



Wiki Guide PDF

Tomb Raider

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- Characters
- Conrad Roth
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- Locations
- Endurance

Tomb Raider Strategies



Lara starts the game off like any other city slicker, completely inept with the ways our ancestors lived (e.g., like wild beasts - *le fauves!*). However, as her survival instincts take over, and the veil of civilization is torn asunder, Lara will unlock more of her potential as a *uber*-destroying bad-ass from the 1995 videogame.

- Skills to Buy First
- Things to Find First
- Where Do I Get ...
- Is There New Game Plus

EARLY SKILL FOCUS

Early on, you will want to focus on the three "growth skills" in the Survival Skills set to let Lara earn experience and collect salvage quickly.

Survivalist - This talent lets Lara earn more experience points from harvesting killed animals, gathered plants and orange supply boxes. Note that the latter are *finite*, but animals are not. While an area can be "hunted out", this status will reset itself after sufficient in-game time has passed (due to fast travel or other story events).

Note that completing Tombs, completing Challenges, and finding collectibles (documents, relics, GPS caches, etc.) will earn more experience points than slaying enemies. In any case, there are an infinite number of enemies to be slain in the last section of the game (Lara will keep the experience from that replayed section), so this skill is handy to have chiefly to get the important Cartography perk.

Advanced Salvaging - This skill lets Lara collect more salvage (essentially upgrade money) from salvage containers. Like plants and supply containers, salvage boxes are finite. Once you collect one, you will be unable to collect them again, so you will want to maximize your gain by buying this skill early on. There is sufficient lee-way in salvage boxes that will let you get most (but not all) of the

upgrades, assuming you do not stop to loot enemies or have Bone Collector. Err on the side of caution and pick up this skill early.

Bone Collector - A handy perk that lets Lara collect salvage from slain animals. Even if an area is "hunted out" the salvage from animals does not decrease. This is a good perk to unlock because some of the Tech Upgrades are expensive (400 to 650 salvage).

EARLY TASK FOCUS

As you struggle to go from one spot on the island to the other, you will want to pay heed to the Challenges in each area. IGN has them all mapped out on our **Tomb Raider Interactive Map**, and that's helpful because while the in-game map is far more accurate for tracking the marked collectibles (once you've found the Treasure Maps during general exploration or completed the Optional Tombs to find the others) the game does not display the targets of the challenges at all (hence the term "challenge").



However, the challenges are marked on IGN's Tomb Raider Interactive Map, along with a brief description of where to find each of the challenge targets. Complete and collect as much stuff as you go along, as you will no doubt wonder what comes next.

FIND TREASURE

The best way to get experience is to find it. The treasure maps are clearly marked out on IGN's Tomb Raider Interactive Map. Filter them out, and remember that of the fourteen maps, seven of them are found in open exploration but the remaining seven are found by completing the Tombs.

The Treasure Maps are found in this order:

1. Coastal Forest Treasure Map
2. Mountain Temple Treasure Map
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12. Temple of the Handmaidens (map from tomb)
13. Research Base Treasure Map
14. Chasm Shrine Treasure Map

ABILITY UPGRADES

Lara goes on a pre-set track of ability upgrades as she progresses through the story. Here's a brief summary of what to expect:

Torch - Lara gets this basic tool once she frees herself in the tutorial. The torch is extinguished when Lara performs an action requiring both hands (except mantling) and must be re-lit from a source of fire.

Makeshift Bow - Retrieved from the hanging corpse in the Coastal Forest. Jonah and part upgrades will improve on this basic weapon.

Pry Axe - In the slaughter bunker in Coastal Forest. With this, Lara can open locked doors, provided that she is on the same side as the locking mechanism. She may also Strengthen this tool to open larger salvage containers and other switches.

Handgun - During Lara's escape from the cultists at the Mountain Temple, she will seize one of their handy weapons. Roth and part upgrades will improve on this basic weapon.

Climbing Axe - Retrieved from Roth's pack in the Mountain Village, this item lets Lara scale the climbable porous-looking rock walls.

Assault Rifle - Taken from a cultist in Mountain Base, this basic weapon (the initial form is actually an SMG called the Sten Gun) may be subsequently upgraded by finding weapon parts.

Axe Strikes - When Lara encounters a shield enemy for the first time at the Base Exterior, she will sufficiently be enraged to stake a dirty piece of metal through the skull of other people. Goal! It also means you do not spend a skill point unlocking this perk.

Rope Arrow - Coming down the mountain from the Base Exterior, Lara will find enough rope to last her the entire adventure. Rope arrows do not use arrow ammunition. This lets her open and cross-over any rope-wrapped door or target.

Firestriker - Coming down the mountain from the Base Exterior, Lara find the ability to ignite her torch at any place and at any time.

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Lara still needs to pay the salvage cost.

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Rope Ascender - Earned during Lara's return trip to the *Endurance* in Cliffside Bunker. It gives Lara the ability to open reinforced rope-wrapped doors, and power-drag heavier objects. It also lets her zip-line upwards with amazing speed.

When you get a new ability, be sure to check your in-game map for tasks and challenges you missed (hovering over each area will give you a brief summary) because you may have an ability that will let you find some previously hidden stuff. With the Shotgun, Rope Arrows and Firestarter especially, the number of "off limits" areas are significantly reduced at the outset.

MID & LATE GAME SKILL FOCUS

Mid to late game, you will want to buy into the following skill perks:

Ammo Capacity - This is self explanatory. Carry more, kill more.

Heavy Lifter - See Ammo Capacity.

Scavenging - A handy skill for keeping Lara's ammunition stores filled from the loot of slain enemies.

Cartography - This perk requires Orienteering. Essentially, the "see everything" skill. You will want this to complete the collectibles marked on your map. Don't forget Lara's instinct.

Pain Tolerance - Increases Lara's HP, and helpful to keep her from frying instantly when set on fire.

NEW GAME PLUS

Completing the game will allow Lara to freely explore areas of the island with collectibles, but not story sections (like the collapsing cliffside village or the fuel tank atop the mountain top). Lara will not be able to challenge the final boss again since the door to the Ziggurat is locked.

Skills to Buy First

Lara starts the game off like any other city slicker, completely inept with the ways our ancestors lived (e.g., like wild beasts - *le fauves!*). However, as her survival instincts take over, and the veil of civilization is torn asunder, Lara will unlock more of her potential as a *uber*-destroying bad-ass from the 1995 videogame.

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Pain Tolerance - Increases Lara's HP, and helpful to keep her from frying instantly when set on fire.

Dodge - This skill helps Lara get away from enemies. I would use this skill as much as possible because it will make the game easier when a lot of enemies are trying to kill Lara.

Things to Find First

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Walkthrough

This walkthrough will introduce the sources that you need to find and unlock anything useful in the game, Below are the sources you'll need to achieve challenges, etc. **((WALKTHROUGH NOT FINISHED))**.

Walkthrough

[Coastal Forest](#)

[Mountain Temple](#)

[Mountain Village](#)

[Base Approach](#)

[Mountain Base](#)

[Base Exterior](#)

[Cliffside Village](#)

[Mountain Pass](#)

[Chasm Monastery](#)

[Shanty Town](#)

[Cavern Entrance](#)

[Geothermal Caverns](#)

[Solarii Fortress](#)

[Summit Forest](#)

[Shipwreck Beach](#)

[Cliffside Bunker](#)

[Research Base](#)

[Chasm Stronghold](#)

[Chasm Shrine](#)

[Chasm Ziggurat](#)

Documents

Here is a list of locations that the **documents** can be found in the game.

- Coastal Forest
- Mountain Temple
- Mountain Village
- Base Approach
- Mountain Base
- Base Exterior
- Shanty Town
- Geothermal Caverns
- Summit Forest
- Shipwreck Beach
- Cliffside Bunker
- Research Base
- Chasm Shrine

?GPS Caches

Here is a list locations that the **GPS Caches** can be found in game.

- Coastal Forest
- Mountain Temple
- Mountain Village
- Base Approach
- Mountain Base
- Shanty Town
- Geothermal Caverns
- Summit Forest
- Shipwreck Beach
- Cliffside Bunker
- Research Base

?Relics

Here is a list of locations that the **Relics** can be found in game.

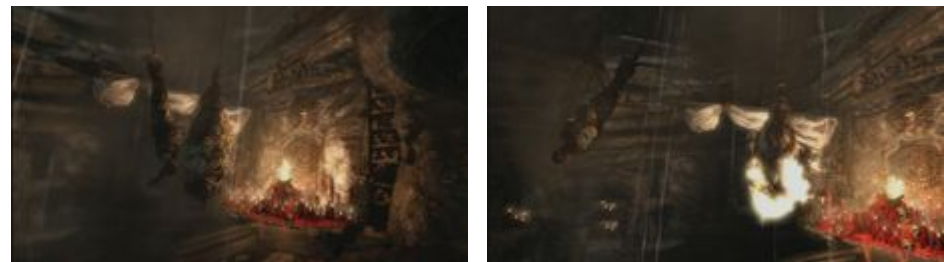
- Coastal Forest
- Mountain Temple
- Mountain Village
- Base Approach
- Base Exterior
- Shanty Town
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- Summit Forest
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- Research Base
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Tutorial

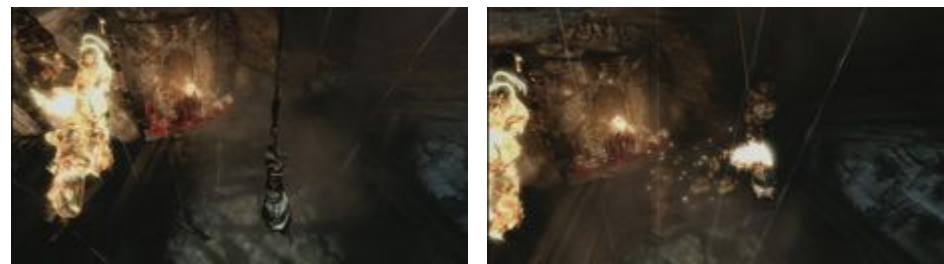
Tutorial Walkthrough		
Documents	GPS Caches	Relics
0	0	0
Camps	Treasure Maps	Tombs
0	0	None
n/a		

Lara starts off in a **Tutorial** area (with no collectibles) that will introduce her to using instinct, mantling, scrabbling (wall kick up to a higher ledge), and setting things on fire like some closet arsonist.

IGNITE THE BODY BAG



Nudge the joystick (or your arrows keys) to make Lara start swinging. This will ingite the body bag next to Lara, which will then spread some of the fire to a spot you can get to.



The only time you will willingly set Lara on fire is here. Doing it at any other time will result in instant British barbeque.

ZEE TORCH



Fetch zee *torch* (no. 3. The Torch) and it will be added to Lara's perma-inventory. From here on out, she may set things on fire by igniting the torch from a source of fire.

Note that the torch is put away by holding her Dodge key, or when Lara performs "strenuous action required by two hands" (such as rock climbing or handling a two handed weapon) but not when she is scrabbling, scaling ladders, or mantling. Keep that in mind until you earn the Firestarter.



Hop up on the ledge and set the sailcloth on fire. The explosion clears the way to the next puzzle.

U WOT M8?

This puzzle is simple, if confusing at first. Lara cannot set the explosives by the cave exit on fire because the falling water douses her torch.



Begin by firing up the torch from the brazier. Ignite the cloth anchors holding down the submerged platform.



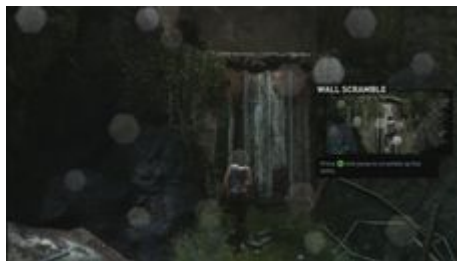
Wade into the water and set the wooden barrels alight. The blaze will continue unabated (the barrels don't actually "burn" in a real sense), allowing Lara time to get on the counter-platform and bring up the fiery detritus.



Once the barrels are dumped into the deposit cage, have Lara shove the contents down the metal chute. Escape the madman a second time (the first one was a tutorial, but not this time) and press the indicated button at the end of the quick time event. Depending on your settings, if you have Subtitles enabled, it may cover the dialogue that tells you which button to press to escape the madman. In this case, it is the "Kick" command that you will be pressing.



Continue on after escaping the madman, and you will have to climb your way out. Scale the cliff with more QTE. Dying here resets you to the start of the cavern collapse.



Two more brief tutorials -- about ledging and scrabbling -- pop-up at the bomber wreck. Clear the area and you will find Lara in the Coastal Forest.

Coastal Forest

Coastal Forest Walkthrough		
Documents	GPS Caches	Relics
3	5	5
Camps	Treasure Maps	Tombs
3	1	None
Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest		

When starting off in this area, you will be looking for shelter . Work your way on a mountain path and come across a deserted fire. After the cut-scene follow the trail and you will come across a body hanging with a bow on it. Press the instinct button, a yellow beacon will show up underneath the corpse. This is an indicator of where to climb up. Before you do this you can find a GPS Cache (53N 712351 UTM3416071) to your right on a rock formation, next to the one with the tree limb where you would be grabbing for the Bow.

After that. When you climb up to get the bow wait for the body to swing toward you before grabbing for it. Once you have it you will smack to the ground... again. After you have the bow, there is a Skull hanging from the other end of the tree shoot that to start Ghost Hunter. That's one of the ten totems down.

Next, you will have to shoot a deer (Aim for the body not the head). After approaching your kill collect your meat. Before heading back to the camp fire look around the perimeter for some bushes with fruits on them to salvage, I believe there are at least 2 (you will need it in a bit) Now head to the back of the forest where you found the GPS Cache look up and use survivors instinct you should see another totem skull. Now make your way back to the campfire. When you upgrade, I recommend the 'Advanced Salvaging' or 'Bone Collector' skill first, Bone Collector will make it easy to farm XP and salvage as well.

After you get to the campfire and watch the cut scene before you head to where you saw the hanging body turn around and head down the path along the cliff, now look to the right if you can't see it use your survivors instinct and shoot another skull totem. Now head towards the bunker and You will hear music coming from the inside, so go ahead and inspect it. You will see a manmade tunnel leading down under the bunker; the door will slam leaving you down the only way to go.

Make your way through the water and into a room with chalk drawing and gear. Go into the joining room to find a manmade sickle stuck in some meat (flesh?). After taking it out use it to pry open the door behind you, before you pry open and head down the door to your left you can head back to the door that closed on you earlier and pry it open, when you do you'll notice that some of the arrows have respawned you can collect them if you're low. Then head back to the other door down the manmade tunnel. But before you head through it you can find the HANNYA MASK Relic on the desk to the right of the door & some salvage by opening the red box on the floor to the left of the door. Now that you are through the door make your way toward the dead end and then look right and jump up to the ladder. You will emerge and hear familiar voices...

After meeting up with Sam and a stranger, Metheus, Lara will fall asleep and awaken to her friend and the stranger gone; she will go and look for them and then be caught in a bear trap. If you familiarized yourself with the shooting mechanics this part is simple. Three wolves will jump out of the bushes at different times. Each one is preceded by bushes rustling or bird flying out of the spot where they will leap from. After killing the wolves your friends will find you and help you escape the trap. The team will split up and go look for your friend.

COASTAL FOREST TREASURE MAP

The Coastal Forest Treasure Map is on a hunting platform west of the second area's broken bridge.



Here are some shots. Lara will need to get the height to use the Japanese bridge's support arch as a balance beam by jumping from the raised area near the bridge. After that is done from there, it's an easy hop to the hunting platform with the map.

After falling asleep... again, you will have to go look for Whitman, who had stayed with you to help find Sam. Before you do anything press square at the fire and one of Lara's Journals will be added to your collection. Once you are up and around look on the table adjacent to you, there will be one of Sam's Endurance Crew Documents (53N 712365 UTM 3416101). From here go to the lamp behind you and light your torch, then set the hanging bunch of junk ablaze to salvage some things. Now, you will see two sets of arrows in front of you, but before you jump up on the ledge turn the camera to the left to see a big silver container (you cannot open it until you upgrade your axe with salvage) now follow the path where the arrows were, jump to the next rock and look left to find another GPS Cache.(53N 712375 UTM 3416100). Drop off the rock and you will hear Whitman's voice. From where you dropped off the rock keep going straight to the right side of the bridge ahead and there will be another Endurance Crew Document (53N 712386 UTM 3416100). Next to the other bridge will be a wooden box to salvage from and another by the stream.

Want a treasure map? Who doesn't? If you look up you will see a zip line type thing coming from a platform, follow it up to an area where a bridge is split in two, (when you get under the bridge look up if you're close enough and you should see another skull totem) you need to get on the rocky embankment. Start off on the ground and climb up, there will be a crate at the part you need to jump from, jump to the beam over the bridge and make your way to the platform with another jump. Pick up the treasure map and it will tell you where all of the items in the area are i.e. GPS Caches & relics.

Head toward Whitman and some wolves will appear, you can easily outwit them and get to higher ground, if they get too close roll out of their way. Once you meet up with Whitman you will have to salvage 1 or 2 more things to make a stronger tool to crank the mechanism. You can find one box next to a shrine leg and out by where you saw the wolves, find another box with a little fruit bush next to it to complete the amount of salvage needed.

You can make your way to another shrine, it's easily identified next to a cherry blossom tree by a headless statue with more salvageable stuff hanging to the left of it, there will be another one of

Sam's Journals (Endurance Crew Document 53N 712364 UTM 3416118). Before you leave the shrine look up and there will be another skull totem hanging down.

Follow the perimeter north around to the fire and upgrade your weapon to the 'pry axe'. And then head back to where your original fire was in this area to pry open a chest and get a bit more salvage. Now, when you're crossing the bridge in the middle of this area you will face two wolves after you kill them look at the tree to the left next to the fire, use your survivors instinct and there will be another skull totem. You can pick off a few more wolves and get the "Big Game Hunter Trophy" if you wish.

Head back over to Whitman, and off to the right you should see another skull totem on a wall you can use survivors instinct if you can not see it, you can also pry open the other chest if you want but I would wait until you had the Advanced Salvaging skill, this goes for all the other crates in the area.

Once you are at the other wheel start cranking.

Mountain Temple

Mountain Temple		
Documents	GPS Caches	Relics
2	2	2
Camps	Treasure Maps	Tombs
1	1	0
Challenges		
Pyromaniac - Shoot five Lanterns in the Mountain Temple.		

ENTER TEMPLE WITH WHITMAN



Here, The **Mountain Temple** begins when Lara uses her Strengthened pry axe to open the gate to the temple. The salvage is your first clue to buy Advanced Salvaging or Bone Collector (the former pays off more from the salvage containers, as animals are infinite) to hasten your salvage accrual. Head up the path and get everyone captured.

STEALTH ESCAPE



So now, Lara will need to escape while bound. Discovery results in her being shot to death. Unless Lara jumps, or nudges into some loose objects, the only criteria is line-of-sight. Lara auto-crouches behind cover when enemies are near, so simply guide her straight ahead (no collectibles in this area) and ignore what's behind you.



As she approaches the end of the stealth sequence, Lara will need to search for alternate routes to avoid enemy patrols. Wait for the coast ahead of her to clear before moving forward. The goal is to reach the wood support structure to trigger the QTE.

ENEMY QTE



Lara can beat off her attacker by successfully completing the indicated button and stick motions (wagging, etc.). During the struggle, she'll grab the handgun and demonstrates that heavenly powers didn't make everyone equal, but Colonel Colt sure did.

FIGHT AND POUND



Armed with a semi-auto pistol (Handgun in the game), Lara can proceed to the exit before the temple burns down. Several taps of the shove button will bash down the wood slats so she can escape before she's burned to a crisp.

ENEMIES IN THE PERIMETER



As Lara escapes, she will fight the enemies loud (handgun) or quiet (bow); stealth bow skills are

worth more XP, although trying hard to do all stealth kills is unnecessary. If you alert the enemy, switch to the handgun and finish enemies quickly, as they tend to throw firebombs and use cover well.

Down the enemy on the rope ladder (any shot will trigger a fatal fall), and escape to the re-visitable section of the **Mountain Temple**. You may want to use this time to complete part of the challenge (Pyromaniac) and to locate the Mountain Temple Treasure Map, which should make searching a lot easier.

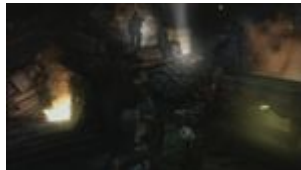
MOUNTAIN TEMPLE TREASURE MAP

The Mountain Temple Treasure Map is inside a cave with running water at its entrance. (52N 712431 UTM 3416148)



While you are From the base camp, head back towards the rope ladder where Lara mantled up from (you cannot go back down the cliffside); there should be a pool of water at the bottom of the hillside path. Have Lara duck into the cave past the water. The map should be quite visible once instinct view kicks in.

ANOTHER INTERIOR



Head inside the temple by by-passing the enemies on patrol using the back route (or kill them). Lara can draw enemy attention to a spot by flecking an arrow off a hard surface.

Inside the temple, learn how to strangle enemies with the bow. That done, Lara can either rush past the remaining enemies (possible, even on Hard, but you may want to stealth kill a few enemies first) and zipline past the burning rubble, *or* take out the enemies completely with stealth (or aggro) kills.

Zipline out the temple, and the area will be complete. The blockage on the road to the area's base camp will also be cleared out. Head for the Mountain Village now. Should you decide to return, use fast travel from a base camp.

Mountain Village

Mountain Village Walkthrough		
Documents	GPS Caches	Relics
7	15	6
Camps	Treasure Maps	Tombs
5	2	Tomb of the Unworthy Hall of Ascension
Challenges		
Illumination - Light a fire with the ten Statues in the region of the Mountain Village.		
Egg Poacher - Find five Bird Nests in the region of the Mountain Village.		

Here, The **Mountain Village** is the first "big area" that Lara visits and comes back to *no less than three times*. That said, there are a lot of things to collect, but that's easily resolved once you locate the two Tombs in the area and relieve them of their treasure maps.

ROTH'S PACK



After escaping the Mountain Temple, find Roth atop the crevasse. Enjoy the view, because you're not coming back. Roth will ask Lara to locate the pack the wolves made him drop ... all the way up the damn mountain.



Start by heading up to the marked cave (you can mark it on the in-game map and follow the HUD marker using instinct). Enter the cave but prepare yourself for a QTE against the wolf pack leader. Win the stick shake and button press (or Lara can get her throat torn out) and head back to Roth.

BY THIS CLIMBING AXE SHE RULES

Roth, gives Lara the Climbing Axe, by which she may scale climb-able rock walls. This tool will let Lara reach the communications tower at the enemy mountain base.



Note that with the climbing axe, Lara can complete the Tomb of the Unworthy and get at least one of the area's treasure maps; she will need the Rope Arrow to reach the other tomb.

TOMB OF THE UNWORTHY

Check the base of the waterfall above the plane wreck where the rope bridge crosses the water. The Tomb of the Unworthy is there.

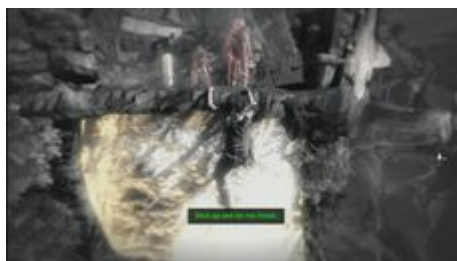
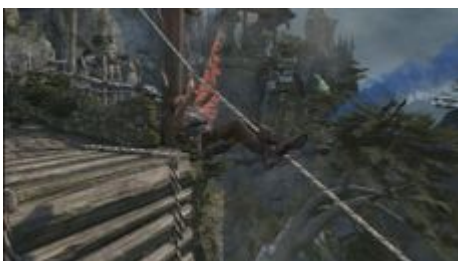
Lastly, note that Lara will return to the **Mountain Village** *after* a lengthy excursion to the enemy Base Approach, Mountain Base, and Base Exterior areas.

The Return Post-Crash

On Lara's return from the Cliffside Village and all those enemy held areas (Base Approach, Mountain Base, and Base Exterior), Lara will be better equipped with the Rope Arrows and the very important Firestarter, which lets Lara ignite her torch nearly anywhere.



Lara's sole task after the events before are to locate the second pilot (Captain Jessop) and find out what's going on. To that end, she needs to make some zip-lines to the east section of the **Mountain Village** (along the clifftops) to reach the Chasm Monastery.



While going there, be sure to visit the Hall of Ascension for the second treasure map in this area. You will want to make sure all the gray markers are examined; note that the ones with the "lock" symbol on them may require you to come back with the Shotgun.

Note that enemies here will appear here and there; if you take your time to "look ahead" with the bow, you can have Lara snipe them for a few extra XP (for stealth kill by arrows).

THE CLIFFTOPS



HALL OF ASCENSION

When using the rope arrows to cross the clifftops, stick to the "left" cliff wall and keep heading up. The entrance to the Hall of Ascension is past the route where Lara would drop down to continue to the Chasm Monastery.

Most of the time, Lara and you will be occupied sending out rope arrows to different spots to nab collectibles and pick-ups with the new terrain (the plane) and the ability to go from one spot to another with the rope arrow.



The final windy (make that *very windy*) chasm with the wooden post is a point of no-return. When the line is cut, Lara needs to mash her reload/climbing axe button to hit the wall and stick. Otherwise, she flies off, with hilarious *Mortal Kombat*-esque results.



Reach Captain Jessop and you will enter the Chasm Monastery. Lara will naturally return to the Mountain Village after completing the Chasm Monastery, but only briefly. Use this opportunity to pursue Illumination and the rest of the GPS Caches in this area.

Once Lara crosses the really unsafe river, she gets washed away to Shanty Town and needs to resort to fast travel to return.

Back With A Shotgun



When Lara goes back to the **Mountain Village** with the Shotgun, she can ambush the enemies by destroying their fuel tank. From there, she can wait for enemies to approach, or take a side path and stalk the rest of her foemen.



Crossing the river results in a longer water slide run. Use the shotgun to clear a path, or Lara gets stabbed. A lot.



The parachute sequence is the final part of the Mountain Village (she never comes back, except through fast travel) as she deposits herself at Shanty Town.

Base Approach

Base Approach		
Documents	GPS Caches	Relics
0	2	2
Camps	Treasure Maps	Tombs
1	0	0
Challenges		
n/a		

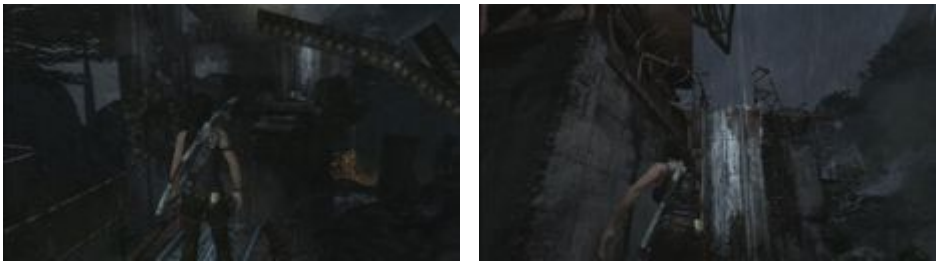
The **Base Approach** is where Lara will need to stick to stealth combat until she gets an assault rifle (in the next section). From the camp, look for enemies to snipe or stealth kill from the wrecked truck. The enemy search light can be destroyed with a well aimed shot (along with the turret gunner).



Work closer to the base only if you don't see enemies. There are approximately a half dozen of them patrolling the yard. All of them can be sniped without raising an alarm.



Clear the bodies of loot & then head inside. The lone welder can be killed, along with the enemy in the second floor hallway and the two blokes in the final tower.



The way to the next area is up the scrabble-wall, but try to look around for items you may miss. There are some GPS items near the truck and in the last tower, as well as relics.



Enter the base by working the valve and having Lara enter the crack. We know what we just wrote.

Mountain Base

Mountain Base		
Documents	GPS Caches	Relics
3	2	0
Camps	Treasure Maps	Tombs
1	0	0
Challenges		
Non-Believer - Incinerate the five Posters in the Mountain Base.		

ENTRY

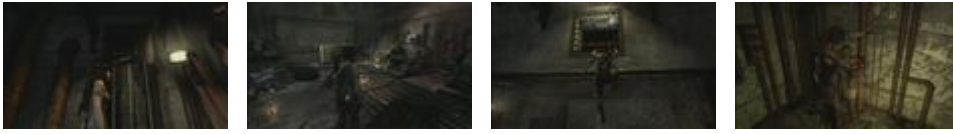


Here At the entrance, grab the document and get ready to make one good shot to kill several enemies. Snipe the red explosive barrel with any weapon (even a bow and arrow) and kill the survivors who come your way.



The firepit to light the torch for the Non-Believer challenge is near the entrance. Lara can come back here for most of this area and relight her torch.

LANTERN TOSS



Climb into this room and then climb again through the vent past the glass partition. Have Lara turn the valve, and then escape the room (back the way you came) before Lara suffocates from the noxious fart-gas.

LANTERN TOSS



Pick up one of the lanterns in the room before the glass partition and toss it into the vent. Lara = 1. Bad guys = 0. This explosion clears the gas and opens the way back to the fire pit to re-light the torch.

ASSAULT RIFLE



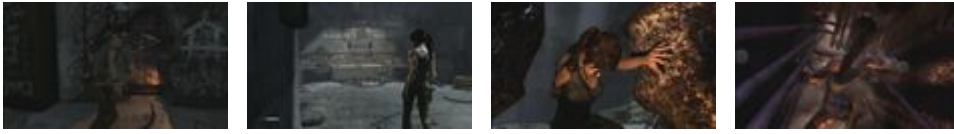
Lara picks up the "Assault Rifle" (technically a cheap British Sten Gun) and will need it for the firefight engagement in about 30 seconds. Once Lara opens the next door, a dozen or so enemies will rush and fire on Lara's position. Take them all down and clean up the corpses for ammo and salvage.

MAP ROOM



The map room base camp. Lara comes back here (the top floor where the camp is) when fast travelling.

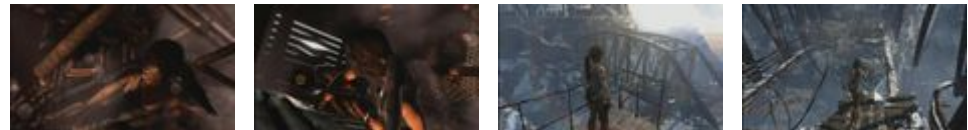
BROADCAST



Exit the base through the crack after the cut-scene.

Base Exterior

Base Exterior		
Documents	GPS Caches	Relics
2	1	2
Camps	Treasure Maps	Tombs
2	1	0
Challenges		
n/a		

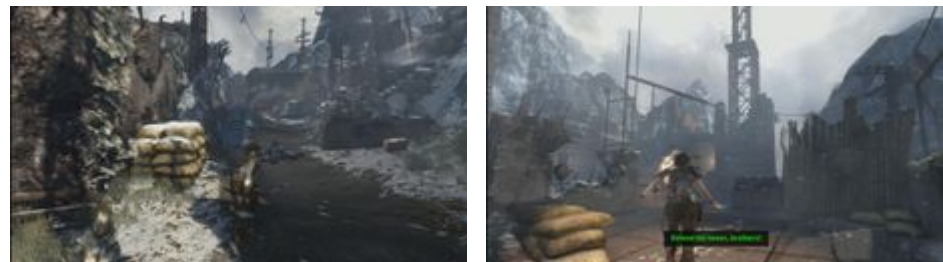


Lara enters this area by leaving the base behind. Note: that once she goes past the day camp at the bridge clearing, she cannot go back (there is another base camp near the comm tower).



Just past the truck wreck, there is a QTE that requires some stick wagging and a button press. Kick the loser off and fight the enemy.

BATTLE



Know that Lara can move forward to spawn enemies, then retreat to a safe spot (the alley where the Marksmanship Medal is found is a good place) to draw enemies to her. Shooting enemies will almost never follow charging enemies (the ones who melee), so you can separate the enemy's forces and kill them piece-meal (divide and conquer).

SHIELD ENEMY



Defeat all the enemies (including detonating the tower with red explosive barrels) and use that tower base as a "base of fire" to plink the rest of the skirmishers. Once Lara approaches the comm tower building's doors, the shield enemy will appear.

Lara will earn Axe Strikes and can use the pry axe to do some home-made brain surgery on the shield enemy. Dodge his attack, then counterattack by pressing Lara's shove button (which will now let her swing the Pry Axe like some crazy hatchet-wielding pro-Temperance harpy). Smash his little face in and loot the corpses of everyone. Note that the "weapon part" may be found in a variety of ways (including salvage boxes later), but this Bow Part is from the shield foe.

BASE EXTERIOR TREASURE MAP

The Base Exterior Treasure Map is on the center "dais" (for lack of a better term), There is that is reachable only by zip-line from the area's local base camp.



While you are here, You are gonna want to clear out the shield soldier from the fortress, and then pacify the interior. Once that's done, you may have Lara freely explore the grounds (and the zip line from the base camp) without further incident. And for no damage uphead.

CLIMB THE COMM TOWER



Lara climbs the comm tower (easy), and then plays a little button pushing game to broadcast her distress call.

BROADCAST MINI-GAME



So easy, even a caveman can do it. Simply follow the on-screen instructions. Note that the button prompts for PC, Xbox 360, and PlayStation 3 will display according to the system you have the game on.

FIRESTRIKER



Lara zips down to the fuel tank on the mountain top. She will find the Firestriker and will be able to light her torch anywhere. Use the torch to set the fuel on fire. After the cut-scene, she will be on the Cliffside Village.

Cliffside Village

Cliffside Village		
Documents	GPS Caches	Relics
0	0	0
Camps	Treasure Maps	Tombs
1	0	0
Challenges		
n/a		



After Lara lights the fuel tank on fire at the Base Exterior, For now this happens. Slide down the slope, avoid any large debris and catch the ledge before she flies off and flattens herself.



The area will collapse (runs on an invisible timer) so Lara needs to move outta there quick. The tapestries behave like the horizontal swing bars -- simply move Lara forward and the element will give her extra distance in her jumps.



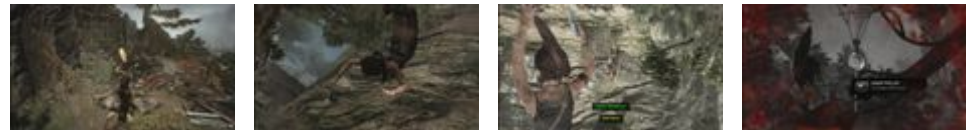
Keep Lara moving ahead, and jump to the next section before the one she is on collapses.



Time stops (briefly) for Lara so she can battle enemies here, including the shield soldier. Kill and loot them all, then check around for salvage boxes (and one pry axe open-able container in a loft) before leaving for the Mountain Pass.

Mountain Pass

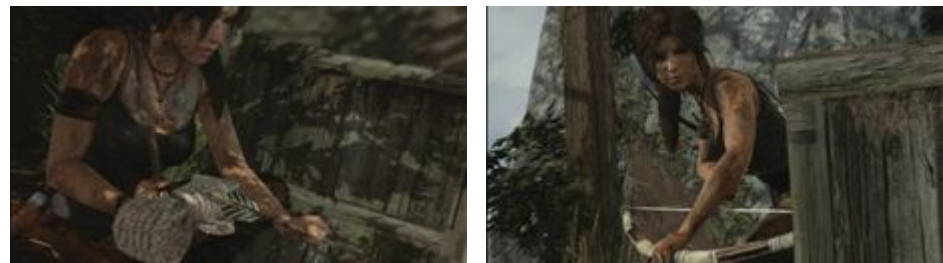
Mountain Pass		
Documents	GPS Caches	Relics
0	0	0
Camps	Treasure Maps	Tombs
1	0	0
Challenges		
n/a		



Escaping from the collapsing Cliffside Village, Lara will be ensnared (the one trap in the game you cannot prematurely trigger to avoid being snared). Shoot the enemies dead, then take out the counterweight by shooting the hook. In the future, if you spot hanging cargo bags, shoot the hooks above them to de-activate the man-trap,

Lara will get the Rope Arrows when enemies start firing on her. Note that if enemies are too much and you need a spot to retreat to, the passage way to the camp behind you is safe.

Rope Time



Lara's rope arrows can pull down the rope-tied targets, from boxes, to wood posts. Removing the woodposts the enemies are standing on will kill them instantly, but if you want the Get Over Here! trophy, you can also shoot rope arrows on enemies and pull them off their perch.



Leaving this area and heading back to Roth in the Mountain Village is easy. Locate rope-bound targets and wooden posts. You can have Lara shoot a rope arrow to a rope-bound target and, if Lara is standing by a wood post, she automatically fastens the rope to it, making a new path of travel.



Rope arrows also let Lara pull down rope-bound doors. The collectibles behind them are now yours. Head to the mountain village and get some.

Chasm Monastery

Chasm Monastery		
Documents	GPS Caches	Relics
0	0	0
Camps	Treasure Maps	Tombs
1	0	0
Challenges		
n/a		



Have Lara shake loose from her binds by wagging the stick left and right. Once Lara has solid footing, spam the displayed button to break free.



Escape in the hole (don't come back out, unless you want to see her pulp) and don't look back.

SHOTGUN ARRIVAL



Lara picks up the Shotgun, the last main weapon (outside the upgrades like the Grenade Launcher) in the game from the dead marine. Use this weapon to break wooden barricades here, and in the Mountain Village and future areas (esp. Shanty Town). Survive the short slide to the next area.

THE FIRST BELL

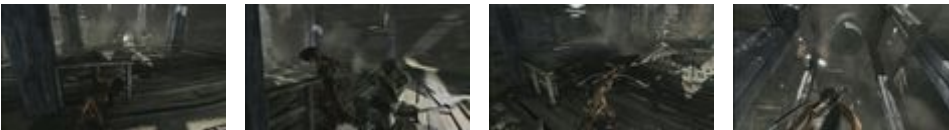


Kill the enemies here and use the rope arrow to draw back the weighted bell to smash the timbers barring the door. Lara will head into another chamber with more enemies, and a longer bell puzzle.

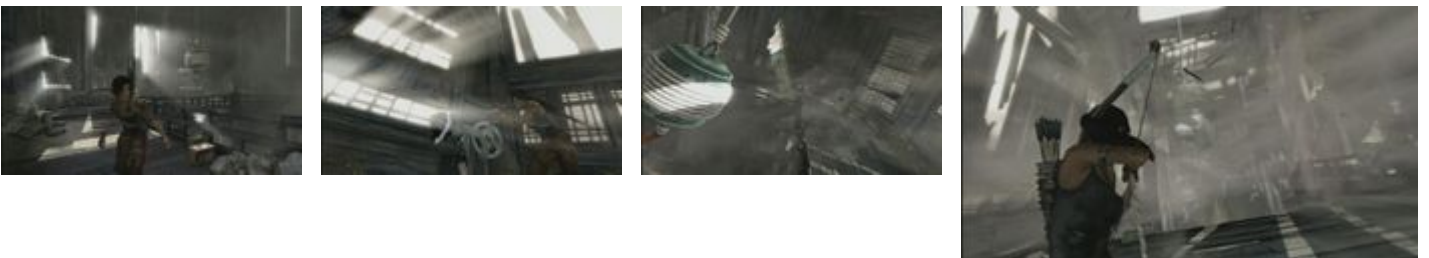
THE SECOND BELL



There will be more enemies at the second bell. Take your time and have Lara counter/dodge/shoot them all. Despite the rushing winds, there's no time pressure here.



A second enemy wave will attack after the first few enemies talk about the Oni. Clear things out and move to the second level to check out the bell puzzle.



This puzzle involves opening each of the side shutters to let the wind in -- Lara can close these shutters with the pry axe after opening them -- and using the rope arrow to smash the side supports of the building. Between each swing of the weighted bell, enemies will spawn and attack Lara.

After the supports are destroyed, open both wind shutters and use a rope arrow to drive the bell straight ahead to unblock the exit.



Lara will slide out of the monastery and back to the Mountain Village.

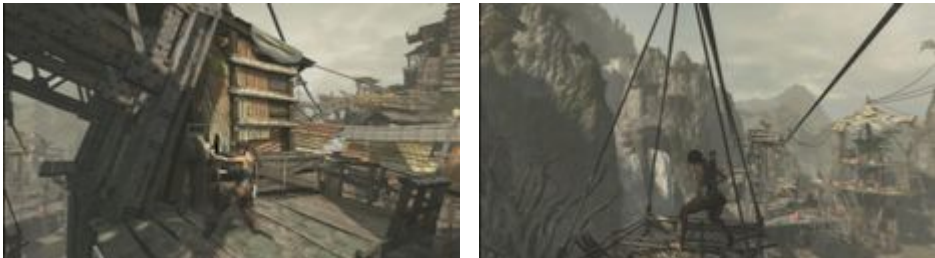
Shanty Town

Shanty Town		
Documents	GPS Caches	Relics
5	15	7
Camps	Treasure Maps	Tombs
6	2	Well of Tears Chamber of Judgment
Challenges		
Laid to Rest - Burn & pull down five Effigies with bow and arrow in Shanty Town.		
Silencer - Use the pry bar to destroy four Alarms.		

Cavern Entrance

Cavern Entrance		
Documents	GPS Caches	Relics
0	0	0
Camps	Treasure Maps	Tombs
0	0	0
Challenges		
None		

GONDOLA



Grim makes another appearance, but will be cut short by another cultist attack. Stay on the gondola and deal with the initial enemies who appear. You can clear them out without causing more to spawn (for now). Pulling off all the wood barricade covers is a good idea, but leave the red barrels alone for now.



Once Lara touches the platform, enemies will spawn and attack. Use the red barrels to catch enemies in the explosions. The assault rifle is a good choice here, if only to shoot enemies as they attempt to fast-rope to your platform. Avoid the incoming dynamite and clear the zone.

CROSS OVER



Cross over after the cut-scene. Enemies will appear and chop Lara's line, so ready the climbing axe button and scale the wall to a day camp where you can upgrade Lara with skills, etc.

BRIDGE STEALTH



Lara will not fight for the rest of this section. Instead she needs to sneak past all the enemies without being spotted. An A.I. Roth will act as an invisible sniper and kill enemies as they appear.



Do not proceed past any enemies until they are all dead (Roth will give you the go-ahead). Otherwise, Lara will have a short trip to a long fall. Cross the bridge, and when the enemies decide to fire down, you simply have Lara skid, slide, and jump the collapsing structures to the Geothermal Caverns.

Geothermal Caverns

Geothermal Caverns		
Documents	GPS Caches	Relics
3	5	3
Camps	Treasure Maps	Tombs
2	1	0
Challenges		
Firestarter - Use the fire arrows to ignite six Corpse Bags in the Geothermal Caverns.		

Lara's third capture by the Solarii cult results in her equipment being reduced to the bow for just this duration of the game (once she rescues her friends, she'll have her normal gear back again). To complete the Firestarter challenge the first time around, you need at least six arrows (assuming you don't miss), so keep that in mind and don't shoot enemies unless you need to.



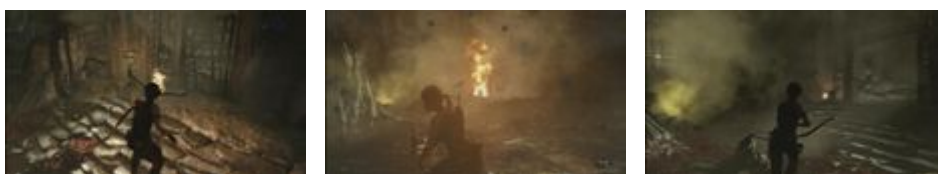
Notice the various flumes of methane gas spewing from the fumaroles on the island. They are poisonous and will deplete Lara's HP if she passes through them. To get by, you can ignite the plumes with a fire arrow, but they gas plume will resume shortly after it ignites (enough time to slip by once).

It goes without saying that lighting the torch near one will result in "you-know-what". If you like doing that, seek out the book by wizard Ezekiel Wormwort called *1001 Comedical Conflagarations and Other Laughable Atrocities*.

THRALL PIT



The thralls can be attacked by Lara's Pry Axe. There's no need to expend ammunition on enemies who just rush you to feast on Lara's face.



Exiting requires a simple step of prying off the gas regulation handle and igniting the gas with an incendiary device ... preferably from a distance.

METAL GEAR LARA



At the fork in the road past the first gate, have Lara take cover on the path to the right. Circle around and neck snap the enemy who stands around while his buddy checks on the gate. Quickly move on and take out the second enemy before he reaches the gate. The skill Axe Expert will let Lara stealth kill with the axe instead of resorting to a slower QTE.

TREASURE MAP

The Geothermal Caverns Treasure Map is near the base camp; look for a wooden mineshaft support structure near the methane fumarole and climb on top using the sides of the structure. While your there, You should see Lara reach the top, and be on the path to the map. Be certain.



Note: That the glowing metal cage is used by Lara to bypass the frozen gate in the prison, and has no part in helping you get the map.

A second set of enemies will be near the base camp. When one of them steps away, use an arrow and headshot the guy at the chessboard, then cack the guy checking the broken searchlight.

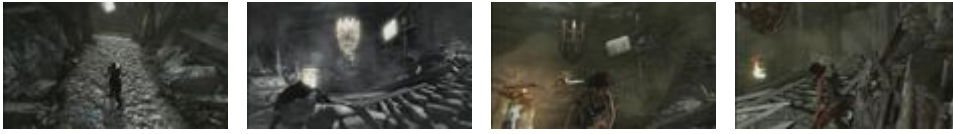
BYPASS THE SECOND GATE



The second gate is by-passed (and not blown up). Jimmy the valve near the base camp to get some gas to spew; detonate it so Lara can use the metal box cage to climb to the next part.

Wait for the two enemies to call down a third (he is not close to the second gate and needs time to walk down). When all three enemies are near the gas plume, ignite it for hilarious results. Make sure you loot the charred corpses for salvage and ammo.

THE LAST GATE



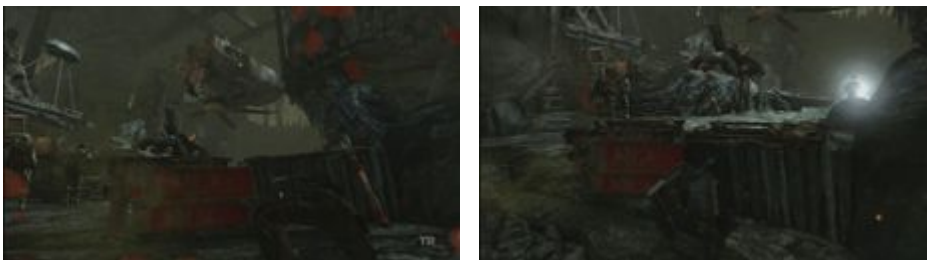
Climb up to the final part and ignite the gas plume to kill a few of the cultists near the altar. Lara will have to seek out and kill the remainder herself. To get out of the altar room, she needs to wrench off the gas valve near the gate.

Stand back and use a rope arrow on the weighted contraption. Switch to the fire arrow and when the weight swings over the gas tap, detonate the plume to break the door down.



Lara needs to flee the final area to her friends by quickly moving through the gas-filled chamber.

RESCUE THE CREW



Rescue the crew after killing all four guards in the cave. Once that's done, open the gas valve near the wreckage and ignite it.



Lara will need to get atop the captives' cage and detonate two gas plumes in succession. The first blows the weight towards the second plume; a second explosion will trigger the next phase.

BLOW BOTH TAPS



Lara needs to climb around the captives' cage and land on the next platform. Use the pry axe and open both valves on the ledge she's on. Use a fire arrow to ignite both taps simultaneously (shoot from the side and blow both).



This will set the crew free and Lara escapes to the mega battle known as the Solarii Fortress.

Solarii Fortress

Solarii Fortress		
Documents	GPS Caches	Relics
0	0	0
Camps	Treasure Maps	Tombs
1	0	0
Challenges		
n/a		



Lara will make her escape from the fiery wreck of the castle. If you can, stop and loot the dying cultists for salvage if you can afford to. You will appreciate the extra salvage now.

ESCAPE S'MORE



Lara will bump into that slimeball Whitman soon enough. He will initiate a cut-scene. Stuff happens, and Lara will need to fight.



Whip out Lara's gun and use cover while shooting back. Note that the metal braziers are indestructible, but offer less cover than the wooden columns. Kill however you can (the pry axe up close is handy); if you have Dodge Counter, you can prepare enemies for a killing blow.

Kill all enemies, loot what you can and escape out the door before the whole room is engulfed in fire (it will happen) and kills Lara.

FIRST TURRET



The first gun turret is a menacing customer. Use Lara's scrabble (dodge button) and she will take less damage from incoming bullets. Get close enough for Lara to trigger a cutscene where she will get the Grenade Launcher (max 7 grenades w/ the Ammo Capacity and Heavy Lifter skills) and do some blowing up of her own.



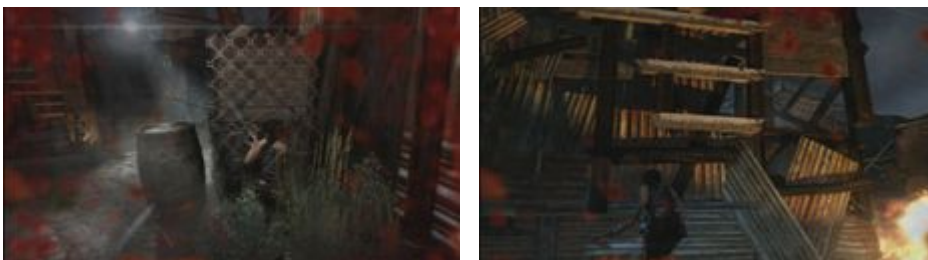
The grenade launcher is used to destroy metal barriers. They can probably be used on wooden barriers as well, but that's where cheaper shotgun ammo comes into play. Don't fire like a madwoman - there's a large firefight coming up, one where Lara can earn many headshot XP points.

HOLDING SPOT



Lara can hold at the spot where she drops down to search for Samantha (the spot with all the ammo crates). Luring enemies back and headshooting them will make the fight easier, and earn you extra XP for the accurate shot.

SECOND TURRET





The second turret will draw a bead on Lara past the fountain. Scrabble to the climbing wall and zipline down to the enemy building while avoiding weapons fire. Sneak close and lob a grenade into the turret position to destroy it.

ESCAPE



Lara will need to escape from the exploding bridge. Run towards the camera and perform the waggle joystick/button press QTE to get rid of the suicidal cultist at the end of her jump.

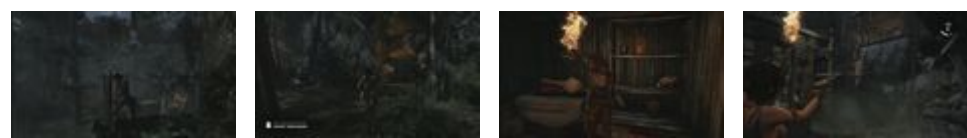


Continue past the fiery wreckage and get to Roth's chopper to complete this act, and to move on to the Summit Forest.

Summit Forest

Summit Forest		
Documents	GPS Caches	Relics
2	5	3
Camps	Treasure Maps	Tombs
3	1	Stormguard Sanctum
Challenges		
Redcap Roundup - Collect the 10 red Mushrooms in the Summit Forest.		

SUMMIT FOREST



The **Summit Forest** starts after the chopper crash. Lara will need to spend some time to stealth kill and pick off the cultist pursuit team (with wolves) sent to locate the crash survivors.

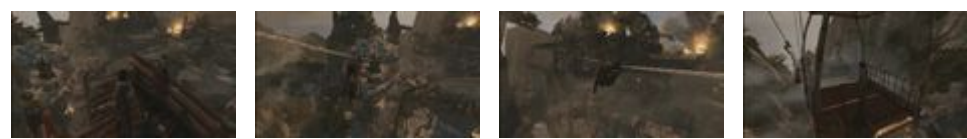
Use the hunting platforms and the rope lines to carefully stalk your prey. If you have to fire at enemies (going loud), you will probably find hunting down enemies hard, as the foliage will hide enemies quite well.

STORMGUARD SANCTUM

The Stormguard Sanctum is the only tomb in **Summit Forest**, but it only offers a partial Treasure Map. By now, you should have enough skill points for Orienteering or even Cartography, so you should use those skills to help Lara locate treasure on the maps.

To exit the forest area, use a rope arrow to swing the turnstile with the horizontal swing bar towards Lara; you hop onto it and head for the exit. Lara will briefly visit the Shanty Town, but in an area that will no longer be accessible later.

GONDOLA RIDE



The gondola ride will be fairly peaceful until the cars all stop halfway through.

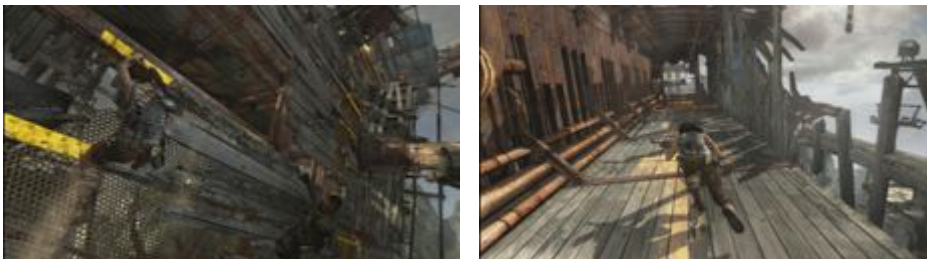


Shoot a rope to the tower and get ready for a fight with several enemies. Save your shotgun ammo (you need at least 5 or 6 shells). Otherwise, use what you like and blast everyone.

FIREFIGHT AND TURRET



The turret signals the end of the battle. At that point, Lara needs to use acrobatics to avoid death and head for the next piece of safe ground.



Enemies will probably not hit Lara as they whole place falls apart. Head for stable/safe ground, and Lara will go into another free-fall sequence.



She will slide down the ropes - time her drops so she catches the next zipline down. On the wet-slide, steer clear of the sharp junk and shotgun the wood barricades. Lara ends up on Shipwreck Beach soon enough.

Shipwreck Beach

Shipwreck Beach		
Documents	GPS Caches	Relics
4	15	6
Camps	Treasure Maps	Tombs
4	2	Flooded Vault Temple of Handmaidens
Challenges		
Cairn Raider - Find the 5 Cairns on Shipwreck Beach.		
Minesweeper - Shoot all 10 Sea Mines on Shipwreck Beach.		

There are 3 wrecks on **Shipwreck Beach**, the pirate ship (where Lara gets the block and tackle/pulleys for Reyes and Jonah), the container ship wreck (mid-way on the beach) and the galleon wreck (south end of the beach). These three wrecks will be referred to in the Minesweeper and Cairn Raider challenges.

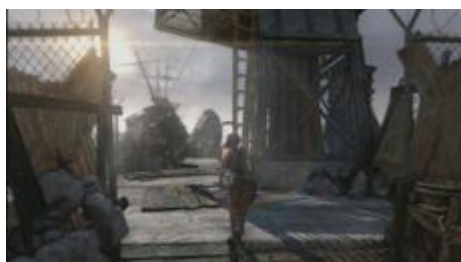
Note that you may want to refer to both those challenges up to the point Lara reaches the Cliffside Bunker, since all ten sea mines and five cairns can be processed before Lara leaves the beach the first time.

MEET THE CREW

Note: Once you arrive at the beach shoot a crab by the cliff to left and waters edge for the "Crab Cakes" Hidden Trophy (the crabs name is FeeFee).



Locate the PT boat on the beach and meet Reyes and Jonah. They will task Lara with a new assignment.



Find the pier leading to the pirate ship wreck for the block and pulley. Note that you may want to do this first, since without the Compound Bow, Lara won't be getting much done at all since she's

restricted to the north half of the beach.



Watch for the enemies on the wreck. Pull them off with the rope arrow or headshot them; both will throw explosives if you alert them.

GET BLOCK AND TACKLE



The block and tackle needs to be shot. Aim at the winch and plink the hook. Shine Block and tackle get!

LEAVE



Leaving is easy. The main mast acts as a balance beam and the enemies on the wreck's bow aren't fit to guard a low-rent rock band.

COMPOPUND BOW



With this baby, Lara can pound shots into climb-able rocks instead of rope-targets. Makes for new avenues of travel. Head through the container ship wreck mid-way up the beach now.

TO THE ENDURANCE



The path to the Cliffside Bunkers and the *Endurance* requires Lara to climb the junk tower in the mid-point of the beach and head for the upper path. Before you do, consider completing the mines in Minesweeper, which requires taking the lower (dead-end) path. The last cairn is on the upper path, along the way to the Cliffside Bunker entrance.

Note: In order to get the southern most GPS Cache push down the orange buoy at the top of the waterfall in the area that transitions to the Cliffside Bunker down the fall, then follow it (without dying) and push/pull it to the pier.

After The Endurance



After the *Endurance* sinks, Lara will head back and head for the Research Base. Use the Rope Ascender to rip the elevator gate off, then bring the lift down with the Pry Axe.



Jump from the lift's ledges to the climb-able rock wall and start climbing. **Shipwreck Beach's** last few marked collectibles are found here and on the island with the water silo.

SILO



Once Lara is atop the silo, she's on her way to the Research Base, which has its own micro puzzle

(the elevator).

ASCENDER LIFTS

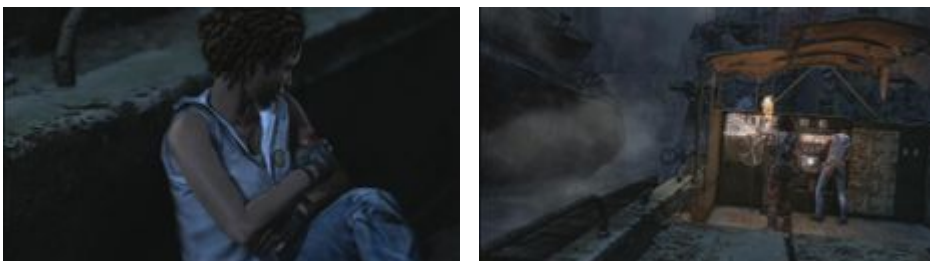


Lara needs the Rope Ascender to power pull the broken gondolas to act as platforms. The second gondola will vanish once you pass through it, requiring Fast Travel to get to the base in the future.

After the Research Base



After the Research Base is completed, Lara heads back to the PT Boat. Snipe the two enemies outside the base and locate the ropes leading back down to **Shipwreck Beach**.



Lara can visit all areas previous before boarding the PT Boat for the final act (Chasm Stronghold to the Zigurrat), but there is one final area with collectibles (all marked once you get the Treasure Map - in Chasm Shrine), but no more challenges. Leave when you like.

Cliffside Bunker

Cliffside Bunker		
Documents	GPS Caches	Relics
4	5	3
Camps	Treasure Maps	Tombs
2	1	0
Challenges		
Previous Inhabitants - Burn 4 Chrysanthemum Banners of the Imperial Japanese Army.		



Lara gets to the **Cliffside Bunker** and can see some of the *Endurance*. She needs to fetch Reyes' tools and see about her classmate, Alex, before this area is cleared.

MILITARY BUNKER



The military bunker is filled with enemies. After you cause any ruckus, you will have a pretty tough fight at close quarters. Once you get Lara to the stairs, you can expect most enemies to spawn in the corridor and the large bunker room.



The only way out is by using this hanging lift. Climb around and set Lara down at the Endurance Overlook day camp.

ENDURANCE OVERLOOK



There are some collectibles before you have Lara jump down to the day camp. Checking Previous Inhabitants would be a good idea before dropping off.

BRUTE FIGHT

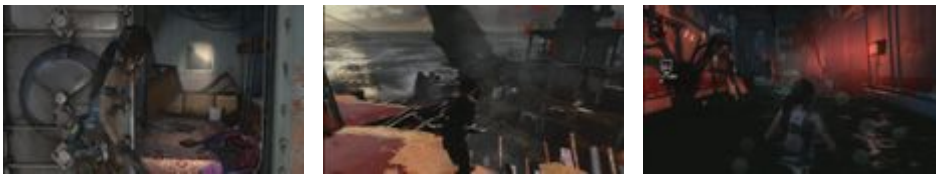


The fight against the Russian hulk is merely one of aiming a shotgun at the head and firing. The Full Choke upgrade for the shotgun isn't necessary if you are careful about dodging the big man's punches at the last minute. Once the hulk has its HP reduced, have Lara step in with the Pry Axe finisher and rip his face off.



The Rope Ascender is the final piece of gear Lara earns through story mode. After this, she will need to find Weapon Parts and upgrade her stuff with salvage. Pull the box down, and hope your game doesn't crash. If your game works normally, the box breaks the floor making a hole to the ship's interior.

STERN HALF



Work through the ship and assassinate the enemy on your side (at the break). Headsnipe the others across the water before going across (they can shoot Lara off the zipline).



Find Alex and solve the puzzle by moving the winch unit to the ladder. Pull the unit around to the outside and then to the rail that lines up with the ladder in the hole.



Climb up the ladder, find the pipe barring your way and knock it off. Have Lara pull the winch unit back to its original spot and then to the door to reach Alex.

ESCAPE THE ENDURANCE



Leaving the ship behind is easy. Run forward and use the Rope Ascender to zipline quickly up the rope (otherwise Lara dies a terrible, terrible death).



Pull down the heavy weights at the bunker to get back to the Survivor's Camp at Shipwreck Beach.

CLIFFSIDE BUNKER TREASURE MAP

The Cliffside Bunker Treasure Map requires Lara to possess the Rope Ascender (or power grapppler) from her quick jaunt on the *Endurance's* wreck.



When Lara uses the Rope Ascender to pull down the weakened wall in the gun bunker, the map is just outside, around the corner, and to her "right".

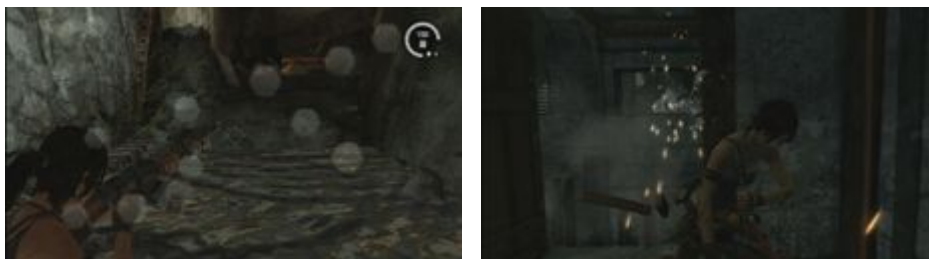
Research Base

Research Base		
Documents	GPS Caches	Relics
3	3	2
Camps	Treasure Maps	Tombs
1	1	0
Challenges		
Sun Killer - Shoot 5 Sun Totems in Research Base.		



Climb up past the silo in Shipwreck Beach and head towards the cliffs where the Imperial Japanese Army facility was. There are two enemies with whom you may headshot quickly and loot corpses. It's otherwise a strict climbing and jumping exercise to get to the base.

INSIDE THE FACILITY



Once Lara is inside the base, she can use the Grenade Launcher to blow through two metal walls to get some goodies. Considering each space is less than 20 in-game steps, you're better off knowing about this, and finding out what you find yourself.

ELEVATOR PUZZLE



The elevator needs to be sabotaged for Lara to enter the facility's heart. Three of the four Pry Axe wrecking points are easy to find. Simply stop at each floor, press the call button to bring the elevator up, and wreck those gears.



The final gear is accessible, but only if Lara is one floor down from the lift when it is on level four. She needs to use the shotgun to break the wooden barricade on the north facing of the elevator (check your map for compass directions).

Once the wall is gone, have the elevator come up from the 3rd floor to the 4th floor. Lara can jump out the wall breach and hit the climb-able wall and get to the final gears' access hatch.

FACILITY HEART



The final hallway to the facility has two or three enemies. Take them out and get ready for a titanic battle.

TREASURE MAP

The Research Base Treasure Map is past some "set-dressing" ammunition boxes.



Locate the black-and-yellow turntable on the floor. The shell containers near this landmark is the stack hiding the map.

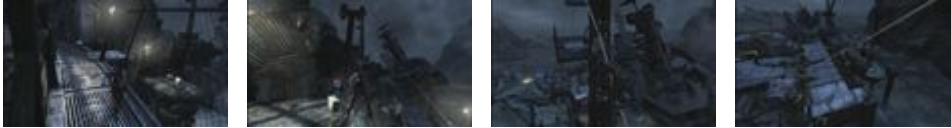
FINAL FIGHT



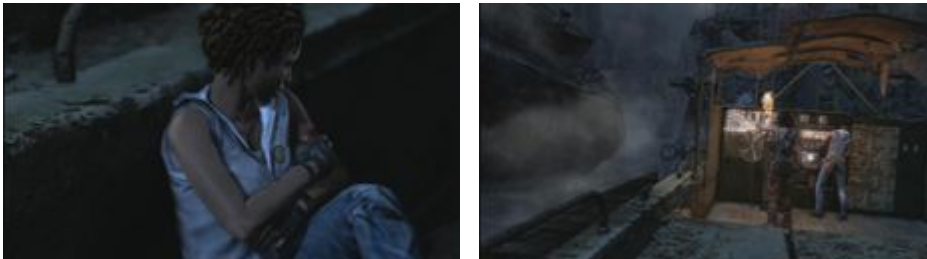
The final battle in the Research Base (and the document) will be at the mummified remains at the

dais. Enemies will come down and attack Lara at that point. Use the stairs as hard cover, and the shallow water should negate the enemy firebombs. Headshots and lethal force will rule the day -- kill everything and Lara can get out via the walkway, and back to Shipwreck Beach.

On Shipwreck Beach



After the **Research Base** is completed, Lara heads back to the PT Boat. Snipe the two enemies outside the base and locate the ropes leading back down to Shipwreck Beach.



Lara can visit all areas previous before boarding the PT Boat for the final act (Chasm Stronghold to the Zigurrat), but there is one final area with collectibles (all marked once you get the Treasure Map - in Chasm Shrine), but no more challenges. Leave when you like.

Chasm Stronghold

Chasm Stronghold		
Documents	GPS Caches	Relics
0	0	0
Camps	Treasure Maps	Tombs
1	0	0
Challenges		
n/a		

Chasm Shrine

Chasm Shrine		
Documents	GPS Caches	Relics
3	0	3
Camps	Treasure Maps	Tombs
2	1	None
n/a		

Chasm Ziggurat

Chasm Ziggurat		
Documents	GPS Caches	Relics
0	0	0
Camps	Treasure Maps	Tombs
1	0	0
Challenges		
n/a		

Skills

This is Lara Croft's access to three categories of **Skills**, divided into Survivor Skills, Hunter Skills, and Brawler Skills.

SURVIVOR SKILLS

- Animal Instincts
- Survivalist
- Advanced Salvaging
- Bone Collector
- Arrow Retrieval
- Scavenging
- Climber's Agility
- Orienteering
- Cartography

HUNTER SKILLS

- Steady Shot
- Ammo Capacity
- Heavy Lifter
- Accomplished Killer
- Bow Expert
- Pistol Expert
- Rifle Expert
- Shotgun Expert

BRAWLER SKILLS

- Pain Tolerance
- Dirty Tricks
- Axe Strikes
- Axe Expert
- Dodge Counter
- Dodge Kill
- Dodge Kill Mastery

Experience points earned to fill out Lara's XP shield will bestow one skill point to improve/unlock one of the skills. Lara must invest 7 skill points in "rookie" skills to unlock the "hardened tier of skills. She must again invest 7 *more* skill points on hardened and rookie skills to unlock the final tier of expert skills.

Survivor Skills

The **Survivor Skills** are used to help Lara learn & earn more experience points and resources (salvage) from her actions, as well as assist in her exploration.

- Animal Instincts
- Survivalist
- Advanced Salvaging
- Bone Collector
- Arrow Retrieval
- Scavenging
- Climber's Agility
- Orienteering
- Cartography

And, It would be best to purchase Survivalist, Advanced Salvaging, and Bone Collector (esp. if you like hunting animals for salvage).

Once you have Orienteering and Cartography unlocked, you will want to buy them as well, since those skills will reveal relics, documents, and GPS caches to Lara when she enters a previously unmapped area.

Animal Instincts

Animal Instincts is a novice skill. So basically It highlights animals and plants for Lara to hunt or harvest (note that plants are limited in number).



IN-GAME DESCRIPTION

Keen observation allows you to spot hard-to-find animals and food sources.

SKILL ANALYSIS

This skill is "helpful" only if you spend a lot of time hunting. The only time you want to spend hunting is if you have Bone Collector and need extra salvage for those sweet, sweet Tech Upgrades.

Survivalist

Survivalist is a novice skill. The skill allows Lara to gain approximately 20-25% more experience points whenever she harvests an animal or certain types of plant (the figure varies on the resource).

IN-GAME DESCRIPTION

Earn extra rewards when looting animal corpses and food caches.

SKILL ANALYSIS

This skill is generally only helpful if you spend time hunting. You should remember that excessive hunting in an area is detected by the game, and Lara can effectively 'hunt out' an area if she constantly slaughters animals around. Animals will gradually begin to return to an area after a period of time has passed (generally through Fast Travel and other in-game events).

Advanced Salvaging

Advanced Salvaging is a novice skill. This is When Lara breaks open a salvage box, crate, or container, she will earn extra salvage (approx. 15% to 50% more, depending on the base salvage amount).

IN-GAME DESCRIPTION

Thoroughly search crates and caches to find extra salvage.

SKILL ANALYSIS

It is recommended that you buy advanced salvaging earlier on in the game. Along with Survivalist and Bone Collector, this is one of the three core "growth" skills Lara should learn.

Without the extra salvage, you will not be able to upgrade your weapons to catch up with the story events (and may require you to grind for salvage).

Bone Collector

Bone Collector is a novice skill. When Lara harvests an animal, she will earn salvage from each harvest as well as experience points. This salvage does not diminish even if the area is "hunted out".

SKILL ANALYSIS

It is recommended that Lara learns this skill earlier on as it allows you to gain valuable salvage that can be used to upgrade your weapons. Along with Survivalist and Advanced Salvaging, this is one of the three core "growth" skills Lara should learn.

Without the extra salvage, you will not be able to upgrade your weapons to catch up with the story events (and may require you to grind for salvage).

Arrow Retrieval

Arrow Retrieval is a novice skill. Essentially, Lara can retrieve the arrows which were shot into a legit, unarmored target (arrows hitting armor will be destroyed). Arrows which miss a target and strike walls, the ground, etc. are considered destroyed.

IN-GAME DESCRIPTION

Resourceful archers can recover arrows from the bodies of enemies.

SKILL ANALYSIS

This skill is handy only if you rely on the bow instead of behind-the-enemy stealth kills.

It is worth remember that ammunition caches do respawn between Fast Travels, so you may be more recommended purchasing skills such as Advanced Salvaging, Bone Collector, and Survivalist instead.

That said, Arrow Retrieval is perhaps one of the most useful skills you can have if you use the bow a lot as it means you can shoot, loot and refill your ammunition by searching the corpses of those you've shot.

Scavenging

Scavenging is a novice skill. Lara finds more ammunition from dead enemies than before.

IN-GAME DESCRIPTION

Spotting hidden pockets on enemy corpses will reward you with extra ammunition.

SKILL ANALYSIS

A handy skill in a firefight, even especially if you are playing the game on Hard (and are awful with headshots). However, do not neglect Lara's core growth skills (Survivalist, Advanced Salvaging, Bone Collector) before unlocking this combat logistics skill.

Orienteering

Orienteering

Orienteering

Orienteering

Orienteering

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Orienteering is a hardened skill. It allows Lara to see through the environment to spot collectibles (and some challenge objects) and each item will glow whenever Survival Instincts is used and the item is nearby.



IN-GAME DESCRIPTION

Use your keen perception to find hidden rewards in the environment.

SKILL ANALYSIS

This skill is exceptionally useful for collectible hunters. It is also a requirement for unlocking the improved version of this skill, Cartography.

Cartography

Cartography is an expert skill. With this, Lara will auto-detect and map "points of interest" on the local map when she enters an area. All previously hidden collectible documents, relics, tombs, treasure maps, and GPS caches will appear as light gray markers.



IN-GAME DESCRIPTION

All tomb entrances and map locations will be revealed on your map.

SKILL ANALYSIS

Since this skill is in the Expert tier, it is unlikely you will get it until towards the end of the game. This skill is generally useful in the post-ending portion of the game where Lara returns to the island to find any hidden collectibles she may have missed.

Using Survival Instincts will now reveal locations for Lara to visit on her map. Remember that you can use a Waypoint to help you find the location better, and all objects that are nearby will glow with a yellow light should you use Survival Instincts.

Hunter Skills

Hunter Skills improves Lara's combat abilities, improving the effectiveness of her weapons, the damage she deals to enemies and improving other aspects such as how much ammunition Lara can carry.

- Steady Shot
- Ammo Capacity
- Heavy Lifter
- Accomplished Killer
- Bow Expert
- Pistol Expert
- Rifle Expert
- Shotgun Expert

It is recommended that you consider buying skills in the Survival Skills category first to let Lara earn more XP and salvage from her actions first.

Steady Shot

Steady Shot is a novice skill. Lara may now draw and hold her bowstring taut longer to aim her arrow.

IN-GAME DESCRIPTION

A focused mind allows you more time to aim deadly shots with your bow.

SKILL ANALYSIS

A useful skill for those who favour the stealthy approach offered by Lara's bow. Since it gives you more time to line up your shots, it makes life easier when trying to pick off enemies one by one.

Remember it is possible to release a notched arrow using the aim button. Simply release and Lara won't fire the arrow.

Ammo Capacity

Ammo Capacity is a novice skill. With it, Lara may carry more ammunition for all weapons.

IN-GAME DESCRIPTION

Efficient use of bags and pockets allows you to carry more ammunition.

SKILL ANALYSIS

Lara can carry more ammunition for all of her weapons, allowing the player to scavenge for more ammunition as they explore the land. It is a requisite for the final level of ammo capacity, [Heavy Lifter](#).

Heavy Lifter

Heavy Lifter is a hardened skill. With it, Lara will be able to carry the maximum amount of ammunition in this game. This skill can only be mastered by mastering [Ammo Capacity](#) first.

IN-GAME DESCRIPTION

Your increased strength allows you to carry the maximum amount of ammunition.

SKILL ANALYSIS

It's a toss-up between this skill and Orienteering, but remember 7 skill points must be used in order to unlock Cartography; **Heavy Lifter** should be one of them.

Accomplished Killer

Accomplished Killer is a hardened skill. Lara earns extra experience points from killing enemies "with finesse" (meaning with headshots, stealth kills, and dodge kills).

IN-GAME DESCRIPTION

Eliminate your enemies with finesse to earn greater rewards.

SKILL ANALYSIS

This skill works in conjunction with Dodge Kill, Dodge Kill Mastery, Axe Expert, Bow Expert, Pistol Expert, Rifle Expert, Shotgun Expert, and the old fashioned stealth kill (*sans* pry axe). So be sure to Consider it one of the last skills you want to buy on your way to unlocking the expert tier of skills.

Bow Expert

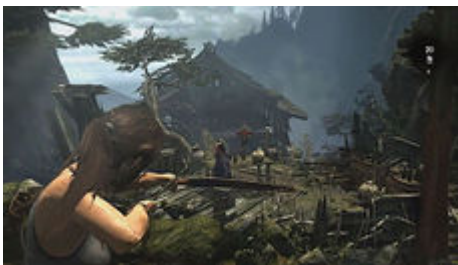
The **Bow Expert** is an expert skill. With this skill, Lara finishes off a stunned enemy with an arrow ... to the eyeball.

IN-GAME DESCRIPTION

Stab enemies at close range with your arrows for extra rewards. Also unlocks headshot reticle.

SKILL ANALYSIS

This skill works in conjunction with Accomplished Killer and Dodge Counter. Note that Dodge Kill and Dodge Kill Mastery will initiate this particular kill animation. Even if Lara did not unlock it, the ability will still work for you.



Pistol Expert

The **Pistol Expert** is an expert skill. With this skill, Lara finishes off a stunned enemy with a point-blank headshot when the Handgun is equipped.

IN-GAME DESCRIPTION

Execute enemies at point blank range for more rewards. Also unlocks headshot reticle.

SKILL ANALYSIS

This skill works in conjunction with Accomplished Killer and Dodge Counter. This kill animation does not use up Lara's existing ammunition stores.

Rifle Expert

The **Rifle Expert** is an expert skill. With this skill, Lara finishes off a stunned enemy by emptying the magazine in the target's chest when the Assault Rifle is equipped.

IN-GAME DESCRIPTION

Unload your rifle at close range to brutally finish enemies and earn bonus rewards.

SKILL ANALYSIS

This skill works in conjunction with Accomplished Killer and Dodge Counter. This kill animation does not use up Lara's existing ammunition stores.

Shotgun Expert

The **Shotgun Expert** is an expert skill. With this skill, Lara finishes off a stunned enemy with Capcom's patented *Resident Evil Close Quarters Zombie Neutralization Manuever*, or the ever popular "BOOM! Headshot!" when the shotgun is equipped.

IN-GAME DESCRIPTION

Blast enemies with the shotgun at close range to stop them in their tracks and earn extra rewards.

SKILL ANALYSIS

This skill works in conjunction with Accomplished Killer and Dodge Counter. This kill animation does not use up Lara's existing ammunition stores.

Brawler Skills

Brawler Skills are skills which let Lara do counter-kills and other battle related activity.

- Pain Tolerance
- Dirty Tricks
- Axe Strikes (free in story mode)
- Axe Expert
- Dodge Counter
- Dodge Kill
- Dodge Kill Mastery

Note that Axe Strikes are automatically unlocked as Lara continues playing through story mode. Pain Tolerance increases her HP by a little, and if you are playing it semi-stealthy, you may not need it until Lara attempts to enter the Chasm Monastery (about 1/3 of the way through the game).

Pain Tolerance

Pain Tolerance is a novice skill. Lara gains more health.

IN-GAME DESCRIPTION

Withstand more punishment in combat and live to fight another day.

SKILL ANALYSIS

This skill's benefits aren't brilliant, as Lara will still die when out in direct gunfire pretty quickly. It does bump up her resistance to fire though, which is quite handy.

Dirty Tricks

Dirty Tricks is a novice skill. Lara will throw sand and dirt when dodging enemies, stunning them.

IN-GAME DESCRIPTION

Cleverly use dirt and rocks to blind your enemies and leave them vulnerable to your attacks.

SKILL ANALYSIS

This skill is handy, but not necessary for Dodge Counter, Dodge Kill, and Dodge Kill Mastery. Buy something else in the meantime.

Axe Strikes

The **Axe Strikes** may be a story-related skill. Lara automatically unlocks this perk when she has spent 7 skill points on Novice skills and can spend points on Hardened skills.

IN-GAME DESCRIPTION

Deliver two swift strikes with the climbing axe to stun your enemies.

SKILL ANALYSIS

What's better than free skills? Nothing -- except free money. Or if you live in South Park, Colorado, free hat.

Note: The **Axe Strikes** skill is not necessarily automatically unlocked after fighting the first shield enemy.

Axe Expert

The **Axe Expert** is a hardened skill. Lara may stealth kill with the pry axe, eliminating the quick time event for the standard stealth kill.

IN-GAME DESCRIPTION

Use your climbing axe to deliver a deadly, stunning blow to your enemies.

SKILL ANALYSIS

A handy skill to have, but make sure to have Orienteering, Cartography, Survivalist, Advanced Salvaging, Bone Collector, Scavenging, Ammo Capacity, and Heavy Lifter unlocked first.

Remember that ***enemies are finite***. Once you've slayed enough (except for the final area, Chasm Ziggurat), enemies will not respawn.

Dodge Counter

The **Dodge Counter** is a hardened skill. When dodging an enemy's melee attack, Lara may time a quick time event to stun the enemy with an arrow to the knee.

IN-GAME DESCRIPTION

After dodging an enemy, stab them in the knee with an arrow to cripple them and leave them vulnerable to a killing blow.

SKILL ANALYSIS

This skill is a requisite to Dodge Kill and Dodge Kill Mastery.

Dodge Kill

The **Dodge Kill** is an expert skill. Lara may now kill an unarmored (or un-helmeted) enemy instantly instead of just incapacitating him by pressing the indicated button at the end of the quick time event.

IN-GAME DESCRIPTION

Skilfully dodge lightly armored opponents and then strike them at close range to kill them instantly.

SKILL ANALYSIS

This skill is a requisite to Dodge Kill Mastery and works only on enemies with no armor.

Dodge Kill Mastery

The **Dodge Kill Mastery** is an expert skill. Lara may now kill an armored enemy instantly instead of just incapacitating him by pressing the indicated button at the end of the quick time event.

IN-GAME DESCRIPTION

Skillfully dodge lightly armored opponents and then strike them at close range to kill them instantly.

SKILL ANALYSIS

This skill requires Dodge Counter and Dodge Kill to unlock. When coupled with Accomplished Killer, the experience point bonuses add up quickly.

Upgrades

Upgrades for Lara and her equipment.

GEAR UPGRADES

- Strengthen
- Torch (unlisted)
- Climbing Axe (unlisted)
- Firestriker (unlisted)
- Compound Bow (unlisted)
- Rope Ascender (unlisted)

BOW UPGRADES

- Rope Arrows
- Fire Arrows
- Napalm Arrows
- Explosive Arrows
- Reinforced Limbs
- Plaited String
- Stabilizing Weight
- Penetrating Arrows
- Wrapped String
- King Ring Trigger

HANDGUN UPGRADES

- Burst Fire Mod
- Extended Mag
- High Capacity Mag (Pistol)
- Ported Vent Slide
- Muzzle Brake (Pistol)
- Polished Barrel
- Magazine Well
- Rapid Fire Mod
- Ergonomic Grip
- Silencer (Pistol)

RIFLE UPGRADES

- Grenade Launcher
- Frag Grenades

- High Capacity Mag (Rifle)
- Barrel Shroud
- Match Grade Barrel
- Padded Stock
- Muzzle Brake (Rifle)
- Taped Double Mag
- Polished Ejector
- Scope
- Silencer (Rifle)

SHOTGUN UPGRADES

- Full Choke
- Incendiary Shells
- Barrel Shroud
- Modified Receiver
- Polished Bolt
- Padded Grip
- Wrapped Stock
- Shell Mag
- Drum Mag

Weapon Parts

Weapon Parts seem to be half randomized / half pre-set in the game. If you are looting all slain enemies, and salvage boxes, you will likely find a weapon part added to Lara's inventory if you "don't have it".



There is a "Weapon Part" marker on the **Tomb Raider Interactive Map**; if you spot one during your game, you may want to let everyone know where you found it.

- Handgun Part in the Hall of Ascension
- Bow Part on the shield guy at the communication tower base.
- Bow Part in shack where Lara drops in from the Village Overlook (from an enemy or a salvage box)
- Rifle Part in strung up salvage box net at the Mountain Village waterfall
- Rifle Part from a salvage part in a shack near the Village Plateau camp
- Shotgun Part from the three dudes by the fuel tank after Lara escapes the Chasm Monastery.
- Rifle Part in a salvage box in Shanty Town
- Shotgun Part from the Shanty Town man-trap near the initial area when Lara is still injured.
- Rifle Part in a salvage box just past the above-mentioned man-trap (on the way to the med-chopper)
- Rifle Part in a salvage box in the center of Shanty Town
- Handgun Part in Tomb of Judgment
- Shotgun Part in the Solarii Fortress firefight (the large room before earning the Grenade Launcher outside)
- Rifle Part in a salvage box on Shipwreck Beach near the Survivors' Camp
- Shotgun Part is in a hanging cargo net near the Survivor's Camp on Shipwreck Beach.

- Bow Part in a hanging cargo net near the Survivor's Camp on Shipwreck Beach.
- Bow Part in a salvage box near the entrance to Cliffside Bunkers from Shipwreck Beach (on the wood platform)
- Rifle Part in a hanging cargo net near the junk tower on Shipwreck Beach or a stationary salvage box overlooking the GPS on the pier adjacent to the junk tower
- Shotgun Part in a salvage box in a 2F corner room of the Cliffside Bunker.
- Handgun Part in Tomb of the Handmaidens
- Shotgun Part in a salvage box at the Research Base past the metal barrier blown up by the Grenade Launcher.

Gear Upgrades

Lara gets **Gear Upgrades** for her little pry axe. Some of the gear upgrades are not listed in this game's category, as they are more "innate abilities" and mobility enhancements than "upgrades", but they will be left here for the purposes of the guide.

- Strengthen

The remaining categories are unlisted - or listed elsewhere - in the game, and are essentially "Lara Upgrades".

- Torch (unlisted)
- Climbing Axe (unlisted)
- Firesriker (unlisted)
- Rope Arrow (see: Bow Upgrades)
- Fire Arrow (see: Bow Upgrades)
- Compound Bow (unlisted)
- Rope Ascender (unlisted)

Strengthen

Strengthen (the Pry Axe) is a mandatory upgrade. Lara needs to collect 50 salvage points to upgrade the Pry Axe to open the Mountain Temple gate for Whitman.

IN-GAME DESCRIPTION

Reinforces the pry axe so that it can be used to operate cranks.



Torch

The **Torch** is a piece of unlisted gear. Lara gets it in the tutorial level, and never loses it (it has unlimited uses). The only caveat is that it can be extinguished (hold the DODGE button), attracts enemy attention, and when Lara is performing strenuous two-handed actions (like scaling a wall or handling bulky weapons) or passes through falling water, the torch is extinguished.



Makeshift Bow

Lara's adventure on the island of the Yamatai spans multiple regions from icy mountains to gas-choked caves. Without the **Makeshift Bow**, her adventure will span one region as she becomes lunch for wolves.



The bow will upgrade with more weapon parts (found in randomly pre-set salvage boxes).

Pry Axe

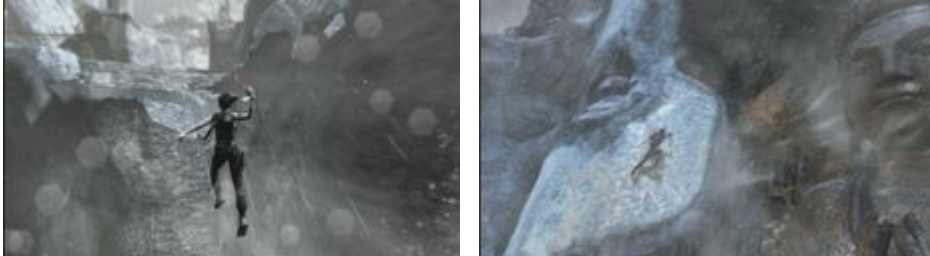
The **Pry Axe** is Lara's handy little jimmy tool and hand weapon (after unlocking Axe Strikes automatically through story mode).



Roth will upgrade this to the Climbing Axe, which lets Lara do more mischief with a hooked piece of metal.

Climbing Axe

Roth gives Lara the **Climbing Axe** after his pack is fetched in the Mountain Village. Lara can climb on porous-looking rock faces from there on out.



The only other upgrade associated with climbing is Climber's Agility, which has dubious usage.

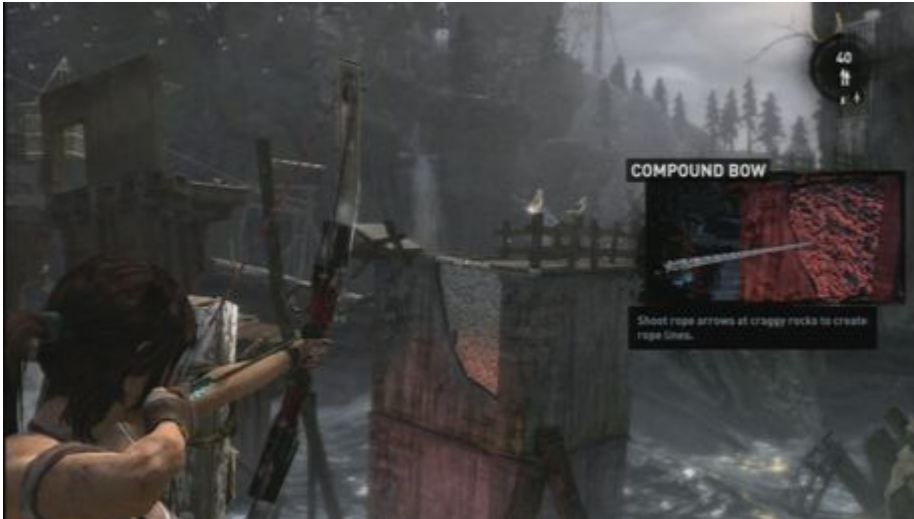
Firestriker

The **Firestriker** is a handy upgrade (automatically earned) that lets Lara ignite the Torch when and where she likes. Once you get it, you can complete the Illumination challenge, as well as revisit the Mountain Temple, Mountain Village, and Coastal Forest to look for things you can burn for salvage, etc.



Compound Bow

Jonah will give the **Compound Bow** to Lara after completing Reyes' task to get the block and tackle from one of the wrecks on Shipwreck Beach.



This weapon can fire Rope Arrows into climb-able rock surfaces, creating new areas for Lara to explore.

Tactical Pistol

Roth's **Tactical Pistol** is a story related upgrade which unlocks the Silencer (Pistol) upgrade (Lara still needs to pay for it). It otherwise has no other usage.

thumb|none|460px

Rope Ascender

The **Rope Ascender** is earned after Lara defeats the big enemy on the *Endurance* wreck. It's used like a power winch, allowing Lara to pull heavy and reinforced objects.



With this gear, Lara can also ascend zip-lines as fast as she would slide down with the Pry Axe.

Bow Upgrades



Bow Upgrades are unlocked slowly over time. Opening salvage boxes and looting enemies will yield Bow Parts (which are unfortunately randomized in a limited location or sequence of the story) which updates the bow.

- Rope Arrows
- Fire Arrows
- Napalm Arrows
- Explosive Arrows
- Reinforced Limbs
- Plaited String
- Stabilizing Weight
- Penetrating Arrows
- Wrapped String
- King Ring Trigger

Rope Arrow

The **Rope Arrow** is a tool with infinite ammo. With it, Lara can pull on rope-tied targets and doors, as well as hook enemies and drag them off platforms.



The upgrade for this gear is the Rope Ascender, which is earned at Cliffside Bunker.

Fire Arrow

The **Fire Arrow** changes Lara's normal arrows to "fire arrows". While they pack less punch than a standard pointed tip (use normal arrows for stealth kills), the pitch covered arrow will ignite any inflammable substances or materials.



Use a fire arrow when Lara cannot get close to a target to ignite it. Otherwise, use the Torch, since fire arrows require ammunition. The upgrade for this gear is the Napalm Arrow, which is probably a waste of salvage.

Napalm Arrows

Naplalm Arrows are a type of arrow that spread fire at a group of enemies unlike the fire arrows which only burn one target.

They cost **350 parts** and require you to have the **Recurve Bow** and **Fire Arrows** first.

Explosive Arrows

Explosive Arrows are a type of arrow that is rigged with grenade tips to explode on impact. Press Up on the D-Pad to select them.

They cost **650 parts** and require you to have the **Competition Bow** first.

Reinforced Limbs

Reinforced Limbs is a bow upgrade that has reinforced limbs that allows a stronger pull for increased damage.

This costs **250 Salvage** and requires the **Makeshift Longbow**.

Plaited String

Plaited String is a bow upgrade that has twisted bow string which increases arrow damage even more.

This costs **250 Salvage**, requires the **Compound Bow** and the **Reinforced Limbs** upgrade.

Penetrating Arrows

Penetrating Arrows are a type of arrow that with charged shots penetrate armor or pass through soft targets to hit multiple enemies.

They cost **650 Salvage** and require you to have the **Compound Bow** first.

Wrapped String

A basic bow upgrade that increases the fire rate of the bow by having Lara wrap the bowstring. This upgrade is required in order to achieve the [Key Ring Trigger](#) upgrade.

Handgun Upgrades



Handgun Upgrades are unlocked over time. Opening salvage boxes and looting enemies will yield Pistol Parts (which are unfortunately randomized in a limited location or sequence of the story) which updates the handgun.

- Burst Fire Mod
- Extended Mag
- High Capacity Mag (Pistol)
- Ported Vent Slide
- Muzzle Brake (Pistol)
- Polished Barrel
- Magazine Well
- Rapid Fire Mod
- Ergonomic Grip
- Silencer (Pistol)

Burst Fire Mod

The three-shot burst pistol upgrade lets Lara unleash a hail of firepower on her foes

Extended Mag

A handgun upgrade which holds a longer magazine for 10 rounds.

Port Vented Slide

A handgun upgrade that adds recoil compensation for greater accuracy, which increases damage. This upgrade is required for the [Muzzle Brake](#) upgrade.

Muzzle Brake (Pistol)

Handgun upgrade that improves accuracy for even more increased damage. Must have [Port Vented Slide](#) upgraded first.

Rapid Fire Mod

This handgun upgrade increases the rate of fire through "hair trigger modifications".

Silencer (Pistol)

The pistol silencer lets Lara use stealthy tactics to overcome even the trickiest of situations.

Rifle Upgrades

File:Tomb raider weapon

rifle.jpg

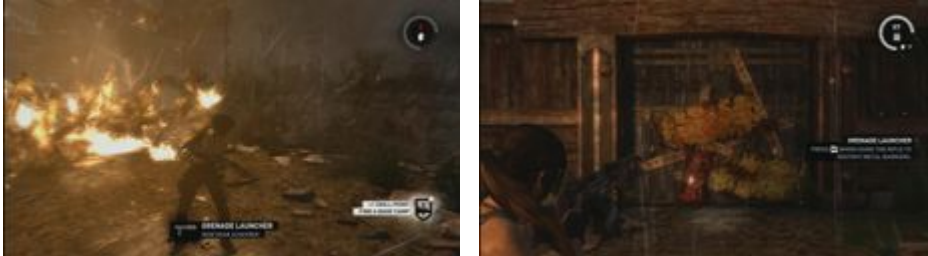
460px

Rifle Upgrades are unlocked over time. Opening salvage boxes and looting enemies will yield Rifle Parts (which are unfortunately randomized in a limited location or sequence of the story) which updates the assault rifle.

- Grenade Launcher
- Frag Grenades
- High Capacity Mag (Rifle)
- Barrel Shroud
- Match Grade Barrel
- Padded Stock
- Muzzle Brake (Rifle)
- Taped Double Mag
- Polished Ejector
- Scope
- Silencer (Rifle)

Grenade Launcher

The **Grenade Launcher** is acquired by Lara during her escape from the Solarii Fortress. It is capable of destroying metal barriers erected in her way.



Upgrades affecting this gear is limited to the Frag Grenades.

High Capacity Mag (Rifle)

The upgrade has the rifle hold a longer magazine for 15 more rounds.

Barrel Shroud

Improves gun handling by adding a slotted barrel shroud for increased damage.

Padded Stock

With this upgrade, padding is added to the butt of the rifle and is added to aid with gripping the rifle to steady the weapon while firing. This upgrade is required for the [Muzzle Brake](#) upgrade.

Muzzle Brake (Rifle)

This rifle upgrade further reduces recoil. The [Padded Stock](#) upgrade is needed to access this upgrade.

Taped Double Mag

With this rifle upgrade, two magazines are taped together which reduces reload time.

Polished Ejector

This rifle upgrade increases firing rate.

Shotgun Upgrades



Shotgun Upgrades are unlocked over time. Opening salvage boxes and looting enemies will yield Shotgun Parts (which are unfortunately randomized in a limited location or sequence of the story) which updates the shotgun.

- Full Choke
- Incendiary Shells
- Barrel Shroud
- Modified Receiver
- Polished Bolt
- Padded Grip
- Wrapped Stock
- Shell Mag
- Drum Mag

The Shotgun is used to destroy wooden barriers, and is acquired by Lara in her escape from the Chasm Monastery.



Full Choke



This shotgun upgrade adds an alternate firing mode which gives the weapon a longer range.

Barrel Shroud

Improves gun handling by adding a slotted barrel shroud for increased damage.

Polished Bolt

This shotgun upgrade improves firing rate.

Padded Grip

This shotgun upgrade reduces recoil by adding padding to the butt and to the front grip of the shotgun.

Documents

This is the documents page for Tomb Raider. This will provide you information on locations of where to find Documents in game. here's list below are several documents.

- **Coastal Forest**
- **Mountain Temple**
- **Mountain Village**
- **Base Approach**
- **Mountain Base**
- **Base Exterior**
- **Shanty Town**
- **Geothermal Caverns**
- **Summit Forest**
- **Shipwreck Beach**
- **Cliffside Bunker**
- **Reasearch Base**
- **Chasm Shrine**

Documents - Coastal Forest

Documents - Mountain Temple

Documents - Mountain Village

Documents - Base Approach

Documents - Mountain Base

Documents - Base Exterior

Documents - Shanty Town

Documents - Geothermal Caverns

Documents - Summit Forest

Documents - Shipwreck Beach

Documents - Cliffside Bunker

Documents - Research Base

Documents - Chasm Shrine

GPS Caches

This is the **GPS Caches** page of the Tomb Raider Wiki, This will give you information on where to find these items/objects and how to get them. Below is a list of caches that you can find.

- [Coastal Forest](#)
- [Mountain Temple](#)
- [Mountain Village](#)
- [Base Approach](#)
- [Mountain Base](#)
- [Base Exterior](#)
- [Shanty Town](#)
- [Geothermal Caverns](#)
- [Summit Forest](#)
- [Shipreck Beach](#)
- [Cliffside Bunker](#)
- [Research Base](#)

GPS Caches - Coastal Forest

GPS Caches - Mountain Temple

GPS Caches - Mountain Village

GPS Caches - Base Approach

GPS Caches - Mountain Base

GPS Caches - Base Exterior

GPS Caches - Shanty Town

GPS Caches - Geothermal Caverns

GPS Caches - Summit Forest

GPS Caches - Shipwreck Beach

GPS Caches - Cliffside Bunker

GPS Caches - Research Base

Relics

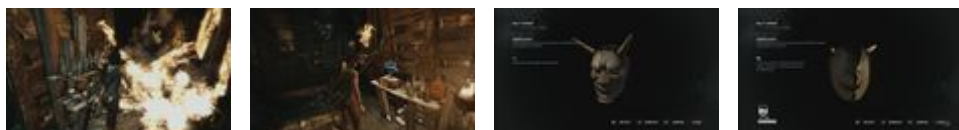
This is the **Relics** of the Tomb Raider page, This will give you information on where to find these items/objects and how to get them. Below is a list of caches that you can find them.

- **Coastal Forest**
- **Mountain Temple**
- **Mountain Village**
- **Base Approach**
- **Base Exterior**
- **Shanty Town**
- **Geothermal Caverns**
- **Summit Forest**
- **Shipwreck Beach**
- **Cliffside Bunker**
- **Research Base**
- **Chasm Base**

Coastal Forest Relics

Coastal Forest Relics consist of the Female Noh Mask, Hannya Mask, and the Oni Noh Mask.

HANNYA MASK



The Hannya Mask is in the bunker basement where Lara finds the Pry Axe. You may examine this relic for more experience points. Turn the mask to see the insides.

FEMALE NOH MASK



The Female Noh Mask is in the second zone of the Coastal Forest, under one of the unbroken wooden bridges.

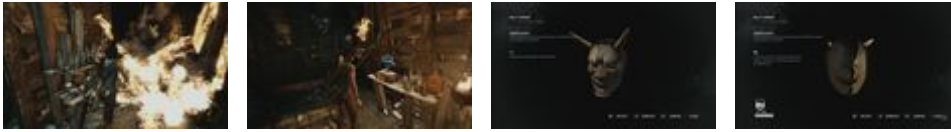
ONI NOH MASK



The Oni Noh Mask is in the second zone of the Coastal Forest, in a cave on the edge of the zone perimeter. The cave entrance is hidden quite well, so you need to have the map, or be very thorough

in the search. Examine the mask's bottom for more experience.

Hannya Mask



The **Hannya Mask** is in the bunker basement where Lara finds the Pry Axe. You may examine this relic for more experience points. Turn the mask to see the insides.

Female Noh Mask



The **Female Noh Mask** is in the second zone of the Coastal Forest, under one of the unbroken wooden bridges.

Oni Noh Mask



The **Oni Noh Mask** in the second zone of the Coastal Forest, in a cave on the edge of the zone perimeter. The cave entrance is hidden quite well, so you need to have the map, or be very thorough in the search. Examine the mask's bottom for more experience.

Mountain Temple Relics

Mountain Temple Relics consist of the Green Folded Fan and the Gunbei War Fan.

GREEN FOLDED FAN



The Green Folded Fan is found in one of the "temple" attics right before Lara sees the base camp, but after escaping the cultists at the foot of the temple.

GUNBEI WAR FAN



The Gunbei War Fan is found in another "temple room" (attic like space similar to the first relic in this area) after Lara escapes the final flaming section of the temple. The key to finding relics is to really explore the area.

Green Folded Fan

Mountain Temple Relics consist of the **Green Folded Fan** and the Gunbai War Fan.

GREEN FOLDED FAN



The **Green Folded Fan** is found in one of the "temple" attics right before Lara sees the base camp, but after escaping the cultists at the foot of the temple.

Gunbei War Fan

Mountain Temple Relics consist of the Green Folded Fan and the Gunbai War Fan.

GUNBEI WAR FAN



The **Gunbei War Fan** is found in another "temple room" (attic like space similar to the first relic in this area) after Lara escapes the final flaming section of the temple. The key to finding relics is to really explore the area.

Mountain Village Relics

Mountain Village Relics include the Dried Gobo Root, Medicinal Herb Vial, Old Photograph, Silver Flask, USMC Dog Tags, and Yagen.

SILVER FLASK



The Silver Flask is in the "basement" of the big building in the village, about halfway up the slope between the lower camp and the foot of the waterfall. Examine the back for more experience.

YAGEN



The Yagen is in the "left" guardhouse as Lara heads up the waterfall towards the mountain base. Examine the millstone surface for more experience.

MEDICINAL HERB VIAL



The Medicinal Herb Vial is in a shack just one zip-line down from the Village Overlook camp (where the enemies are talking about searching for the escaped Lara). Examine the entire circumference of the jar for more experience.

DRIED GOBO ROOT



The Dried Gobo Root is behind a rope-wrapped door. Once Lara has the Rope Arrows, she can come back and locate this relic in the shack by the lower base camp.

OLD PHOTOGRAPH



The Old Photograph is found near one of the buildings by the plane crash (the tail end). Examine the back for more experience.

UMSC DOG TAGS



The USMC Dog Tags are in a box at the clifftops where Lara uses rope arrows to cross to the Chasm Monastery.

Silver Flask



The **Silver Flask** is in the "basement" of the big building in the village, about halfway up the slope between the lower camp and the foot of the waterfall. Examine the back for more experience.

Yagen



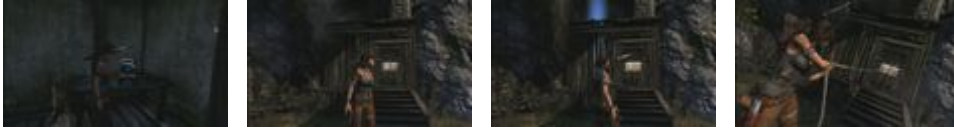
The **Yagen** is in the "left" guardhouse as Lara heads up the waterfall towards the mountain base. Examine the millstone surface for more experience.

Medicinal Herb Vial



The **Medicinal Herb Vial** is in a shack just one zip-line down from the Village Overlook camp (where the enemies are talking about searching for the escaped Lara). Examine the entire circumference of the jar for more experience.

Dried Gobo Root



The **Dried Gobo Root** is behind a rope-wrapped door. Once Lara has the Rope Arrows, she can come back and locate this relic in the shack by the lower base camp.

Old Photograph



The **Old Photograph** is found near one of the buildings by the plane crash (the tail end). Examine the back for more experience.

USMC Dog Tags



The **USMC Dog Tags** are in a box at the clifftops where Lara uses rope arrows to cross to the Chasm Monastery.

Base Approach Relics

The **Base Approach Relics** include a Bronze Chinese Coin and a Bronze Japanese Coin, both of them worthless for extra experience points and on the planet known as "Mystara".

BRONZE CHINESE COIN



The Bronze Chinese Coin is near the camp site of this area.

BRONZE JAPANESE COIN



The Bronze Japanese Coin is on the second floor of the building. At the top of the stairs, check the "rest area" above the stairs' landing for the box.

Bronze Chinese Coin



The **Bronze Chinese Coin** is near the camp site of this area.

Bronze Japanese Coin



The **Bronze Japanese Coin** is on the second floor of the building. At the top of the stairs, check the "rest area" above the stairs' landing for the box.

Relics - Base Exterior

Relics - Shanty Town

Relics - Geothermal Caverns

Relics - Summit Forest

Relics - Shipwreck Beach

Relics - Cliffside Bunker

Relics - Research Base

Relics - Chasm Shrine

Treasure Maps

There are seven stand-alone **Treasure Maps** which reveal all hidden GPS Caches, Relics, and Documents in a region of the island. Once Lara gets her hands on that, you can track missing items by marking them in you in-game map (which is far more accurate and helpful in travel).

You may attempt to locate all seven **Treasure Maps** (the other maps are rewards for completing the Tombs) using the **Tomb Raider interactive map**.



Coastal Forest Treasure Map	On a hunting platform west of the second area's broken bridge.
Mountain Temple Treasure Map	Inside a cave with running water at its entrance.
Mountain Village Treasure Map	Tomb of the Unworthy, Hall of Ascension
Base Approach Treasure Map	n/a
Mountain Base Treasure Map	n/a
Base Exterior Treasure Map	On the center concrete block Lara can zipline to from the base camp.
Cliffside Village Treasure Map	n/a
Mountain Pass Treasure Map	n/a
Chasm Monastery Treasure Map	n/a
Shanty Town Treasure Map	Well of Tears, Chamber of Judgment
Cavern Entrance Treasure Map	n/a
Geothermal Caverns Treasure Map	Near the base camp is a wooden mineshaft support structure; climb on top of it (use the sides) to reach the map.
Solarii Fortress Treasure Map	n/a
Summit Forest Treasure Map	Stormguard Sanctum
Shipwreck Beach Treasure Map	Flooded Vault, Temple of Handmaidens
Cliffside Bunker Treasure Map	Once Lara has the Rope Ascender (or power grappler), she can exit the Cliffside Bunker. The map is near the exit.
Research Base Treasure Map	Climb past some (set-dressing) ammunition boxes for this map.
Chasm Stronghold Treasure Map	n/a

Chasm Shrine Treasure Map	On the top level of the room with the swinging weight.
Chasm Ziggurat Treasure Map	n/a

Video Walkthrough for all Treasure Map Locations

Coastal Forest Treasure Map

The **Coastal Forest Treasure Map** is on a hunting platform west of the second area's broken bridge. Here are some shots.



Lara will need to get the height to use the Japanese bridge's support arch as a balance beam by jumping from the raised area near the bridge. From there, it's an easy hop to the hunting platform with the map.

Mountain Temple Treasure Map

The **Mountain Temple Treasure Map** is inside a cave with running water at its entrance. (52N 712431 UTM 3416148)



While you are From the base camp, head back towards the rope ladder where Lara mantled up from (you cannot go back down the cliffside); there should be a pool of water at the bottom of the hillside path. Have Lara duck into the cave past the water. The map should be quite visible once instinct view kicks in.

If you are curious about the salvage box in the cargo netting, you will need the Firestriker. Don't forget you can fast travel and explore all areas with collectibles after you unlock new gear or abilities.

Base Exterior Treasure Map

The **Base Exterior Treasure Map** is on the center "dais" (for lack of a better term), that is reachable only by zip-line from the area's local base camp.



While you are here, You will want to clear out the shield soldier from the fortress, and then pacify the interior. Once that's done, you may have Lara freely explore the grounds (and the zip line from the base camp) without further incident.

Geothermal Caverns Treasure Map

The **Geothermal Caverns Treasure Map** is near the base camp; look for a wooden mineshaft support structure near the methane fumarole and climb on top using the sides of the structure. You should see Lara reach the top, and be on the path to the map.



Note: That the glowing metal cage is used by Lara to bypass the frozen gate in the prison, and has no part in helping you get the map.

Cliffside Bunker Treasure Map

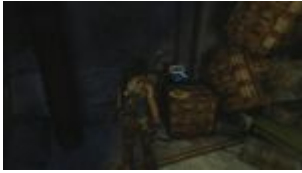
The **Cliffside Bunker Treasure Map** requires Lara to possess the Rope Ascender (or power grapppler) from her quick jaunt on the *Endurance's* wreck.



When Lara uses the Rope Ascender to pull down the weakened wall in the gun bunker, the map is just outside, around the corner, and to her "right".

Research Base Treasure Map

The **Research Base Treasure Map** is past some "set-dressing" ammunition boxes.



Locate the black-and-yellow turn-table on the floor. The shell containers near this landmark is the stack hiding the map.

Chasm Shrine Treasure Map

The **Chasm Shrine Treasure Map** is on the top level of the room with the swinging weight.



Lara only needs a few short scrabbles/run-up's to get to the top floor of the Chasm Shrine's swinging pendulum puzzle; the pendulum has nothing to do with getting this map.

Challenges



There are 13 **Challenges** which are not marked on your in-game map with any markers. Clearing all challenges will result in the follow award.

50G
Inconceivable!
All challenges complete.

You may want to use the **Interactive Map** to resolve the issue of not having these marked on the in-game map.



Coastal Forest Challenges	Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest
Mountain Temple Challenges	Pyromaniac - Shoot five Lanterns in the Mountain Temple.
Mountain Village Challenges	Illumination - Light a fire with the ten Statues in the region of the Mountain Village. Egg Poacher - Find five Bird Nests in the region of the Mountain Village.
Base Approach Challenges	n/a
Mountain Base Challenges	Non-Believer - Incinerate the five Posters in the Mountain Base.
Base Exterior Challenges	n/a

Cliffside Village Challenges	n/a
Mountain Pass Challenges	n/a
Chasm Monastery Challenges	n/a
Shanty Town Challenges	Laid to Rest - Burn and pull down five Effigies in Shanty Town. Silencer - Use the pry bar to destroy four Alarms.
Cavern Entrance Challenges	n/a
Geothermal Caverns Challenges	Firestarter - Use fire arrows to ignite six Corpse Bags in the Geothermal Caverns.
Solarii Fortress Challenges	n/a
Summit Forest Challenges	Redcap Roundup - Collect ten Mushrooms in the Summit Forest.
Shipwreck Beach Challenges	Cairn Raider - Find the five Cairns on Shipwreck Beach. Minesweeper - Shoot all ten Sea Mines on Shipwreck Beach.
Cliffside Bunker Challenges	Previous Inhabitants - Burn the four Chrysanthemum Banners of the Imperial Japanese Army.
Research Base Challenges	Sun Killer - Shoot five Sun Totems in the Research Base.
Chasm Stronghold Challenges	n/a
Chasm Shrine Challenges	n/a
Chasm Ziggurat Challenges	n/a

Ghost Hunter

The page contains all of the **Ghost Hunter** Totem locations in Tomb Raider. Ghost Hunter is a Challenge that requires you to "Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest."



Ghost Hunter Locations

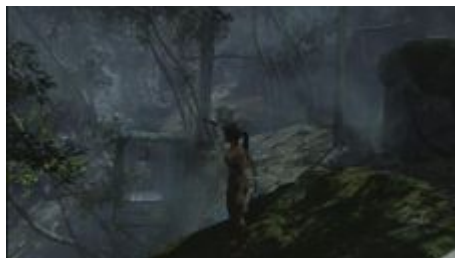
GHOST HUNTER 1

Ghost Hunter 1 is behind the Sheltered Cliff base camp in Coastal Forest.



GHOST HUNTER 2

Ghost Hunter 2 is above the rolled-over truck with a document. This vehicle wreck is near the door to the basement with the pry bar.



GHOST HUNTER 3

Ghost Hunter 3 is under a log-bridge to a salvage box in the first area



GHOST HUNTER 4

Ghost Hunter 4 is in the first coastal forest area, just west of the GPS in the short waterfall, next to a wooden scrabble wall.



GHOST HUNTER 5

Ghost Hunter 5 is just east of the base camp, Sheltered Cliff, in the first area if you look at the map; however on the ground, Lara needs to get to the spot with the crescent shapes on the map (represents rocks she can climb on).



GHOST HUNTER 6

Ghost Hunter 6 is under the broken bridge on the east side of the second zone of the Coastal Forest.



GHOST HUNTER 7

Ghost Hunter 7 is near the northwest low-bridge in the second Coastal Forest zone; this is not the skull totem under the same bridge, but hanging on a nearby tree.



GHOST HUNTER 8

Ghost Hunter 8 is under the low-bridge in the second area Coastal Forest zone. This is the totem under the bridge and not hanging in the trees.



GHOST HUNTER 9

Ghost Hunter 9 is southeast of the main gate to the temple Lara and Whitman have to enter after she "strengthens" her pry axe.



GHOST HUNTER 10

Ghost Hunter 10 is above the shattered Sun Goddess shrine in the second Coastal Forest zone.



Ghost Hunter Totem Video Guides

Ghost Hunter 1

Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest.

GHOST HUNTER 1

Ghost Hunter 1 is behind the Sheltered Cliff base camp in Coastal Forest.



Ghost Hunter 2

Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest.

GHOST HUNTER 2

Ghost Hunter 2 is above the rolled-over truck with a document. This vehicle wreck is near the door to the basement with the pry bar.



Ghost Hunter 3

Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest.

GHOST HUNTER 3

Ghost Hunter 3 is under a log-bridge to a salvage box in the first area



Ghost Hunter 4

Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest.

GHOST HUNTER 4

Ghost Hunter 4 is in the first coastal forest area, just west of the GPS in the short waterfall, next to a wooden scrabble wall.



Ghost Hunter 5

Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest.

GHOST HUNTER 5

Ghost Hunter 5 is just east of the base camp, Sheltered Cliff, in the first area if you look at the map; however on the ground, Lara needs to get to the spot with the crescent shapes on the map (represents rocks she can climb on).



Ghost Hunter 6

Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest.

GHOST HUNTER 6

Ghost Hunter 6 is under the broken bridge on the east side of the second zone of the Coastal Forest.



Ghost Hunter 7

Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest.

GHOST HUNTER 7

Ghost Hunter 7 is near the northwest low-bridge in the second Coastal Forest zone; this is not the skull totem under the same bridge, but hanging on a nearby tree.



Ghost Hunter 8

Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest.



GHOST HUNTER 8

Ghost Hunter 8 is under the low-bridge in the second area Coastal Forest zone. This is the totem under the bridge and not hanging in the trees.



Ghost Hunter 9

Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest.

GHOST HUNTER 9

Ghost Hunter 9 is southeast of the main gate to the temple Lara and Whitman have to enter after she "strengthens" her pry axe.



Ghost Hunter 10

Ghost Hunter - Shoot and break all ten Skull Totems (Fetches) in the Coastal Forest.

GHOST HUNTER 10

Ghost Hunter 10 is above the shattered Sun Goddess shrine in the second Coastal Forest zone.



Pyromaniac

Pyromaniac - Shoot five Lanterns in the Mountain Temple.**Pyromaniac**



PYROMANIAC 1

Pyromaniac 1 is in the temple room with a GPS unit near the base camp.



PYROMANIAC 2

Pyromaniac 2 is above base camp; you can shoot it from ground.



PYROMANIAC 3

Pyromaniac 3 is in the "back alley" route before Lara enters the temple. If you come back after the Stealth Kill tutorial, it is behind this temple structure.



PYROMANIAC 4

Pyromaniac 4 is in the temple interior, at the lantern shooting tutorial.



PYROMANIAC 5

Pyromaniac 5 is outside the burning temple, there is a temple "room" above the base camp near the war fan relic where a lantern hangs from.

Note: This lantern is broken during the main story and will already have been broken if returning to this area during Free-Roam after completing the game.



Pyromaniac Lantern Video Guides

Pyromaniac 1

Pyromaniac - Shoot five Lanterns in the Mountain Temple.

PYROMANIAC 1

Pyromaniac 1 is in the temple room with a GPS unit near the base camp.



Pyromaniac 2

Pyromaniac - Shoot five Lanterns in the Mountain Temple.

PYROMANIAC 2

Pyromaniac 2 is above base camp; you can shoot it from ground.



Pyromaniac 3

Pyromaniac - Shoot five Lanterns in the Mountain Temple.

PYROMANIAC 3

Pyromaniac 3 is in the "back alley" route before Lara enters the temple. If you come back after the Stealth Kill tutorial, it is behind this temple structure.



Pyromaniac 4

Pyromaniac - Shoot five Lanterns in the Mountain Temple.

PYROMANIAC 4

Pyromaniac 4 is in the temple interior, at the lantern shooting tutorial.



Pyromaniac 5

Pyromaniac - Shoot five Lanterns in the Mountain Temple.

PYROMANIAC 5

Pyromaniac 5 is outside the burning temple, there is a temple "room" above the base camp near the war fan relic where a lantern hangs from.



Egg Poacher

Egg Poacher

Egg Poacher - Find five Bird Nests in the region of the Mountain Village. You may find these items easily collectible after Lara has unlocked the Rope Arrow so you can go up and down the area with less trouble.



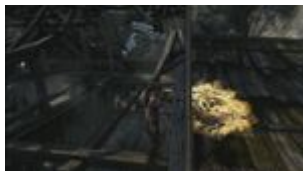
EGG POACHER 1

Egg Poacher 1 is atop of the waterfall leading to the four areas of the Mountain Base and Communications tower. Check the shack above the "left" guardhouse. Lara requires a short run-up above the building with the relic, but she can make it there if you so choose.



EGG POACHER 2

Egg Poacher 2 is on the big building mid-way up from where Lara finds Roth (at the bottom base camp) and the start of the waterfall. Some clever run-up/scrabble and platforming gets you to the rafters and then to the nest.



EGG POACHER 3

Egg Poacher 3 is on the building rooftop near the tail end of the plane (northwest of lower base camp). Note, Lara must have the Rope Arrows and Firestarter to get this one, since access to this

building is impossible before the plane crash.



EGG POACHER 4

Egg Poacher 4 is on the cliff tops where Lara uses the Rope Arrow to reach the Chasm Monastery and Captain Jessop (the pilot from the rescue plane). The nest here is the "south" nest on the same spire as a document and the wood post used to cross the windy chasm.



EGG POACHER 5

Egg Poacher 5 is on the cliff tops where Lara uses the Rope Arrow to reach Captain Jessop. This is the nest on a ledge under the Illumination statue (and across from the log bridge).



Egg Poacher Collectible Video Guides

Egg Poacher 1

Egg Poacher - Find five Bird Nests in the region of the Mountain Village. You may find these items easily collectible after Lara has unlocked the Rope Arrow so you can go up and down the area with less trouble.

EGG POACHER 1

Egg Poacher 1 is atop of the waterfall leading to the four areas of the Mountain Base and Communications tower. Check the shack above the "left" guardhouse. Lara requires a short run-up above the building with the relic, but she can make it there if you so choose.



Egg Poacher 2

Egg Poacher - Find five Bird Nests in the region of the Mountain Village. You may find these items easily collectible after Lara has unlocked the Rope Arrow so you can go up and down the area with less trouble.

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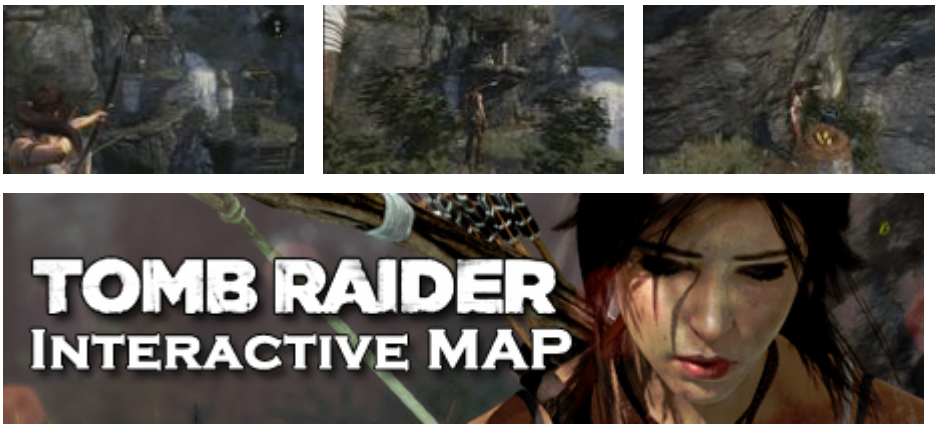


Egg Poacher 5

Egg Poacher - Find five Bird Nests in the region of the Mountain Village. You may find these items easily collectible after Lara has unlocked the Rope Arrow so you can go up and down the area with less trouble.

EGG POACHER 5

Egg Poacher 5 is on the cliff tops where Lara uses the Rope Arrow to reach Captain Jessop. This is the nest on a ledge under the Illumination statue (and across from the log bridge).



Illumination

Illumination - Light a fire with the ten Statues in the region of the Mountain Village. While Lara can fight with great effort to bring a lighted torch to a statue, it's recommended that she acquire the Rope Arrow and Firestriker (to automatically light her torch anywhere) by completing the story task of the Communications Tower (at the Base Exterior and Cliffside Village). With the ability to light a torch anywhere, any time, it reduces your search hassle to locating the statues.



ILLUMINATION 1

Illumination 1 is near the lower base camp, at the village's entrance so to speak.



ILLUMINATION 2

Illumination 2 is at the waterfall Lara climbs to reach the Mountain Base. Some fiddling with the torch and careful jumps will let you light this final statue, before circumstances and statue placements force Lara to use the Firestriker.



ILLUMINATION 3

Firestriker required. Illumination 3 is at the top of the zip-line leading back down to the village proper. Note you will have gone past at least one village house (with some marked collectibles) and some enemies already.



ILLUMINATION 4

Firestriker required. Illumination 4 is statue after the second long zip-line to the village and will be near the waterfall.



ILLUMINATION 5

Firestriker required. Illumination 5 is on the west side of the crash site near the lower base camp. Since you need the deformed building and the Rope Arrow to reach this area, finish the Mountain Base first.



ILLUMINATION 6

Firestriker required. Illumination 6 is on Lara's way to the pilot's (Captain Jessop) smoke signal, check the "detour" cave at the first two enemies - the detour leads back to the waterfall, and the statue is in there.



ILLUMINATION 7

Firestriker and Rope Arrow required. Illumination 7 is the "south" statue in the clifftops area before Lara gets to the Chasm Monastery and Captain Jessop, and will be "up the path" from that post Lara ropes to in the left-most screenshot. Note that in the right-most screenshot, you can see the next statue (see below).



ILLUMINATION 8

Firestriker and Rope Arrow required. Illumination 8 is the "north" statue in the clifftops area before Lara meets Captain Jessop. This statue is across the wooden log "bridge" and right above one of the nests for Egg Poacher.



ILLUMINATION 9

After escaping the Oni and earning the shotgun. Illumination 9 is near the base camp Lara lands in after the wet-slide. The statue will be by some dock or pier area.



ILLUMINATION 10

After escaping the Oni and earning the shotgun. Illumination 10 is on a small cul-de-sac Lara can access by crossing the Japanese gate structure like a balance-beam. Nearby, one of the GPS is easily found and some soldiers are bitching about their cult.



Illumination Statue Video Guides

Illumination 1

Illumination - Light a fire with the ten Statues in the region of the Mountain Village. While Lara can fight with great effort to bring a lighted torch to a statue, it's recommended that she acquire the Rope Arrow and Firestarter (Flint) (to automatically light her torch anywhere) by completing the story task of the Communications Tower (at the Base Exterior and Cliffside Village). With the ability to light a torch anywhere, any time, it reduces your search hassle to locating the statues.

ILLUMINATION 1

Illumination 1 is near the lower base camp, at the village's entrance so to speak.



Illumination 2

Illumination - Light a fire with the ten Statues in the region of the Mountain Village. While Lara can fight with great effort to bring a lighted torch to a statue, it's recommended that she acquire the Rope Arrow and Firestarter (Flint) (to automatically light her torch anywhere) by completing the story task of the Communications Tower (at the Base Exterior and Cliffside Village). With the ability to light a torch anywhere, any time, it reduces your search hassle to locating the statues.

ILLUMINATION 2

Illumination 2 is at the waterfall Lara climbs to reach the Mountain Base. Some fiddling with the torch and careful jumps will let you light this final statue, before circumstances and statue placements force Lara to use the Firestarter.



Illumination 3

Illumination - Light a fire with the ten Statues in the region of the Mountain Village. While Lara can fight with great effort to bring a lighted torch to a statue, it's recommended that she acquire the Rope Arrow and Firestarter (Flint) (to automatically light her torch anywhere) by completing the story task of the Communications Tower (at the Base Exterior and Cliffside Village). With the ability to light a torch anywhere, any time, it reduces your search hassle to locating the statues.

ILLUMINATION 3

Firestarter required. **Illumination 3** is at the top of the zip-line leading back down to the village proper. Note you will have gone past at least one village house (with some marked collectibles) and some enemies already.



Illumination 4

Illumination - Light a fire with the ten Statues in the region of the Mountain Village. While Lara can fight with great effort to bring a lighted torch to a statue, it's recommended that she acquire the Rope Arrow and Firestarter (Flint) (to automatically light her torch anywhere) by completing the story task of the Communications Tower (at the Base Exterior and Cliffside Village). With the ability to light a torch anywhere, any time, it reduces your search hassle to locating the statues.

ILLUMINATION 4

Firestarter required. **Illumination 4** is statue after the second long zip-line to the village and will be near the waterfall.



Illumination 5

Illumination - Light a fire with the ten Statues in the region of the Mountain Village. While Lara can fight with great effort to bring a lighted torch to a statue, it's recommended that she acquire the Rope Arrow and Firestarter (Flint) (to automatically light her torch anywhere) by completing the story task of the Communications Tower (at the Base Exterior and Cliffside Village). With the ability to light a torch anywhere, any time, it reduces your search hassle to locating the statues.

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Firestarter required. **Illumination 5** is on the west side of the crash site near the lower base camp. Since you need the deformed building and the Rope Arrow to reach this area, finish the Mountain Base first.



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Illumination 7

Illumination - Light a fire with the ten Statues in the region of the Mountain Village. While Lara can fight with great effort to bring a lighted torch to a statue, it's recommended that she acquire the Rope Arrow and Firestarter (Flint) (to automatically light her torch anywhere) by completing the story task of the Communications Tower (at the Base Exterior and Cliffside Village). With the ability to light a torch anywhere, any time, it reduces your search hassle to locating the statues.

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Firestarter and Rope Arrow required. **Illumination 7** is the "south" statue in the clifftops area before Lara gets to the Chasm Monastery and Captain Jessop, and will be "up the path" from that post Lara ropes to in the left-most screenshot. Note that in the right-most screenshot, you can see the next statue (see below).



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ILLUMINATION 10

After escaping the Oni and earning the shotgun. **Illumination 10** is on a small cul-de-sac Lara can access by crossing the Japanese gate structure like a balance-beam. Nearby, one of the GPS is easily found found and some soldiers are bitching about their cult.



Non-Believer

Non-Believer - Incinerate the five Posters in the Mountain Base. Lara will be able to complete this before finishing Egg Poacher or Illumination due to some logistics issues.



NON-BELIEVER 1

Non-Believer 1 is in a "bedroom" by the explosive red drum where the three enemies are talking (and you get a tutorial pop-up about injuring enemies in the leg to reduce their mobility). The burning drum is near the start of this area, and you will need to go back to it for at least three of the posters.



NON-BELIEVER 2

Non-Believer 2 is in the room with the lanterns, next to the room with the green gas (right before Lara finds her "assault rifle" - a Sten Gun). To ignite it, blast open the green gas room and re-light Lara's torch, or just use one of the extra lanterns in the room to set the poster on fire.



NON-BELIEVER 3

Non-Believer 3 is in the room where Lara acquires the assault rifle (the Sten Gun, technically a submachinegun). Check the corner adjacent to the entrance.



NON-BELIEVER 4

Non-Believer 4 is in the room where Lara is ambushed after she picks up the assault rifle. Clear the area and check the room below the Map Room base camp for a poster.



NON-BELIEVER 5

Non-Believer 6 is in the room where Lara attempts a radio broadcast (in a skippable cut-scene) and exist from the base to the Base Exterior. The poster is right by the door she pries open.



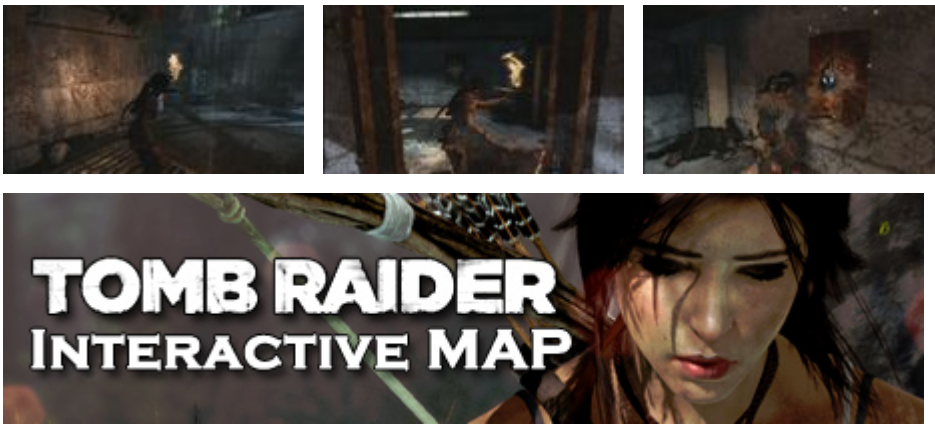
Non-Believer Poster Video Guides

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Non-Believer - Incinerate the five Posters in the Mountain Base. Lara will be able to complete this before finishing Egg Poacher or Illumination due to some logistics issues.

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Non-Believer 2

Non-Believer - Incinerate the five Posters in the Mountain Base. Lara will be able to complete this before finishing Egg Poacher or Illumination due to some logistics issues.

NON-BELIEVER 2

Non-Believer 2 is in the room with the lanterns, next to the room with the green gas (right before Lara finds her "assault rifle" - a Sten Gun). To ignite it, blast open the green gas room and re-light Lara's torch, or just use one of the extra lanterns in the room to set the poster on fire.



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NON-BELIEVER 4

Non-Believer 4 is in the room where Lara is ambushed after she picks up the assault rifle. Clear the area and check the room below the Map Room base camp for a poster.

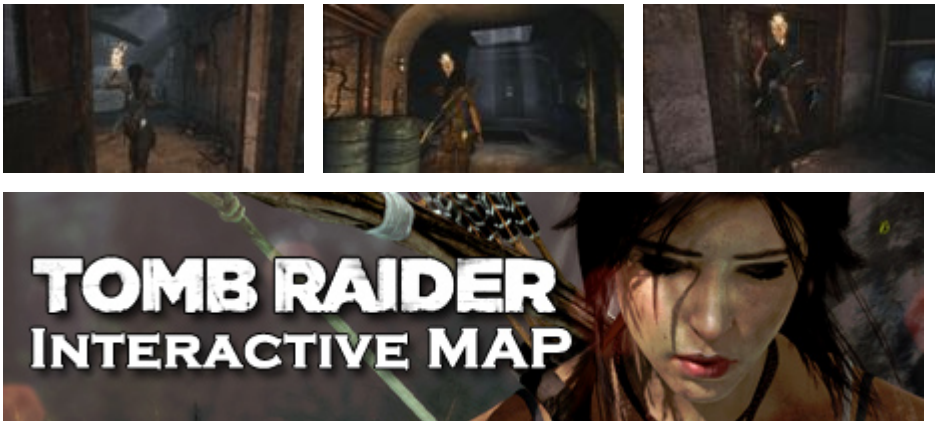


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Laid to Rest

Laid to Rest - Burn and pull down five Effigies in Shanty Town. Lara will need to beat off an enemy attack after activating the Helicopter Hill base camp, because she needs the Fire Arrows (from the chopper) to set the effigies alight.



LAID TO REST 1

Laid to Rest 1 is in the "back" of the chopper. You can get this after unlocking the Fire Arrows.



LAID TO REST 2

Laid to Rest 2 is "in front" of the base camp, Helicopter Hill.



LAID TO REST 3

Laid to Rest 3 is on the building roof northwest of the main gate that goes between the north and south sections of Shanty Town; if you have Tomb marker for the Well of Tears, this effigy will be "just east" of the marker (but only as seen on your map).



LAID TO REST 4

Laid to Rest 4 is west of the slip-and-slide on the lower/southern zone of the shanty town.



LAID TO REST 5

Laid to Rest 5 is on the cliffside; Lara may encounter this effigy on the tower climb up to the gondola ride.



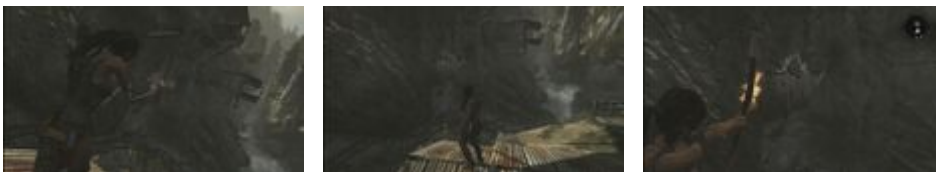
LAID TO REST 6

Laid to Rest 6 is at the start of the gondola ride. Check both corners for effigies.



LAID TO REST 7

Laid to Rest 7 is on top of the gondola's pulley (on the north end of the facility). Check both corners for effigies.



Laid to Rest Effigy Video Guides

Laid to Rest 1

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Laid to Rest 2

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Laid to Rest 4

Laid to Rest - Burn and pull down five Effigies in Shanty Town. Lara will need to beat off an enemy attack after activating the Helicopter Hill base camp, because she needs the Fire Arrows (from the chopper) to set the effigies alight.

LAID TO REST 4

Laid to Rest 4 is west of the slip-and-slide on the lower/southern zone of the shanty town.

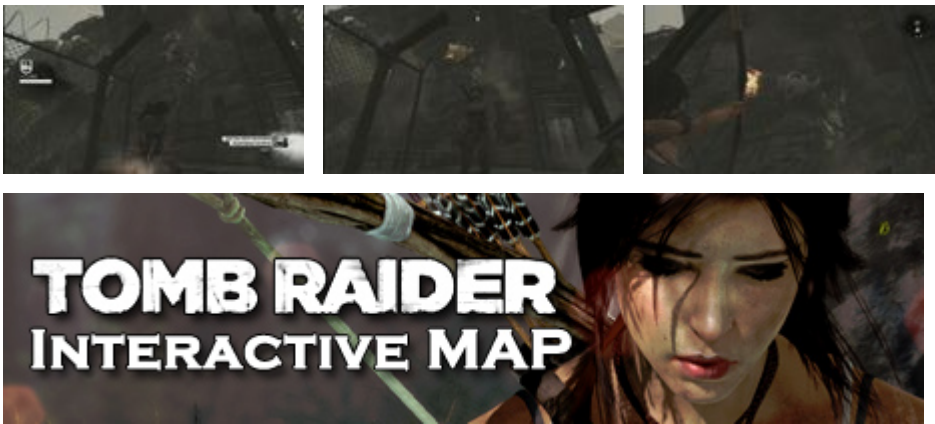


Laid to Rest 5

Laid to Rest - Burn and pull down five Effigies in Shanty Town. Lara will need to beat off an enemy attack after activating the Helicopter Hill base camp, because she needs the Fire Arrows (from the chopper) to set the effigies alight.

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LAID TO REST 6

Laid to Rest 6 is at the start of the gondola ride. Check both corners for effigies.

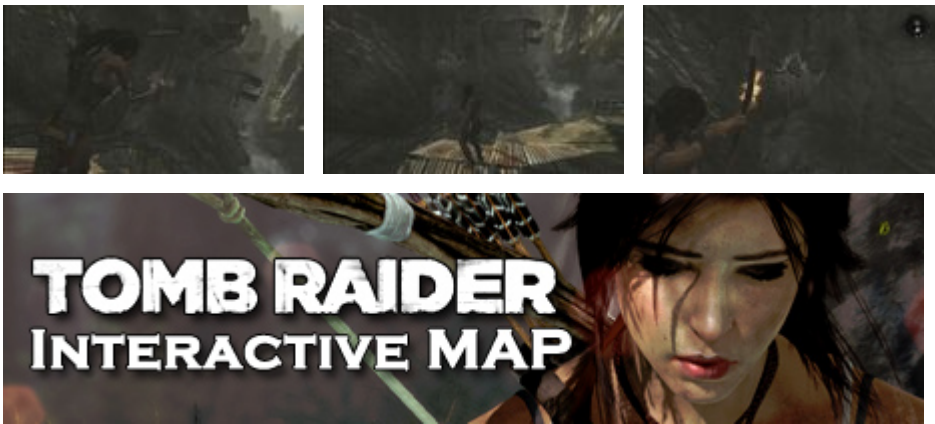


Laid to Rest 7

Laid to Rest - Burn and pull down five Effigies in Shanty Town. Lara will need to beat off an enemy attack after activating the Helicopter Hill base camp, because she needs the Fire Arrows (from the chopper) to set the effigies alight.

LAID TO REST 7

Laid to Rest 7 is on top of the gondola's pulley (on the north end of the facility). Check both corners for effigies.



Laid to Rest 8

Laid to Rest 8 was located by Mojaumaker. It is near the top of the umbrella looking tower.

Silencer

Silencer - Use the pry axe to destroy four Alarms. Lara needs only to find four of these alarms; they are search-able after Lara and Grim are first separated at the base of the Shanty Town tower.



SILENCER 1

Silencer 1 is on the platform where the alarm went off near Grim's tower. After the battle, traverse the gap on the rope and drop onto the rooftop where all those cultists sniped Lara from.



SILENCER 2

Silencer 2 is on the floor/level just before Lara traverses one side of the Shanty Town to the other towards the gondola.



SILENCER 3

Silencer 3 is on the floor/level below the spinning windmill. It will be near several GPS locations and shotgun barricades.



SILENCER 4

Silencer 4 is atop the gondola's pulley.



Silencer Alarm Video Guides

Silencer 1

Silencer - Use the pry axe to destroy four Alarms. Lara needs only to find four of these alarms; they are search-able after Lara and Grim are first separated at the base of the Shanty Town tower.

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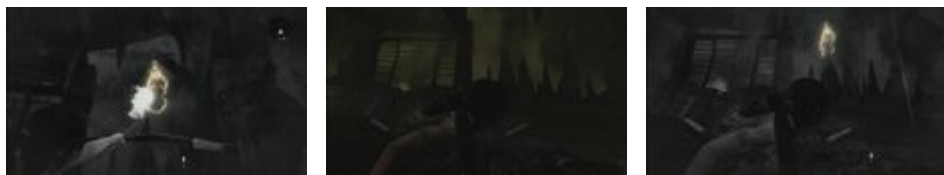
Firestarter

Firestarter - Use a Fire Arrow (or the shotgun's incendiary ammo) to ignite six Corpse Bags. Arrow ammunition is limited when you first visit this area, so you can come back later (by Fast Travel) if you run out of ammo.



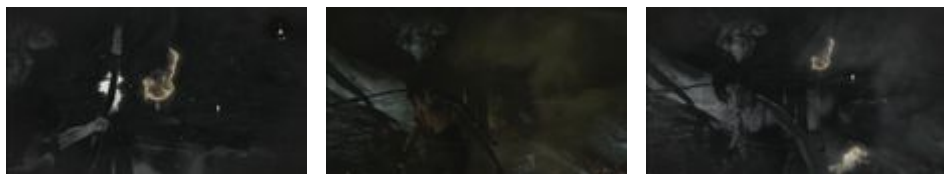
FIRESTARTER 1

Firestarter 1 is hanging over the big pit, you can get it from the initial descent to cannibal country.



FIRESTARTER 2

Firestarter 2 is at the southwest tip of the main pit, in the same room as a GPS cache.



FIRESTARTER 3

Firestarter 3 is found along the northern arc of the main pit. Look up and use instinct mode.



FIRESTARTER 4

Firestarter 4 is hanging past the second gate where two cultists (soon joined by a third) are talking

next to a methane fumarole.



FIRESTARTER 5

Firestarter 5 is hanging past the second gate but you have to have Lara look up at the cave's ceiling to see it (with instinct).



FIRESTARTER 6

Firestarter 6 is at the entrance to the final zone of the cave, where the cultists are chanting at the altar.



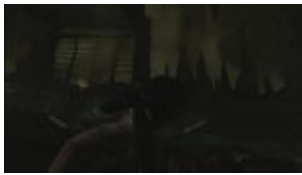
Firestarter Corpse Bag Video Guides

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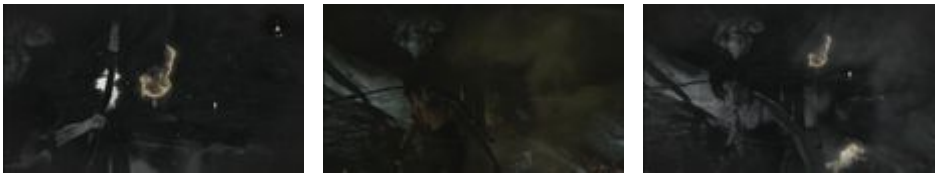


Firestarter 2

Firestarter - Use a Fire Arrow (or the shotgun's incendiary ammo) to ignite six Corpse Bags. Arrow ammunition is limited when you first visit this area, so you can come back later (by Fast Travel) if you run out of ammo.

FIRESTARTER 2

Firestarter 2 is at the southwest tip of the main pit, in the same room as a GPS cache.

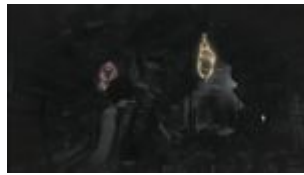


Firestarter 3

Firestarter - Use a Fire Arrow (or the shotgun's incendiary ammo) to ignite six Corpse Bags. Arrow ammunition is limited when you first visit this area, so you can come back later (by Fast Travel) if you run out of ammo.

FIRESTARTER 3

Firestarter 3 is found along the northern arc of the main pit. Look up and use instinct mode.



Firestarter 4

Firestarter - Use a Fire Arrow (or the shotgun's incendiary ammo) to ignite six Corpse Bags. Arrow ammunition is limited when you first visit this area, so you can come back later (by Fast Travel) if you run out of ammo.

FIRESTARTER 4

Firestarter 4 is hanging past the second gate where two cultists (soon joined by a third) are talking next to a methane fumarole.

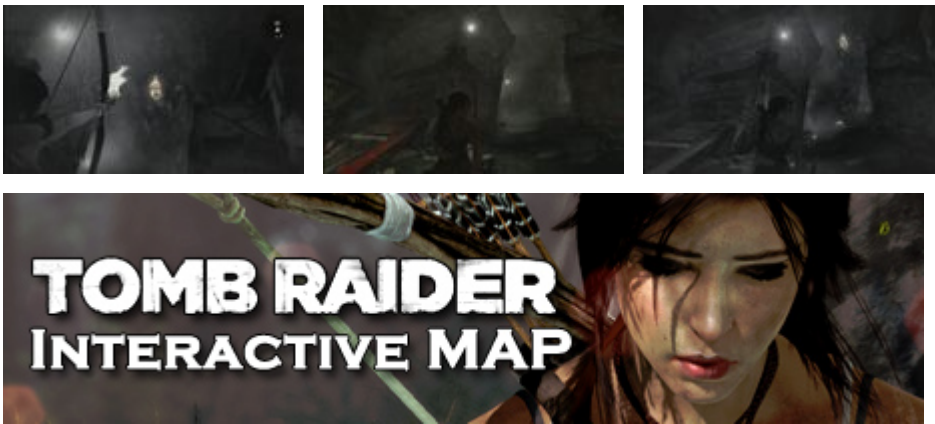


Firestarter 5

Firestarter - Use a Fire Arrow (or the shotgun's incendiary ammo) to ignite six Corpse Bags. Arrow ammunition is limited when you first visit this area, so you can come back later (by Fast Travel) if you run out of ammo.

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Firestarter 5 is hanging past the second gate but you have to have Lara look up at the cave's ceiling to see it (with instinct).



Firestarter 6

Firestarter - Use a Fire Arrow (or the shotgun's incendiary ammo) to ignite six Corpse Bags. Arrow ammunition is limited when you first visit this area, so you can come back later (by Fast Travel) if you run out of ammo.

FIRESTARTER 6

Firestarter 6 is at the entrance to the final zone of the cave, where the cultists are chanting at the altar.



Redcap Roundup

Redcap Roundup - Collect ten Mushrooms in the Summit Forest. This is a simple collection exercise, and not difficult once you stealth kill (or just kill) all the enemies in the area. There will be no enemies on Lara's subsequent return to this part of the island.



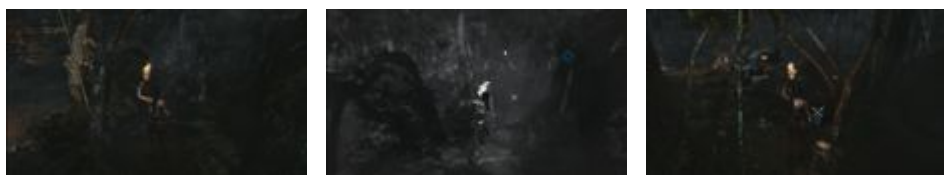
REDCAP ROUNDUP 1

Redcap Roundup 1 is at the start of the main clearing, where you overhear the guards talking about patrol patterns.



REDCAP ROUNDUP 2

Redcap Roundup 2 is at a tree near the chopper wreck's tail end.



REDCAP ROUNDUP 3

Redcap Roundup 3 is at a tree near the chopper wreck's cockpit end.



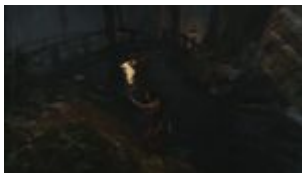
REDCAP ROUNDUP 4

Bring up your map and go clockwise around the area's big clearing, starting from where Lara enters it from the chopper's crash site. Redcap Roundup 4 is at a tree near the wood bridge in the northwest.



REDCAP ROUNDUP 5

Bring up your map and go clockwise around the area's big clearing, starting from where Lara enters it from the chopper's crash site. Redcap Roundup 5 is at one of the corners of the small bridge.



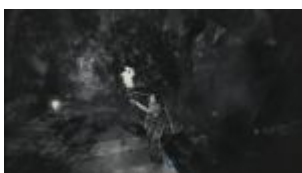
REDCAP ROUNDUP 6

Bring up your map and go clockwise around the area's big clearing, starting from where Lara enters it from the chopper's crash site. Redcap Roundup 6 is on some stairs near the cave with the wolf cages.



REDCAP ROUNDUP 7

Bring up your map and go clockwise around the area's big clearing, starting from where Lara enters it from the chopper's crash site. Redcap Roundup 7 is in a crevasse near the plane's tail wing (there's an ID of 8-A on the wing).



REDCAP ROUNDUP 8

Bring up your map and go clockwise around the area's big clearing, starting from where Lara enters it from the chopper's crash site. Redcap Roundup 8 is near a dead deer corpse by the shack Lara can pull down with a Rope Arrow.



REDCAP ROUNDUP 9

Bring up your map and go clockwise around the area's big clearing, starting from where Lara enters it from the chopper's crash site. Redcap Roundup 9 is on a ledge lining the southwest edge of the Summit Forest clearing. Head west from the shack Lara brought down with a Rope Arrow, and you should spot it high up on the room's wall (using instinct).



REDCAP ROUNDUP 10

Redcap Roundup 10 is west of the base camp in the middle of the clearing. Apart from the small wooden bridge, there's very little (apart from compass direction and GPS coordinates) to go by.



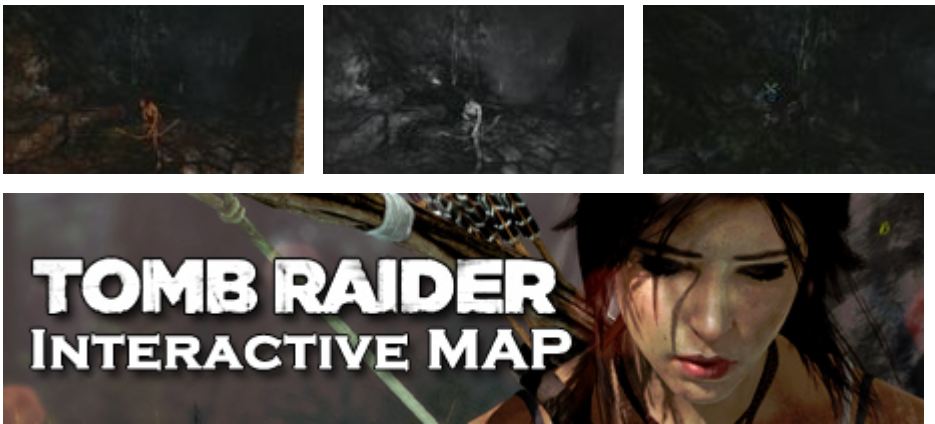
Redcap Roundup Mushroom Video Guides

Redcap Roundup 1

Redcap Roundup - Collect ten Mushrooms in the Summit Forest. This is a simple collection exercise, and not difficult once you stealth kill (or just kill) all the enemies in the area. There will be no enemies on Lara's subsequent return to this part of the island.

REDCAP ROUNDUP 1

Redcap Roundup 1 is at the start of the main clearing, where you overhear the guards talking about patrol patterns.



Redcap Roundup 2

Redcap Roundup - Collect ten Mushrooms in the Summit Forest. This is a simple collection exercise, and not difficult once you stealth kill (or just kill) all the enemies in the area. There will be no enemies on Lara's subsequent return to this part of the island.

REDCAP ROUNDUP 2

Redcap Roundup 2 is at a tree near the chopper wreck's tail end.



Redcap Roundup 3

Redcap Roundup - Collect ten Mushrooms in the Summit Forest. This is a simple collection exercise, and not difficult once you stealth kill (or just kill) all the enemies in the area. There will be no enemies on Lara's subsequent return to this part of the island.

REDCAP ROUNDUP 3

Redcap Roundup 3 is at a tree near the chopper wreck's cockpit end.



Redcap Roundup 4

Redcap Roundup - Collect ten Mushrooms in the Summit Forest. This is a simple collection exercise, and not difficult once you stealth kill (or just kill) all the enemies in the area. There will be no enemies on Lara's subsequent return to this part of the island.

REDCAP ROUNDUP 4

Bring up your map and go clockwise around the area's big clearing, starting from where Lara enters it from the chopper's crash site. **Redcap Roundup 4** is at a tree near the wood bridge in the northwest.



Redcap Roundup 5

Redcap Roundup - Collect ten Mushrooms in the Summit Forest. This is a simple collection exercise, and not difficult once you stealth kill (or just kill) all the enemies in the area. There will be no enemies on Lara's subsequent return to this part of the island.

REDCAP ROUNDUP 5

Bring up your map and go clockwise around the area's big clearing, starting from where Lara enters it from the chopper's crash site. **Redcap Roundup 5** is at one of the corners of the small bridge.



Redcap Roundup 6

Redcap Roundup - Collect ten Mushrooms in the Summit Forest. This is a simple collection exercise, and not difficult once you stealth kill (or just kill) all the enemies in the area. There will be no enemies on Lara's subsequent return to this part of the island.

REDCAP ROUNDUP 6

Bring up your map and go clockwise around the area's big clearing, starting from where Lara enters it from the chopper's crash site. **Redcap Roundup 6** is on some stairs near the cave with the wolf cages.



Redcap Roundup 7

Redcap Roundup - Collect ten Mushrooms in the Summit Forest. This is a simple collection exercise, and not difficult once you stealth kill (or just kill) all the enemies in the area. There will be no enemies on Lara's subsequent return to this part of the island.

REDCAP ROUNDUP 7

Bring up your map and go clockwise around the area's big clearing, starting from where Lara enters it from the chopper's crash site. **Redcap Roundup 7** is in a crevasse near the plane's tail wing (there's an ID of 8-A on the wing).



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Redcap Roundup - Collect ten Mushrooms in the Summit Forest. This is a simple collection exercise, and not difficult once you stealth kill (or just kill) all the enemies in the area. There will be no enemies on Lara's subsequent return to this part of the island.

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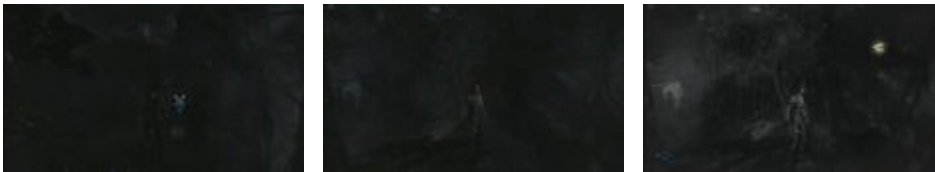


Redcap Roundup 9

Redcap Roundup - Collect ten Mushrooms in the Summit Forest. This is a simple collection exercise, and not difficult once you stealth kill (or just kill) all the enemies in the area. There will be no enemies on Lara's subsequent return to this part of the island.

REDCAP ROUNDUP 9

Bring up your map and go clockwise around the area's big clearing, starting from where Lara enters it from the chopper's crash site. **Redcap Roundup 9** is on a ledge lining the southwest edge of the Summit Forest clearing. Head west from the shack Lara brought down with a Rope Arrow, and you should spot it high up on the room's wall (using instinct).

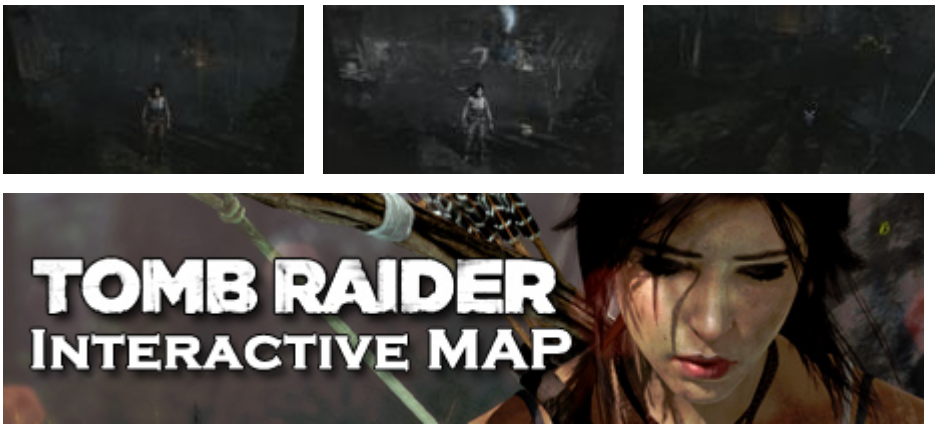


Redcap Roundup 10

Redcap Roundup - Collect ten Mushrooms in the Summit Forest. This is a simple collection exercise, and not difficult once you stealth kill (or just kill) all the enemies in the area. There will be no enemies on Lara's subsequent return to this part of the island.

REDCAP ROUNDUP 10

Redcap Roundup 10 is west of the base camp in the middle of the clearing. Apart from the small wooden bridge, there's very little (apart from compass direction and GPS coordinates) to go by.



Minesweeper

Minesweeper - Shoot all ten Sea Mines on Shipwreck Beach. Lara can destroy all the mines before reaching the next area Cliffside Bunker, but she will need to complete the task for Jonah and Reyes (get the block and tackle from the initial shipwreck) because Lara requires the Compound Bow to shoot Rope Arrows into climb-able rock.



MINESWEEPER 1

Minesweeper 1 is down the sandy path from where Lara lands from the gondola ride. It is near one of the GPS caches on the beach, near the rear rock wall.



MINESWEEPER 2

Minesweeper 2 is east of the pier that takes you out to the shipwreck with the block and tackle. Don't miss Minesweeper 8 and Minesweeper 10 (we mis-counted, whoops!)



MINESWEEPER 3

Minesweeper 3 is on the the seashore/beach near the pier where Lara uses the Compound Bow to shoot a Rope Arrow into climb-able rock to reach the container ship wreck (halfway through Shipwreck Beach).



MINESWEEPER 4

Minesweeper 4 is in the high seas. Where Lara lands back on solid ground (past the container ship wreck mid-way on the beach), look into the water to the south for a sea mine.



MINESWEEPER 5

Minesweeper 5 is on the beach to the galleon shipwreck on the south end of Shipwreck Beach. It is on the sand, so it's rather hard to miss using instinct mode.



MINESWEEPER 6

Minesweeper 6 is in the high seas, to the west of the base of the shanty tower Lara needs to climb to reach the Flooded Vault tomb and the Cliffside Bunker. The location to shoot the mine is also close to one of the Cairns.



MINESWEEPER 7

Minesweeper 7 is on the beach at the southern most area Lara can visit at the galleon shipwreck (the southern-most wreck on Shipwreck Beach).



MINESWEEPER 8

Minesweeper 8 is on the pier Lara takes to retrieve the block and tackle from the first (northern-most) shipwreck. After crossing the toppled main-mast of the wreck, but before swinging across the horizontal bar, check the high seas to the east (use your map for compass directions).



MINESWEEPER 9

Minesweeper 9 is near the GPS cache where you need a single buoy as a platform to reach it. This GPS/pier is near the shanty tower used to reach the Flooded Vault and Cliffside Bunker. Check the high seas past the rocks (to the south - use the map for compass direction).



MINESWEEPER 10

Minesweeper 10 is on the pier Lara takes to retrieve the block and tackle from the first (northern-most) shipwreck. Before or after Lara crosses the zipline from the cargo crane to the shipwreck, look west (check map for compass direction) into the high seas. Note that this is the *only* sea mine that does not glow in instinct mode, as it is too far away to register.



Minesweeper Mine Video Guides

Minesweeper 1

Minesweeper - Shoot all ten Sea Mines on Shipwreck Beach. Lara can destroy all the mines before reaching the next area Cliffside Bunker, but she will need to complete the task for Jonah and Reyes (get the block and tackle from the initial shipwreck) because Lara requires the Compound Bow to shoot Rope Arrows into climb-able rock.

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Minesweeper 2

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MINESWEEPER 2

Minesweeper 2 is east of the pier that takes you out to the shipwreck with the block and tackle. Don't miss Minesweeper 8 and Minesweeper 10 (we mis-counted, whoops!)



Minesweeper 3

Minesweeper - Shoot all ten Sea Mines on Shipwreck Beach. Lara can destroy all the mines before reaching the next area Cliffside Bunker, but she will need to complete the task for Jonah and Reyes (get the block and tackle from the initial shipwreck) because Lara requires the Compound Bow to shoot Rope Arrows into climb-able rock.

MINESWEEPER 3

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Minesweeper 4

Minesweeper - Shoot all ten Sea Mines on Shipwreck Beach. Lara can destroy all the mines before reaching the next area Cliffside Bunker, but she will need to complete the task for Jonah and Reyes (get the block and tackle from the initial shipwreck) because Lara requires the Compound Bow to shoot Rope Arrows into climb-able rock.

MINESWEEPER 4

Minesweeper 4 is in the high seas. Where Lara lands back on solid ground (past the container ship wreck mid-way on the beach), look into the water to the south for a sea mine.



Minesweeper 5

Minesweeper - Shoot all ten Sea Mines on Shipwreck Beach. Lara can destroy all the mines before reaching the next area Cliffside Bunker, but she will need to complete the task for Jonah and Reyes (get the block and tackle from the initial shipwreck) because Lara requires the Compound Bow to shoot Rope Arrows into climb-able rock.

MINESWEEPER 5

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Minesweeper 6

Minesweeper - Shoot all ten Sea Mines on Shipwreck Beach. Lara can destroy all the mines before reaching the next area Cliffside Bunker, but she will need to complete the task for Jonah and Reyes (get the block and tackle from the initial shipwreck) because Lara requires the Compound Bow to shoot Rope Arrows into climb-able rock.

MINESWEEPER 6

Minesweeper 6 is in the high seas, to the west of the base of the shanty tower Lara needs to climb to reach the Flooded Vault tomb and the Cliffside Bunker. The location to shoot the mine is also close to one of the Cairns.



Minesweeper 7

Minesweeper - Shoot all ten Sea Mines on Shipwreck Beach. Lara can destroy all the mines before reaching the next area Cliffside Bunker, but she will need to complete the task for Jonah and Reyes (get the block and tackle from the initial shipwreck) because Lara requires the Compound Bow to shoot Rope Arrows into climb-able rock.

MINESWEEPER 7

Minesweeper 7 is on the beach at the southern most area Lara can visit at the galleon shipwreck (the southern-most wreck on Shipwreck Beach).



Minesweeper 8

Minesweeper - Shoot all ten Sea Mines on Shipwreck Beach. Lara can destroy all the mines before reaching the next area Cliffside Bunker, but she will need to complete the task for Jonah and Reyes (get the block and tackle from the initial shipwreck) because Lara requires the Compound Bow to shoot Rope Arrows into climb-able rock.

MINESWEEPER 8

Minesweeper 8 is on the pier Lara takes to retrieve the block and tackle from the first (northern-most) shipwreck. After crossing the toppled main-mast of the wreck, but before swinging across the horizontal bar, check the high seas to the east (use your map for compass directions).



Minesweeper 9

Minesweeper - Shoot all ten Sea Mines on Shipwreck Beach. Lara can destroy all the mines before reaching the next area Cliffside Bunker, but she will need to complete the task for Jonah and Reyes (get the block and tackle from the initial shipwreck) because Lara requires the Compound Bow to shoot Rope Arrows into climb-able rock.

MINESWEEPER 9

Minesweeper 9 is near the GPS cache where you need a single buoy as a platform to reach it. This GPS/pier is near the shanty tower used to reach the Flooded Vault and Cliffside Bunker. Check the high seas past the rocks (to the south - use the map for compass direction).



Minesweeper 10

Minesweeper - Shoot all ten Sea Mines on Shipwreck Beach. Lara can destroy all the mines before reaching the next area Cliffside Bunker, but she will need to complete the task for Jonah and Reyes (get the block and tackle from the initial shipwreck) because Lara requires the Compound Bow to shoot Rope Arrows into climb-able rock.

MINESWEEPER 10

Minesweeper 10 is on the pier Lara takes to retrieve the block and tackle from the first (northern-most) shipwreck. Before or after Lara crosses the zipline from the cargo crane to the shipwreck, look west (check map for compass direction) into the high seas. Note that this is the *only* sea mine that does not glow in instinct mode, as it is too far away to register.



Cairn Raider

Cairn Raider - Find the five Cairns on Shipwreck Beach. Lara may find all the needed Cairns after she retrieves the block and tackle for Reyes and Jonah from the first shipwreck.



CAIRN RAIDER 1

Cairn Raider 1 is at the first "rock spire" where Lara lands from the Gondola ride. This cairn is on a rock ledge by the Sea Mine and the GPS cache.



CAIRN RAIDER 2

Cairn Raider 2 is on a small rocky mesa where Lara needs to maneuver two floatation buoys to reach a climb-able wall. The cairn is atop this mesa top.



CAIRN RAIDER 3

Cairn Raider 3 is on a rocky outcrop just east of the rust red Imperial Japanese Army tank.



CAIRN RAIDER 4

Cairn Raider 4 is at the base of the shanty tower used to reach the Flooded Vault tomb and Cliffside Bunker. Check the southwest arc of the path.



CAIRN RAIDER 5

Cairn Raider 5 is southeast of the entrance of the Flooded Vault tomb. Place the tomb's entrance on Lara's left and line up two trees (they are each planted on an island Lara may jump to). The cairn is past the second tree.



Cairn Raider Cairn Video Guides

Cairn Raider 1

Cairn Raider - Find the five Cairns on Shipwreck Beach. Lara may find all the needed Cairns after she retrieves the block and tackle for Reyes and Jonah from the first shipwreck.

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Cairn Raider 1 is at the first "rock spire" where Lara lands from the Gondola ride. This cairn is on a rock ledge by the Sea Mine and the GPS cache.



Cairn Raider 2

Cairn Raider - Find the five Cairns on Shipwreck Beach. Lara may find all the needed Cairns after she retrieves the block and tackle for Reyes and Jonah from the first shipwreck.

CAIRN RAIDER 2

Cairn Raider 2 is on a small rocky mesa where Lara needs to maneuver two floatation buoys to reach a climb-able wall. The cairn is atop this mesa top.



Cairn Raider 3

Cairn Raider - Find the five Cairns on Shipwreck Beach. Lara may find all the needed Cairns after she retrieves the block and tackle for Reyes and Jonah from the first shipwreck.

CAIRN RAIDER 3

Cairn Raider 3 is on a rocky outcrop just east of the rust red Imperial Japanese Army tank.



Cairn Raider 4

Cairn Raider - Find the five Cairns on Shipwreck Beach. Lara may find all the needed Cairns after she retrieves the block and tackle for Reyes and Jonah from the first shipwreck.

CAIRN RAIDER 4

Cairn Raider 4 is at the base of the shanty tower used to reach the Flooded Vault tomb and Cliffside Bunker. Check the southwest arc of the path.

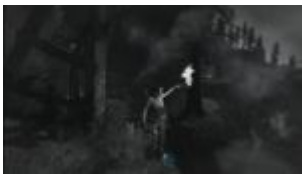


Cairn Raider 5

Cairn Raider - Find the five Cairns on Shipwreck Beach. Lara may find all the needed Cairns after she retrieves the block and tackle for Reyes and Jonah from the first shipwreck.

CAIRN RAIDER 5

Cairn Raider 5 is southeast of the entrance of the Flooded Vault tomb. Place the tomb's entrance on Lara's left and line up two trees (they are each planted on an island Lara may jump to). The cairn is past the second tree.



Previous Inhabitants

Previous Inhabitants - Burn the four Chrysanthemum Banners of the Imperial Japanese Army. Lara may use the torch or a Fire Arrow to ignite these victory banners of the Imperial Japanese Army.



PREVIOUS INHABITANTS 1

Previous Inhabitants 1 is the chrysanthemum flag in the gun bunker (before Lara slides through the crack in the wall).



PREVIOUS INHABITANTS 2

Previous Inhabitants 2 is the chrysanthemum flag on the main bunker building's roof. Burn it before jumping down.



PREVIOUS INHABITANTS 3

Previous Inhabitants 3 is the chrysanthemum flag just above Lara when she first enters the bunker's big main room. However, she won't have much of a chance to ignite it until the enemies are dealt with. Lara can shoot this banner to set it alight from the ground floor or the rooftop.



PREVIOUS INHABITANTS 4

Previous Inhabitants 4 is the chrysanthemum flag on the crane above the army truck that's parked near the Endurance Overlook day camp.



Previous Inhabitants Banner Video Guides

Previous Inhabitants 1

Previous Inhabitants - Burn the four Chrysanthemum Banners of the Imperial Japanese Army. Lara may use the torch or a Fire Arrow to ignite these victory banners of the Imperial Japanese Army.

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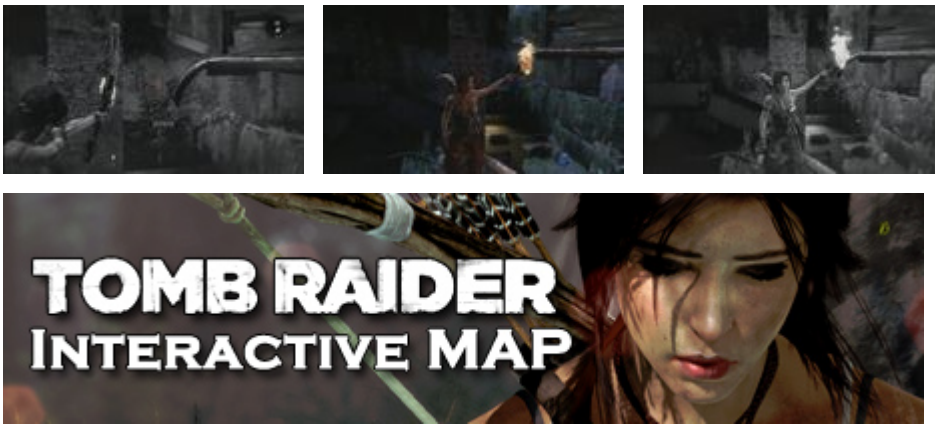


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Sun Killer

Sun Killer - Shoot five Sun Totems in the Research Base. Lara doesn't need any special gear to get these emblems, but they are simply difficult to locate.



SUN KILLER 1

Sun Killer 1 is past the crack in the wall, but before Lara drops down into the facility. The sun totem is to the left of the lightbulb.



SUN KILLER 2

Sun Killer 2 is in the hallway next to the zone's base camp. It's easiest to have Lara pry open the locked door to the GPS across the base camp, then look left for the sun token.



SUN KILLER 3

Sun Killer 3 is at the bottom of the elevator shaft (solve the puzzle first). Locate the door Lara can pry open (to go back upstairs using the stairs) and place the door behind her. Looking straight ahead, you should spot the sun token in instinct view.



SUN KILLER 4

Sun Killer 4 is in the caged area with the patrolling enemies. Clear the enemies out, then check out the sun token in the caged zone.



SUN KILLER 5

Sun Killer 5 may be destroyed from the same spot as Sun Killer 2; there is an area past the GPS retrieved past the climbable window. Shoot this token from the door near the base camp that was pried open.



Sun Killer Totem Video Guides

Sun Killer 1

Sun Killer - Shoot five Sun Totems in the Research Base. Lara doesn't need any special gear to get these emblems, but they are simply difficult to locate.

SUN KILLER 1

Sun Killer 1 is past the crack in the wall, but before Lara drops down into the facility. The sun totem is to the left of the lightbulb.



Sun Killer 2

Sun Killer - Shoot five Sun Totems in the Research Base. Lara doesn't need any special gear to get these emblems, but they are simply difficult to locate.

SUN KILLER 2

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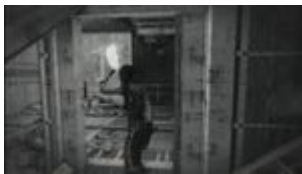


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SUN KILLER 4

Sun Killer 4 is in the caged area with the patrolling enemies. Clear the enemies out, then check out the sun token in the caged zone.



Sun Killer 5

Sun Killer - Shoot five Sun Totems in the Research Base. Lara doesn't need any special gear to get these emblems, but they are simply difficult to locate.

SUN KILLER 5

Sun Killer 5 may be destroyed from the same spot as Sun Killer 2; there is an area past the GPS retrieved past the climbable window. Shoot this token from the door near the base camp that was pried open.



Tombs

There are 7 optional **Tombs** in Tomb Raider. Completing them all will net the following award, as well as a Treasure Map (or partial treasure map) for an area on the island. An "8th" tomb, available as [[DLC]] (Tomb of the Lost Adventurer), does not count towards the achievement condition.

{{trophy-achievement|name=[[Intellectually Superior]]|points=50|medal=bronze|description=All optional tombs completed.}}

You may attempt to locate all seven of the **Tombs** (the other Treasure Maps are stand-alone rewards for exploration) using the **Tomb Raider interactive map**.



Coastal Forest Tombs	n/a
Mountain Temple Tombs	n/a
Mountain Village Tombs	Tomb of the Unworthy, Hall of Ascension
Base Approach Tombs	n/a
Mountain Base Tombs	n/a
Base Exterior Tombs	n/a
Cliffside Village Tombs	n/a
Mountain Pass Tombs	n/a
Chasm Monastery Tombs	n/a
Shanty Town Tombs	Well of Tears, Chamber of Judgment
Cavern Entrance Tombs	n/a
Geothermal Caverns Tombs	n/a
Solarii Fortress Tombs	n/a
Summit Forest Tombs	Stormguard Sanctum
Shipwreck Beach Tombs	Flooded Vault, Temple of Handmaidens
Cliffside Bunker Tombs	n/a
Research Base Tombs	n/a
Chasm Stronghold Tombs	n/a
Chasm Shrine Tombs	n/a
Chasm Ziggurat Tombs	n/a

Video Guide - Walkthroughs and Locations of all Tombs

Tomb of the Unworthy

The **Tomb of the Unworthy** is the first tomb Lara will need to complete for a partial Treasure Map of the Mountain Village, as opposed to a "full" Treasure Map (like in the Coastal Forest).

The location of this tomb is at the base of the waterfall, right before the need for a Climbing Axe is required to progress further. A climbing axe is needed for Lara to enter the tomb and to "solve" it.

GET FIRE



The first task is to get fire onto Lara's torch. Unless you've completed the Base Exterior, you will need to search out sources of fire. There is a firepot in the chamber Lara can easily access. Light things up.

IMPROMPTU FUNERAL PYRE



With the lit torch, Lara can burn up the bodies, thus robbing enough weight for the platform to remain airborne a moment longer.

Have Lara push the lift's counterweight off, hop onto the platform, and again towards the climb-able rock wall. The treasure map is at the top of the uneventful climb.



Hall of Ascension

The **Hall of Ascension** is the second tomb Lara will need to complete for a partial Treasure Map of the Mountain Village, as opposed to a "full" Treasure Map (like in the Coastal Forest).

Lara acquires the Firestarter and Rope Arrows, but only requires the latter to reach the entrance of this tomb, which is at the start of Lara's clifftop crossing to get to Captain Jessop of the rescue plane (the pilot's smoke signal). The lower route leads to Jessop, while this upper route leads to this windy tomb.

IT'S ALL ABOUT TIMING



The biggest puzzle about this tomb is timing the shutters (as they re-open on an invisible timer) and timing Lara's cranking to make sure the platform will "catch" the wind just after Lara clambers onto the raised ground to access the moving platform.

After you close the shutters using their crank, run/jog to the movable platform's crank (the one pictured above) and count out approximately 2 beats (about 2 real-time seconds) and spam crank the platform up; the second windy panel should be open by now.

Scramble Lara onto the lifted platform and let the wind carry her to the scramble wall at the end of the track.

CAREFUL CROSSING



Lara simply needs to scramble upwards and grab on to the ledge. She can slowly move towards the treasure hallway with little difficulty. Just remember that should you drop, or miss a jump, you will need to re-time the wind and jump from the moving platform.



Well of Tears

The **Well of Tears** is the first of two tombs Lara may complete for a partial Treasure Map of the Shanty Town area. It is located in a house with a strung-up corpse in one of the cult's buildings (just west of the avenue to the gate separating north and south Shanty Town).

Using Lara's Rope Arrows to pull open the tomb entrance and drop in.

FIND SOME WEIGHTS



Lara can pick-up and pu-down (or throw) the jerry-cans in the tomb. Throw four jerry-cans onto the platform to bring it down.

SHIFT YOUR WEIGHT



Stand on the lift, aand toss the jerry-cans off the lift. Before moving off the platform, plot a course to get Lara back on the raised ground so she can jump onto the moving platform.

Note that the platform will not stay raised forever; once Lara lands on the platform, you can jump off from there to the ledge to the treasure chest.



Chamber of Judgment

The **Chamber of Judgment** is the second of two tombs Lara may complete for a partial Treasure Map of the Shanty Town area. It's located in the eastern section of the southern zone of Shanty Town, below the gondola turn-around building.

HELP LARA GAIN WEIGHT

Lara needs to use the short plank ramp to reach the climb-able rock wall leading to the treasure chest. At least four jerry-cans are needed to keep the ramp upright to give Lara the height she needs to reach the target wall.



Two of the jerry-cans are found on the cave floor, but the third and fourth cans are on fragile wooden platforms that collapse when physically touched. Use a Rope Arrow on the aeroplane tyre to demolish one wood platform for the jerry-can.

HELP LARA GAIN EVEN MORE WEIGHT



And make a simple jump to the wood platform for the fourth jerry-can. Place all four on the ramp (you can drop them by pressing her dodge key or equip a weapon), then attempt your jump.

Once Lara clings to the rock wall with the climbing axe, simply make way to the treasure.

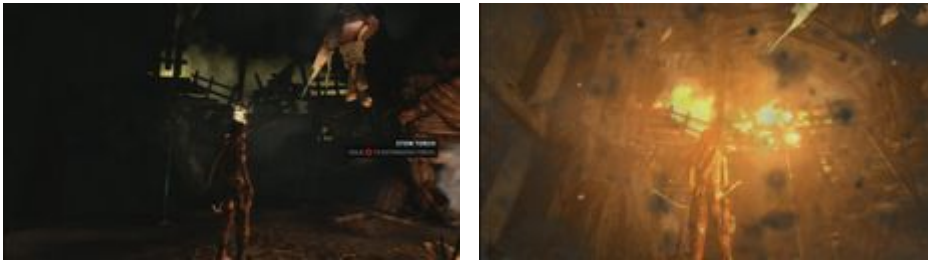


Stormguard Sanctum

The **Stormguard Sanctum** is the only tomb in Summit Forest, but it only offers a partial Treasure Map. By now, you should have enough skill points for Orienteering or even Cartography, so you should use those skills to help Lara locate treasure on the maps.

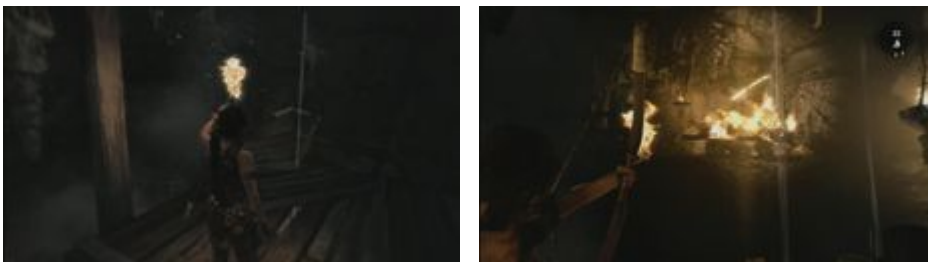
Note that Lara needs at least 2 arrows to ignite two blockages with fire arrows. If you don't have two shots, this tomb may prove to be almost impossible to complete. The entrance is on the north side of Summit Forest, just past the little wooden bridge.

IGNITE THE GAS



The first obstacle is the green methane gas. Detonate that stuff and quickly climb past where the gas was spewing before the gas fumaroles respawn (because they do).

CLEAR THE SOLID BLOCKAGE



Past the gas, but before crossing over to mountaineer on the climb-able rock wall, Lara needs to destroy the wooden barricade with a fire arrow (otherwise she cannot get to the treasure). With the obstacle destroyed, you can make way to the treasure without further incident.

Note that the hanging pots are only used for lighting (which you can correct by turning up the *gamma* or the monitor brightness), and do not really figure into the puzzle much (or at all).



Flooded Vault

The **Flooded Vault** is one of 2 tombs in Shipwreck Beach. Lara passes by this tomb entrance on her way to the *Endurance* and the Cliffside Bunker. The only requirement for this tomb is to have a rope arrow, shotgun, and the pry axe (not even the strengthened version).

DAT PRY AXE



You've probably noticed this by now - tombs have chalk grafitti of the Sun Queen cult marking their entrances.

ELECTRONIC LOCKS



The first two buttons are easy. Push the green lit buttons on the panels in the upper room and by the big door by the day camp.

REMOVING BARRIERS



Lara needs to shotgun the wooden barricade for her to get a good spot to pull the raft initially. Be sure to free the raft first by burning its tie/anchor. After pulling the raft close to the other side of the platform, have Lara hop there.

MOVING INSULATION



Lara can temporarily de-electrify the water for a brief passage - such as cross the water between the two flights of flooded stairs. However, any longer trip requires placing the electrical socket onto the insulated raft.

She can pull the raft into the correct position from the edge of the room, past the flooded stairs. When the socket is safely placed on the raft, Lara may reach the treasure without further incident (unless you were stupid enough to push the raft out of position once more).



Temple of the Handmaidens

The **Temple of the Handmaidens** is one of two tombs in Shipwreck Beach; Lara needs the Rope Ascender (or Power Winch/Power Grappler) to open this tomb's entrance. Lara earns that piece of equipment after fetching Reyes' tools from the *Endurance*.

This tomb requires some measure of timing to rope/grapple the second horizontal swing bar. Too early, and the turnstile will snap back before the weighted buoy can interact with it. Shoot too late, and the turnstile will miss the buoy.

ROMANCING THE BUOY



Start the puzzle by releasing the weighted buoy. It will float clockwise on a circuitous route, allow you and Lara to try again if you miss a step later.

FIRST JUMP



The first jump is easy. Wait for the weighted buoy to hit the first turnstile -- this rotates the horizontal swing bar into a position Lara can use to reach the next piece of safe ground.

SECOND JUMP



For the second turnstile, try counting 2 beats (approximately two real-time seconds) and shooting a rope arrow from where Lara lands after the first swing. This *usually* is the timing for getting the second

turnstile into position for the weighted buoy to knock it into place.

For the second horizontal bar, it's best to wait for the bar to swing away, and just beyond the point of Lara can reach it. You need to hit the bar when it goes away from Lara, since the climb-able wall she needs to reach is too far away if the bar is coming back towards her.

With some lucky and timing, you will see Lara planting her climbing axe on the wall and can make her way up to the treasure without any further incident.



Camps

Camps are either Base Camps or Day Camps. From the former, you can fast travel to another Base Camp but from the latter, you cannot do anything except adjust your upgrades and skills.

Village Plateau

The **Village Plateau** is a Base Camp at the bottom of the Mountain Village.

Map Room

Located inside of the [Mountain Base](#), the Map Room is where Lara is ambushed--as can be seen in the walkthrough for [Mountain Base](#). Near the door, there is a ramp for Lara to jump onto a higher platform. Continue on until the end of the higher platform, and you will find a base camp allowing fast travel to any of the other base camps.



Achievements and Trophies

Achievements and Trophies for Tomb Raider.

75G

A Survivor Is Born

Game completed.

20G

Adventurer

Played a match to completion in all multiplayer modes.

15G

Archaeologist

75% of all relics collected.

20G

Artilleryman

20 enemy players killed with a turret in multiplayer.

15G

Bag Full O' Cache

75% of all GPS caches found.

15G

Big Game Hunter

10 large animals killed and looted.

10G

Bookworm

25% of all documents found.

5G

Boom Goes the Dynamite

Shoot a thrown explosives out of the air.

10G

Chatterbox

Talk with all crew members of the Endurance (missable).

25G

Clever Girl

Purchased all skills in one category.

5G

Crab Cakes

Fee Fee the crab killed.

20G

Deadeye

10 enemies shot off zip lines.

15G

Down and Dirty

15 finishers performed.

10G

Down Boy!

Zip-lining enemy killed in multiplayer.

10G

Entrapment

Trapped an enemy in multiplayer.

15G

Epic Fumble

Forced an enemy to drop dynamite that killed two people.

10G

Equalizer

75 enemies killed with the rifle.

20G

Escapist

Survived 10 explosions in multiplayer.

15G

Feather Duster

10 flying animals killed and looted.

20G

Former Adventurer

25 enemies incapacitated with dodge counter.

20G

Get Over Here!

5 enemies rope pulled off edges.

10G

Good Samaritan

Revived a teammate in a multiplayer match.

10G

Gunslinger

35 enemies killed with the pistol.

15G

Historian

75% of all documents found.

25G

I'm all that!

Won a ranked match in every multiplayer mode.

50G

Inconceivable!

All challenges complete.

50G

Intellectually Superior

All optional tombs completed.

50G

Lethal

Purchased all skills in all categories.

15G

Lights Out

10 multiplayer enemies killed with the melee attack.

10G

Looking for Trouble

25% of all GPS caches found.

20G

Master Blaster

Two multiplayer enemies killed with one explosive.

15G

Monkey Around

Survived 3 times in multiplayer by using the rope ascender.

10G

Narcissistic

New character purchased.

50G

No Stone Left Unturned

All documents, relics, and GPS caches found.

25G

Now We're Getting Serious

One weapon fully modded and completely upgraded.

10G

On My Way Up

Multiplayer level 10 attained.

20G

One Smart Cookie

One optional tomb completed.

15G

Opportunist

25 unaware enemies killed.

15G

Picky

200 enemies looted.

10G

Predator

50 enemies killed with the bow.

10G

Relic Hunter

25% of all relics collected.

20G

Scrounger

5000 pieces of salvage collected.

15G

Sharp Shooter

50 headshot kills performed in the single player campaign.

20G

Shopaholic

Purchased all upgrades and characters in multiplayer.

15G

Sole Survivor

Sole survivor on your multiplayer team.

15G

Tastes Like Chicken!

10 small animals killed and looted.

50G

The Professional

All weapons fully modded and completely upgraded.

30G

True Commitment

Multiplayer level 60 attained.

20G

Unfinished Business

One challenge completed.

10G

Widowmaker

40 enemies killed with the shotgun.

All achievement and trophy pages on IGN's wikis use a special template. Please visit the [Template Page](#) for the correct code and instructions on how to use them. Thank you.

Enemies

These are the Unknown forces that exist on the island. In the E3 trailers, Lara takes a bow off of a slain man, as well as battle tigers; hence, human enemies as well as non-human (beast) enemies will be present for the game.

- Human
- Tiger
- Wolf

Fire Bomber

This enemy spends most of his time behind cover, so he can be quite tricky to kill unless he comes out of cover. The enemy is clad in what appears to be a white hood. The fire bomber will throw molotov cocktails at you, and the flames do spread in a small radius, so it's best to head somewhere else for cover.

In order to kill the fire bomber, you can be patient and wait for his head to pop out of cover and take a shot. However, another creative way is to wait for the fire bomber to come out of cover completely (right before he's about to throw an explosive) and take your shots then. This will cause the fire bomber to drop the explosive next to him, setting him and other enemies nearby on fire. This is especially useful when next to an explosive barrel.

Melee Specialist

This enemy has a machete and is wearing a different uniform from a standard archer or rifleman. The enemy will not wait behind cover unless he is being shot at. If he has an opportunity, he will run towards you and attack you with his machete. Take special caution with this enemy, because this enemy could easily cause you to die, if he gets too close.

If he does get too close, don't fret, because you can shove him off and dispose of him quickly. It will appear for a short moment, and is the same button as the "Kick" command. This will cause the enemy to stagger, giving you precious seconds to get a headshot.

Shield Soldier

A special soldier that first appears in Base Exterior, he has an enormous shield, armor, and a close-range weapon--possibly a machete? Due to his shield, it is impossible to deal any sort of damage while he is covered. A good strategy is to scrabble around and dodge his attacks. When he attacks, he moves his shield which makes him vulnerable to your attacks. A recommended weapon is the rifle since it is rapid-firing, and you are close enough to the soldier that you can deal lethal damage.

Wolves

Large, black wolves that appear outdoors, especially at night. They tend to come out of bushes at quite a bit of distance away from Lara. One shot to head will quickly dispose of the wolves, and with a good distance between Lara and the wolves, it isn't that hard. If the wolves get close to Lara, a QTE event may occur, where Lara wrestles a wolf off.

Characters

Details are scant on what other characters will star in Tomb Raider.

- Lara Croft

Lara Croft

Lara Croft



Aliases	N/A
First Appearance	Tomb Raider (1996) Tomb Raider 2 (1997) Tomb Raider 3 (1998) Tomb Raider: The Last Revelation (2000) Tomb Raider: Chronicles (2000)
Other Appearances	Tomb Raider: Angel of Darkness (2003) Tomb Raider: Legend (2006) Tomb Raider: Anniversary (2007) Tomb Raider: Underworld (2008)
Sex	Female
Nationality	British
Age	21
Preferred Weapons	Dual Pistols (Original Series) Grappling Hook (Reboot) Bow (Reboot)

In Tomb Raider, Lara Croft isn't the well-composed aristocrat player we know from past games. This Lara is an approachable 21-year-old college girl still studying archaeology.	Where We Know Her From	On past games Island Inhabitants (Reboot)
Getting a job and being socially accepted are at the forefront of her mind. She is out to make a name for herself.	Notable Traits	A resourceful brave and tenacious explorer.
One of the major changes to her character, one which the media and Crystal Dynamics have emphasized, is her naivety. Her previous cool, callous demeanor has been replaced by a girl that's scared out of her mind.	Identifying Features	Has always been seen with a bandage on her right arm. And always wears a pony tail.
	Affiliation	N/A
	Voice Actor	Camilla Luddington (Reboot)

Character Development In this new installation of the Tomb Raider series Square Enix has made several statements, in published interviews, that state that Lara will truly evolve in the new game. Lara may begin as a frightened insecure college student, but by the end of the game she is said to grow with the player to become the strong standing character that fans have come to know and love. It has been said that through the dirt and grime, through the suffering and pain, Lara will transform to the primal headstrong explorer that is needed to survive.

Official Biography A bit of a workaholic, Lara is an unassuming and rather bookish young woman, making her way through life in search of meaning and direction after the disappearance of her parents while on an expedition. She is a product of a privileged childhood, and was initially sheltered from many of the harsh realities of life. Growing up, Lara spent time travelling with her parents on archaeological expeditions. She developed a worldly outlook and a passion for ancient mysteries.

The search for Yamatai marks her first job after graduating from university. Although it is her first time as a full crewmember, it is not her first time on the Endurance. She spent time in her early adolescence on the ship when her father used to hire Roth for expeditions, and took several smaller trips more recently as an intern when she could get time away from her studies. Her best friend Samantha and the crew of the Endurance are the closest thing to family that Lara has.

She possesses a powerful sense of moral (if not physical) courage. Lara is clever, resourceful and determined. When push comes to shove, Lara's loyalty to her friends outweighs her fear for her own safety.

Captain Conrad Roth

Captain **Conrad Roth** is a 52-year-old British treasure hunter, commandeering the research vessel *Endurance*, which shipwrecks with a 21-year-old Lara aboard. **Conrad Roth** is an ex Royal Marine. After leaving the military, where he "gained his strength and no-nonsense attitude through two tours with the Royal Marine commandoes", he became a freelance treasure-hunter, focussing on plundering shipwrecks across the globe.

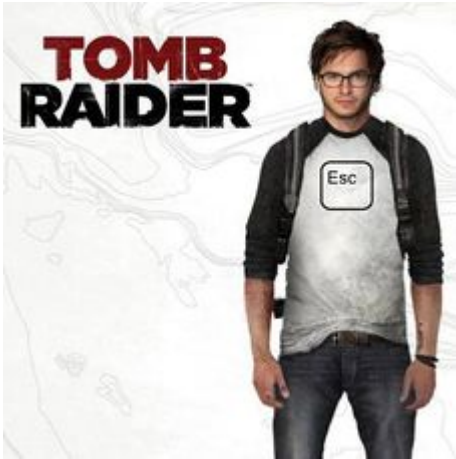
When the *Endurance* is hit by a storm and they are stranded on a mysterious island, he plays an important role in "shaping Lara into a hardened survivor". **Roth** is perceived as having an intimidating presence. He has a reputation for his intelligence, toughness, and willingness to bend the law, when it comes to claiming a treasure, without showing remorse.



Conrad Roth (Man on Left)

Alex Weiss

- Name: Alex Weiss
- Age: 24
- Nationality: American
- Occupation: Ship's technician. Also a very skilled hacker and electronics geek.



Alex made a living largely through legally dodgy and flawed avenues, but only doing things he considers 'victimless crimes' although his definition of this is pretty wide.

Interests: Hacking, specifically defacing websites for kudos or hacking online gambling sites for fun and profit. Reading up about all the new tech stuff, Bit-torrenting everything and gaming. He is also an avid conspiracy theorist.

Alex is the Endurance's technician, handyman, and all-around "radio-shack genius." Despite his impressive technical and scientific background, Alex is the most "out-there" member of the crew. Alex's MacGyver-like talent for jury-rigging technical devices and being somewhat of a 'machine whisperer' is very useful to the survivors. He's a bit of genius and could probably be enormously successful in the technology field if he actually applied himself properly.

Alex knows this about himself and thus tends to do the very bare minimum amount of work needed to do the job and always "just squeaks by" as a result. Alex is a bit of a joker, and although he's quite witty, he can be pretty crass. He also has a charming side and is more sensitive than he likes to let on. Alex has a fascination with conspiracy theories, alien abduction stories, and urban legends of all sorts.

Mathias

Lara meets **Mathias** while looking for Samantha from whom she became separated during or shortly after the Endurance's ship wreck.

Mathias is a calm and calculating character. He seems somewhat intelligent, but nonetheless brutal. It is not clear what his interests in Sam are.

At first he seems friendly, he shares his food and fire with Sam and claims to be "a teacher by trade" while calling the scavengers "those savages." His friendliness is only a pretext to get more information from Sam and Lara.

When overhearing a conversation between two of the scavengers, Lara can learn that Mathias seems to be some kind of priest and is responsible for at least some of the ritualistic sacrifices.

Little else is known so far about the character.

Mathias and Samantha



Locations

The **Endurance** is the ship that eventually crashes, stranding Lara and the other castaways on an island. Though the island does not have a revealed name so far, it is where most of the game takes place.

In Tomb Raider, Lara utilises a base camp and hub system in which players can explore large open areas with a heap of collectable objects including files and relics that will uncover some of the mysterious island's past. Players can use base camps to upgrade their gear and fast-travel to any locations previously visited.

Locations seen in the game's demos include a forest clearing, scavenger den, military base with radio tower, wolves' den and an abandoned village.

Endurance



The **Endurance's** home-port was in Plymouth, England. And this, It is a research vessel which Lara sailed on over numerous expeditions during her education. At the age of 21, after finishing college, Lara accompanies Captain Conrad Roth and the Endurance once again, this time on an expedition to Asia, to search for the Lost Fleet of Kublai Khan.

Off the coast of Japan, they run into a massive storm which tears the ship apart. Lara barely manages to escape death but is separated from Roth when a jump fails and she falls into the ocean.

Later she finds herself on the shore of a mysterious island, amidst a number of ship- and plane wrecks, among them the remains of the Endurance.

Crew Members

- Conrad Roth (Captain)
- Alex Weiss (Ship's Technician)
- Angus Grimaldi (Helmsman and first aid officer)
- Jonah Mauve (Cook and menial worker)
- Joslin Reyes (Ship's Mechanic)
- Samantha Nishimura (Documentary Film Producer)
- Dr. James Whitman (Lead archaeologist and Documentarian)
- Lara Croft (Archaeologist)
- Liam
- Steph
- Victor
- Unnamed Pilot

DLC

There are already plans for **DLC** in place for Tomb Raider. The first piece of content will be exclusive to the xbox 360, but no other details have been released as of yet.

Players who have preordered Tomb Raider will receive a DLC weapon pack upon purchase. Other DLC can be received for US and Canadian players who participate in the scavenger hunt, providing early access to certain skills and weapons.

PC Specs

The full list of PC minimum and recommended system requirements were provided by Square-Enix and Crystal Dynamics:

MINIMUM REQUIREMENTS PC

- Windows XP Service Pack 3, Windows Vista,7,8 (32bit/64bit)
- DirectX 9 graphics card with 512Mb Video RAM
 - AMD Radeon HD 2600 XT
 - NVIDIA 8600 or EVGA Geforce GTX 680 or ATI Radeon 3000
- Dual core CPU:
 - AMD Athlon64 X2 2.1 Ghz (4050+)
 - Intel Core2 Duo 1.86 Ghz (E6300)
- 1GB Memory (2GB on Vista)

RECOMMENDED REQUIREMENTS PC

- Windows Vista, Windows 7 or Windows 8
- DirectX 11 graphics card with 1GB Video RAM:
 - AMD Radeon HD 4870
 - nVidia GTX 480
- Quad core CPU:
 - AMD Phenom II X2 565
 - Intel Core i5-750
- 4GB Memory

ENHANCED FEATURES ON PC

- Full integration with Steamworks to offer cloud storage for saves, multiplayer matchmaking, achievements, as well as automatic updates and new content.
- Support for Steam Big Picture Mode.
- Configurable mouse and keyboard support.
- Gamepad support.

High-end Graphics

- Very high resolution textures with up to 16x the amount of data
- Detail Tessellation to enhance the detail on many surfaces in the game

- Higher quality shadows
- High quality bokeh depth of field with near-blur
- Tessellation algorithms used to smooth out geometry
- Improved cloth, SSAO, quality wetness effects, and post-filter effects.
- LOD quality is adjustable for better quality on higher-end machines.

Low-end Graphics

- Crystal Dynamics cares about TR fans being able to run on older systems, unlike many other games, TR still run on Windows XP support.
- A lot of scalability options to suit a range of machines.

Video Gallery

IGN Video Review

IGN UK's Keza MacDonald reviews the Crystal Dynamics-developed Tomb Raider reboot, giving it a 9.1 out of 10.

The Final Hours Series

Produced by Geoff Keighley, **The Final Hours Series** follows actor and gamer, Zachary Levi, as he interviews the team and explores the studio at Crystal Dynamics.

Episode One: An Icon Reborn (7.10.12)

The series begins with Levi traveling to a motion capture studio to interview the new voice and character of Lara Croft, Camilla Luddington.

Episode Two: Origins of a Story (10.2.12)

This episode follows Zachary Levi as he heads to San Diego Comic Con to interview various members of the Crystal Dynamics team as they prepare to demo possibly the biggest game of their careers.

Episode Three: The Sound of Survival (11.30.12)

Levi travels to Raleigh, NC and London to explore the unique sounds of the new Tomb Raider composed by Jason Graves.

Episode Four: Surviving Together (1.8.13)

Zachary Levi travels to Eidos Montréal (creators of *Deus Ex*) in bitter cold Quebec, Canada to unveil the most debated aspect of the new Tomb Raider: multiplayer.

Episode Five: The End of the Beginning, Part 1 (2.12.13)

In Part 1 of the final episode of the series, Levi travels to Crystal Dynamics and interviews various members of the development team as they begin to feel the pressure of bug-catching and -squashing amidst crunch time.

Episode Five: The End of the Beginning, Part 2' (2.28.13)

In Part 2 of the final episode of the Geoff Keighley-helmed and Zachary Levi-hosted series, the cameras head back to the Crystal Dynamics studio in Redwood City, California. Having showed the

"final hours of each of the [game's] pieces," this episode focuses on the shift from development to marketing and release.

Guide to Survival Series

This series explores the world of Lara Croft and the Tomb Raider series, setting the stage for the story of the new Tomb Raider reboot.

Episode One: Smart Resourceful Lara (12.17.12)

This episode chronicles how Lara becomes a Survivor, detailing the Base Camp Hub System, Skill and Equipment Upgrades, and the new Survival Instinct mode.

Episode Two: Exploration (2.6.13)

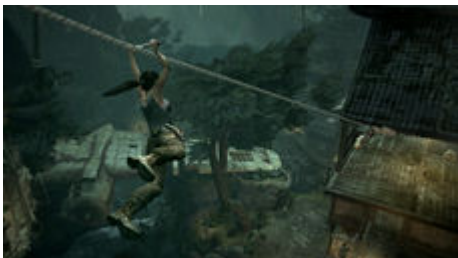
This episode details how Lara uses her skills and gear to traverse complex environments and unlocks the mysterious island's many secrets.

Episode Three: Survival Combat (2.21.13)

The third part of this series details the many facets of combat in the new Tomb Raider and what Lara can do to overcome the odds stacked against her.

Image Gallery

Sample of screenshots made available during production and pre-launch.





Pre-launch Information

The following material was removed from the main page to this page on the launch of the product.

On February 25th, IGN UK reviewer, Keza MacDonald, gave the new Tomb Raider a 9.1 out of 10. She cited the game's immersive island environment, fleshed-out young Lara, pacing, and single-player combat as the strong points of the reboot, but criticized the disappointing multiplayer and seemingly instantaneous change from innocent girl to heartless killer.

VGA 2012 Trailer

E3 2012 Demo

Pre-Order Offers

Gamestop

GameStop
PRE - ORDER EXCLUSIVE

Receive the Shanty Town multiplayer map FREE.

TOMB OF THE LOST ADVENTURER
Explore the final resting place of an intrepid adventurer, and solve a puzzle involving a crashed plane to claim your reward.

This ramshackle area features steep climbs, multiple zip-lines for quick escapes, and deadly traps to set for your enemies.

CLICK YOUR PLATFORM TO PRE-ORDER TODAY

You'll also be eligible to enter the Scavenger Hunt to earn in-game rewards and compete for prizes.

- Tomb of The Lost Adventurer (Explore the final resting place of an intrepid adventurer, and solve a puzzle involving a crashed plane to claim your reward.)
- Recieve the Shanty Town multiplayer map FREE

Best Buy

PRE - ORDER EXCLUSIVE **BEST BUY**

"THE BEGINNING"
48 page hardback comic book
Tells the story of how this ill-fated journey all began
Written by Rhianno Pratchett

AVIATRIX SKIN
An exclusive outfit that dresses Lara up as a classic 1930s adventurer, bomber jacket and all.

Receive the Shanty Town multiplayer map FREE.

CLICK YOUR PLATFORM TO PRE-ORDER TODAY

You'll also be eligible to enter the Scavenger Hunt to earn in-game rewards and compete for prizes.

- Aviatix Skin (An exclusive outfit that dresses Lara up as a classic 1930s adventurer, bomber jacket and all.)
- "The Beginning" - 48 page hardback comic book
- Recieve the Shanty Town multiplayer map FREE

Amazon



- Hunter Skin (An exclusive outfit that camouflages Lara in a heavy coating of mud, action movie-style.)
- The Final Hours of - Tomb Raider 'Director's Cut' for the Kindle Fire
- The Art of Tomb Raider - 'Amazon Edition'

Walmart



- Guerrilla Skin (An exclusive outfit that make Lara look like a jungle warfare guerrilla.)
- Lara Croft and the Guardian of Light (FREE digital download of the first ever co-op game featuring Lara Croft.)
- Recieve the Shanty Town multiplayer map FREE

Once you have your pre-order code (or i assume game code when it comes out) you can go to <http://trscavenger.com/login> to unlock extra content
(<http://forums.eidosgames.com/showthread.php?t=132024> - answers for the lazy)