point.

Temple Hall Lift

There are two chains holding the temple hall lift. Lara needs to unjam them, use a switch to get down, then do a fetch quest to open the way forward.



To the left of the elevator switch, there is an opening in the fence. Grip the ledge, sidle to some secure ground and jump to the spire point atop the column. Move Lara across and have her yank off the gear/cog obstruction using her grapples. To get back out, use the assassin's wall nearby.



To free up the second cog/gear, point Lara's pretty head towards the other pit. Locate the removable bar and stuff it back in the hole. Use it to climb to the top where Lara can use ledges and spire jumps to reach the second mechanism. Yank out the obstruction and make way back to the elevator switch.

Grapple the anchor ring when the lift falls and lower Lara to safety. Failure puts her back near the lift switch, so it's not a big loss.

The 2 Palm Stones

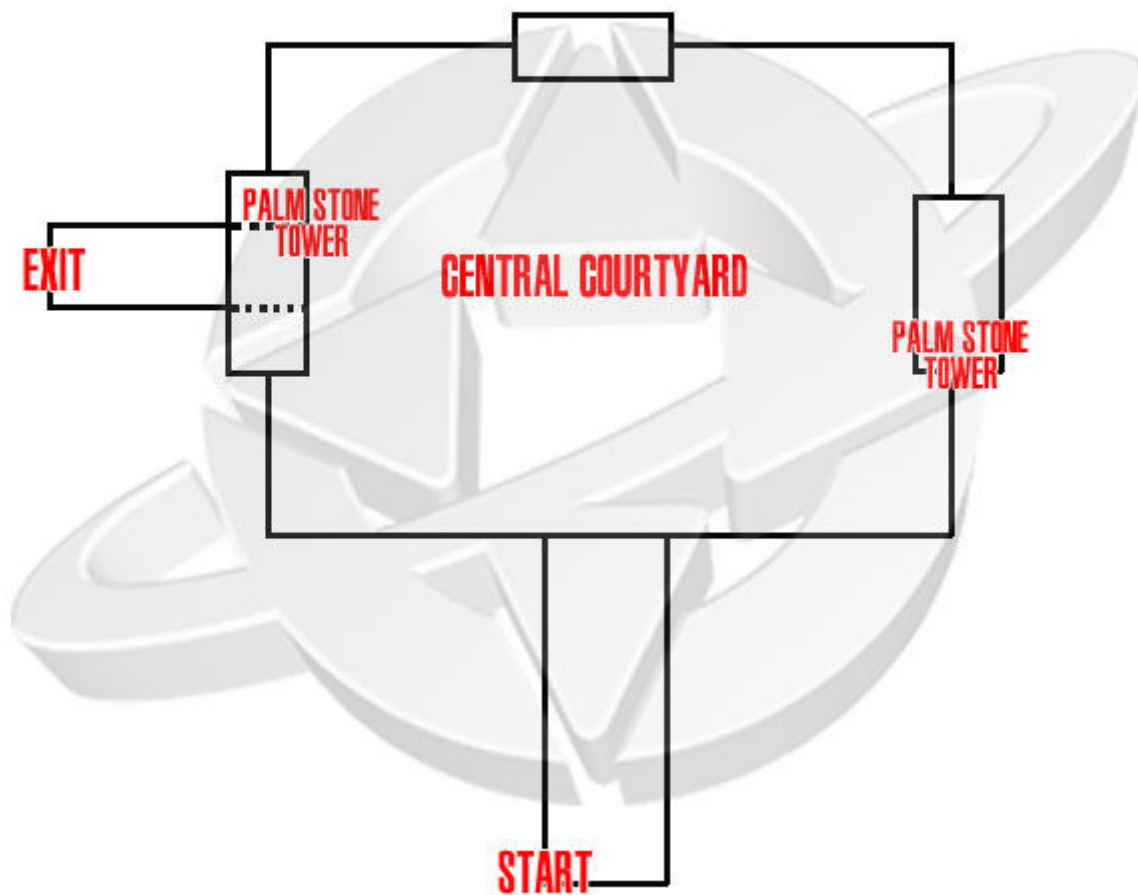


Go into the temple by using the stairs across from Shiva and Kali. You can ignore the lizard enemies if you sprint and grapple/drop into the hole. This is a one way trip, so Lara needs a different method to come back up to the temple's main room.

Once Lara gets past the gray hallway using the ledges as balance beams, you will be in a large central room with three towers holding two palm stones for Shiva. Use the map below to determine which towers to explore, as the sonar map is rather clumsy. The exit from this room is actually under one of the towers with a palm stone, but the gates only open once the palm stone holders are grappled.

TOMBRAIDER

underworld



thailand temple
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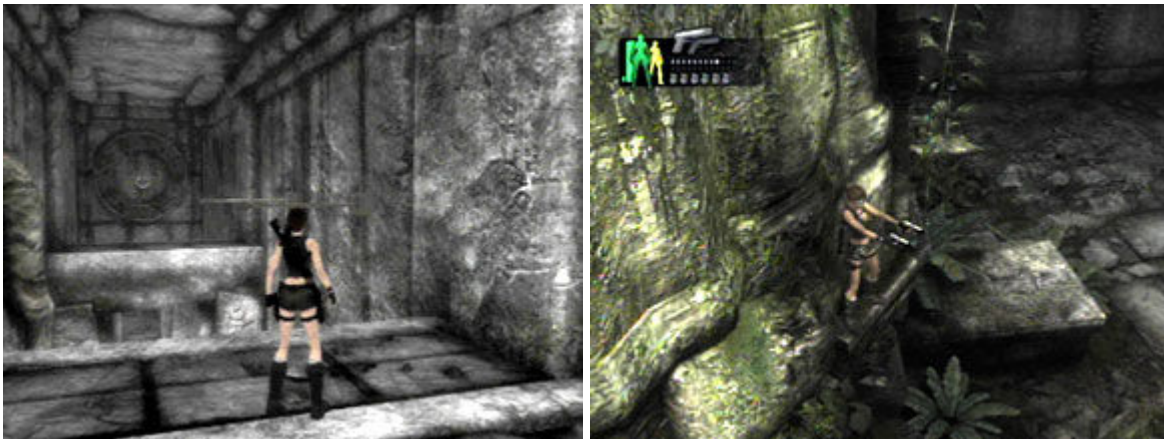
Lara starts in the central courtyard (behind her is the gray hallway). The exit leads out of this area and back up to the level where Shiva and Kali await.



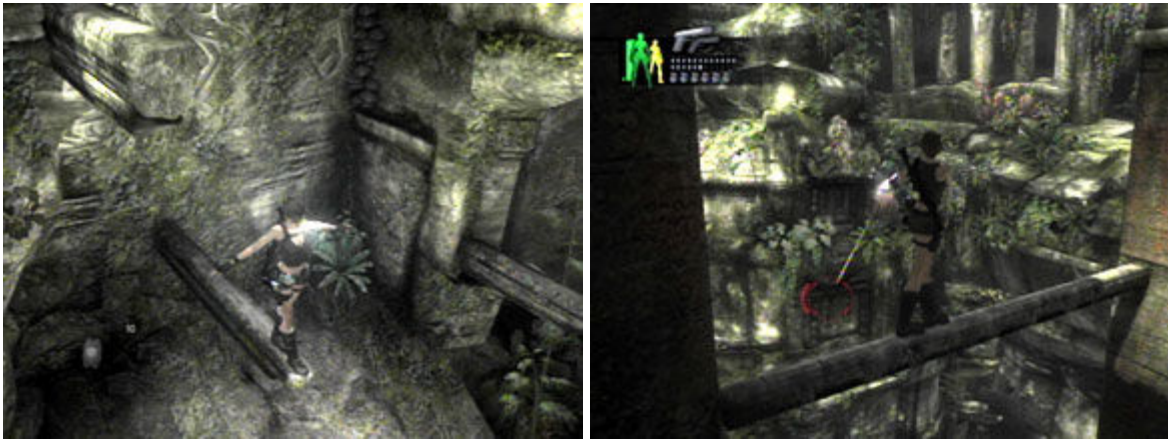
A myriad of ways are open, but only two are genuinely correct. Near each of the palm stone towers are methods Lara can use (from the basics page) to work her way up to the top. Note that Lara's grapples do not grapple the palm stone holders until the palm stone is removed -- to get to each stone, she needs the height and right distance to jump into each tower. Once a stone is taken, she can use her wire and the anchor ring to drop back to safety.



There are many ways to go up -- for example, the above illustration shows two ledges that may be reached using the chimney jump. Once there, an anchor ring will let Lara swing into the palm stone chamber.



Once Lara has both palm stones, the gates to the exit open up. Leave and use the grapples and ledges to go through the next few sections. Waste the lizards and use the handguns on the bats.



You will wind up back at the Shiva and Kali statue's room, now with the palm stones needed to solve the temple's mystery.

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Coastal Thailand

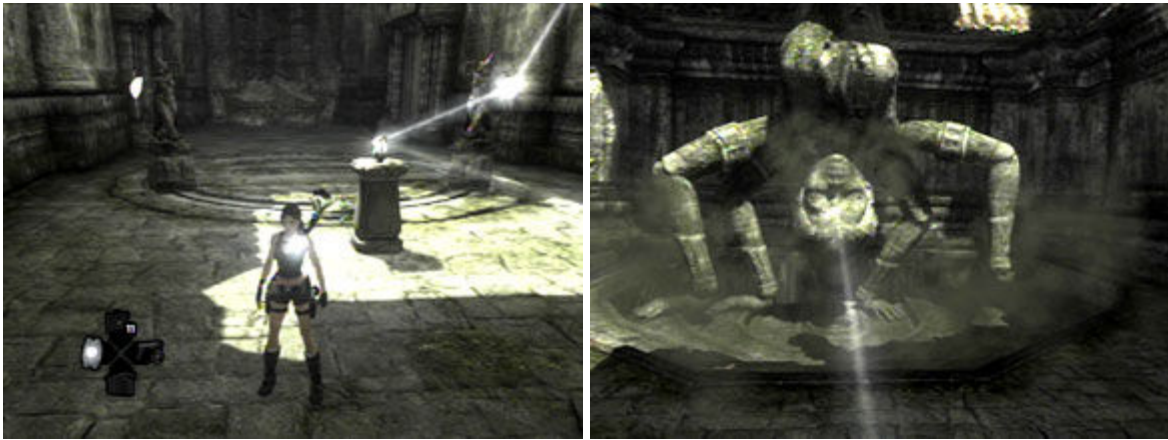
Getting the 2 Palm Stones	Solving Shiva and Escape
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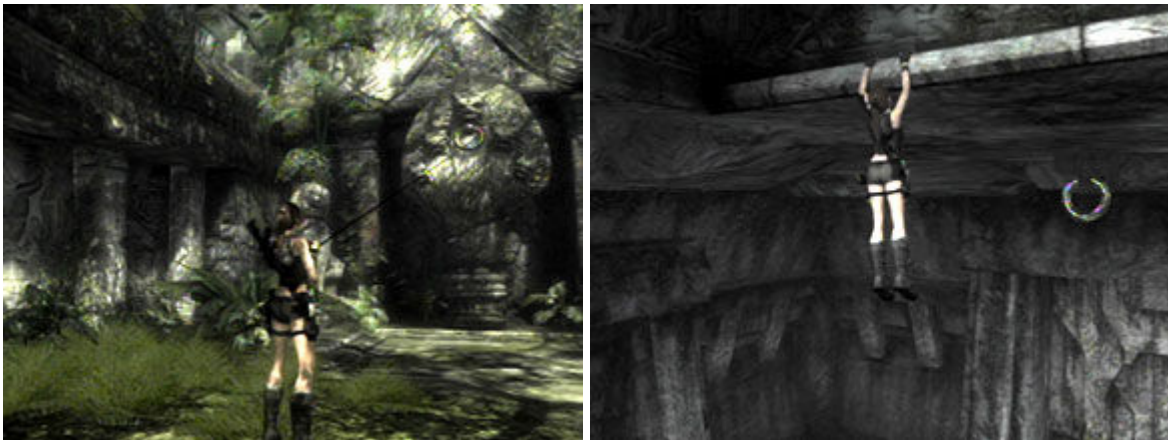
At the top of the chamber, use the grapple to tug down the bar to access this area once more. Put Lara's weight on the lifts to lower one arm, insert a palm stone then stand on the other lift to bring the arm back up into the sunlight for the light beam.



Grapple down one side and head up the other. For the other hand, pull the cage out and use it both as a platform and a stopper for the scale / pan. Lower the arm by using the bar held by the smaller statue, place the palm stone in there and move the cage from out under the scale pan for the arm to raise up once more.

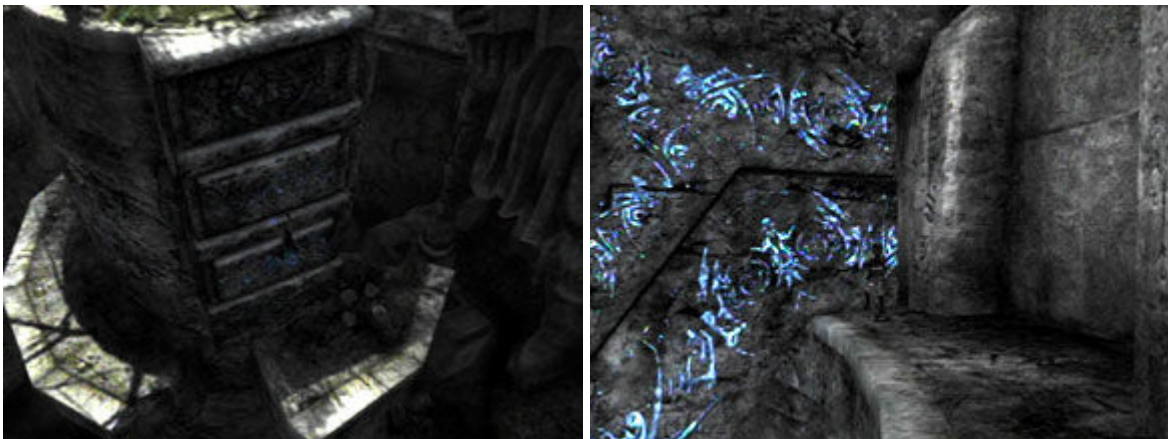


Slide the two statues around to reflect the light into Kali's forehead. For reference, the fans of both statues should be pointing out from the circular track.



Drag the statue down using the grappler and drop down into the pit. At the very last drop, Lara needs to make a safety grapple to rappel to safety, otherwise she goes *splat*.

Rotating The Bridge



You can move the blue bridge using the base or the tip, so be sure to use the anchor rings

embedded on both sides of the bridge to wall run between the two walkways. Move the bridge to where Lara needs to go (the exit).

Coastal Thailand Relic

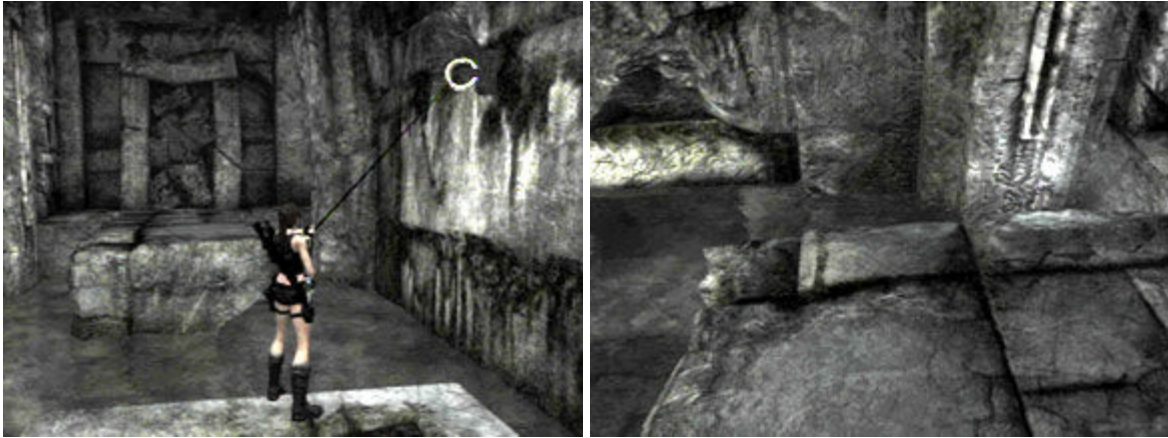
In the room with the tree (Yggdrasil), you need to rotate a bridge to get out. Rotate the bridge so that you can get to the statue's left shoulder (chances are you aligned the bridge to leave the room to do this). The relic is next to the statue's left shoulder. Use the anchor rings on the bridge's side to wall run back and forth between the outer and inner walkways.



Work with the grapple rings on the bridge's side and the two ring floors (inner and outer rings) and you'll be okay. It is important to know that you can rotate the bridge using the bridge's axle or the tip of the bridge. To get out of the room, the bridge can no longer be moved to line up directly with the exit, but that's why Lara can jump -- see the above illustration for the line-up of the bridge (to the exit) and get the hell out of Thailand.



To get back out, you need to tilt the bridge slightly off kilter, otherwise Lara has no room to wall run (grapple) back to the bridge's top. Look at the position of the bridges in the above illustrations. The left image is the proper spot for the bridge to simply exit. The one on the right is after getting the relic. Although the alignment of the bridge is off, Lara can still reach the exit with a simple jump.



To get out of the bridge room, grapple wall run to the lever switch. Put Lara's weight on the lever and exit through the underwater tunnel (above, right) easily visible if you do not fight the camera. Get her back to Mr. Luxury Yacht and take a quick shower. Heh.

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Croft Manor

The Crypt Gauntlet	Getting Back Out
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There are no "powerful" enemies in this mission, so use all your heavy weapons up. The only tough enemies are the dog zombies in the crypt. It's suggested you use the shotgun and let the blood fly. For the bats and spiders and crap, rely on Lara's handguns or UZIs for best results.



Start by either grabbing the treasures in the room or moving on. If you move on, you can grab the treasures later (with fewer enemies) in treasure hunt. Go to the right of the broken angel statue and use the beams to get the height to the swing bars. From the bars, Lara can swing to the gallery and get to the area past the busted furnace's bars.

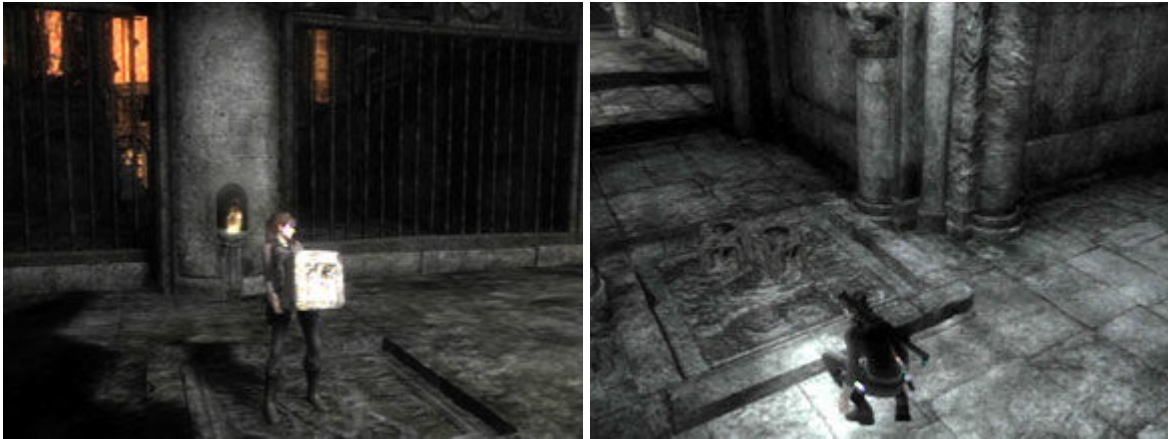


There are four stone weights in the tunnels past the furnace. Be sure to kill all the spiders and bats before moving on though, or Lara gets caught while lifting heavy weights. Before

solving the furnace puzzle, get the relic from the sewer gate.

Croft Manor Relic

After locating the four weights in the crypt, place two on the floor switch closest to the relic. The relic is behind a sewer gate in the tunnels past the furnace. You should get this relic before doing the furnace puzzle, since you have to escape through another path later.



Notice how Lara is looking right in the above illustration? It means to say she needs to go to the correct floor plate and weigh it down before permanently turning on a big ass furnace under her billion British pound home. Once the floor plate is weighed down, the gate to the relic opens (there is no cut-scene).

The Angel Furnace



Place at least two weights on the floor plate behind the broken statue and the furnace will light up. Use the switches to make the shape of two angels facing the central door (above, left). Once that's done, turn the turnstile in the middle to open the central door. Lara needs to climb up the ledge next to the furnace and grapple/swing through the door before it closes.



There is one more matter to deal with once you get Lara past the timed door. The zombie dogs will attack you in a confined space. If you like, you can dance around them, or make like a total A.I. exploiting coward and duck inside the broken animal cage. The enemies can't charge you inside and Lara can fire manually until one of the zombies keels over.

For zombies, it is important to **have Lara crush the zombie corpse with her body or explosives** otherwise the enemy revives and attacks once more. Do so (you can throw out explosives if you like) if the other dog zombie is still around. With the second "gauntlet" of Thor (son of Odin, husband of Sif, giant slayer, etc.), get out of the crypt.

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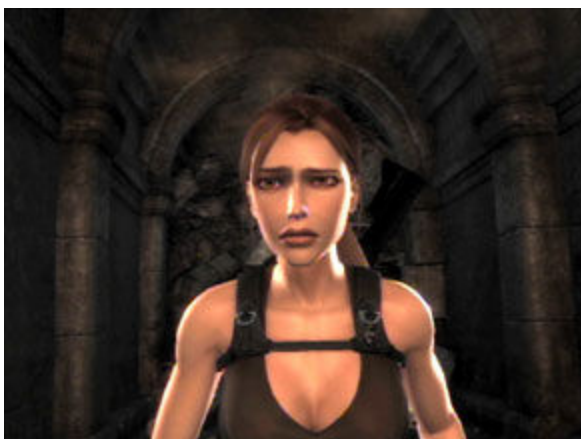
Croft Manor

The Crypt Gauntlet	Getting Back Out
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Like the bridge before, use the blue runed objects to get out. Unlike the bridge room before, there are no more secrets here (except the mundane treasure). Get Lara out by moving the glowing rock near the cage. The game's hint system practically solves this for you by telling you exactly where to put the pillar.



The staff on the ground is a clever decoy used more for treasure than escape. Head upstairs and watch the whole place go up in smoke. By the way, you may also want to check up on your house's / landlord's fire insurance. You don't want to have all your hardwork go up in smoke now, do you?



The rest of the stage is re-doing all the stuff you did before in the tutorial, except the costume might be different (Lara was wearing casual in the tutorial).

Remember to stand back when grappling the door to avoid the backdraft and then to locate the tech room after the cut-scene. The tech room (to you Tomb Raider Legends fans) will be in the same place as before, but simply needs a few ledges and bar swings to get there. Once Lara drops into the tech room, the chapter ends.

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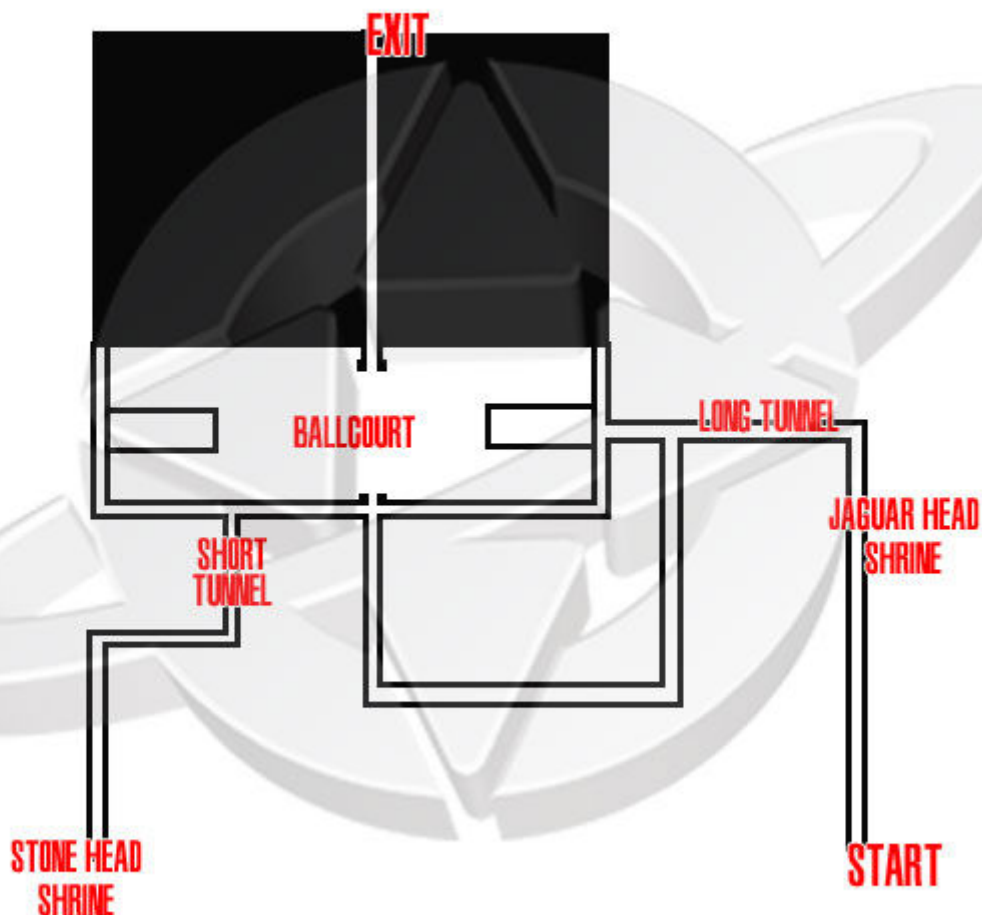
The Mediterranean	Thailand	Croft Manor	Mexico
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Mexico

Calendar in the Jungle	Lara Croft: Four Thrones
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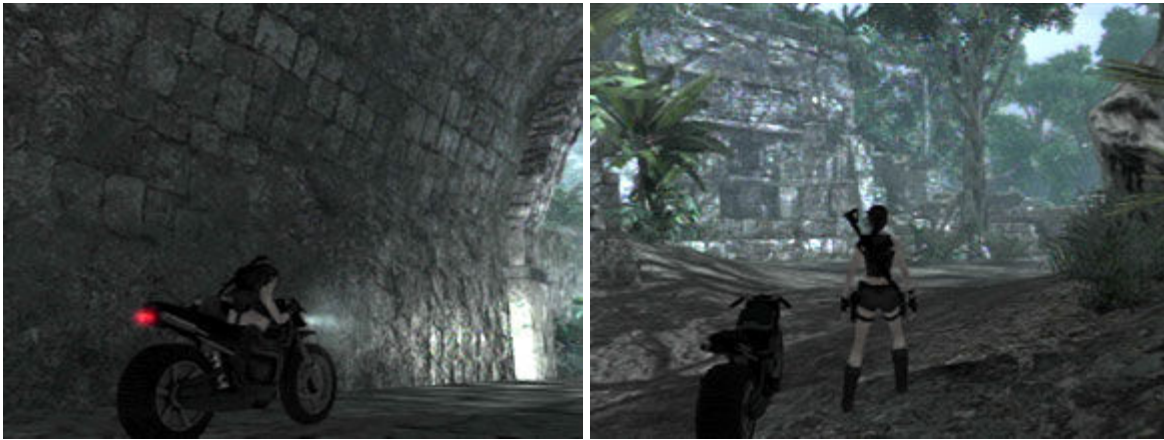
This stage is annoying if you somehow cut off the cut-scenes. Below is a map of the jungle area from where Lara starts to the entrance to the temple below (past the Mayan ballcourt). Try and refer to the map if you are lost.

TOMBRAIDER underworld

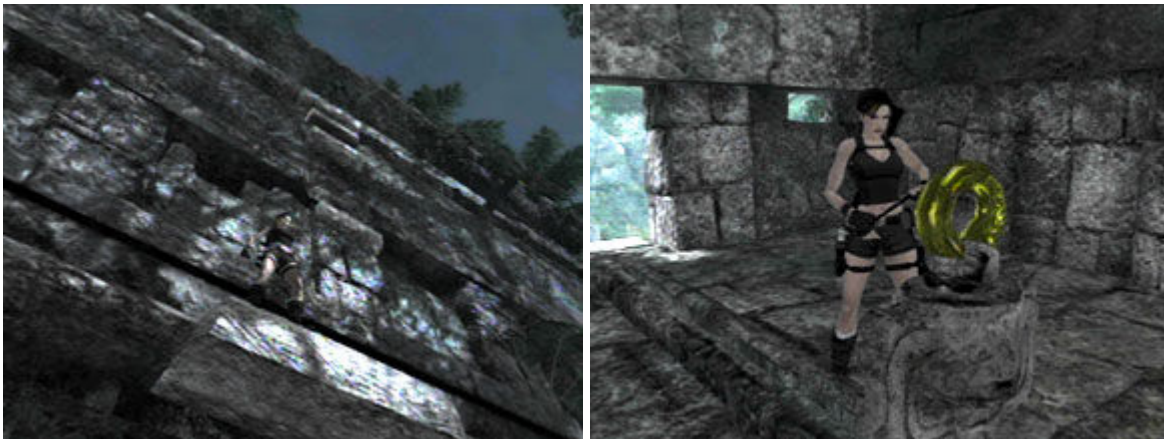


mexican jungle
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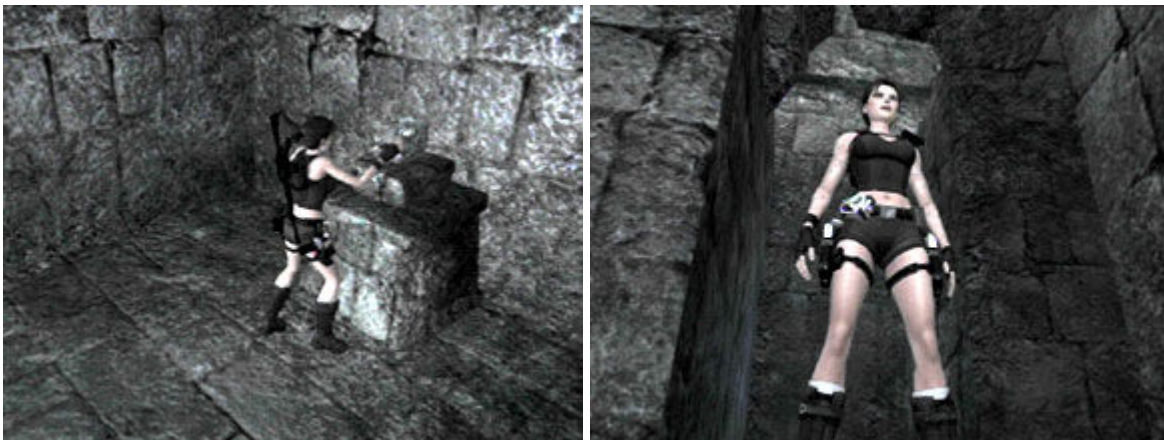
The Stone Jaguar Head



While on the bike, Lara isn't invincible, but she can do a wheelie (hold brake and gas and turn in a tight circle), enemies who can't shoot will be struck and eventually killed. Follow the road and be on the look out for a cut-scene marking a small stone temple.



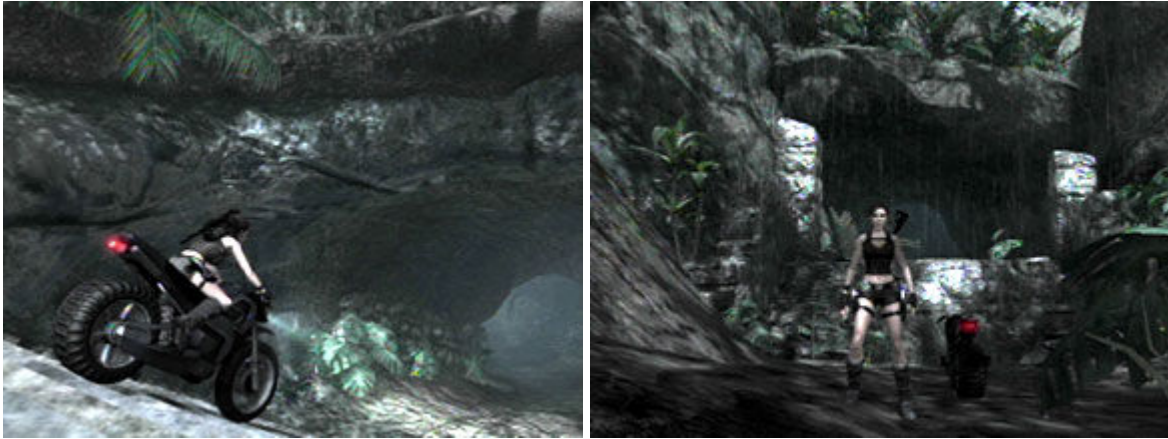
Climb up the temple's face and look for the anchor ring. Latch on and rappel off the temple's front face. Once down, have Lara wall run into the opened door. Take the **Stone Jaguar Head** and start looking for a way out.



The way out is the narrow rock chute Lara can chimney jump out of. Head outside, kill the

two enemies, and move to the second spot to solve the calendar puzzle -- the stone head temple. Don't forget to take your bike.

The Stone Head



Notice there are only two instances when your path will go underground (above left) so these are the tunnels noted on the above map. Locate the temple where Lara cannot ram her bike forward anymore. Get off and beat off the enemies (poachers and jaguars) in the clearing ahead.



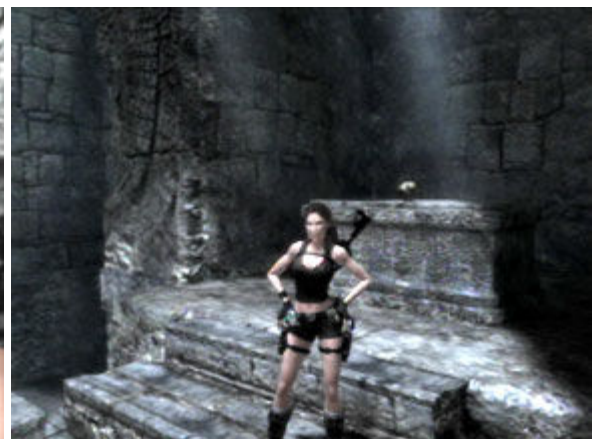
Use the assault rifle to tag some of the enemies (save the bombs for later, much later) and if you let the panthers and hunters fight it out, you have far fewer enemies once you intercede. Locate the portable bar near the bottom of the temple stairs and take it to the yard with the square columns.



Head up the knobby wall and use the bars to swing/mantle to the top of the area. The stone head is in the temple just beyond.

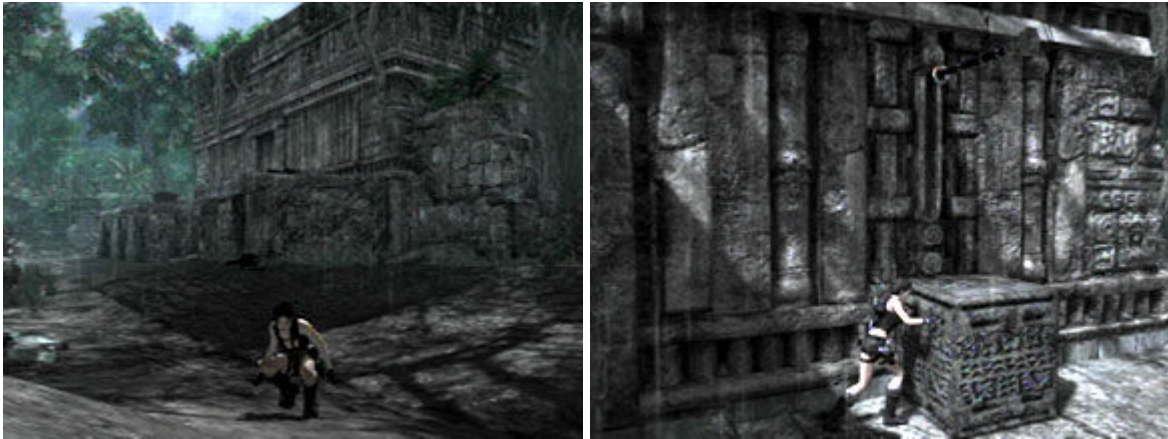


The grapping anchor ring at the top is used for another puzzle. Get Lara to the other side and grapple the ring. Use the strength of the wire to push off the stone block. That breaks open the temple's roof so you can get inside.



Use the "action" button to safe-catch the ledges and move Lara down into the room using the columns and knobby Assassin's Creed walls. Grab the **stone calendar head** and go

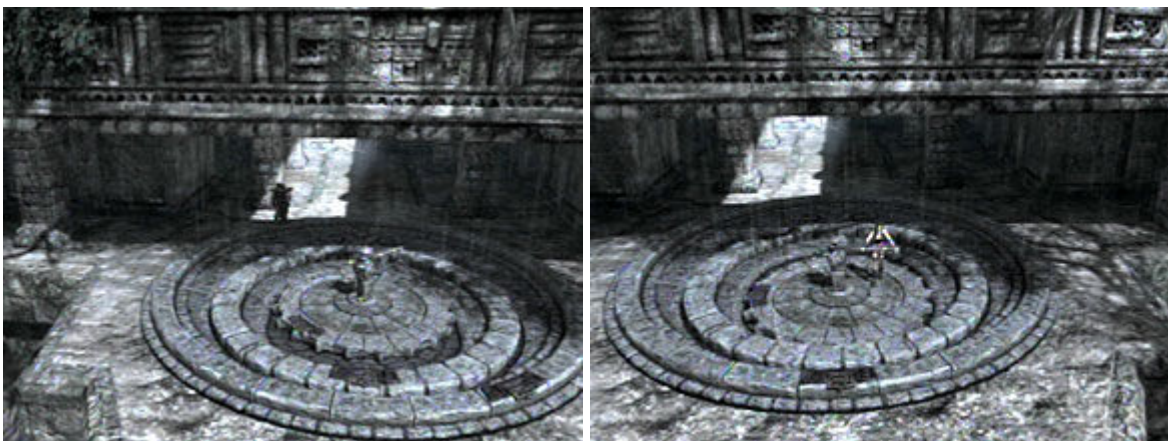
back up using the same columns, ledges, and knobby walls. Lara now needs to go to the west end of the Mayan ballcourt (the side with the one-way door, not the one with the partly open door).



Drive to the ballcourt and kill the jaguar and the two hunters. You need peace and quiet for Lara to move the box near the hole in the wall. Take the portable pole nearby and have Lara shove it in the hole. Move the box out of the way so her body weight can open the door.

The Calendar Wheels

To "solve" the calendar wheels, rotate the markers on the rings to point towards the center of the ballcourt. First off, put the stone head or jaguar head back in their place (the stone head goes on the outer ring, the jaguar head on the turnstile switch -- each side is missing just one of those objects).



Once that's done, rotate the middle ring's marker to line up with the outer ring. Next, move the outer ring so the middle ring and inner-most ring separate. This lets you rotate the inner ring's marker without affecting the middle ring. Once those two markers are lined up (inner and middle), rotate the outer ring back and the wheel should be solved.



Do the same thing with the side of the ballcourt with the partly open door. Once the second wheel is solved (like the first), you have about 1 minute to race the motorcycle from the door to the center of the ballcourt. If you don't make it, head back to the partly open side and re-arrange the rings again (or die, the checkpoint zips you back there instantly) and try again.

Remember Lara needs to use the ramp on the first pit and then ride the high ground for the second pit. If she's coming from the poacher held side of the ballcourt, the trip is longer.

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Mexico

Calendar in the Jungle	Lara Croft: Four Thrones
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Drive through the tunnel and when there is pit that lacks a ramp, get off the bike and look for some bars and a ledge (which should sink). The sinking ledge will raise the ramp needed for the speed jump. To get the speed needed in such a short distance, have Lara rev the bike (hold brake and accelerate). Once she has a high enough pitch, release the brake and zip over the hole.

Be sure to also take the **second jaguar head** in the tunnel. Lara needs this to get back out to the jungle.

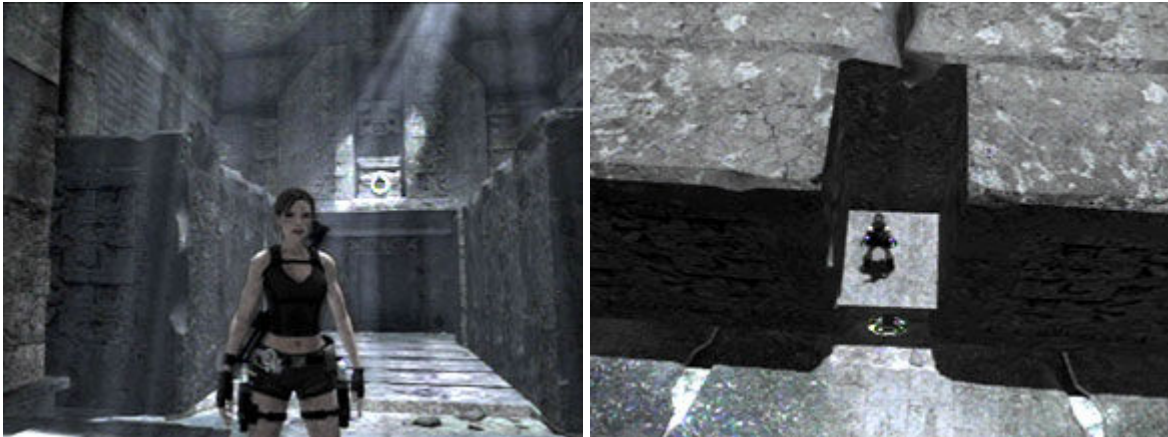


Locate the two missing sceptres in the throne room. One is near the sitting statues, the second atop the long stairs. Put them in their place and turn the statues to face each door.



Each of the four rooms are reached using one of four methods: the anchor ring and ramp, the chimney jump on one side of the room, and the tall stairs (the one where one of the missing scepters were) that lets Lara reach some beams, bars and ledges -- two doors are reached using the long stairs -- you just need to keep moving to get to the second door.

The Crusher Room



Get out of the crusher room by tanking the block in the distance towards you. Stand atop the block once it is in its secure spot. Unlike Legends, you do not use this block as a spacer to get out. Chimney jump between the smasher blocks and quickly drop to safety (and roll out of the way) before the smashers reduce Lara by a few dress sizes.

The Empty Room



This room is only hard to get to, but there is nothing inside (except one of the four keystones). Use the grapples to climb the sheer face and hop over to the short ramp to this room. Get the stone and get out.

The Fire Room



The fire room requires some quick thinking with the jump button, since it is the same button for Lara to mantle atop a bar (and avoid fire damage). The fire from some mouths will stop temporarily, giving you a small window of opportunity to swing from one bar to the next, mantle up and then jump across to safety. Take the keystone and go back (more or less) the same way. The treasure is reached by simply staying on the high bars and swinging to the alcove.

The Blade Room



The blade room is easily avoided by using the duck button and staying away from the slots where the blades will come to rest. Take the keystone and use the blade backs to hop across the room and to the treasure (and the exit).

The Round Table



Place all the keystones on the table, cack the spiders and push the statues from the edges to the center. Once all four statues are in place, park the bike on one of the floorplates and sit Lara on the second plate. This opens the way to the poison pool.

Poison Pool - Upper Serpent Head



Kill the zombies using the shotgun, then stomp them to permanently destroy them. Note there are a lot of spawns here, so running to the correct spot would be very handy. Move around the pool until Lara can put her body weight on the bar attached to the serpent's head. This lowers the pool of poison by one level.



Near where Lara entered the room, there is a break in the path that looks smooth enough to be a grippable ledge (above right). Go down this ledge and start moving around the columns to safe ground, as the ledges collapse. Move across the balance beams and note the odd protrusion (above right). That is the way back to the top (by using the anchor ring on the serpent head's lower jaw). Note that if Lara does grapple the ring and swing, the poison level rises. Don't do that and instead, move on.

Poison Pool - Lower Serpent Head



Chimney jump to the area behind the giant statue in the poison pool. Grapple swing across and then grapple the other anchor ring.



Pull the statue's shield out by using the grapples on the ring. This lets Lara use the shield like ledge to get around the obstruction. Use the ledges and stuff to reach the bar (a side jump from the ledge is required due to the height needed).

Artifact and Escape



Grapple the corkscrew switch and use the wrapping/cloth physics to screw in/screw out the switch. This opens the statue and to the artifact. Have Lara get up to the statue and take the artifact. To get out, Lara needs to hook onto the lower serpent head's anchor ring, but to get the relic, you need to do more than that.

Before leaving, be sure to move the glowing pillar (above right) into its correct spot, or you will not have the required angle to grapple the upper serpent head's ring and make an escape.

Mexico Relic

This is a tedious one since you need to have Lara lower the poison to the lowest level after taking Thor's belt. Go to the bottom of the poison water room and get the Thor's Belt.

Before leaving though, rotate the switch so that the statue's hammer is claspng its chest again (instead of leaving it open). Don't forget to move the pillar on the bottom level into its right slot -- or Lara cannot get a spot to grapple the second anchor ring.



Use the poison snake head's anchor ring to escape. Before using the second snake head's anchor ring to leave the poison pit, make the jump across the moved pillar to the top of the hammer. The relic is in the statue's eyeball.

Another Century's Secret Escape (ACSE)

There is another handy tip when escaping the poison pit. Notice Lara can go around the whole level where the lower serpent head is? Once she pulls up from the lower serpent head, have her grip the bar once more to lower the poison level once more (without going to the very bottom of the pool). With the poison level at its lowest, Lara should have ample time to make her escape.



Get back to the protrusion near the statue's right (hammer) arm, and the moved runic pillar should be there. Get the relic (see above section) and use the grapppler on the upper serpent head's anchor ring.

If you already had Lara act smart (on your behalf naturally), the poison level should be at its lowest level and give you enough time to correct Lara's direction of swing.

Once Lara swings from the upper serpent head's ring, there's no stopping the poison. Lara should aim for the ledges she came down from after lowering the poison pool by one level. Once there, get back out the bike.



Move the runic block obstructing the motorbike. Lara needs to raise another set of wood ramps by (again) using the bars and a sinking ledge. To jump the gap, do the bike revving trick as before (bold brake, rev gas throttle then release brake). To open the ballcourt entrance, use the second jaguar head (found earlier in the tunnel to the pool) on the switch and get out.

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Jan Mayen Island

Tower and Maze	Hammer Time
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Drive the bike down the spiral ramp and avoid the holes by riding up the walls. At the bottom of the tower, use the bike to run down all the zombies and shatter them to get some peace and quiet for the tower maze.

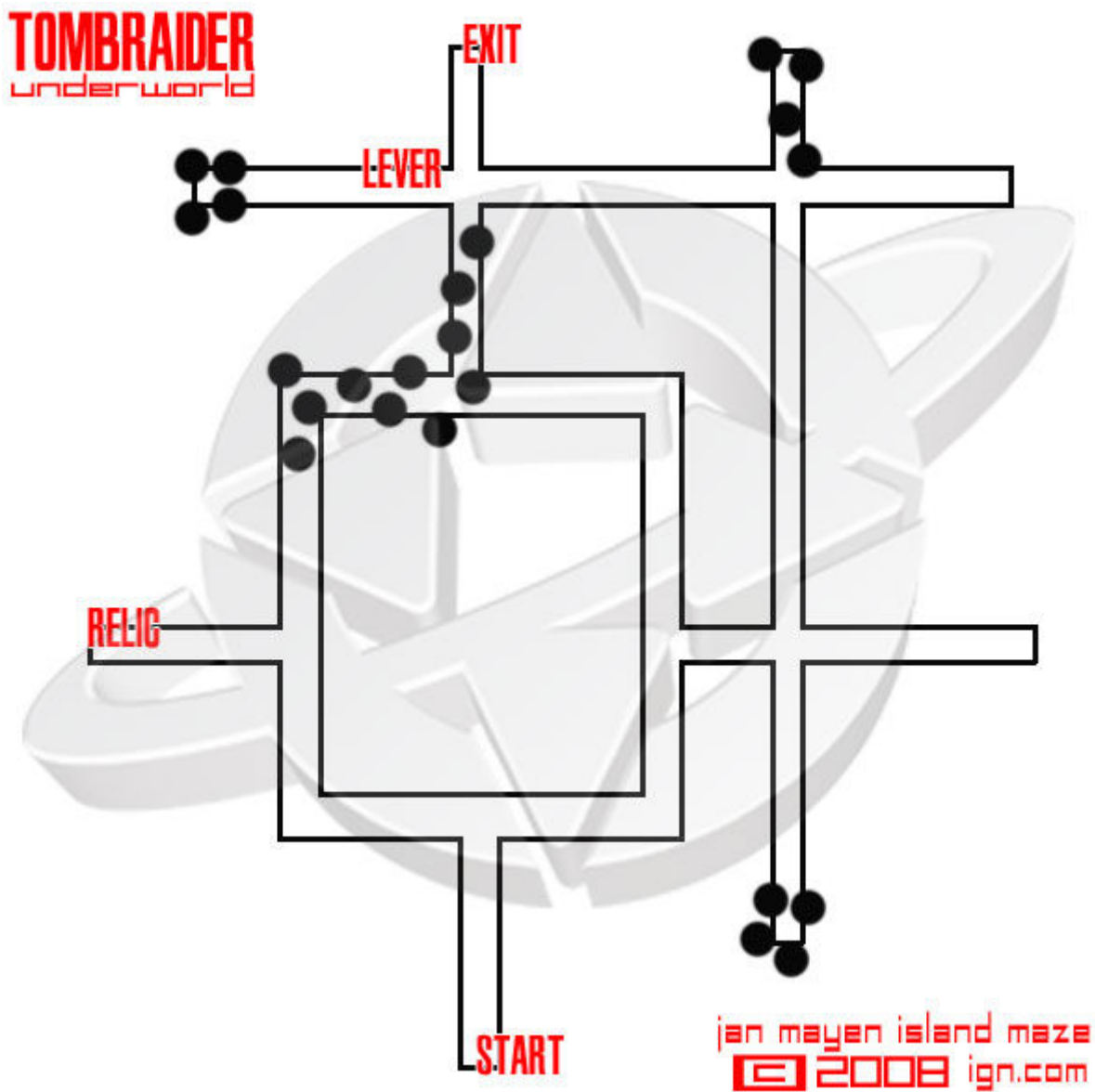
Tower and Valhöll Gate



The tower has four runes that will make the gate to Valhöll open. Simply use the glowing rune on each level of the tower (you may want to work your way down so the checkpoints record your process going down) and when you've rotated the runes to the correct spot, a light will glow in a cut-scene.

Once the gate is open, move it open and drive the bike in. Use the map below to go through

the maze. The black spots are obstructions and bar the whole tunnel. The relic is inside this maze as well.



Jan Mayen Relic

After opening the door into Valhalla, there is a maze filled with zombies. The exit is easiest to make out if you have a good ping of the sonar map (it is straight ahead of the maze entrance).



The relic is in this maze, but it is on a timed switch. Use this map to find where the switch is (it is a removable pole and uses body weight to open) and the room with the relic.

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Jan Mayen Island

Tower and Maze	Hammer Time
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Once past the maze, move around the broken bridge by slipping down the ledge and using the ledges (and chimney jumps) to move around the columns to the side of the chamber. From the chamber sides, Lara can go to the top and move across to the main chamber to the other side, bypassing the collapsed portions of the bridge.



Lara can chimney jump between the wall and the clockwork weights. She will grab the ledge of the weight's band and get hauled up. Jump to the rotating bars and use them to reach the moving chain. Remember that even if the chain is moving the direction opposite Lara, she can beat the chain's movement by using fast-traverse (press action repeatedly to move quickly).



Take Lara to the moving hammers and go across the main chamber. She then needs to descend and pop-out the obstruction on the cog-wheel (moves the stuff in that room) then start making her way across to the other side.



Generally speaking, the hardest part about the Jan Mayen bridge is the likeness of both ends of the bridge. You may easily get turned around (and get lost). Use the shotgun to deal the damage needed against the zombies and handgun the bats. Keep the sticky bombs, because you will need it later.



Sooner than later, you will need to rappel down into a poison area, do some wall run across a pit and find a giant Zombie. The cut-scene will alert you to the danger. Although it is a danger, throw some bombs at the giant zombie and run away from it. You have to trust your bombs to do the work and kill it.

Otherwise, you have to use the shotgun and blast everything down (and possibly suck up a few more medical packs). From the giant zombie room, chimney jump to the clockwork weight and ride it up to the bars and chain. Fast traverse to the hammer.



Ride the final (third) hammer as before, but instead of going all the way across, the path to the artifact is on the main bridge. Drop Lara on the bridge when it swings low enough and grab the hammer of Thor.

Amanda's Big Boat (Second One)



After getting Mjollnir, Lara starts on Amanda's second big ass exploration vessel. Select the magic hammer through the weapon quick select button (you cannot select it from the PDA) and use it to snipe and smash the place to Natla (again). Aside from firing lightning bolts, the hammer can do a 360° blast by locking on (anything) and then pressing Action.

Use this to push back enemies who are too close, otherwise, the standard fire will waste anything with one hit (except the giant zombies, which require two to eight hits, depending

on the difficulty level). You don't need any other pictures or words to clean house.

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Arctic Sea

Road to Helheim	Jormungandr
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Take out the hammer while underwater -- it is faster than the speargun against the sharks but does a lot more damage. There are some pieces of a puzzle to solve in order for Lara to enter the ancient citadel.

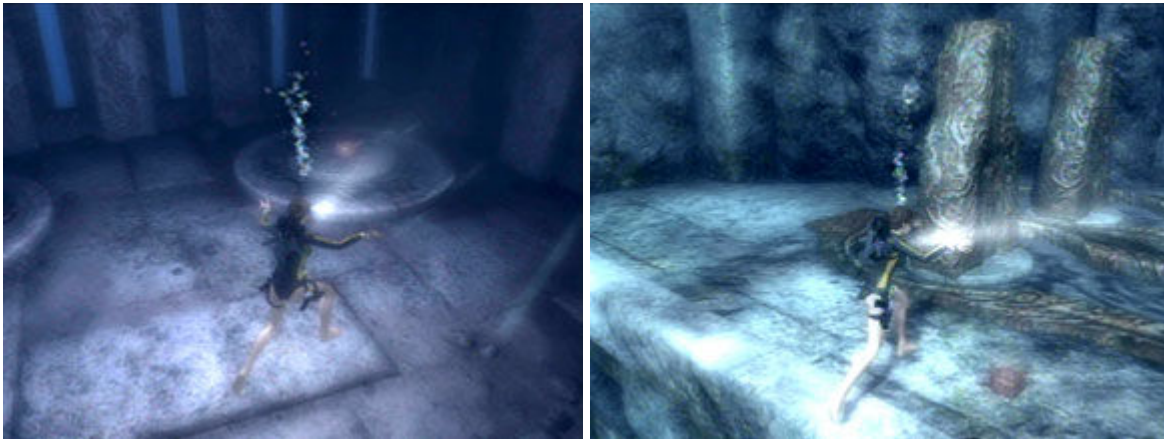


Go under water and locate the large statues on both sides of the bridge. To unlock the drawbridge, Lara needs to go in to the helmets of the statues and turn their cranks to raise their swords.

One of the statues requires some repair. Look for the two gears near the busted statue and place them back into the statue and work the switch. The next step is to get the **four power sources** so the drawbridge's switch can operate.



The power sources are scattered in the two towers to the left and right of the drawbridge. The **first and second power sources** may be found inside the left tower (if Lara faces the ruins). Enter the tower, swim through the wreck and snag the two power sources -- one is underwater and the other out of the water.



The **third power source** is next to the power receptacles for the drawbridge switch. Take it as you go to the next (right) tower. The **fourth power source** is in the right tower and easily fetched after a short climb.

Tunnel to Helheim

The submarine tunnel to Helheim is only treasure riddled, but no enemies. Note you should try and get all the treasures now while Lara still has a SCUBA. After this section, she will lose her SCUBA and will not be able to exit from the city (not enough oxygen).



The hammer makes the poison lake easy to get across. Just use it to blast everyone you don't like and hop across the pool to the gate Natla opened. If you are after the relic though, you will be in for a tougher time.

Arctic Sea Relic

This relic is tedious to unlock, since one mistake means you need to get back to a certain

spot. The timer may start with the last switch, but if you let Lara linger around too long, all the switches to access the way to the relic will reset.

In the room past the zombie infested hallway, there is a lot of broken ground and poison water all around. You need to activate four rune switches and -- before time runs out -- use the anchor ring to get to the relic before the timer runs out. If time runs out, the poison cascade flows again, killing Lara instantly.



The first switch is on the side of Helheim where Lara first sees Natla performing her ritual. it is on the entrance door's right side.

The second switch is across the first balance beam, before Lara reaches the platform with the anchor ring.

The third switch is at poison water level, past the platform with the anchor ring.

The fourth switch is on the side of Helheim, next to the room's exit to Jormungandr.



After all four switches are pressed, Lara has about 1 minute to get back to the platform with the anchor ring, hook on, and swing (don't forget to adjust the length of the wire) to the relic's resting place. Save afterwards, and should you die, you will start back at the checkpoint with the relic saved.

Tomb Raider Underworld Guide

The Mediterranean	Thailand	Croft Manor	Mexico
Jan Mayen Island	Arctic Sea	Legends Guide	Anniversary Guide

Arctic Sea

Road to Helheim	Jormungandr
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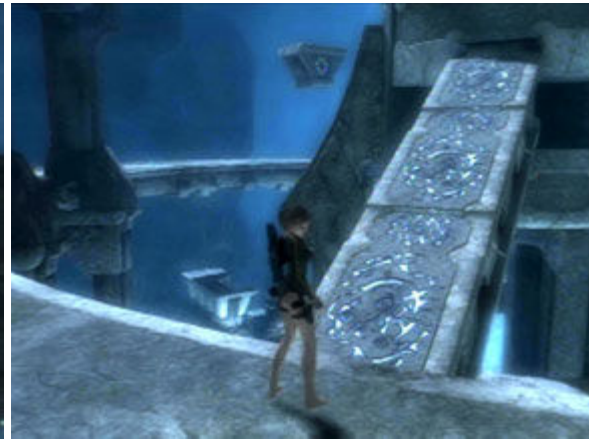


Get past the halls of Helheim by using the hammer and fry everything in your path. Lara only has to back up when a giant zombie appears. Use up her bombs -- she won't be using it for the final encounter.

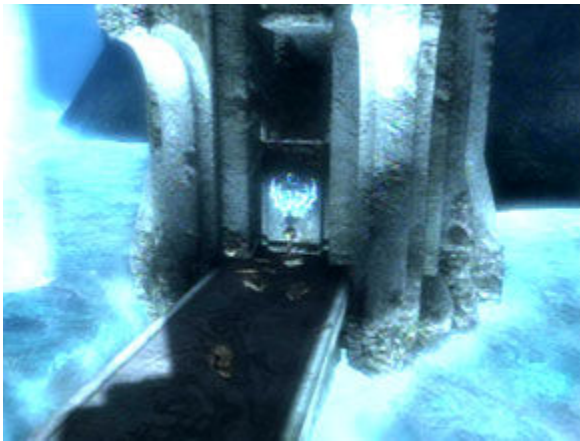
Jormungandr



The goal now is to disable the Tectonic Plate Machine before it destroys Earth. Begin by lookin for some knobby walls Lara can scale. Move her to the upper level and look for the rune plate (above right) she can push and thus reveal the device's **weak spot**.



You can destroy the weak spot immediately, or opt to head down in order to reveal the **other two weak spots**. Use the support structure to slide down to the lowest level of the chamber, keeping in mind Natla and her buddies will try to kill Lara in slow-motion action sequences.



Locate the other rune plates on the lowest level and push them back to reveal the weak spots. This is the **second weak spot**.



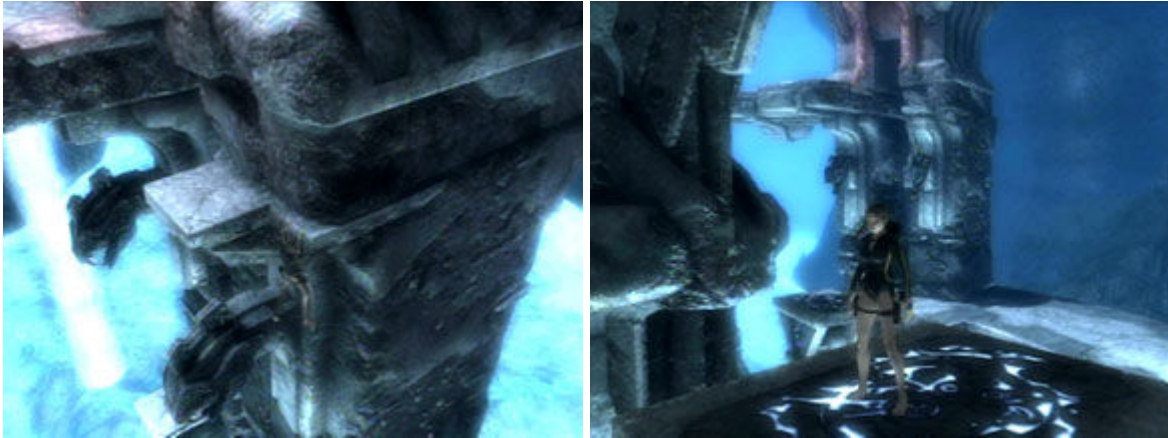
These two shots are of the rune plate and the **third weak spot** -- the one you cannot reach

because the middle level is utterly destroyed.

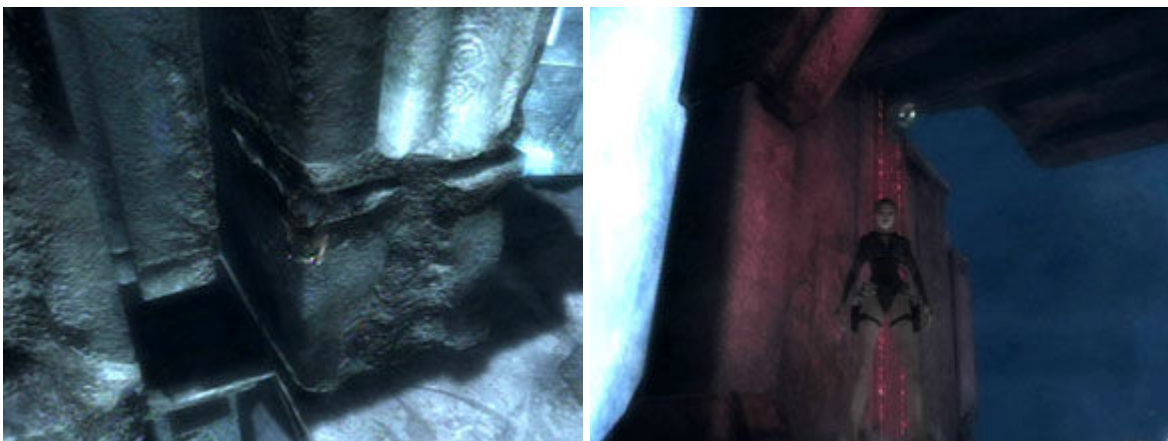
Now that you're down here, destroy the lowest **weak spot** first, then head to that tower's front. The destroyed buttress will reshape itself into floating platforms.

When jumping onto the moving blocks, grip the edge and move around a little before hauling up. This minimizes the chances that Lara gets 'clipped out' and flung off the block by some bizarre physics.

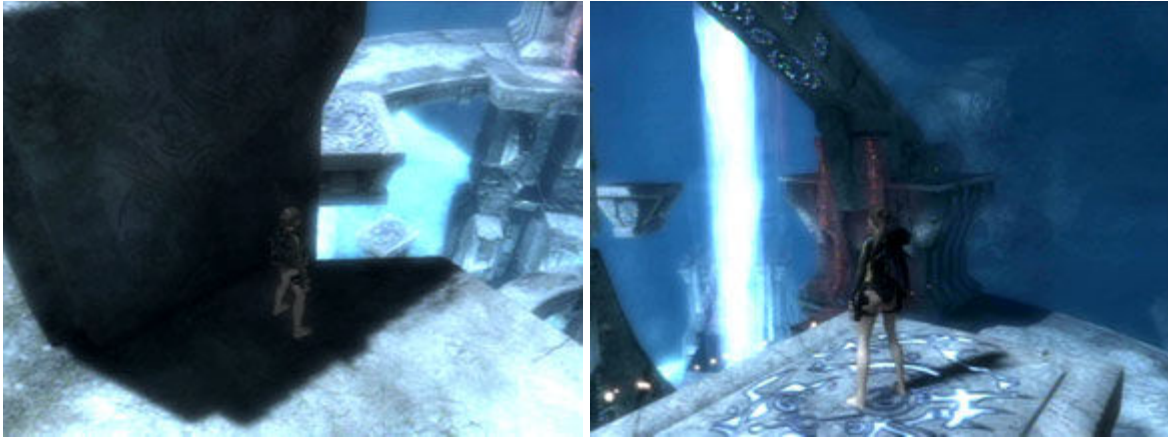
Getting Back Upstairs



To get the connection needed to get back to the middle level (where the stage began), look for the tower with the two intact serpent heads (above). That is the tower with the knobby walls and ledges that let you and Lara reach the top once more.



Because the weak spots are all revealed (and the runes all pushed in), this reveals a narrow rock chute Lara can chimney jump in one of the towers. Use this to get to the grapple anchor ring and to get up to the second weak spot (should be easy to locate) and smash that with the hammer as well.



Once the **second weak spot** is destroyed, the final weak spot is the one at the highest tower. Amanda will also have a cut-scene where she Dragon Ball Zs a bunch of giant zombies. Use the flying blocks from the buttress to get to the spinning central tower.



Jump to the central tower of Jormungandr. The spinning ledges are the same ones from the Jan Mayen Island tower, but Natla is trying to kill Lara. Drop or jump to avoid the blasts (this is the final time she tries anything murderous) and use the ledge wrapped around the corner to go up. Hang on the last ring of ledges and have Lara slide down the big, thick beam to the final **weak spot**.