



Lara Croft and the Guardian of Light Guide

by [Jason Venter](#)

This guide to Lara Croft and the Guardian of Light focuses on the single-player campaign. We'll guide you through the game, providing tips that will enable you to claim new weapons, health and ammo upgrades, as well as every last one of the 130 Red Skulls squirreled away throughout the game's 14 stages. With us by your side, you should have no trouble helping Lara see her adventure through to the very end while collecting goodies aplenty along the way.

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Lara Croft and the Guardian of Light Combat & Scoring Tips

Combat

Lara is quite the capable heroine. She comes equipped with handguns and spears. You can use these as often as you like throughout the game without worrying about depleting your ammunition.

General Setup

Lara Croft and the Guardian of Light is divided into 14 stages. Most of those stages feature 10 Red Skull items that you can find (usually in out of the way locations so that you have to treasure hunt a bit to find all of them), special weapon pickups, artifacts (found in special challenge rooms that can be cleared only by solving puzzles) and a handful of score and special accomplishment objectives.

If you're just in a hurry to reach the end of the game, Lara Croft and the Guardian of Light probably won't last you terribly long. You can clear many of the stages in around 10 or 15 minutes, especially once you're familiar with them. That will generally mean missing out on some of the secrets, though.

This guide assumes that you're interested in taking your time, so we'll go out of our way to point you to the loot that you might miss if you were in a rush.

The hand gun is generally the most useful weapon because it keeps a steady supply of bullets flying. It's actually an automatic weapon. Lara dual wields. If you find yourself being swarmed by a bunch of smaller enemies, such as spiders or gators, it's easy to keep them at bay as you strafe in circles.

The spear is a slower weapon, but it packs quite a punch. You have to aim much more carefully and you still can't do much with it when you're facing some of the hulking beasts that you'll encounter late in the game, but it's a fun tool to have at your disposal.

Of course, the most potent weapons that you can use are the special ones you'll find scattered throughout the various stages. These deplete your blue meter. If you drain your meter to a point where Lara can no longer fire another round (what point that is depends on the weapon that you have equipped), she'll revert to her spear automatically. This can be disappointing in the middle of a heated battle.

As you battle, you can press directions on the d-pad to switch between weapons that you have mapped to those buttons. What you equip is up to

you, though usually it's not a bad idea to have an explosive weapon and a spread shot weapon available for easy access at all times.

A final weapon that Lara can use is the grenade. You can press the button once to drop it, then again to detonate it. Explosive blasts can eliminate stone pillars and can destroy certain enemies who otherwise will continuously re-spawn, but in general the grenade is more useful as a puzzle-solving tool than it is as a weapon in combat.

Scoring Tips

Each stage comes with a score objective. As you play through a given stage, you can increase your score by swiftly and efficiently eliminating enemies and by grabbing point-yielding orbs.

The orbs often are placed at key locations throughout a given stage. Keep in mind that a bunch of them positioned close together tend to serve as bait to lure you into an enemy ambush, but that doesn't change the fact that you'll still want to collect them. Then you can kill the enemies that ambushed you and perhaps they'll drop still more orbs for you to collect.

As you defeat enemies, you'll notice that your score gradually multiplies the longer that you go without taking damage. An enemy that typically yields 500 points will begin to provide you with 1000 and even 1500 points if you continue to avoid damage as you clear a stage, for instance. This is an important fact to keep in mind, particularly in the later stages that have higher score objectives. Sometimes you'll fight a mini-boss worth a lot of points, so it's particularly easy to build a high score if you reach that foe with your multiplier maxed, then don't take any damage during the fight.

When you die in a given stage you'll be returned to the last checkpoint that you cleared, usually with around the same supply of health and weapons. That's handy if you fell into a bottomless pit or just let yourself become overwhelmed by a horde of skeletons and sorcerers, but there's bad news: your score will suffer. If you die a few times on a single hazard, you'll have to watch as your score plummets.

The problem is that to get some of the cooler gear in the game, you need to reach high score benchmarks. This system ensures that even if you manage to only just barely complete a stage, you'll probably want to go back through it with a more solid performance so that you can snag a higher score. The highest score that you get in a stage also goes toward your overall point total. If your overall point total passes certain benchmarks, you'll also unlock alternate costumes for Lara. That's always nice!

Lara Croft and the Guardian of Light Walkthrough

	☰	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	»
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There are 14 stages in Lara Croft and the Guardian of Light. Most of them include large areas for you to explore as you look for hidden items and weapons. Some consist of no more than a boss battle. If you're having trouble clearing a stage, or if you've cleared the stage but you've missed some skulls or perhaps other gear, you can skip directly to the portion of this guide that corresponds to the area where you are stuck and find the help you seek. Any time we tell you how to find a red skull, you'll see this icon on the right.

RED
SKULL

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Stage 1 - Temple of Light

Score Challenges

Score 100,000 points

Score 130,000 points

Score 160,000 points » MAGNUMS

Reward Challenges

Collect 10 Red Skulls » STONE ARROW

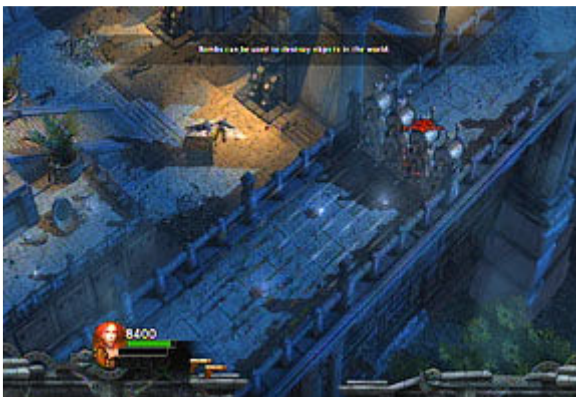
Reach the exit in 6:00 or less » HEADDRESS OF EHECATL

Jump between 7 spider pots without touching the ground » HEALTH POWERUP

Disable Xolotl's fire trap in under 00:50 » CLAY OWL

Destroy all the urns » AMMO POWERUP

Following a cutscene, you'll appear in a courtyard. You can blast apart the crates with your grenades, but your targets are along the back wall. To either side of the door with the circular crest, you'll see moving machinery. Plant a bomb in front of one, then detonate it. Repeat the process in front of the other of the machines and when both have been hit with blasts, the door itself will open so that you can proceed.



(Above Left) You can blast apart urns and objects like this set of arrow-firing blocks that prevent you from safely progressing through the stage. (Above Right) Let your enemies come to you, then drop a

bomb and roll out of the way before detonating it to enjoy the shower of monster limbs that results.

Climb up some stairs that lead to the upper right. You'll reach a higher ledge with a series of urns placed around it. Here you can practice the art of drawing your weapon, aiming and blasting. Do so with the urns to break them apart for prizes. You can destroy all of the urns to find a **Red Skull**, one of ten.

RED
SKULL

Cross the courtyard where the urns are placed and near its lower right side, you'll find stairs that continue to ascend. Climb those stairs to find yourself proceeding along another walkway. As you follow it, you'll come to a wall of devices that are firing arrows in the direction you need to head next. Plant a bomb at their base and detonate it to remove that threat, then continue along the walkway and climb the next short flight of stairs that awaits at its end.

You appear now in a new area, another wide courtyard like the one where the stage began. In a cutscene, you'll receive a large spear. Then you'll need to defend yourself as you come under attack. There are three large mutants here. You can easily roll out of their way if they get close, since none of them move quickly. Taking care of them is as easy as dropping explosive charges, rolling away and then detonating the bombs to send chunks of enemy flying everywhere (it'll take 2 or 3 hits per foe, but you can hit two or three of them all at once if you place your bombs well).

Once the last of the enemies have been defeated, head up some stairs along the plaza's lower left side. You'll ascend to yet another new area. Here, there are more of the arrow-firing traps along the wall just ahead of you. To the right, you can find a second **Red Skull**, though you'll have to pass through the path of an arrow to do so. Your rolls work just as well here as they did when you fought the enemies in the plaza below. Collect any goodies, then step on the tile near the center of the platform to lower a gate just beyond it. Pass through that gate to reach yet another large plaza.

RED
SKULL



(Above Left) You can snag the hook at the top of the wall, then climb up to find a Red Skull and a switch that opens a gate not far from the switch. (Above Right) When the nasty enemies rush you, meet their attack with a flurry of gunfire to turn them into more agreeable corpses.

Here, you'll find yourself at the base of a low wall. Follow the prompts on-screen to switch your weapons so that you are carrying the spear instead of the guns. Chuck one at the back wall, then leap onto its shaft. From your position there, you can jump up again to grab the ledge and to pull yourself up to higher ground.

On that higher ledge, you'll find a green fountain. If you've lost any health during the stage leading up to this point, you can restore it here. Then head up the stairs that lead to the left. When you reach the top of those stairs, you'll find yourself under attack by more of the mutant enemies. Only a few of them will attack at once, so you should have little or no difficulty steering clear of their attacks even in the more confined space allowed you by the stone ravine. You can back away and strafe around your enemies with guns blazing, or use more of your grenades to eliminate them as you see fit.

Once the stream of enemies stops coming, look to the wall to your upper left. There's a golden ring along one edge of the overhanging ledge. You can grapple up

to that ring from the ground level. Lara will send up her hook, then you can climb up the wall to reach a **Red Skull**. In that same vicinity, there's a plate switch that you should step on to open a door further into the stage. Now grapple to the ring again and this time, go ahead and let yourself down to return to the lower level. Continue along the passage in a more conventional manner now, by heading up some stairs to a large area in that new direction. Here, you'll see the gate that you opened a moment ago. Head up the stairs through that archway.

RED
SKULL

As you climb along those stairs, you'll be treated to a view of the courtyard below, and when you reach the top and start along the new walkway, more of the mutants will arrive on the scene. At first it seems like they can't reach you, but they'll leap onto the ledge that you're exploring. Meet their assault with a burst of gunfire. You can do even more damage by causing the nearby barrel to explode and inflict area damage. Then continue through the gate on the back side of the walkway.



(Above Left) Past the mutants and arrow trap, you can stand on the edge of the ledge and toss a spear out to the far wall. Then leap out to it to collect a floating Red Skull. (Above Right) Push the giant balls over the edge of the platform so that they fall to the area below, then move them into position and let them settle on the weighted switches to open a nearby gate.

In the next area, you'll find your progress blocked almost immediately by a closed door. There are some energy packs toward the lower right from where you enter. Grab them if needed, then head to the upper left where there's a lever along the wall. Grab a hold on it and pull it using the button indicated on-screen. You'll temporarily open the gate that blocked your progress. It'll stay open long enough for you to easily pass through and reach a more open corridor on the opposite side.

As you arrive here and start forward, note the stairs descending toward the lower right. You may wish to follow those in a moment, but first you should head forward on higher ground. Some mutants will leap onto the ledge and you can waste them with gunfire, then look beyond where they appeared. There are arrows firing from the wall to your left. You can roll through their path if your timing is good, then stand on the far side of the ledge and look toward the back wall to spot a **Red Skull**. Throw a spear toward where the skull is floating in the air, then leap out and land on the shaft to collect the skull.

RED
SKULL

From that spear, you can next leap onto the higher ledge. Here, there are more of the arrow traps. You'll also see a flaming spear, right at the center of the area. It is the **Clay Arrow**. Grab it and any nearby items to boost your score. You can blast the nearby arrow trap with explosives, as well. Then pull on the lever along the area's back wall to open a gate to your right. Pass through it and ascend a staircase leading to higher ground in that direction.

In the new area, you can refill any lost life at the fountain, then climb the ladder along the back wall to reach another high ledge. Here, there are six of the arrow-firing traps against a back wall. Head toward them and blast them apart with grenades so that you can safely collect the **Red Skull** that their incessant arrow shots otherwise prevent you from claiming. The explosions will attract the attention of some mutant enemies, so be ready for their arrival and great them with your typical defensive measures. Then when they are eliminated, turn your attention to the two large balls positioned in the area. You can push them and roll them over the edge of the platform so that they fall to the area below with the fountain. Then you can place them on the two weighted plates just beyond the fountain, opening a gate. Pass through the gate and climb the stairs.

RED
SKULL



(Above Left) Leap along the spider pots without touching the ground to satisfy a special objective.
 (Above Right) Disabling the fire trap will require you to pull on handles when you can find a way to do so without frying yourself to a crisp.

Ascend those stairs, collecting items along the way, and you'll finally emerge in another open area. You have a new objective. The game wants you to jump between 7 spider pots without touching the ground.

The spider pots are the over-sized vases placed around this area. Leap onto the first one, near the door, and then hop across to the next one. Continue hopping along the pots, which requires full leaps to clear the distance between each one. You can watch your shadows to make sure that you'll land properly. There's a **Red Skull** waiting on one of the pots, as well. If you reach the last of the pots without touching the ground, the game will note your success.

RED
SKULL

On the back side of that ledge, you'll find yourself greeted by another in-game tutorial. This one walks you through the process of wall running. You can do so by grappling the hook over the nearby gap, then leaping out toward the wall, running along it and finally leaping forward again when you're ready to abandon your grapple. If you moved far enough before doing so, you'll arrive safely on the far side of the gap. Then you can pass through the next archway and into another wide courtyard.

Here, you have to solve a bit of a puzzle. A cutscene depicts a fire trap coming to life. A central column spins in circles and extends jets of flame, while on the ground level some flame geysers appear. Those geysers block you from pulling on switches that you can use to disable the flames. You need to run around the device, steering clear of both flame sources as you reach the large ball in the back left corner of the area. Then you can push it onto one nearby plate to eliminate a geyser of flame and then access a switch that you can tug to cause an explosion that damages the machine. Then, as the column begins spinning in the other direction, repeat the process. If you can complete the destruction within 30 seconds, you'll satisfy another in-game objective. Regardless of how long it takes you to do so, you'll cause a gate to open to the lower left once you do actually succeed in disabling the statue.



(Above Left) Stand on the spider pot and toss a spear against the wall, then hop onto the spear and

from there you can hop out to reach the Red Skull that is hidden within the nearby torch. (Above Right)
You can dangle from the wall and grab another Red Skull, if you're into such things.

Pass through the gate that will open when you destroy the fiery column. In the ferns to the right, you can find a **Red Skull** for your collection. Nearby, there's also a switch. Stand on it to make some wooden platforms lift into place. Then quickly head across those (don't linger on them, or they'll collapse under your weight) to reach the far side of the gap.

RED
SKULL

As you arrive in this open space, look toward the spider pots near the lower left portion of the area, just ahead of an open gate. You can stand on the leftmost of those pots and look toward the wall, where torches are burning above the gate. There's a **Red Skull** floating to the upper left of the gate. Stand on the nearby pot and toss your spear to the wall, then leap out and stand on its shaft. Look to the right now, then leap out and collect the hanging skull. Now go ahead and pass through the opening beneath it.

RED
SKULL

You'll appear over another open area with several arrow traps positioned to your right. Blast them away with a grenade, then stand on the ledge overlooking an area below that you can reach by way of some stairs. You don't actually want to go down there unless you have to. Instead, toss your grappling hook at the hook on the far side of the gap. When the hook connects, jump out across the gap and you should land against the wall, just short of the ledge where the hook is positioned. While still holding onto your grappling line, you can scurry along the wall to collect another **Red Skull**, positioned along the left side of the wall above where some arrow traps are firing below.

RED
SKULL

Climb up the wall to the area at the top, where you'll see a circular switch. You can blast it apart with a grenade to open a nearby door to your lower left. Before you pass through, look back to the right. On the high wall there, you should see a **Health Upgrade**. You can grab it by firing your grappling gear at an overhead hook then jumping out to the wall to collect the item. Now head back left to the ledge with the target switch. Pass through the opening that you created by flipping the switch, collect the waiting items, then head back over to the switch. Set an explosion in front of it, but don't detonate it just yet. Pass back left through the open gate, then use the explosive. The gate that you had previously opened will close, while the next gate leading to your left will open.



(Above Left) The new arrival makes a memorable entrance. Make sure that you blast apart any nearby urns as you steer clear of his powerful attacks. (Above Right) When you reach the huge bed of spikes, pull a lever to produce some wooden planks that you can use to cross to the far side and obtain the stage's final Red Skull, then quickly scale the moving wall that arrives to ruin your day.

Passing through that gate triggers a cutscene. Now you'll need to fight a more powerful monster than the ones that you've been facing thus far. He'll be joined by some of the same weaker fellows. Your goal here isn't necessary to win; it's to stay alive. As you dodge around your enemies, make sure that you plant explosive charges near any of the urns and detonate them to blast the urns. You're almost to the end of the stage now, so you don't want to miss any of them so close to your goal.

Dodge the monster as you blast the urns, then step left through the doorway to enter the challenge room. Here, you need to solve a puzzle. Ahead of you, there's a wide pit of lethal spikes. Beyond those, a target waits. Toss a spear to hit the target and lower a gate to your right. In that direction, place a spear in the wall then climb up to a higher ledge to snag a **Health Upgrade**. Then drop back down. Head around so that you can aim at the target again. Toss a spear, then quickly rush through the gate that you opened a moment ago. As it slides shut just behind you, the next one ahead of you will open. Now you can walk around to where the target is positioned. Use a spear to climb the wall above it and obtain an **Armor Upgrade**. Now exit the challenge room.

Now that you've cleared the challenge room, head up either of the two staircases along the right side of the screen and continue along a walkway. Here, you'll find the last of the stage's urns. You need to take care of them quickly, as some of the weaker foes will follow you and the larger guy can teleport into position in order to make your continued progress difficult. If you've hit all of the urns up to this point, you'll receive credit once you blast the last of them. Beyond the last of the urns, there's a gate that you can't enter until you defeat the two large foes in the area, as well as some steps leading to the upper left. Climb the short flight of stairs to retrieve the **Knife of Itzli** that waits at the top. It can be equipped as a relic.

Head back down and follow the walkway toward the door. Defeat the foes that guard it if you haven't already, then enter the room. Inside, there's a new puzzle. There are two heavy metal balls in the room, two stone plate switches and a spike trap on an island in the center of the room. A spiked pit serves as a hazard. Go to the ball nearest the entryway. Fire a spear at the target along the room's back side to open a gate to the left. Then push the ball left and through the gate that you opened. Set it on the stone plate and leave it there. Now head back around and cross over the wooden planking that has appeared, while avoiding the arrows fired by the trap. Walk around the back edge of the room and grab the second metal ball. Hit the target with your spear again, then roll the ball left through the gate that you have opened up so that it's near the first ball that you placed. Now walk back over to the target and set a grenade, but don't detonate it. Walk back to the area with the balls and now you can detonate the grenade. The gate nearby will slide shut, but you can push one of the two balls around and position it on the room's second stone plate. With both plates pressed you can easily cross over to the ledge where the arrow trap is positioned. Grab the **Armor Upgrade** from that ledge and blast the traps, then exit the room.

Back outside the challenge chamber, head back up to where you grabbed the Knife of Itzli a moment ago. Continue through the archway beyond that spot to arrive in a new area. A door will slide shut behind you. Now you'll find yourself overlooking a huge bed of spikes. Falling into those is lethal. Just ahead of them, though, there's a lever along the right wall. You can tug on it to raise some wooden platforms. You can then leap across to find a **Red Skull**, the last of the ten featured within the stage. Collect it, then retreat from a slow-moving wall of spikes that arrives to push you off the ledge and into the bed of spikes.

RED
SKULL

The trick to surviving this turn of events is to run up against the wall, then start leaping up along its levels until you reach a higher ledge that you can't easily climb. Chuck a spear against the wall (being careful not to aim at one of the skull carvings, since they're hard enough that the spear will merely deflect from the stone surface), then hop onto it and from there to the top of the ledge, then repeat the process once more. Now you'll arrive on a ledge with two spinning gears and a large skull face. Here, you can't make a spear embed in the wall. The stone is too hard. It's time to use your grapple hook, which will attach to a ring that can be difficult to see along the ledge overhead. Stand in front of the skull and fire your grapple hook to snag the ring. Climb up to the ring, then pass beyond it and through an archway to clear the stage.

☰	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	»
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Stage 2 - Temple Grounds

Score Challenges

Score 100,000 points

Score 200,000 points

Score 300,000 points » AUTOMATIC SHOTGUN

Reward Challenges

Collect 10 Red Skulls » GOLDEN SCEPTOR OF HUITZILOPOCHTLI

Open the Spider Tomb in 5:00 or less » GOLD OWL

Find and defeat the Giant Demon Lizard » AMMO PICKUP

Destroy all the trucks » CLAY LIZARD

You'll begin on a stone balcony, where the game briefs you about sub-weapons that you can equip. Once that mini-tutorial concludes, head down the steps toward the lower left. You'll receive a new objective. The game wants you to reach the Spider's Tomb.



(Above Left) Move in circles as you face the mutants and gators in the stone ruins. That'll make you a more difficult target to hit and it shouldn't affect your ability to neutralize any obvious threats. (Above Right) The Red Skull on top of the statue is easily collected, so spare a moment to climb up and snag it by using a spear to gain proper elevation.

From the base of the stairs, start by heading to Lara's right, up toward the upper left side of the screen where the foliage is thick. There, among the branches, you'll find the stage's first **Red Skull**, along with a few gators. Now return to the base of the steps.

RED
SKULL

You can run around in the trees to the lower right to find some point-yielding items. As you head along the outer area and proceed in a southerly direction, you'll attract the attention of some more gators. Look to the lower right from there to find a stone pedestal where a **Red Skull** is waiting. Then continue exploring the nearby vicinity as you proceed toward the upper left. Note that there's a truck along the way that you can blast apart with bullets or explosives. There are ten such vehicles throughout the stage (the ones you find that aren't already ablaze), and you'll receive a reward if you torch all of them.

RED
SKULL

Keep advancing through the stage and soon you'll trigger a cutscene. Some men are (poorly) fighting some of the mutants that you may recognize from the first stage. After those men fall in battle, it's your turn. Move around in slow circles to avoid projectile shots that fly toward you from the direction of the mutants. You can roll out of the way if any get too close. Keep firing plenty of ammo toward the enemies, who also are joined by more of the gators. When the last of your foes are demolished, grab a nearby health pack. Blast a second parked truck and start through the opening further to your left, across a stone bridge. Here, you'll need to battle still more of the mutants, so be ready to dodge or leap out of the way of their attacks if necessary.

Continuing along the bridge, you'll soon come to a place where much of it has fallen away. You can leap forward across the gap, but your jump will only carry you so far. You'll land on a lower ledge. Embed a spear in the wall, then leap onto it and from

RED
SKULL

there climb back onto the proper path. Continue left and keep an eye to your right, where there's a statue of a large head. A **Red Skull** is positioned atop the head. You can place a spear in the lower portion of that statue, then leap onto it and from there to the top of the statue to collect the skull. Then drop back down and proceed to the left.

As you continue in that direction, you'll trigger a sequence. Now you have a new objective. You need to find the first Sun Disc to gain entrance to the tomb.



(Above Left) Head toward the upper left corner of the main land mass to find several pillars. An **Ammo Upgrade** rests atop one of them. You can climb up to it by using a spear. (Above Right) Numerous enemies will try to overwhelm you as you come within range of the broken bridge, so be ready to dodge away from their charges and shots.

Begin your hunt by heading due south from the tile ground that depicts the four sun stones. Here, there's a stack of crates near a wall. Blast the crates apart with a grenade and the wall should burst apart with them. You'll reveal a hidden area with a **Bolt Action Rifle** weapon sitting on a pedestal. Collect it, then return to the area with the discs ahead of the Spider Tomb. Defeat any gators in the area, then look nearby to also find a series of ledges. There's an **Armor Upgrade** resting on the highest pillar. You can leap up to collect it by hopping onto the shortest pillar, then following a clockwise pattern of hops along the higher pillars nearby. Ascend to the top and collect the power-up, then drop back down and head toward the upper left.

You're now free to explore a relatively large area that doesn't have a significant number of landmarks for us to reference. There's the large pyramid structure at the center, which is your best point of reference. You'll essentially be moving in a wide circle around it, encountering a lot of enemies along the way. If you head toward the back left area, you'll find a series of three tall pillars with an **Ammo Upgrade** resting on top of one of those pillars. You can stick a spear in the pillar, then hop onto the spear and from there upward to collect the upgrade.

To the lower left from that series of pillars, there's a wide river with a broken bridge that doesn't quite stretch across it. You can receive credit for crossing the stream if you do so without touching the water, but that's not what you should worry about at first. Instead, focus on the stream of enemies that will flood onto the bank. Many of them fire projectiles before you can even see that they exist, so be ready to frequently dodge such attacks. Keep moving, firing blasts at gators and the mutants who emerge from the water. There are quite a few of them. You'll return to this stream in a moment to see what they were guarding, but first you should take a detour back toward the upper right.



(Above Left) Watch out for the monstrous mutant and swarm of gators as you battle along the stairway. Explosives are your friend! (Above Right) At the top of the stairs, you can dangle from a ledge toward the lower right to collect an easy Health Upgrade.

If you start up the stairs near the upper right side of the area, just northeast of the central pyramid, you'll need to be ready to retreat as a large ball comes rolling down the stairs. As you start back down, you'll likely be crowded by a slew of gators. Make sure that you drop and then detonate an explosive charge in their midst. This is an easy way to get an Achievement or Trophy if you don't already have one, since a single blast can easily eliminate seven or eight of them at once (well above the three that are required).

As you retreat back down the stairs, you'll be fleeing from a massive mutant. When you hit ground level, more gators will likely rush you and also more mutants, so be ready to weave among them and fire blasts with your machine gun. Spear tosses will work in a pinch, as well. When you eliminate the last of them, you can climb back up the stairs and head to the lower right. There, you'll find a **Health Upgrade** dangling near a precipice. Approach the precipice carefully and drop down along its side to collect the upgrade, then return to the stairs and descend to the lower level to resume exploration.

Head back to the water, where you cleared away all of those enemies a moment ago. Step into the stream to the lower left of what remains of the broken bridge and you'll find a **Red Skull**. After collecting it, cross the stream and then head to the lower left. There are two pillars here with a **Red Skull** resting atop the higher of the two. Stand on the lower one and look toward the higher pillar. Toss a spear carefully and it'll hit the pillar, then stick in it. Jump to the shaft of the spear, then up to collect the skull. Now drop back down and head up along the same stream bank, toward the upper side of the area. There, you'll see some stairs that you can ascend.

RED
SKULL

Start up the lower left of the two stairs and proceed toward the upper left, along the cracked surface. Once you've gone far enough, the bridge will begin to collapse beneath you. Head quickly forward until a ledge starts to tilt toward the right. Hop in that direction, then run along the block and quickly hop toward the upper left before the bridge tilts so far to the side that you can't make the jump. Keep hopping along the rest of the debris to reach the far side of the bridge as it collapses behind you.



(Above Left) Push the giant balls onto the plates to make spikes recede so that you can cross the field and obtain the Arrow of Tezcatlipoca relic. (Above Right) Plant an explosive charge beneath the statue's right fist to raise it so that you can step inside the recess and retrieve the first Sun Disc.

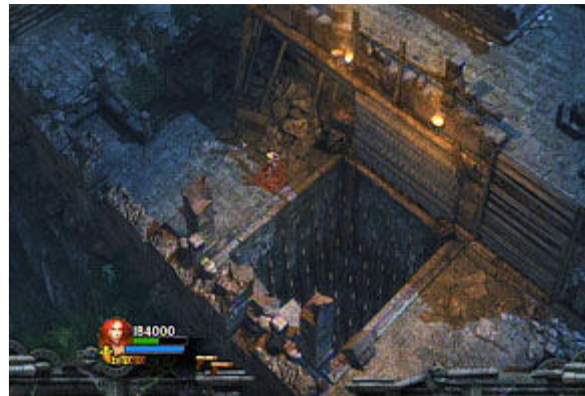
Now you're essentially committed to exploring the area in which you find yourself. Make your way cautiously forward. There are energy packs that you can grab here as needed, but also a number of the larger enemies that like to rush you and then explode once they've absorbed too much of your ammunition. Proceed carefully, and also take care of the parked truck vehicles. There are quite a few of them around here, easily blown apart with your weapons.

Head to the upper right portion of the area, around the base of the high stone pedestal, near where some trucks should now be burning. Check behind one of the trucks to find a **Red Skull**, just to the lower entrance from a glowing archway toward the upper right. After collecting the skull, enter the archway.

RED
SKULL

You've arrived in a puzzle room. You're on the lower left side of a field of spikes. Start by pushing the nearest ball onto a switch just beyond it. You'll cause some spikes to the lower right to descend. Now head in that direction, pushing the other of the two large balls so that it comes to rest on the new plate that you made available when you positioned the first ball. More spikes will lower. Now move the first ball around and set it on a new plate near the lower right side of the area. You'll create a pathway along the upper left side of the room that leads through the sea of spikes and allows you to grab a relic, the **Arrow of Tezcatlipoca**, from a recess along the back side of the room. Now go ahead and exit to the area above you.

Now it's time to climb some steps to the higher stone courtyard that you've ignored up to this point. A brief scene is triggered as you arrive. Then you will be left to explore. Look to the lower left to find the **Shotgun** weapon, among some crates of what appears to be TNT. To obtain the nearby **Sun Disc** item, set an explosive charge beneath the fist, just to the right of the sliding gate. Now head over and stand on the nearby switch plate. Detonate the explosive. When the grenade explodes, the fist will raise and you can step inside to retrieve the disc. Doing so will cause a gate at the base of the stairs to the lower left to open.



(Above Left) Make sure that you grab the ammo upgrade as you advance along the wooden scaffolding. It's relatively easy to miss. (Above Right) A regular jump won't carry you across the spikes, but you can place a spear along the back wall to make the crossing possible.

Head down those stairs and through the newly-opened gate. You now need to find a second Sun Disc.

As you arrive in the lower area at the base of the stairs, you'll attract the attention of a bunch more enemies. You need to be good at strafing to fare well here, as the more confined space can make it difficult to stay outside of your enemies' area of attack. Just keep moving and firing, though, and you should do well enough that snagging the energy refill partway through the battle is enough to keep you from losing it halfway through.

When the enemies are gone, continue toward the lower left. Make sure that you blast the parked truck along the way, if you didn't already do so while battling gators and mutants. Continuing toward the lower left, you'll

soon drop onto some wooden scaffolding. Follow it around, but watch the brick wall to the upper left to spot an **Ammo Upgrade**. You can reach it by tossing a spear over to the wall, then jumping onto that spear and up to higher ground for your prize. Then jump back down to the scaffolding and proceed along it and toward the lower right.

You'll next come to a wide pit of spikes. If you try to leap directly across, you won't make it. Throw a spear diagonally at the back, wooden wall. It'll embed itself in that wall. You can leap onto the shaft, then from there across the gap to solid ground. Now throw another spear at the next wall (just beyond the bed of spikes) and hop from it up to higher ground where you will find the **Stone Feather** artifact resting on a pedestal. Grab it, then drop back down and descend the stairs leading to the lower right.



(Above Left) You'll need to get creative with the spears if you want to reach the top of the building where the Red Skull rests. (Above Right) Push the boulder around so that it rests between the two stone columns and blocks arrow shots long enough for you to pull the lever.

You'll face more enemies along that bridge, of the mutant variety that like to fire projectiles. Past them, you can descend some steps to an area with an energy-refilling fountain. There are gators here, so take care of them and continue your descent toward the lower right. Kill the waiting mutant that waits in the shallow pool, then notice the small stone building that he was guarding. There's an open doorway, but don't enter yet. Instead, look toward the roof. A **Red Skull** is waiting there for you to collect it. Climb up the bank to the left of the building, then from the high ground put a series of spears in the wall leading to the right. Hop along those and then over to the roof to collect the skull.

RED
SKULL

Now drop back down, but you're still not ready to enter the building. Head to the lower right from the building's entrance and you'll find a short stone platform with another **Red Skull** waiting on it. Collect that, kill the enemies who are guarding it and then finally you can enter the nearby building. Inside, using an explosive charge will cause the switch to make a wall of spikes ahead of you descend. Now set a second charge, walk past the lowered spikes and detonate your grenade. You'll be able to continue onward. Collect some items, then move forward through an archway and continue along the stone path and up some stairs. You'll arrive at a room where an armored device along the left side of the room is firing regular volleys of arrows toward a switch that you obviously need to pull along the right side of the room.

RED
SKULL

You can't get close enough to do any damage to the arrow trap with explosives, but there are short stone columns nearby. Hop onto the lower one, then from there leap up to the higher one. Push the large ball down so that it falls to the floor below, then push it around so that it rests in the gap between the two pillars, effectively preventing the shots from reaching you. Now pull on the lever. You'll cause the arrow traps to rise into the air, revealing a **Sun Disc**. Grab it and now you only need to find one more in the stage. A gate will lift along the lower right side of the room, so go ahead and climb the stairs beyond that gate.

Ascend the stairs and when you reach their top, you'll find yourself back at the top of a staircase overlooking the area near the start of the stage where the central pyramid is located just east of the river. Defeat any enemies that have reappeared here, then descend the stairs and you're back on ground level. Head back toward the left and work your way upstream to find a series of stone ledges lain across the river. If you manage to hop along these without touching the water, you'll receive credit for crossing the river and will receive a reward.

RED
SKULL

Make sure that after you do that, you also check at the base of the waterfall against the back wall, as you'll find a **Red Skull** waiting there.



(Above Left) Dodge around the stone columns as you fight the lizard so that he can't grab you in his powerful jaws. (Above Right) Get to the top of the stone column by placing a boulder at its base, then climbing onto it and putting a spear in the column that you can use to climb.

Since you have only one more Sun Disc to find, you might as well do so. To snag the elusive final disc, head toward the lower left from the pyramid, where you should find some stairs leading down to lower ground. Here, you'll find a group of enemies and what should be the last of the trucks in the stage if you've been blasting them up to this point. If that's the case, you'll receive credit for eliminating the last of them.

When the enemies are gone, continue down along the path and then follow it toward the lower right. You'll see the third disc along a wall in the distance, but you can't reach it just yet. Instead, keep moving toward the lower right until you come to a series of stone columns. Here, you'll come under attack by a bunch of gators, and also a demon lizard. If you can defeat him, you'll receive credit for doing so. Be careful of his attacks, though. He likes to pounce you and grab you in his mouth, which quickly will take you out if your health is low. Steer clear of his attacks and plant explosives to safely eliminate him from a distance. You can dodge around the stone columns to keep him from rushing you, as well, as you pepper him with bullets.

There's a **Health Upgrade** on the pillar. Get it by pushing a nearby boulder over to the base of the pillar. Stand on the boulder and chuck a spear at the pillar. Then hop onto the spear shaft and from there to the top of the pillar to retrieve the upgrade.

Now head back to the left. Veer toward the right, against the wall where you'll find a gap. You can use your grappling hook to swing over the gap and reach the far ledge. Place a spear in the wall and climb up to retrieve the final **Sun Disc**. Now head back around and cross the gap in the bridge to the lower left. Though you have the final sun disc, you don't want to return to the pyramid just yet. After crossing the gap, look to the lower left and you'll find that you can drop down to that area. Defeat any enemies that await, then look toward the stone building. Don't enter it, though. Instead, walk around to its lower side. Put a spear in the wall and ascend the building to find a **Red Skull** on top of it. Collect that, then drop back down and enter the building.

RED
SKULL



(Above Left) The Clay Owl can be tricky to acquire unless you're good at putting your spears to proper use. (Above Right) Enter the pyramid and the stage concludes.

Inside, you'll find a **Clay Owl** artifact. To get it, you need to be tricky. Start down the stairs. Don't descend more than a few steps, though. Look out toward the column where the artifact rests. Toss a spear toward it and the spear will embed in the column. Now descend a short distance further. Throw a spear into the back wall of the staircase. Now jump to that spear shaft, then from there to the shaft of the spear you threw from near the top of the staircase. From there, make a final leap to the top of the column to collect the owl. Now exit the tomb.

It's finally time to return to the pyramid near the center of the stage. When you arrive with the final disc, you'll see that you can climb some stairs to the upper left. However, a doorway has opened and enemies now will flood the area. Many of them are spiders, so drop a grenade and then detonate it to take care of the bulk of them. Clean up any of the remaining ones with more explosives and a spray of ammo. You'll need to do some creative strafing to stay out of the way of some of the larger mutant enemies, but by now you should be familiar with all of them.

When the last of the enemies go down, you can finally climb the stairs and enter the new opening. Once you do, the stage is complete.

☰	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	»
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Stage 3 - Spider Tomb

Score Challenges

Score 200,000 points

Score 250,000 points

Score 290,000 points » FAST ACTION RIFLE

Reward Challenges

Achieve a hole-in-one » HEALTH POWERUP

12 leaps over the triple trap » AMMO POWERUP

Extend the bridge in 4:00 or less » TWO ARROWS OF TEZCATLIPOCA

Defeat Legion, Queen of all Spiders » CLAY FEATHER

Collect 10 Red Skulls » STONE OWL

Start down the stairs leading to the lower left. You'll come to a wider stone passage. Continue along it until you near the edge of a wide gap. There's a ring on the far side, but you can't cross just yet because a wave of spiders will emerge from the web-filled pit. Slowly back away, staying just out of their reach as you pump the arachnid monsters full of lead. They'll be joined soon by two larger members of their species. The large ones are capable of absorbing more damage before they expire, and when they do go down for the count they explode into chunks that you'll need to dodge to avoid taking damage.



(Above Left) Share your favorite response (a rain of bullets) with the spider welcoming party that greets you at the base of the first staircase. (Above Right) Jump to the ladder on the weight and climb up onto it to partially extend a bridge far below you.

Once the spiders are defeated, head back to the edge of the pit. To the right, there's a lever that you can pull. Start to tug on it, but watch the pit to the left as a smaller batch of spiders will emerge, late to the party but still ready to cause you grief. Kill them, then return to the switch and tug it again. When you pull it as far away from the wall as it will go, the stone column on the opposite side of the pit will rise to its full height. You can fire your grappling hook to latch onto it. Then jump out toward the pit, land against the far wall and climb up to the ledge. Now you can pass through the waiting archway.

You'll be able to continue down some stairs from there. Blast apart a pot at the base of the stairs for ammo if you need it, kill more spiders that appear, then continue onward. You'll come to a fork in the path. Head left for some point-yielding orbs, then return to the forked path and head along the descending right branch.

You'll come soon to a wide gap that you can't possibly leap across. Aim at the wall to the right and toss a spear there to create a makeshift platform at the halfway point. Leap to that shaft, then from there to the other side of the gap. Head forward and you'll see a large weight hanging ahead of you, with part of a ladder along its side. Leap to the ladder and the weight will descend a distance as a bridge below you partially extends across a wide gap. The game will advise you that your new goal is to use the weights to fashion a bridge across the entire gap, an endeavor that is accomplished automatically as you descend through the stage.

Leap from the weight to the far ledge, then head toward the lower left along it to scare up some more spiders. Blast them, then continue along the passageway that they were guarding. You can step on a switch to open a new doorway. Pass through it and ready your guns, as you'll come under attack. There are a bunch of smaller spiders here, and they're soon joined by some larger ones. You can blast most of them away quite easily, but be ready to use explosives to give yourself some distance for the larger ones. When you clear away the last of the spiders, an energy pack should appear. Use it to replenish any life that you lost during the battle.

A large ball should also have dropped from above, and now you can roll it toward the left where there's a geyser of flame that blocks your progress. Pushing the ball

over that geyser will eliminate it so that you can proceed, though make sure to grab a **Red Skull** from the back corner of the room before you do so.

RED
SKULL



(Above Left) After you grab the Flamethrower, you'll be showered by nasty little spiders. (Above Right) If you plant an explosive charge in the proper place, you can detonate it as the ball swings around and score a hole-in-one.

On the other side of the geyser, you'll be able to descend some stairs to reach a doorway with a glowing aura extending from it. Enter to find the **Flamethrower** weapon in the center of the room. Grab it and then you'll be ambushed by a bunch of small spiders. Blast them to bits, then collect any ammo or health pickups that you need.

Exit the room where you found the flamethrower and head down some more stairs to reach a new area. Here, there's a pole at the center. A chain extends from that pole to a large ball, which is swinging in a wide circle. As you head around the room, you need to leap to avoid the chain as it swings around, and obviously you need to steer clear of the ball itself. A note appears on-screen to let you know that a reward is available if you can achieve a hole-in-one.

That's a reference to a nearby geyser of flame, which again can be blocked by a ball. If you plant an explosive that knocks the ball loose and the ball flies and lands in the hole, you'll receive credit for a hole-in-one. The place to plant the explosive is along the bottom left side of the screen from the pole, at the point nearest the wall. Detonate the explosive as the ball swings around and if you placed it properly, you'll accomplish the goal. It can take quite a few tries to get it right. If you miss, you can step into the flames to kill yourself and try again from the checkpoint just ahead of the ball and chain. Your activity will attract the attention of a bunch of spiders and mutant enemies, which you can fell with gunfire and bombs. Placing the ball within the hole itself will cause still more of the monsters to appear. Defeat the lot of them.

Before you pass through the opening, look toward the back wall. There's a low ledge just barely visible. Throw a spear into the wall beneath it, then jump onto the spear. From there, leap up to the area above and pick up an **Ammo Upgrade**. Then drop back down into the room below.

Now you should go ahead and pass through the opening that you created by placing the large ball. After blasting a few more spiders that appear along your path, you'll next come to another of the weights. Hop onto it and drag it down as you did the previous one. More bridge will extend, far beneath you. Another weight will also fall into place just ahead of you. Leap across to it, then from there hop to the solid ledge to the right.



(Above Left) You can leap over the chains for a reward, plus there are plenty of Red Skull items to collect on this treacherous platform. (Above Right) Activate the spike traps on all four plates to open a nearby gate so that you can venture into a recess along the left wall and claim a Red Skull.

Continue along that ledge and you'll be attacked by another group of spiders. Defeat them, then continue onward and you'll reach a 'T' in the path. Here, you can head to Lara's right, toward the lower left side of the screen, to climb some stairs. You'll reach an optional area that is memorable because there are three of the large balls attached by chain to a central pillar. You'll find three **Red Skull** items in the midst of the path of those balls.

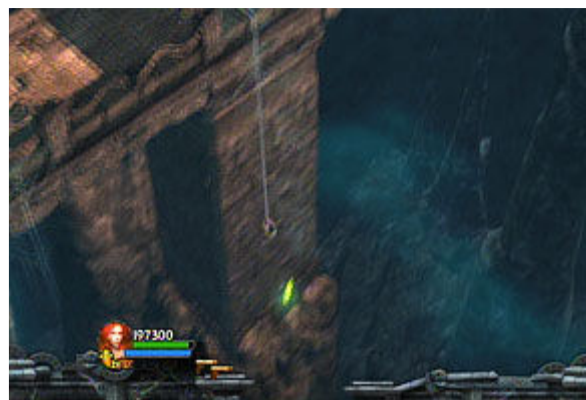
RED
SKULL

Here, if you sneak past a ball and then start leaping to avoid each of the chains, you'll receive a reward if you manage to jump over twelve successive chains in a row without taking damage. Once you've done so, go ahead and blast apart the chains to easily collect the skulls and to reveal the **Clay Feather** artifact. Some spiders will rush you, so blast them with gunfire as needed.

Once you have done what you wish in that area, remember that there's an urn to the lower left of where those spinning balls were initially positioned that you can blast apart with a grenade to reveal a health pack, if you need it. Then head back down the stairs you ascended just a moment ago. As you arrive back at the 'T' in the path, proceed in the direction that was initially to Lara's left as she first approached that intersection. You may have to blast some spiders out of your way as you progress. Step on a plate and open a door so that you can proceed into a new room.

In the new room, there are four spike plates positioned near the center of the space. You can step on these and a short time after you do, spikes will emerge from the holes. Head along the traps, stepping on each of them so that all four spike traps are active. This will cause a recess along the left wall to open so that you can step inside to collect a **Red Skull**. Then you're ready to descend some stairs along the back right corner of the room.

RED
SKULL



(Above Left) You can't safely collect all four Red Skull items at once. Make one dash to the switch plate to collect the first two, then make a second dash to the back right side of the field to collect the

remaining two. (Above Right) Use the grappling point to lower yourself down the large stone column on which the platform rests. You'll find a Health Upgrade near its base.

As you reach the base of those stairs, you'll find yourself looking across a much wider field of spikes. Positioned along those spikes are a total of four **Red Skull** items. As before, running along the series of spikes will cause spikes to appear within a few seconds. If you try to run around and collect all four of the skulls at once, the spikes will eventually catch and skewer you unless you have a plan of action and keep moving while never passing over the activated spike plates. It's safer to make for switch plate near the center of the spikes, while collecting two skulls along the way, then to wait there until the spikes recede before rushing to the edge of the spike field while collecting a final two skulls.

RED
SKULL

In this area, if you start with the plate in the back right corner, you can head across all of the plates in a set order (start by zig-zagging along the back side, then down along the lower right side, then cross over the plate and finish up with the squares near the left). If you activate all of them, the game will recognize your achievement. A nearby door to a challenge room will also open.

Enter that challenge room and you will find a puzzle. There's an artifact locked up in a recess on the room's left side. Ahead, there's a wide pit with wooden planking. Toss a spear at the wooden planking so that it becomes stuck. Toss another one to the diagonal left, into the stone wall. Then look to the right and there's a strip of spike traps. Run along them, then leap to the first spear. With all of the spikes activated, the recess in the room's left side will open. Leap to the second spear that you placed, then from there back to solid ground near the open recess in the wall. Step inside the recess to obtain the **Stone Lizard** artifact.

Now exit the challenge room. The switch plate at the center of the large field of spikes opens a nearby archway, along the lower left side of the room. Pass through it and start down some stairs. You can jump to clear a gap, at which point you'll reach a walkway extending ahead. Kill some spiders that rush you here, then hook onto the ring positioned on the post to Lara's right, using the grappling hook. Jump off the platform to the right while still holding onto the grappling point, then descend the wall to find a **Health Upgrade**. Collect it, then start climbing back up the wall as spiders attack. When you reach the top, turn and blast them with your machine gun. Then continue along the platform.

You'll come next to a wide stone platform. Here, more spiders will rush you. These include a large one, so be forewarned. When you eliminate them, there's a switch on the far left side of the ledge. Before you worry about that, though, descend some stairs to the right. At the base, you'll see three stone columns. The stage's final **Red Skull** rests on top of one of those. To reach it, you'll have to toss two spears into the side of the pillar facing the stairs. One you can toss from ground level, but you'll have to toss the second one from two or three steps up the staircase to gain the proper elevation. It may take a few tries. Once the spears are in place, leap up along them to collect the skull. Then drop down and climb the stairs back up to the left, where you battled the spiders a moment ago.

RED
SKULL



(Above Left) Throw a spear at the stone column once you stand on the switch and stop it from spinning. Then leap across to the spear, wait until it spins around to the far side of the gap, then hop over to the ledge and relative safety. (Above Right) Toss spears at the spider's head to quickly wear it down and

defeat it. You'll receive the Clay Feather as a reward.

Step on the switch that waits there and look ahead to the upper left, where a spinning, spike-lined column awaits you. Stand on the plate for a moment and it will stop spinning. Then you can throw a spear out to its face. The spear will become embedded. Quickly run over and hop onto the spear. The column will start spinning again. Remain on the spear until you can safely leap to the far side. Then you can head along the ledge to find a final weight dangling in the air. Leap to the air and drag it down to fully extend the bridge nearby.

Now you need to cross back over the rotating pillar. In this case, you can stand on the switch to its left side and the column will lower so that you can simply leap across to its top, then from there to the ledge where you were a moment ago. As you arrive, a giant spider will attack. You can defeat this spider however you like. Throwing spears at its head seems to work well, as long as you keep moving so that it can't grab you with its limbs. You'll have to avoid a bunch of smaller spiders as you battle. There's a health pickup nearby if you need it and haven't already used it.

Defeat the spider to receive the **Clay Feather**. Then descend the stairs to the area near where you collected the tenth skull a moment ago. Previously, there was a wall of spikes just to the left of there. Now those spikes have been lowered.

Though you can cross over the spikes now, it's worth noting that you can also backtrack at this point. Go all the way back through the stage (you'll have to take a long jump from the platform with the three spinning metal balls) until you reach the first weight. When you hop onto it, all three weights will start lowering. Hang onto them and when they reach their lowest point, you'll find yourself looking at a ledge with an item resting on it. You can leap to that ledge to collect the **Sceptor of Cihuacoatl**.

Now return to the location where you lowered the spikes ahead of the bridge. The stage has one final challenge in store for you. As you head toward the far door, a rolling wheel of spikes will lower. Meanwhile, the bridge begins to move so that the gap it spanned returns. As you head forward toward the rolling spikes, take out your spear and aim it for the explosive barrels of TNT above the wheel. Hitting one with your spear will cause the lot of them to explode, knocking the bar of spikes free. Quickly drop down along the end of the bridge and dangle there. The rolling bar of spikes will pass over you and drop into the abyss. Now you can climb back onto the bridge and head through the door on the far side to complete the stage.

☰	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	»
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Stage 4 - The Summoning

Score Challenges

Score 30,000 points

Score 45,000 points

Score 60,000 points » AR-06

Reward Challenges

Collect 10 Red Skulls » STONE OWL

Defeat the T-Rex in 2:00 or less » GOLD FEATHER

Destroy all Columns » CLAY LIZARD

Begin the stage by heading forward toward the screen, then left along its bank instead of crossing the bridge. Proceed to the lower left, where there is some gunk in the water and a **Red Skull** resting on that gunk. Collect it, then return along the bank toward the right to reach the bridge again. This time, head along the bank to the upper right. You'll find some old growth trees with a second **Red Skull** waiting to be collected.

RED
SKULL

Return to the bridge now, and finally you're ready to cross it. When you do so and arrive on the opposite side of the stream, you'll pass through an archway and trigger a cutscene. Once that scene concludes, you'll find yourself roaming the area alongside a dinosaur who would like very much to kill you.



(Above Left) Before you cross the stone bridge, check along the left and right banks to find Red Skull items within easy reach (though trees mostly obscure one of them). (Above Right) Hit a nearby switch to make the spikes recede so that you can collect the Red Skull. Then lure the dinosaur onto the spikes and hit the switch again to make the spikes reappear and damage your foe.

If this is your first time visiting the stage, you'll probably want to adopt a policy of avoidance as you collect items. If you head toward the upper right, there's a bed of spikes with a **Red Skull** resting at its center. You can hit the nearby switch (it's a circular panel that looks almost like a colored gong) with gunfire or a blast to make the spikes recede so that you can safely collect the item. There are plenty of stone columns nearby that you or the dinosaur can destroy, and you'll find more **Red Skull** items in this area that you can easily collect as you do so.

RED
SKULL

Check along the area's back wall, beneath an archway that you can't pass through, to find another **Red Skull**. Near the lower left side of the area where the dinosaur first attacks, there should be vehicles that you can set ablaze to find two more **Red Skull** items. As for any other skulls, you'll find them in plain sight as the dinosaur rampages through the area and destroys columns. You actually want to try to destroy every one of the stone columns for another reason, as well: doing so allows you to collect a **Clay Owl** reward.

RED
SKULL

If you die during battle, which is possible even with energy packs strewn about the area, you'll have to destroy any stone columns that have reappeared. Only the columns destroyed up to the point that you activated a checkpoint throughout the battle (accomplished by dealing damage to your foe) will remain eliminated.

To defeat the dinosaur, you simply need to blast the switches throughout the area, such as the one that you blasted to collect one of those early skulls. That'll make spikes recede. Then you can lure the dinosaur onto the bed of spikes and blast the switch again to make them forcefully reappear, dealing massive damage to your foe in the process. Just put that strategy to use with each of the spike strips around the area and when you hit the dinosaur a third time, the beast will become a corpse and the stage will conclude.

Stage 5 - Forgotten Gate

Score Challenges

Score 140,000 points

Score 170,000 points

Score 230,000 points » DOUBLE BARREL SHOTGUN

Reward Challenges

Collect 10 Red Skulls » CLAY ARROW

Reach the exit in 10:00 or less » GOLDEN SCEPTOR OF CIHUACOATL

Get all the balls to the main room » AMMO POWERUP

Navigate the trap hall on the first attempt » GOLD LIZARD

Bomb a ball onto the skull pedestal » HEALTH POWERUP

Head down the corridor ahead of the stage's starting point and you'll reach a room with saucer-shaped pressure plates positioned in a circular pattern ahead of a skull. Stepping on one of those plates will lift the skull barrier slightly, but it drops back to the floor the minute you try to move.

In the room around those plates, you'll notice numerous urns. Blast those apart with grenades to reveal items, including health and ammo drops. You can also find a large ball at the center of the circle of plates. You can push it onto one of the plates to keep pressure applied, though doing so won't help you with the several others that you need to press. To tend to those, you'll need to explore more of the stage.



(Above Left) Once you climb to the area with the chute, start by heading to the upper right. (Above

Right) In that room, use creative bombing skills to ascend a column and find a Red Skull.

Start your exploration by heading up the stairs along the back right side of the room with the plates. You'll be able to follow those stairs around to an archway. Though the stairs continue to ascend, pass through the archway to trigger a gator attack. Defeat all of the beasts that appear, then drop down to the area to the right. Use a grenade to blast a switch and lower a stone column, revealing some items that you can collect for points. Push the ball into place on the lowered column, then hop onto the ball and from there you can leap to snag the highest of the items. On the ledge where the ball is positioned, place an explosive charge but don't detonate it. Now head over to the switch. Blast it with gunfire and the ledge will rise with the ball still on top of it. Detonate your explosive and the ball will fly over to the nearby ledge where you battled the gators. Now you can push it back through the stage, to the room with the plates.

Now it's time to head back up the stairs, past the archway that you passed through a moment ago.

You'll next come to a wide gap in the floor ahead. You can leap across this, but only if you make the jump carefully. Otherwise, you'll fall short. When you clear the jump, you'll find a large ball on the opposite side of some vertical planks. There's a circular area around where the ball is located, with an opening along one railing so that you can push the ball through the opening and cause it to fall down to the area below (the room with the plates near the start of the stage). Of course, the problem is actually accessing that ball so that you can push it.

Head toward the right side of the fenced-in area and you'll find a dead-end passage with a switch. Place a grenade in front of it, then back away so that you're standing on a nearby plate. Detonate the grenade and you'll cause the plate to rise. Now you're within range of a grappling hook point. Use your grappling device to latch onto it, then swing across to the right and land on the far ledge. Now start forward as mutants rush from the lower left. Take care of them however you see fit, then look at where you're positioned. Ahead, there's a high stone column. Ahead of it, there's a switch that you can stand on to slowly lower the column. Before you do that, stand at the base of the stone column. Plant an explosive there but don't detonate it. Now stand on the plate to lower the column. When it reaches its lowest point, detonate the explosive and the ball will break free of the column. Roll it into place on the switch so that the column remains lowered. Now plant a new explosive near that ball, but don't detonate it yet. Move over and stand on the column, then detonate the explosive. You'll be lifted up to a higher area. Leap over and collect a **Red Skull**, then drop back down to where the ball is waiting.

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SKULL

Just to the right, you can drop down through a gap to find another **Red Skull**, as well. Collect it, then climb back up (use a spear to produce a ledge that allows you to do so) to where the ball should still be waiting. Push it along the corridor so that it drops down to the left. You can push it left from there (you may have to use an explosive to lower an obstructive column) and find the chute just outside the circular, fenced area. Push the ball down the chute so that it falls to the room below.

RED
SKULL



(Above Left) You'll need to battle a bunch of mutants and gators before you can safely collect the Red Orb and Health Upgrade. (Above Right) To get the upgrade, run around the copper plates in a clockwise fashion, ahead of spikes that will protrude. Make a full circuit to lower the other spikes.

Now it's time to head up the stairs to the left of that chute. You'll find a plate. Stand on it to lower a nearby gate, then pass through the gate and be prepared for a fight. Mutants will swarm you. Strafe like crazy in this confined space as you pepper them with attacks. When the last of those foes are defeated, check the recess in the wall to the right for a **Health Upgrade**. Along the wall to the upper left, there's a pressure plate with a **Red Skull** resting on it. Leap out to the plate to grab the skull, then quickly leap away because spikes will soon appear where you landed.

RED
SKULL

Along the right back wall here, there's an opening that you can pass through to arrive in a challenge room. Here, you'll find a huge pit with a stone column at its center. Spikes protrude from the stone column, preventing you from safely leaping to them. There's a grappling hook on the left side of the pit and a target switch along the room's right side. Tripping that switch will lower the spikes on the column, but will also cause the column to ascend. The trick is to plant a grenade in front of the switch. Fire your grappling gear to latch onto the hook, then detonate the grenade. Leap out to the column and climb up it to reach the top and collect the **Stone Arrow** artifact.

Now that you've cleared the challenge room, head to the back left side of the area and descend a ladder to a ledge where the **Lightweight Machine Pistols** weapon is resting. Pick that up, then descend the next ladder to arrive at a large room with a field of spikes. An **Ammo Upgrade** rests at the center of that field of spikes, but you can't simply collect it because spikes are in the way. To eliminate them, step onto the nearest plate and run around the series of plates in a clockwise fashion. Move quickly, as spikes will protrude from each plate a short time after you step on it. If you manage to make the full circuit, all of the spikes will lower and you can leap out to collect the upgrade.

Now look to the back wall. A ball is positioned in a recess there. You can grab it and roll it along a nearby passage to put weight on a plate. Overhead, some ledges will rise into place, forming something closer to a proper bridge over a gap. Ahead, a gate will open. Proceed through the gate, still pushing the ball, and you can continue rolling it down some stairs to find yourself back in the room with the weight plates. Now as you put that ball into position on a plate, you'll trigger a checkpoint and the arrival of a slew of mutant enemies. You need to be ready to strafe and fire on not only the main mutant who appears (be careful to avoid his rushes), but also the other mutants and the gators that he will call to aid him. When you defeat the last of those enemies, another checkpoint is triggered. You should now have four balls positioned on plates, meaning that you're halfway done with your attempt to open the gate.



(Above Left) Your weight is enough to allow you to tilt the platform so that the ball rolls around and drops through the hole, the better to fall down to the room with the plates near the start of the stage.
(Above Right) You can pull the lever on the wall to lower the spikes, then hop onto the ball to collect the Health Upgrade.

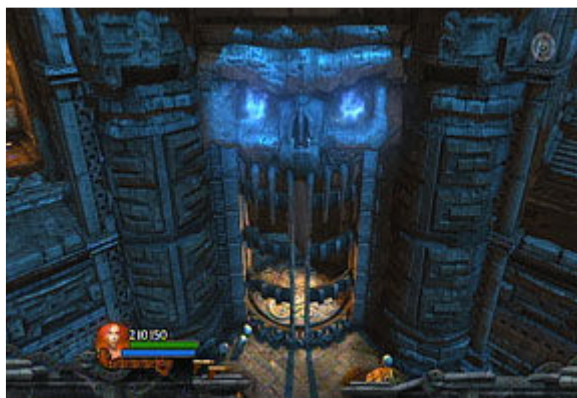
Next, you should climb back up the stairs to the area where you saw the ball behind some fencing, near the chute. Now is a good time to push that ball through the chute. You do so by stepping close to the fencing, which will reveal that the whole circular platform on which the ball rests can be tipped by weight. You can run around on the outer edge and tilt the platform in that manner, which causes the ball to roll slightly. It can be rolled through the hole at the center of the platform if you work things right, which causes it to drop through the chute and to the room with the plates below you.

Don't worry about following the ball. Instead, head to the lower left and you'll find that there's a gap narrow

enough for you to clear it now. Leap across that gap and look toward the lower right. There's a short flight of stairs that you can climb to a walkway continuing in that direction, but arrow traps are positioned off-screen. They fire arrows along that path in a specific pattern. Watch the pattern for a moment until you have it down, then start running toward the traps and be ready to leap over arrows or to the side. Weave your way forward and then around the traps. Behind them, drop a grenade and blast the traps out of your way. There's an energy pack here if you need it. Now head up some stairs to the right and you'll see a gap and a wall ahead. Chuck a spear at the wall, leap onto the shaft that becomes embedded in the wall, then from there leap up to the platform above.

You can now ascend a short series of ledges to reach another walkway. Start along it and there's an archway to your right. Pass through that to find a large corridor. You can blast apart urns here for items, then climb a high ladder to reach a ledge above. There, you'll see an archway leading to the right. Head through the archway and aim your shots at the mutant sorcerers positioned along the ledge to the left. There are a lot of them, so you need to take a few of them out quickly so that their homing shots don't overwhelm you. When you kill the lot of them (easiest if you focus on one at a time and roll to dodge swarms of shots that are about to converge on your location), you can safely leap across a gap and hop onto an altar to grab the **Sceptor of Huitzilopochtli** relic. Then return to the walkway outside the room.

Run to the upper left end of the ledge. Pass through an opening to find a large room with a spike trap at the center. A ball rests on the spikes. Before you worry about that, tend to a huge group of enemies that will rush you. When they're gone, pull a lever along the back wall to lower the spikes. Now rush over to the ball. Hop onto it to grab a **Health Upgrade**, then set a bomb in place and leap to solid ground again as the spikes rise. Now you can detonate the bomb to make the ball roll free of the spikes. You can use a blast to make it settle on the nearby skull pedestal, then you can push it left and through a chute opening so that it rolls down to a room below you.



(Above Left) You need to swing across the spike wall with your grappling tools to reach the ball, then place it against some spikes. Use a bomb to send the ball flying to the right. (Above Right) The gate in the room with the plates will finally open once you place balls on each of the eight plates.

Head back to the right and descend the ladder to the area below. Head left through the room and through an archway to find the ball that you just rolled down from the previous area. You can push it around and back through an archway to the upper right, then let it settle on a pressure plate. That'll cause a nearby stone column to rise halfway. Leap onto the ball, then from there leap to the stone column. Pull yourself up, then leap up to the next stone column, where a ball is positioned. Roll it down to the ground below.

You now have two balls on your level that you can push back toward the lower left, through an archway and along a passage to reach the top of a chute. Push them both down that chute and they'll arrive in the fenced area along the tilting platform. There's one more ball to drop into position before you make the trek back down to the area below you.

From the top of the chute where you just pushed down those two balls, look to the lower left. There's a wide gap that you should just barely be able to leap across. Do so, then continue along that walkway (battling any monsters that you encounter along the way) to reach some stairs that descend toward Lara's right. Ignore them for a moment and continue to the end of the ledge, then up some short stairs to a higher ledge. There, at the end on some wooden planks that will crumble under your weight, you can snag a **Red Skull**. Now return to the

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descending stairs that you passed just a moment ago. Start down those stairs, blasting a few more mutants in the process. You'll reach an area with spike plates. Grab the **Red Skull** that rests on one of them. You can chuck a spear against the wall beyond the plates, then hop onto it and from there to higher ground.

Head along the new walkway (past the top of another chute) and pass through an archway to reach a wide room. Here, there's a virtual wall of spikes to your left. On the other side, a large ball awaits. Look to your upper right and you'll see some wooden ledges you can climb. From the top of those, use your grappling hook on a nearby ring to swing over the wall of spikes and to the far side. Push the ball onto the plate, then look in the recess that becomes available to your left to find an **Ammo Upgrade**.

Notice that when the ball is removed from the plate, the last set of spikes between you and the other side of the room will extend. Push the ball so that it is flush against those spikes, then place an explosive against the ball but don't detonate it. Head over to the nearby switch and stand on it, lowering the spikes. Now detonate the bomb and the ball will roll free of the spikes, to the right side of the room. Use the grappling ring to cross back over to where the ball waits. Now push it through the opening, along the passage and finally down through the chute that waits beyond. You've just sent the last of the balls down to the room with the chute. Make your way back down to that area and tilt the platform so that all of the balls drop down to the room with the plates.

Return to that room, fighting any mutants that you must along the way, then settle the balls onto the plates. When the last of the balls are placed, the gate along the back side of the room will open. Pass through it to reach the next portion of the stage.



(Above Left) Be careful. Sometimes you'll come up against traps that don't immediately open. If you linger too long just in front of them, traps will clamp in on you. Avoid them by rolling backward a row or two when you encounter a temporary dead end. (Above Right) Watch for shadows to know where the balls will land and be sure to grab the Red Skull items as you run along the trap passage.

You're now heading along a corridor full of traps. Ahead, there are four coffins. Blast them apart for items, including a **Red Skull** in one of the coffins to the left.

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SKULL

Past the coffins, the passage grows narrower and there are spike traps along the left and right sides. To get through this trap, you need to roll quickly forward, collecting item drops as you go. When you reach the far edge, the series of ledges that spread across a wide gap will crumble under your weight if you stand on them for long at all. Keep moving and veer left to grab a **Red Skull** along the way.

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Upon reaching the far side of the gap, head forward as the crushing spike walls open to allow you to pass. When you reach the last pair, quickly roll backward before it can clamp shut and crush you. Then you can start forward once it opens. Continue to repeat this process as necessary, since there are two more points where you'll have to roll back from an apparent dead end to avoid letting spikes impale you.

Past those, you'll find a final gauntlet of sorts. You have to run along a series of crumbling ledges as large balls fall from above. You can tell where they are about to land because you'll see shadows, so make sure that you steer clear of those

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shadows as you make your rush. There are a few **Red Skull** items along this course that you need to grab as you go. You'll find the last of them just shy of a final dropping ball. This last one is massive, so try to steer to the far left or right side as you run and roll forward.

When you reach solid ground on the far side, you can pass through a final opening to reach the stage's exit.

☰	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	»
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Stage 6 - Toxic Swamp

Score Challenges

Score 220,000 points

Score 320,000 points

Score 360,000 points » HAND CANNONS

Reward Challenges

Collect 10 Red Skulls » GOLDEN ARROW OF TEZCATLIPOCA

Clear the maze without taking any poison damage » STONE LIZARD

Get the spinning ball into its fire pit in 00:30 or less » AMMO POWERUP

Reach the exit in 9:00 or less » GOLD ARROW

When you begin, you'll appear on a wide plateau. Before you've wandered very far, Lara will identify your target as the tomb near the middle of the lake. You can consult a level map if you like.



(Above Left) Find your way onto the high ledge to easily score a bunch of points near the start of the stage. (Above Right) When you find the building, climb to the top to find a Red Skull waiting.

Begin your trek through the stage by looking toward the back wall and gate. There's a ring above the gate.

Latch onto it with your grappling gear and pull yourself up to collect an **Ammo Upgrade**, which you can instead prefer with creative spear chucking if you prefer. The grappling hook just happens to be the easier method.

Look around the plateau. There are explosive bulbs that look like cabbage. If you blast them with shots from your pistol, they'll explode into noxious clouds that damage Lara and any surrounding enemies. Then they'll regenerate.

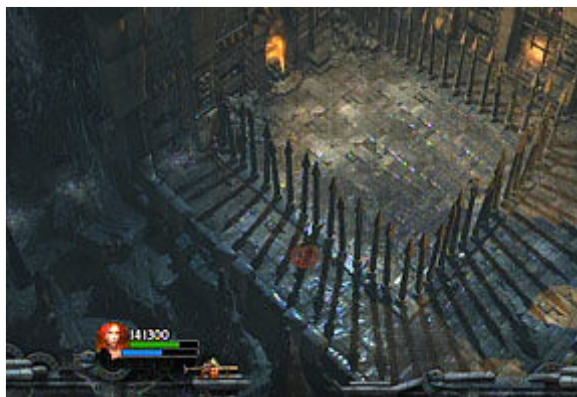
Steer clear of the plants for now and head across the courtyard, then down some stairs leading toward the lower right. As the trail winds around toward the right, note the cliff near the bottom edge of the screen. There are items resting on it that you can use to boost your score. Head right and toss a spear against the wall, then hop onto it and from there to the higher ledge. Now travel around and collect the goodies, then drop back down and continue along the trail past a row of more explosive cabbage that you can leap across.

The game will treat you to a camera pan of some gators approaching, but plants will explode and eliminate them for you. Head in the direction from which the gators came. Before you've moved far at all, a whole slew of them will attack you. Leap around the gators so that they're near a plant, then blast the plant to take out the gators in one poisonous blast. Then keep advancing along the trail. You'll soon come to a wide staircase.

Ascend the stairs and you'll find a grouping of three more cabbage plants with a **Red Skull** floating in the air above them. Blast the cabbage and as the noxious cloud that they release begins to vanish, leap through and collect the item. While you're in this general vicinity, you can also head up some stairs to the right. Gators will attack you as you circle around a building. You can climb onto the building's roof to find another **Red Skull**.

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SKULL

Enter the building and you'll find a bit of a puzzle. To your left, a flame geyser blocks your way to a small chamber with an artifact. To the right you can drop down to find a post with a large metal ball attached by a chain. It's spinning around in a circle. Blast it off the chain using a grenade. Place the ball so that it is cradled by the three cabbage-shaped plant pods. Then make them burst. The force of their combined force acting on the ball will launch it up to the overhead ledge. Climb up and push the ball through the opening so that it settles into place over the geyser and allows you to reach the small chamber to collect point orbs and the **Stone Feather** artifact. Then exit the building.



(Above Left) The grenade launcher is an important item to have in your inventory. (Above Right) You can use grenades to knock the ball back and onto the fire geyser, allowing you access to the Arrow of Tezcatlipoca.

Now descend the stairs leading back to the lower left, where you should now head across some planking the leads toward the northwest. Once you reach the far side of the bridge, you'll trigger a brief sequence. Then you'll find yourself under attack. With pistols equipped, this battle is ridiculously easy to survive if you just weave in circles while firing at your foes. They consist of mutant enemies and gators. While the mutants are capable of soaking up a fair bit of ammo, you should be able to steer clear of them. As for the gators, they're easily defeated with a few shots or by causing a poisonous cabbage eruption.

After defeating those weak foes, you'll be free to look at a large wooden gate ahead of you. Poles have been raised to block your progress for now, but you can head to the lower left and up some stairs to reach higher ground. There, you can blast apart enemies, cabbage and even some vehicles before passing through an

opening and into a building.

In this building, hop onto the pedestal ahead of you to score the **Grenade Launcher**. Equip it, then look along the back wall across a wide gap. There are moving gears that you can fire shells at from the safety of the ledge. When you hit both of them, you'll lower the huge gate that you saw outside, satisfying an objective. Now head back out of the building, return to the gate and proceed through it while battling the gators and mutants who now will pour out of it. They're no tougher here than anywhere else. Ammo will prevail.

Past the gate, there's a long passageway with three pillars. You can climb up the ramp to the first pillar, then leap along subsequent ones while collecting point boosts. If you fall, though, the cabbage below will explode. Consider that before pursuing the points, since it's easy to fall if you're not paying attention between jumps. Upon continuing past those pillars, you'll come to a life-restoring green fountain along the edge of a noxious lake. You can head toward the green ooze and leap out to a square ledge, then from there to a far bank. Climb up onto the bank to find some gators that guard a second building. Defeat the beasts, then climb to the top of the building with the assistance of a spear to find a **Red Skull**. Now drop back down and enter the building.

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Inside, you'll find a fenced area with high poles. Inside that area, there's a ball. You need to hit it with grenade launcher blasts to send it back to settle in a groove blocked by a fire geyser. It will take a few shots, but there's ammo nearby. Once you have placed the boulder, a panel will slide open on the door along the room's back right side and you can step into the space to obtain the **Arrow of Tezcatlipoca** relic. Now exit the building.



(Above Left) Hit the huge brute with shells from your grenade launcher as you back away from his approach. (Above Right) Once the monster is defeated, explore the areas where the poison has disappeared for rewards, such as a Red Skull atop a high stone column.

Not far from the building that you've just left, near the center of the green mist, there's a tower you can climb. You'll take damage if you approach it now, but you can make it across the mist if your health is in reasonably good shape before you attempt it. Climb the ladder to the top to find a **Red Skull**. Then leap back onto the nearby bank. You'll take a bit more damage, but should emerge fine. Return to the green fountain to refill your life. Then head back toward the lower left, past where you climbed the tower for the skull. Keep going in that direction and the game will auto-save.

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Just past the auto-save marker, you'll trigger the arrival of a giant beast. Switch to your grenade launcher and pelt him with shells. He can take a lot of abuse, so you'll need to back away and make sure to roll out of his way when you see him preparing to slap the ground with his fists. Keep hitting him and avoid any gators that appear. Don't let them distract you from your main target as you backtrack along the winding trail that skirts the outer edge of the noxious gas. When you finally defeat the monster, his expiration will cause the poisonous gas to disappear so that you can now safely explore the areas that were previously covered in fumes. Make sure that you look to the lower right, where there's a tall column with cabbages around its base. Toss a spear into its side from a vantage point on a nearby bank. Then leap out to the spear and to the column to collect a waiting **Red Skull**.

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Return to the area where you battled the giant monster. Beyond there, you will have seen another area that

previously was covered in fumes. Go ahead and explore it next. As you wander among the cabbage, note that some of them will burst open to allow mutants to attack. Most of them are just explosive, however. Near the back corner, you'll find a large ball. You can grab onto it and roll it around the stage. An objective pops up on-screen to inform you that there's a reward if you heal the ball. You can do so by rolling it all the way back to the nearby fountain. Getting it up the ramps can be tricky. Make sure that you're pushing uphill and moving fairly quickly. When you finish the task, you'll receive a **Health Powerup** item.

Once you're ready to actually proceed through the area, return to the area near where you found the ball. To the left from there, you'll find the entrance to a building. Go ahead and step inside.



(Above Left) Be careful that your gunfire doesn't cause the explosive cabbage pods to burst apart when you're within range. (Above Right) Stand on the plates and fire diagonally through the gap that is revealed to hit the switches on the left wall.

Once you reach the maze, the game presents you with a challenge. You'll be working your way through a maze that is lined by poisonous cabbage plants. The term 'maze' is rather misleading, since for the most part the paths all lead to the same place and there are no dead ends, but there's no denying that the corridors are cramped. That makes it easy to take damage if you brush against one of the plants and it bursts into vapors before you can get out of the way. What makes things even worse is that periodically, enemies will arrive to distract you. Hitting them with pistol shots is likely to spray cabbage plants along the way, and then you'll take damage as they burst. It's safer to chuck spears if you think you can deal with your foes, who include some of the larger guys that like to stomp around.

When you reach the end of the maze, it's not necessarily identified as such. You'll just see a long, straight passage with two pressure plates positioned along it. If you step on either, the boards to your left will slide down. While still standing on a plate, you can diagonally fire a grenade to hit one of two wenchies on the left wall. Then repeat the process with the other plate. When both are struck, you'll open a gate outside. Now you just need to exit through the nearby opening to return above ground.

As you emerge from the underground area, be prepared to battle some mutants who will throw homing magic at you. Dodge around it and hit them with the weapon of your choosing, then head up the nearby stairs and through the newest gateway that you've opened. Now you can continue around a ledge and it will wrap around to where a stone column has fallen over and presently extends partway across a gap toward a far stone wall. Throw a spear at the wall so that it becomes embedded, then leap over to the shaft and from there up to higher ground. Now continue up and toward the left along the screen.

Here, toward the lower left from a broken bridge, you'll find a **Red Skull** resting on a pedestal. Jump onto the pedestal and collect the skull, then quickly roll away as a monster lands on the ledge and tries to crush you. Keep backing away, hitting him with grenade shells or other powerful weapon blasts while avoiding his projectile attack. Defeat him and his cohorts, then make for the broken bridge leading over a chasm. Stand near the edge and you'll be treated to a view of the wall to the left. It's covered in the cabbage pods, and there's also a **Health Upgrade** resting between a whole mess of the pods.

RED
SKULL



(Above Left) Latch onto the hook, then leap out toward the wall to collect the health upgrade as the spores explode around you. Then climb up the rope and finally leap across the rest of the gap. (Above Right) When you're almost across the crumbling bridge, you'll have to loop back if you want to snag the Red Skull.

Latch onto a nearby hook with your grappling gear and start across. Make sure to lower yourself down so that you can collect the upgrade. Just leaping out toward the wall should be enough to let you collect it, even if the spores explode around you. Then you can climb up along the wall and finally make a leap over the remainder of the gap.

Once you land on the far side of that gap, you'll be able to head along a series of planks that lead down along a rock wall. Here, many more of the plants grow. If you set off one, you'll find yourself in the middle of a damaging chain reaction, so proceed carefully. As you do, note that some of the pods hold enemies who will attack. Defeat them however you like, but remember that when they expire, they'll leave behind poisonous vapors. Continue onward and you'll come to the base of a staircase. Continue right from there to find a wider staircase, and beyond that a **Red Skull**. Collect the skull, then head back left to the nearest staircase and climb it up to a higher ledge. Head next toward the upper left, past the top of the staircase that you ignored a moment ago.

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Keep going left and you'll reach the base of an exceptionally wide staircase that leads up a short distance to a stone bridge. You'll see a row of spike traps. Walk over them and you'll trigger an event. As spikes appear behind you, enemies will rush you from the bridge ahead but a stone column will smash across the path. Now you should head to the right portion of the bridge when a gap appears in the short stone wall. Leap over a gap, then head back left through the next opening that presents itself. Continue forward and then veer back to the right and wrap around the short stone wall to find a **Red Skull**. Finally, cross swiftly to the far side of the bridge before the last of its pieces crumble beneath you.

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On the far side of the bridge, you'll want to head forward to find a final gate, still closed. Descend some stairs to the right and veer toward the lower right to find the top of a tower that you can jump to reach to obtain a **Red Skull**. Nearby, gators will rush you as you get within range. Take them out however you see fit, then press onward. You'll descend some stairs to find yourself at a high plateau area that is ringed by more of the cabbage pods. You can use these to your advantage as you battle a string of larger goons who are accompanied by plenty of the smaller ones. Grenades are helpful, too.

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SKULL



(Above Left) A bunch of gators will form a welcoming committee as you approach the building at the top of the stairs. (Above Right) Stay ahead of the chain of exploding plants and if you survive, the gate will fall open so that you can enter the doorway and complete the stage.

Once you blast the last of those foes, work toward your lower left and you'll find a ledge with a drop-off facing in that direction. Drop down to lower ground and head up the stairs toward the left. As you'll find, they're guarded by gators. By now, gators don't pose much of a threat. You should be able to take them out with whatever weapon suits you. Then go ahead and enter the building from which the gators emerged.

This chamber has a simple puzzle. On the end of the chamber nearest you, there are two levers. They correspond to gates near the back wall. The gates block you from firing grenades at enormous gears. When you pull on the left of the two levers, it'll lower the left gate. Then you can race over to the place where the gate was positioned and just barely have time to fire a grenade through the opening. The same general process can be repeated with the right gear. When both have been blasted, the final large gate in this stage will lower and you can enter it. First, though, grab the **Ammo Upgrade** from the end of the series of spike traps, between the two walls that you lowered using the switches.

Now backtrack to the third gate, which you can now pass through. There shouldn't be many enemies along the way, as you will have already killed them if you've been following this walkthrough. When you reach the gate and enter it, you'll find yourself in a new dungeon.

Start along the passage and you'll find a large ball spinning around on a pole. You can blast it with a grenade to knock the ball loose, which triggers a challenge. If you can push the ball to the right and place it on a geyser of fire quickly enough, you'll receive a reward. To do so, remember to push the ball quickly down stairs, then release it so that it rolls over the double sets of spike strips. Then follow quickly and push it down another flight of stairs while steering around any explosive plants in the way. When you reach the far end of the course and the ball settles in place, you can head through the opening and outside.

Before you do that, though, a note: if you come back to this stage a second time, you can get a **Gold Owl** artifact from this chamber, near the entrance. On the left wall as you enter, there's a recess in the wall with the artifact. A gate is guarding it. Once you knock the ball free, you can roll it toward the fire geyser. One of the tiles on the second set of spike traps is a pressure plate. Set the ball on that plate to open the gate, then backtrack to grab the artifact from the recess in the wall. Now you're good to exit.

Head toward the right, battling monsters as necessary, until you see some wooden plankings leading to lower ground toward the upper left. Before you start to descend that planking, head right to find the base of a tall tower. Climb to its top for the stage's final **Red Skull**. Then return left and descend the planks, triggering a scene in the process. Continue left to the door that your foe has closed. Stepping on a pressure plate in front of it does no good, but you'll notice latches to the upper left and right of the gate. Work your way around behind the entryway, pulling both latches. Then drop down and step on the pressure plate. Your effort will fail, and Lara will shout "Run!" as plants begin to sprout and potentially burst into vaporous clouds. Quickly run around the same path that you followed just a moment ago, rolling to increase your speed and stay ahead of the chain reaction. When you get back around to the pressure plate, the activity will finally cause the gate to open. You can step inside the opening now to finish the stage.

RED
SKULL

Stage 7 - Flooded Passage

Score Challenges

Score 120,000 points

Score 160,000 points

Score 180,000 points » AUTOMATIC PISTOLS

Reward Challenges

Collect 10 Red Skulls » WAR DRUM

Break down the wall with the giant ball in 8:00 or less » GOLDEN EYE OF CIPACTLI

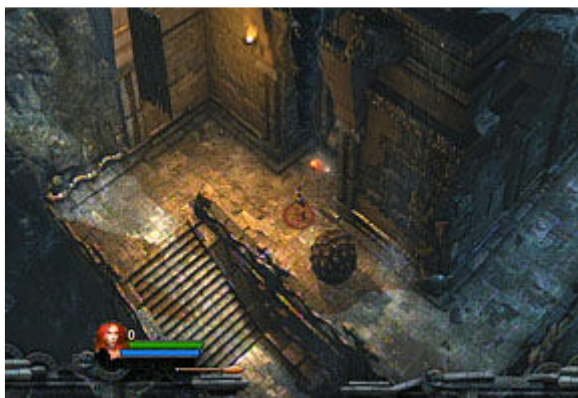
Destroy all the arrow traps » HEALTH POWERUP

Find and destroy the 3 hidden urns » AMMO POWERUP

Xolotl has fled and you need to pursue him. Start by heading left. Leap over the gap, climb the stairs and start back toward the right. There will be a recess against the back wall, with a large ball resting in it. Pull away the ball to reveal a **Red Skull**.

Push the ball toward the right and you'll come to a long walkway with spikes regularly firing along it.

RED
SKULL



(Above Left) Move the ball to reveal a Red Skull, then push it along the pathway to the right to shield yourself from spike traps. (Above Right) You'll need to use grenades, a ball and a spear to solve the puzzle that stands in the way of acquiring the Eye of Cipactli.

Push the ball along the pathway and you'll be able to shield yourself from a series of five spike traps at the end. When you reach the traps, roll the ball over the traps to break them apart. Then you can backtrack to safely collect any point orbs that you passed. There are nearly forty of the traps throughout the stage and you'll want to destroy all of them in a similar manner as you progress for a reward.

Continuing past the traps, you'll ascend some stairs lined by two more of the cabbage pods that you first encountered in the previous stage. As you pass those, a skeleton will appear at the top of the stairs and rush you. Back away and blast a plant to make it explode and harm the skeleton. Only poison permanently damages him, so don't waste your ammo reducing him to a pile of bones. Use it to keep making plants burst to finish the job. The skeleton was guarding a lever, which is positioned in front of an extended spike barrier. Pull on the lever to temporarily make that barrier recede. Latch onto the grappling point just beyond it and quickly swing out so that you're on a wall over a bed of spikes. Shortly, the wall that you caused to disappear will reappear, while a wall ahead of you will sink back into the wall so that you can safely leap to the far ledge. Do so.

Head forward along the new ledge and you'll find yourself looking down at a wide court area. There are eight arrow traps along the far left side, off-screen. You'll want to roll between their arrows directly ahead of you and take shelter behind a large ball that rests among a bunch cabbage pod plants. These will burst apart when hit by the regular arrows, so you may want to wait for them to do so, then quickly push the ball past as the mist starts to evaporate but before the plants reappear. As you near the traps, a skeleton will appear. Use the ball to break apart most or all of the eight traps, then lure the skeleton near some of the pods and burst them apart to inflict damage.

Now with the path more or less clear, backtrack toward the lower right and grab the **Health Upgrade** that is nestled behind a series of pods. You should be able to get it without taking damage if you're careful. Then head back to where the most recent skeleton appeared, near where you destroyed the eight traps. The path branches here. You can head left or right. Start by heading to the left.

In that direction, there are three of the cabbage pods in a group. Break them apart, then sneak through. A large, bulky fellow will attack. Lure him back toward the pods and blow them apart to damage him. Finish him off with gunfire. Then when he's done for, you can continue past him and through a doorway to find a room with a puzzle. There's a ball near one side and a pressure plate near the lower left side of the room. On the back wall, gates have slid shut. Position the ball just ahead of the gate. Plant a grenade just below the ball, then head over and step on the plate to make the gates swing open. Now detonate your grenade and if you positioned it properly, the blast will make the ball role flush against the wall in the newly-created opening. Now step off of the plate. The gates will slide almost shut but the ball will stop them. Hop onto the ball, then chuck a spear at the back wall. Hop onto the spear, then from there hop up to the wall. Climb up to obtain the **Eye of Cipactli** artifact. To the left, you can also hop onto an urn and from there climb up the wall using a spear to obtain a **Red Skull**. Exit the room and return to the fork in the path.

RED
SKULL



(Above Left) Lower yourself from the grappling point to collect the skull and to work your way past the gate that blocks your path. (Above Right) In the room with all of the enemies, use the exploding pods to your advantage to hit enemies that otherwise you can't defeat.

To the right from that fork in the path, you'll find a **Red Skull** resting on a cabbage pod. Blast the pod, then head in and snag the skull as mist dissipates. Then head right from there. Latch onto a grappling ring on the wall, then lower yourself along the wall below (into a chasm) to collect another **Red Skull** that is waiting there.

Finally, start yourself swinging left and right while that rope is extended. As your swing carries you toward the far right side of the arc, drop a grenade and quickly detonate it as it passes the target mounted to the wall. You'll make the target change color and the gate above you will lower. Ascend the wall and pass through the

RED
SKULL

opening, then continue along the corridor.

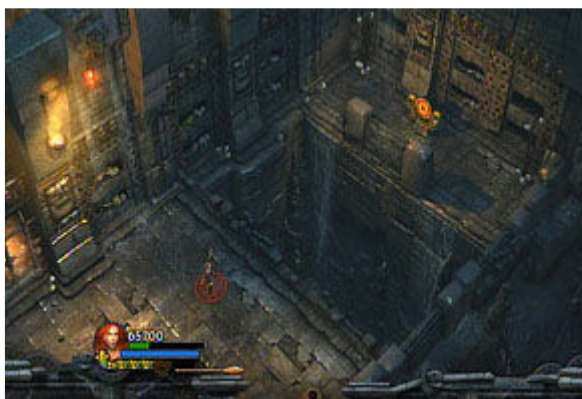
You'll next be presented with a challenge. The game wants you to find and destroy three hidden urns. The first is just to your left as that notice appears on-screen. Head left against that wall and blast the urn, then continue along that wall to a gap. You can toss a spear at a wall close to your position, then a second one further to the right. Leap along the spears to collect a **Red Skull** that dangles above the abyss below you. When you reach the far side of the gap, an enemy will attack you with homing magic. Find and destroy him. Nearby, there's a grappling ring. You can use it to descend along the wall below and collect a **Red Skull**, though be careful not to descend too far or you'll brush against a cabbage pod and take damage when it bursts.

RED
SKULL

Continue past where you found the ring and follow the winding path to obtain the **High Power Assault Rifle** just ahead of a doorway. Collect the weapon, then pass through the opening.

You'll find yourself in another room with a bit of a puzzle, accompanied by a bunch of enemies. Deal with the enemies first. You can lure them into the path of poisonous gas clouds. Just plant grenades near the pods, then get a safe distance away and detonate them as the enemies are near the pods. Once you've eliminated the enemies with gas clouds and bullets, as appropriate, you can safely spend some time firing your grenade launcher shells at the arrow traps along the back left side of the room to disable all of them. Then push the ball up against the wall of spikes. Stand on it, then leap over the spikes to your left to collect a **Red Skull** that rests on a weight. Check the back left corner of the room for another hidden urn that you can destroy. Now you can head back to the right. Pull on a switch to open a gate along the back wall. Pass through it and continue along the path as some stairs descend.

RED
SKULL



(Above Left) In the puzzle room, stand near the low wall. Fire a grenade diagonally from your launcher so that it ricochets around and flips the switch. (Above Right) You'll need to backtrack down the stairs while unloading ammunition as you deal with the hulking beast that start stomping toward you.

At the base of those stairs, head forward and you'll see a colored switch ahead of a wall of spikes. Plant a grenade at the base of the switch, but don't detonate it yet. Instead, shoot the switch with a pistol shot. That'll flip the switch so that the first of three spike walls lowers. Pass that wall, then look back and shoot the switch again to make the second wall lower. Pass that spot, then detonate your grenade to lower the third wall. At this point, some enemies will rush you. Take them out, then look to the wall ahead. There's a spore along the wall, with a **Red Skull** floating just above it. Collect the skull, then proceed forward.

RED
SKULL

You'll see a doorway leading to your left now. Enter it and you'll find a small room with a puzzle. There's a switch along the back wall, guarded by a barrier and a gap. Stand on your side of the gap, along the right side of the room, and fire a grenade from your launcher so that it hits the back left wall and ricochets back to the right to explode against the switch. If you did it right, the switch will be tripped. Now you can head to the recess that opened to claim an artifact. Overhead, there's also a **Red Skull** dangling in front of the wall. To snag that skull, stand on the ammo crate stack near the lower side of the room and throw a spear blindly at the wall where the skull is positioned. Run over and hop onto the shaft of the spear that is embedded in the wall, then leap from there to snag the skull. You may have to try a few times. Once you have the skull, exit the room.

RED
SKULL

Now head to the right and leap across a gap in that general direction. You'll come to the base of some stairs. Start up the series of staircases, battling mutants and gators as you go. When you finally reach the top, you'll find yourself at the edge of a maze-like area with high walls fashioned from spikes. Head along the area as it leads toward the upper right. You'll soon find a pressure plate against the left wall. Step on it to trigger the arrival of a huge brute. Destroy him and any other enemies, then continue onward along the passage. Now you'll see arrows flying across the path, fired by some traps to the right. Throw a spear or use some other weapon to detonate some TNT barrels located near the arrow traps. That'll put them out of commission. Continue onward and pull on the lever to lower a spiked wall to the right. Quickly race over to that wall and pass it before it reappears.

Now you can step on a plate to lower another such wall. Step past it and continue along the passage, battling enemies as you go. You'll soon reach an area with some deactivated arrow traps. Further along the passage from those, some traps you can't easily reach are firing volleys of arrows along the passage. Destroy the nearest arrow traps by planting explosives, then fire a grenades from your launcher to take care of the traps further down the path without even needing to approach them. These are the last of the traps in the stage, so if you've been doing everything properly you'll receive a reward.



(Above Left) Follow Xolotl after the cutscene by leaping over the gap, though you'll have to head left from the gate rather than passing through it. (Above Right) You'll find the stage's final Red Skull when you break apart the urn just to the left of the final doorway.

After tending to the traps, head along the passage they were guarding and look to the right. You can fire a shot at a target there to lower a nearby spiked barrier. Now it's easy to continue along the passage toward its back edge. Battle some enemies along the way (including a few huge ones), then you'll come to a twin set of spike strips along the passageway, where the path forks. Step on the weight plate positioned along the right branch, which lowers spikes along the left branch. Proceed past where those spikes were positioned and you'll trigger a cutscene.

Following the cutscene, leap over the gap. The gap where your foe vanished is blocked, but you can head up some stairs to the left from there. As you ascend those stairs, you'll come under attack by a variety of fairly weak enemies. Use the pods to help destroy them, as usual. Once you get to the top, step on the weight plate and you'll cause a massive, spiked ball to become dislodged from its perch. Now you need to quickly retreat back down the stairs that you just climbed, rolling to gain speed while being careful not to fall through any gaps in the stairs. The ball that you dislodged will be following and it'll crush you if you let it catch you.

When you reach the bottom of the stairs, quickly head to the side. The ball will roll past you, crash through a wall and clear the way to a final passage. Now head back up the stairs to the very top, where the ball previously was positioned. You'll now find an **Ammo Upgrade** that you can collect for your inventory. Snag it, then head back down to where the ball has crashed through the wall. Head along that passage and you'll see a doorway to pass through. Before you do, though, look to the left. There's a final hidden urn waiting there (mostly blocked by the camera angle) that you can destroy to reveal a final **Red Skull**. Collect that skull, then pass through the nearby doorway to finish the stage.

RED
SKULL

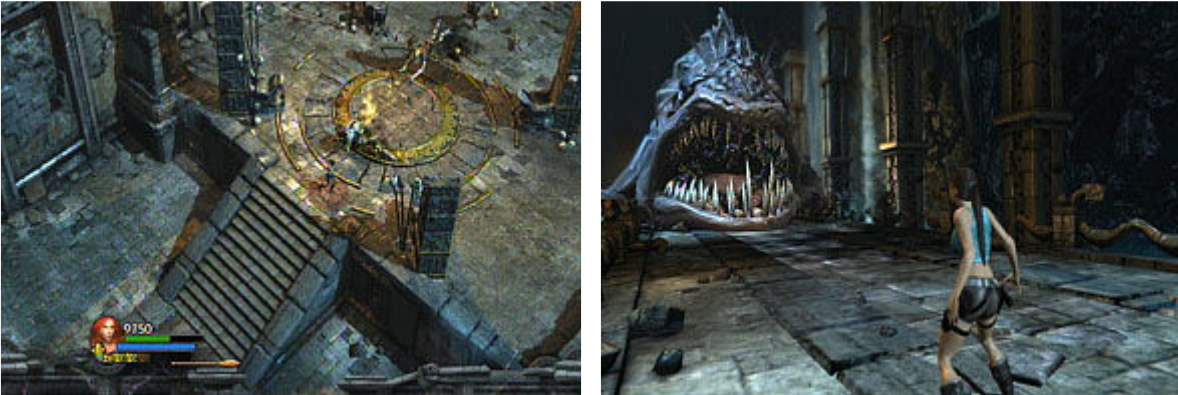
«	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13	Stage 14
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Stage 8 - The Jaws of Death

Score Challenges
Score 60,000 points
Score 80,000 points
Score 110,000 points » HIGH POWER FLAME THROWER

Reward Challenges
Collect 10 Red Skulls » WHITE DRUM
Escape in 2:00 or less » WIND DRUM
Destroy all of the enemies on columns » GOLD ARROW

Begin this stage by heading to the lower right to snag the first **Red Skull**. Then go back toward the upper left and climb the short flight of stairs to reach a platform.



(Above Left) Skeletons and beasts rush you as you climb up toward the platform. Kill them and find a Red Skull behind the back left pillar. (Above Right) The new arrival on the scene has a tendency to view Lara as lunch.

Once you arrive on the platform, you'll come under attack by an assortment of beasts and skeletons. Take the beasts out with regular gunfire, spear tosses or whatever else suits you. Tend to the skeletons with explosives. Then head behind the back left stone column to find the area's second **Red Skull**.



Continue along the main path once you've eliminated those initial enemies and you'll come under attack by some enemies who stand on high stone columns to the right of the main pathway. They fire homing magic, so keep moving and hit them with sideways shots from your pistol or other projectile weapon. Past those guys,

you'll come to the start of a longer stretch with a few pieces that have crumbled away to form gaps. A cutscene is triggered, then it's back down to business.

The cutscene depicted the arrival of a powerful beast, which you now must try to leave behind you. It's powerful and immune to your weapons, so the only real tactic here is to run and stay ahead of it. You'll need to keep moving as you cross a field of spikes (if you hesitate, all is lost) and you need to veer between the poisonous pod plants. Stay mostly to the left at first to snag a **Red Skull**, then veer to the right and then back left (avoiding plants the whole time) for two more **Red Skull** items.

RED
SKULL

After that, you'll have more of the enemies to either side of the path that fire homing shots. Don't stop to deal with them. Just keep moving so that you can stay ahead of the beast pursuing you. Just beyond them, you'll want to veer left for a **Red Skull** that is positioned against the left side of the bridge that you're crossing. To get it, you'll have to move quickly left over spike traps and then jump back to the right in time to hopefully evade the piercing metal rods and escape unscathed. Continue running along the bridge from there, this veering toward the gradual right.

RED
SKULL



(Above Left) You can roll along the spikes to more easily stay ahead of them and to safely collect the Red Skull, then leap out to steer clear of the explosive plants as you continue fleeing. (Above Right) Grappling and climbing up the wall takes some time, so hopefully you've gained a good lead by rolling frequently.

Ahead, you'll soon come upon a wide gap that you can't possibly leap across. Along the right side, there's a target facing toward you. Hopefully you're far enough ahead of the beast (most easily accomplished by rolling as you move forward, when it's safe) that you have time to shoot the target and then leap out to a bridge to its left that will partially extend over the gap.

Keep moving onward from there as you roll between more of the poisonous plants and dodge blasts of homing magic fired by more goons along stone columns. Some of those columns will start crashing down across the pathway, as well. Continue to stay ahead of them and the beast alike by rolling when it's safe to do so. Stay closer to the left side of the path for awhile, too, as another **Red Skull** is waiting there. You can reach it by jumping onto a stone column that has long since fallen to the side.

RED
SKULL

Beyond that, you'll need to use your grappling gear to latch onto a hook positioned on the opposite side of a gap. Then you'll need to pull yourself up to high ground. By now, you're probably not far ahead of the beast, so definitely do some rolling to put more distance between you and your pursuer. Stick to the general left for one **Red Skull**, then head back to the right for the stage's final one.

RED
SKULL

Now you're almost to the end of the stage. Keep running while jumping to clear gaps and hopefully rolling or running between arrow volleys fired at you from the sides of the path. As you near the end, you'll notice a wall with a locked door. To the left, there's a pressure plate. Step on that to make some planks rise along the right side of the path. Step onto those and then face the nearby wall, where a lever is positioned. Tug it along the planking to activate some spiked columns as your foe starts through them. He'll be ground into sushi and the doorway on the far side of the chamber will open as chunks of flesh start flying every which way. Step quickly

through the doorway to complete the stage.

«	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13	Stage 14
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Stage 9 - Twisting Bridge

Score Challenges

Score 190,000 points

Score 210,000 points

Score 250,000 points » SUBMACHINE GUN

Reward Challenges

Collect 10 Red Skull » SERPENT DRUM

Navigate the Twisting Bridge in 6:00 or less » MASK OF ITZLI

Bomb the rolling fire » HEALTH POWERUP

Knock the shield off a Shield Demon » AMMO POWERUP

You'll need to make your way a long bridge with multiple branches in order to complete this stage. When you first begin, you'll take only a few steps and the action will be paused for the reveal of some delightful news: an area map is available.



(Above Left) Head to the lower right from the main starting area to find the area's first Red Skull. (Above Right) You can lure the brute toward barrels and then cause them to explode to inflict damage, but don't get caught up in the blast yourself!

Once that good news concludes, the bad news starts: mutants will rush you. They're easily dealt with, fortunately. Hit them with machine gun fire as you collect the point-yielding orbs from the brush around the edges of the area. Then you're free to explore. There are stairs leading straight ahead, toward the upper left

and to the lower right. Start with the stairs to the upper left. Head in that direction, then stop short of the gap. Fire at the enemies who appear on the opposite ledge. A bulky fellow will be the last arrival. Be ready to back away, still firing bullets, to deal with him. Then you can cross over to the ledge and collect more orbs for points.

Return to the main starting area and this time take the stairs leading down to the lower right. Near the end of those, you'll find a **Red Skull**. Collect it and defeat the wave of enemies that will appear before you backtrack to the left again. Now you're ready to head down the stairs that proceed along the main path. When you reach their base and start forward, you'll hear a loud crashing sign behind you. That's your cue to roll forward and orient yourself so that you can fire at the stairs. One of the large brutes that do such a good job of absorbing your ammo without taking much damage has appeared. You'll want to move carefully throughout the confined space, blasting TNT barrels to more quickly eliminate both the brute and the assorted other enemies that have appeared.

RED
SKULL

When the area is clear of those foes, head toward the right side, where there's a grappling ring. Latch onto it, then lower yourself into the pit to the right to snag a **Red Skull**. Now climb back up to the area where you just fought the enemies. Head forward down the main stairs and you'll find yourself facing a large gap with a platform floating in its center. There's a target on that platform that you can hit with your bullets, which will spin the platform around one quarter of a turn. Now you can jump out and reach that platform. Once you do, you should head toward the right.

RED
SKULL



(Above Left) Battle in the grassy area to find a High Power Single Shot Rifle and a Red Skull. (Above Right) The key to finding the artifact in this puzzle room is the stone ball that you'll need to roll around.

Leap over the gap and head down some stairs to a large, grassy area. Move forward and enemies will attack. You can collect the **High Power Single Shot Rifle** here. It's visible right out in the open, to the upper left from the green fountain where you can refill your life. Left from where the rifle is positioned, behind a stone pillar, there's also a **Red Skull** that the camera angle obscures. Make sure that you grab it as you blast away at the enemies.

RED
SKULL

When you've cleared the area and collected any desired loot, head back up and jump onto the platform. Shoot the target to spin the ledge another quarter of a turn. Now you can safely leap over to the ledge to the upper left, which was previously inaccessible. Head along it to reach the entrance to a treasure room. Step inside and you'll appear in a bit of a puzzle room.

Here, you'll see a stone plate directly ahead of you. Stepping on it will lower a grate on the far wall and grant access to an artifact, but that's only true if wait is permanently applied. To the lower left of the plate, on the other side of a locked gate, you'll see a large ball. You can roll it onto the plate, but only if you can open the gate. To do that, head to the room's right side. There's a wide gap here with a **Red Skull** floating along it. Toss spears into the wall and hop along them to make your way along the pit and toward the far side, or use the grappling hook. Either method works. On the far side of the pit, step on a stone plate in front of the passage where the artifact rests. You'll see that doing so temporarily raises a wooden bit of planking near the grappling hook that you may have just used to cross the gap. Head around and you can approach the stone ball from behind. Roll it so that it settles on that second plate and keeps the wooden planking extended. Then hop onto

RED
SKULL

the wooden planking and from there leap over to the ledge with the switch. Set a grenade at its base, but don't detonate it yet. Hop back over to the plank and from there to the ledge where the ball rests. Push the ball around and through the first of two openings, so that it's just on the left side of a locked gate. Now detonate the grenade and that gate will open. Now you can push the ball through the opening and over to the nearby pressure plate. Now you can just head back around the room's outer edge to obtain the **Golden Knife of Itzli** from the opened recess.

Once you have that loot, exit the puzzle area and head back down and to the right, toward the place where the ledge is floating at the center of that gap. This time, you'll need to shoot the target twice so that you turn it a half a rotation. That will allow you to head back to the right, to the grassy area where you obtained the High Power Single Shot Rifle a short time previously.



(Above Left) The spiked shields are imposing, but you can knock them away with blasts from your grenade launcher. (Above Right) Climb along the top of the wall to find an Ammo Upgrade.

Now you're ready to proceed further in this direction. Head up the stairs and you'll arrive on a platform ahead of a locked door. Step on the pressure plate to open it, then pass through the door.

You're now arrive in a large area with stone columns and a new enemy type known as the Shield Demon. This enemy carries around a large, spiked shield that effectively blocks your shots and also can be used to ram you for some substantial damage. Knocking away the shield isn't all that difficult, though; just hit it with a grenade launcher shot and it will go away. As you battle in this area, you'll need to do the same with a total of three of the demons, though fortunately only one of them seems to arrive at a time with actual gear equipped. A second may appear, then a third, before you have even destroyed the first, but they seem to come only once shields are removed from their fellows.

Defeat all of the enemies in the area, collecting health and ammo refills as necessary, then head along the path as it leads deeper into the temple, near the upper left. You'll find a lever that you can pull to make a series of large planks form a temporary wooden staircase along the huge gap nearby. Quickly rush over to the planks and jump up. You may be able to snag and climb onto the second plank right from the start, which is good if you can manage it. Quickly climb up the planks before they drop to reach the ledge above. Place a spear in the wall, then use it to leap up to the higher ledge.

On this ledge, head to the lower left and there's a narrow ledge you can walk along for more orbs and an **Ammo Upgrade** item. The wall overlooks the area below, where you just had pulled the switch. Now return to the area you reached by climbing the planks. A stone pathway extends from there, out toward a gap with more planks that aren't yet active. Nearby, you can shoot a target to extend those planks. Now hop across them and pull out a lever to open a gate that was positioned just to the left of the target you shot. Quickly backtrack to the target and past it, then through the gate that you have opened.



(Above Left) Your efforts here will make a pathway available overhead that you'll return to in a bit.
 (Above Right) Don't forget to climb this ledge so that you can snag the Red Skull that waits on the high ground.

You're at the base of some stairs. Climb them up toward the left and follow the stairs around as they ascend toward higher ground. You'll face a few enemies as you follow this path, but they're nothing that you can't handle with a combination of rolling dodges (to avoid the homing shots) and explosive blasts. As you continue along that route, you'll step on a plate and turn a higher ledge around a quarter of a turn. Hop left from there and you'll soon reach a solid, grassy ledge.

Upon your arrival, you'll come under attack. There's a Shield Demon here, along with a bunch of smaller enemies. They're guarding a higher stone ledge. On that ledge is a lever that you can pull to temporarily open a gate. Pass through the gate to enter another underground area.

Proceed forward in this new area and after you leap over a gap, some of the enemies will appear that like to fire homing magic. They're joined by the melee fighters. You don't have much room to move here, so be careful as you avoid the attacks and eliminate your foes. When the area is cleared, look to the upper right.

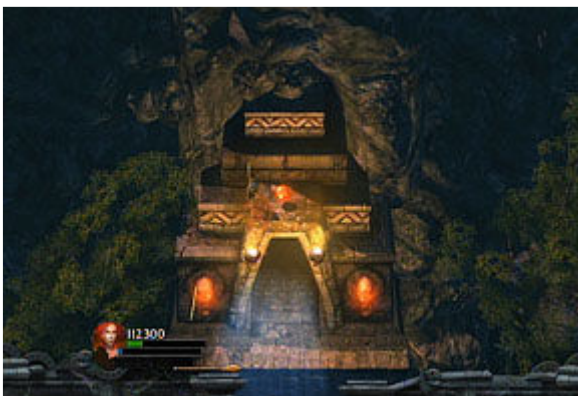
RED
SKULL

There's a target there. Shoot it, then leap along the wooden planks to reach a floating ledge where a **Red Skull** waits for you. Collect that, then return to the ledge where you fought the enemies a moment ago. From there, head toward the lower left along a series of ledges that you must leap along.

You should notice a target to the side now. Shooting it will raise a nearby ledge but lowers other ledges just further along the pathway. Note that when one is raised, the other falters for just a moment before dropping. You can continue along ledges here and find more enemies to battle, along with a ledge that you can climb (using a spear) near the lower left portion of the area. At the top of that ledge, there's a **Red Skull**. Grab it, then

RED
SKULL

descend and continue along the planking by tripping switches. Enemies will continue attacking along the way. You can deal with them, or just rush past them. At the far side of the chamber, you'll be able to climb a new staircase to finally leave the underground area.



(Above Left) Before you enter the treasure chamber, climb to its roof for a Red Skull. (Above Right) Dodge the balls of fire that roll down the crumbling staircase. Blast three of them with grenades for a reward.

Outside once more, you should see a nearby doorway that leads to another treasure room. To reach it, you can descend the stairs to your right, then start along the walkway and leap left to a wooden planking. Enemies will attack you around here, but they're easily eliminated. Leap to the ledge where the doorway waits, but make sure that you use a spear on the wall and climb to the top of the building for an easy **Red Skull**. Then drop back down and enter the doorway.

RED
SKULL

Inside, you'll find the **Gold Lizard**, positioned along a back wall. Approaching it is dangerous, as it's at the end of a corridor of the spike traps that slam shut together and impale you. As in a previous stage, some of them will open immediately and others will not. You can head forward to the first wall, roll back, wait a minute, then head forward again. There's a set of two or three traps right near the end that will open for a moment, then close. If you head along the path that they reveal, you'll be crushed even if you try to roll away as you see them shaking, so remember their location. Once you make it through and get the item, you don't have to worry about the traps. Exit the small chamber and resume your trek through the stage by heading along the planking that leads toward the right.

Across a series of gaps, you'll reach another building entrance. Step inside and you'll find yourself on a wide ledges. There are wide planks floating to the lower left, so start across those. Hop over to where you see a target on a platform. Hit it with a spear or gunshot and you'll cause a nearby plank to extend. Leap out onto it and collect a **Red Skull**. Then continue hopping along the ledges toward the lower left. There is another **Red Skull** here, which you can also reach by using a switch to extend a plank.

RED
SKULL

When you reach the far end of that series of ledges, you'll find yourself at a vantage point from which you can leap down to the wide, tiled area where you first met the Shield Demons. Before you do, make sure that you use the target switches to raise ledges to your lower right where you can snag a **Health Upgrade** item. Now you can go ahead and proceed back toward the left. Take the long leap to the tiled area and from there you can then backtrack nearly to the start of the stage, where you can finally head along some raised ledges that have twisted to form a makeshift bridge over most of the area. After crossing the first wooden portion that you raised earlier in the stage you'll arrive on a stone ledge ahead of a second wooden ledge. Look left here. There's a wide gap that you can just barely leap across. Do so to claim a **Red Skull**, the stage's final one. Then hop back to the right and continue across the bridge. When you reach its far side, you'll find yourself at the base of a wide, long stone staircase.

RED
SKULL

You're almost through now. Past the enemies that attack, you can start up those stairs. A rolling ball of fire will appear and head down toward some TNT barrels that are positioned along the sides of the stairs. You can't stop that from happening. Once it does, you need to start up the stairs ahead of chain reactions caused by more of the rolling fireballs. They are mixed with standard balls. Any of them can knock you for a loop, so you need to try to steer clear of them with careful rolls. You can also get a reward here if you drop grenades as you run, then detonate them just as balls of fire are about to roll over them. Do so with three balls of fire and you'll receive your reward.

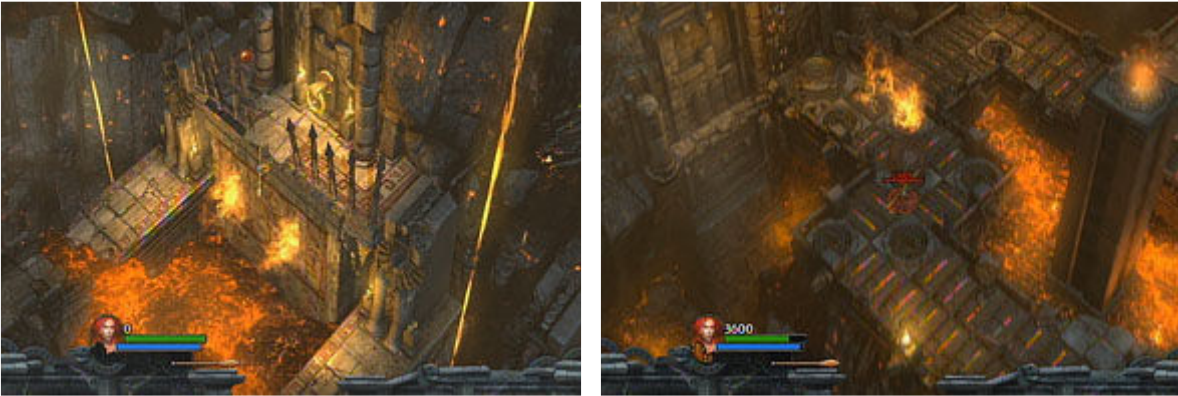
When you reach the top of the stairs, you can pass through an opening to complete the stage.

Stage 10 - Fiery Depths

Score Challenges
Score 90,000 points
Score 110,000 points
Score 130,000 points » SPEAR OF FIRE

Reward Challenges
Collect 10 Red Skulls » GOLDEN SHROUD OF CIHUACOATL
Reach the exit in 5:00 or less » DARK DRUM
Heal the rolling ball » WIND DRUM
Sacrifice 3 skeletons to the scorpion crest » HEALTH POWERUP
Jump to all 6 spider tile platforms » AMMO POWERUP

Head down the stairs from where the stage begins and trigger a cutscene. When it concludes, you're left to explore the stage while pursuing Xolotl.



(Above Left) You can latch onto the hook, then climb up the wall between the fire jets to find a Red Skull to the left and an Ammo Upgrade to the right. (Above Right) Push the metal balls around the pathway just behind geysers of fire so that you don't get burnt.

Ahead, you'll see a series of pits over a fiery pit. There are stone columns along each ledge, with an **Ammo Upgrade** resting on the first one. You can get it in a moment. First, leap left along the series of ledges until you reach a much larger gap.

RED
SKULL

Here, fire jets burst forth from cracks in a wide wall. Walk out to the furthest extended point of the ledge where you're standing, then turn and face the wall with the fire jets. Use your grappling gear to latch onto a ring, then watch for the fire jets. When they vanish, quickly leap out to the wall, then climb up to the top. Head left for a **Red Skull**. Head right and leap along the top of the series of statue columns to find the Ammo Upgrade that we referenced a moment ago. Then return back left and drop down using your grappling gear. Swing left while your gear is extended and leap safely to the back ledge.

Now look toward the lower left. In that direction, you'll find yourself at the top of a long staircase that descends toward a lower area. There's a lever here. Pull it out so that it is extended all the way and you'll produce a temporary entrance to a temple below. Now rush quickly down the stairs that descend ahead of you. Rolls make this go easier, but you need to jump to clear a gap in the steps and you need to be sure to steer clear of some skeletons that will materialize along the way. If you advance quickly enough, you'll reach the opening in time to pass through it before it becomes blocked again.

In that room, you'll find a simple puzzle. There's a stone pedestal at the center of a fiery pit, with a ringed stone walkway around it. Placed to the sides of that walkway are three weight discs, and along that walkway you'll find three boulders. You need to push the boulders around so that they rest on the plates and cause the pedestal at the center of the area to lower. However, there's a wrinkle: jets of fire appear along the floor and follow a circular pattern around the region. Fall in behind them and follow closely, but not so closely that you catch up to and bump against the fire jets. Push boulders onto the plates, one at a time. You'll need to make three or four trips around the ringed area. When the final boulder settles in place, the pedestal will be low enough that you can head around the circle a final time and jump out to collect the **Mask of Ehecatl** artifact.

Now exit the chamber and continue down the stairs toward the lower right.



(Above Left) Hop along all six of the spider tiles so that they're lit with blue light and you'll receive a reward. (Above Right) There are flames and treasure aplenty, if you're daring enough to deal with the flames.

You'll soon reach a series of raised ledges. They're known as spider tiles because of the spider designs etched into their surfaces. There are a total of six of them. You can leap along them in a clockwise pattern if you want to land on all six, and you do because the game will reward you if you do so. However, you need to avoid spinning arms of fire. Take a moment to watch their pattern, then start the trip across. Along the way, be sure to grab a **Health Upgrade** from a stone extension that reaches toward the wall from one of the tiles. On another, you can collect a **Red Skull**. When you have made the rounds and are ready to proceed, you'll want to head to the lower right from that last pair of spider tiles.

RED
SKULL

Continuing down those stairs, you next need to watch for geysers of flame that burst from the wall. They do so in a predictable pattern, so wait for the nearest flames to recede and then follow the subsequent bursts down the stairs toward the right. You'll soon come to a new gap that you must cross. The trick is to watch the slowly rotating platforms and to start across them only when a leap will cause you to land on the tile surface, rather than the roasting hot underside of a given ledge. There are only two of them, so making it across is a piece of cake.

Past that, you'll round a bend and find a circular area with the **Chaingun** resting on the pedestal at the center. Flames make regular trips around the ring, which also

has a **Red Skull** along its right side and another **Red Skull** along its left side. To make matters worse, two hulking beasts appear to attack. You'll need to steer clear of them as you collect the goodies, then it's time to head toward the right from the pedestal where you obtained the weapon.

RED
SKULL

Next you'll head down some stairs and back around toward the upper right, where you need to leap along another series of the rotating ledges. There are more of them this time, but the strategy for crossing them hasn't changed. Just time your leaps carefully as you advance over the lava flow beneath you.



(Above Left) The enemies that you battle in this courtyard like to send flames in your general direction, so keep a safe distance away from them to give yourself time to dodge. (Above Right) To safely cross this wide pool of lava, you need to be ready to change the direction that the fire-breathing statues spin with a quick spear toss or burst of machine gun fire.

When you reach the far side of that gap, you'll find yourself on the lower right side of a wide courtyard suspended over the lava. Ahead, there are stairs leading to a lower level and several pillars. Health and ammo pickups litter the area, which isn't a coincidence. As you start forward, you'll come under attack by the first of many enemies in this area. Many of the enemies that attack here are easily defeated with a few bursts of machine gun fire. They can take more abuse than gators and the like, but they're not that durable. The main reason to be careful around them is that they fire flaming spread shots. They're often joined by faster enemies that will try to rush you or mob you, so it's important to keep strafing as you fire your chosen weapon. After a few waves of those enemies, you'll finally clear the area and then you can head to the courtyard's upper left area to reach some stairs to descend.

Down those stairs, you'll find the entrance to a new chamber. As you start through the chamber, you'll come almost immediately to a lava pool. Beyond that, flames erupt from a long, high wall. You can get near to the wall, not quite within range of the flames, then toss a spear into the wall. When the flames clear away, run and hop onto the spear, then from there hop to the ledge above and pull yourself up.

Now you need to cross a wide gap by hopping on circular plates. There are two statues spinning on poles in the vicinity of the plates. They spew flames. Toss a spear at a target tile past the first two plates. That'll start the first of the statues to spinning in the opposite direction. You can follow the arm of fire, then when you get near the second arm, you need to quickly hit the target with another spear or with gunfire so that the arms change direction again. Now hop quickly forward and onto the next ledge above the pit.



(Above Left) Descend among the flames to snag a Red Skull and an Ammo Pickup. Be careful that you don't let yourself get scorched! (Above Right) Collect a Red Skull from the ledge with the large, metal ball.

Your next challenge comes almost immediately after you cross the pit. Head down some stairs and you'll work your way around to the top of a wall with fire jets that periodically head along it from left to right. There's a grappling ring in the middle of their reach. Latch onto it. Then when the flames just in front of you have appeared and vanish, start toward the right and then descend along the ladder when the chance presents itself. Then, with your rope extended all the way, swing right for a **Red Skull**, then left toward an **Ammo Upgrade**. You'll have to leap in that direction from the edge of your swing to snag the item, and then you'll drop to the lower courtyard near the base of the wall. Quickly head away from the base of the wall toward the center of the room to avoid an arrow from an arrow trap on the wall to the right.

RED
SKULL

Now it's time to proceed in the direction of that arrow trap. As you do, you'll need to fire alternating volleys of arrows while proceeding forward in the wake of slow flame geysers. That's going to mean a lot of rolling or stepping to the left and right. As you start across, a Shield Demon will appear behind you and give chase, further complicating matters. Hit him with a grenade launcher shot to weaken him, but you should make avoiding fire and arrows your priority.

When you reach the far side of the gap, the demon will be joined by some of the enemies that fire spread shots. Take all of them out as efficiently as possible, then look to the lower right. On a pedestal with a large steel ball, you can find a **Red Skull**. Collect that, then hop back left and start down the next staircase as it descends toward the bottom side of the screen. You'll come to a lava pit with more of the circular tiles guarded by statues that breathe fire.

RED
SKULL

Hop along those circular tiles and make your way toward the upper left portion of the area, where you can enter a treasure chamber. Inside that chamber, head toward the center of the area. There's an 'L'-shaped wooded ledge here. On the left side of the room, there's a switch that you can hit to make the ledge spin a quarter-turn. Hop onto the ledge and spin it around so that one branch extends toward the bottom left side of the room and another extends toward the target. Jump onto the ledge with a target and set a grenade there, but don't detonate it. Now return to the ledge and from there hop to the area along the bottom side of the screen. There, you can pull a lever out to make an iron grating rise. Now quickly run and jump back onto the spinning ledge. As soon as you land, detonate your grenade so that the ledge spins and extends toward the back edge of the room. Leap across and roll into the recess that has opened to collect the **War Drum** artifact.

Now you can exit the treasure room and return to the area with the plates and the spinning statues. As before, you'll need to change the direction that they are spinning with shots to targets if you want to visit every ledge in the area, which you do. One near the far right side contains a **Health Upgrade**, while a **Red Skull** rests on one near the lower right side.

RED
SKULL



(Above Left) The enemies and their spread shots can be difficult to avoid in this confined space. Eliminate them quickly with powerful ammo. (Above Right) As you leap along the platforms extended over the lava flow, avoid flames spewed by nearby statues and make sure that you grab the Red Skull items.

Once you've acquired the loot, head toward the room's lower left side. You'll exit and appear along a walkway. Descend to reach a new area that encloses itself with walls of fire as you appear within it. Just ahead of it, there's ammo if you need it.

In the enclosed area, you'll battle a bunch of skeletons and also the guys who fire spread shots. You should take care of those guys first, with standard ammo, so that you leave yourself with only skeletons to battle. Then lure them toward the lower left portion of the area and knock them into piles of bones that rest atop the tile with a scorpion etched on its surface. Quickly plant and detonate a grenade. If you've done it right, notice will pop up on-screen to let you know that you've sacrificed one of three skeletons. Do so with another two and you get a prize, though that can be rough because a Shield Demon will also enter the fray.

After you've cleared out the last of the enemies, the fire wall preventing you from proceeding toward the right will vanish. Head through that archway and, after leaping across gaps as you descend a long staircase, you'll come to a rather wide pit of fire with more ledges spinning slowly over it like kabobs. You'll have to make a series of rather long and precise jumps to make your way along this route, especially since there are flames that sometimes extend from statues to the side. Make sure to veer far enough to the right to collect one **Red Skull**, and far enough left to collect yet another **Red Skull** on your way to the far side.

RED
SKULL

From the far side of that gap, start down some stairs and you'll see large, burning balls of stone and metal crashing down from above. Avoid them as you leap across a series of small, square-ish platforms. Make sure that you head to the back left of those platforms for the stage's final **Red Skull**. Toward the back right of the area, you'll find the base of a flight of stairs. Climb those stairs and exit through the opening at the top to complete the stage.

RED
SKULL

«	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13	Stage 14
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Stage 11 - Belly of the Beast

Score Challenges

Score 30,000 points

Score 50,000 points

Score 70,000 points » HEAVY GRENADE LAUNCHER

Reward Challenges

Step on all 11 spider tiles » WHITE DRUM

Defeat the T-Rex in 5:00 or less » CLAY SERPENT

Collect 10 Red Skulls » SERPENT DRUM

Start forward across the wooden bridge ahead of you. Keep moving, as the wooden planks will buckle under your weight a moment after you step on them. When you reach the far side, leap onto a low pedestal placed among some pillars to obtain the **Rocket Launcher** weapon.



(Above Left) The monster that you must battle in this stage emerges from a pool of fire near the lower right portion of the area. (Above Right) You can pick up ammunition for your Rocket Launcher on the stone column that rises from the center of the wide pit when you step on the stone switches.

As you head forward from there, you'll come to a wider area with what essentially serves as a fork in the path. At this point, it's important that you understand the general manner in which this area functions.

Toward the right side of the large area, there's a huge, circular column with various bits of wooden planking. There also are four large stone plates. Stepping on the plates will cause the column to spin and rise as wooden planks temporarily extend to form a path leading out to the column. You can quickly follow that path, collecting one of four **Red Skull** items on the way. When you reach the center, there's an ammo cache. Then another wooden planking will appear, leading to the opposite side of the fiery gap in which the stone column is situated. You need to head across that bit of planking as well, collecting another skull along the way to solid ground on the other side. Momentarily, the stone column will sink back into the lava. You can make it rise again by touching another of the stone switches.

RED
SKULL

As you head toward the lower right side of the area, you'll trigger the area boss encounter. A giant beast rises out of a pool of lava and will slowly chase you around the area. You need to hit him with a blast from your rocket launcher, then refill your ammunition at one of the nearby dumps, then repeat the process. Rocket launcher shots refill slowly, so the fight can be a challenge as you avoid attacks while seeking out more ammo.

While you battle the monster, note the circular ledges that also extend outward along the lava. They are spider tiles and there are a total of 11 of them in the stage. You should leap out to and activate each of them, as the game will reward you if you do so. It's not a particularly difficult thing to do, so why not? Besides, there are ammo pickups placed along them.



(Above Left) There's ammunition available on the spider tiles, as well. Make sure that you activate all 11 of them for a reward. (Above Right) As you battle the main monster, you'll also need to deal with his weaker cohorts. Don't underestimate them!

Battling the beast will take up most of your energy, but remember that this is a stage just like any other. That means that the four skulls you collected are only the start. If you're trying to collect all ten of them, you'll need to hunt for the others by demolishing stone pillars (or by tricking the monster into doing so on your behalf). You can find one in the upper left area and another along the right side. That leaves only four more skulls in the stage.

Once you're free to focus on the main brute, you'll need to hit him with quite a few shots to do the job. When you've removed around a third of his life meter, he'll surround himself with companions who will also try to harm you. These initially are smaller fire-breathing dinosaurs, but sorcerers appear on the spider tiles and send flames your way as you continue to drain the boss monster's life meter. You need to run around and kill those guys, because four of them will drop the stage's remaining **Red Skull** items when defeated.

RED
SKULL

As you harm him, the main monster himself seems slightly more ambitious about firing damaging spread shots at you and also pouncing you. Fortunately, destroying the weaker monsters is easy. They'll go down when hit with as few as two spears, and often they'll leave behind energy packs and orbs that yield points. Therefore, it's easy to reach your scoring objectives in this stage.

Keep moving around the area, dodging assorted attacks and continuing your barrage of shots. In time, you'll wear down your opponent's life meter. Once it is emptied completely, the stage concludes.

«	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13	Stage 14
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Stage 12 - Stronghold Passage

Score Challenges

Score 60,000 points

Score 90,000 points

Score 120,000 points » RAILGUN

Reward Challenges

Collect 10 Red Skulls » FIST OF TEZCATLIPOCA

Reach the exit in 15:00 or less » JADE HEART

Rest a ball atop the skull pedestal » HEALTH POWERUP

Step on the 3 hidden spider tiles » AMMO POWERUP

After an easy stage, it's time for another more ambitious one. When you first appear here, simply start forward and descend some stairs to arrive at a wide courtyard.



(Above Left) Kill the monster in this room, then be prepared to return several times throughout the course of the stage. (Above Right) Grenades, the ball and the plate switch are the key to obtaining the Ammo Upgrade that rests at the top of the stone pillars.

As you arrive, flames will light and on the far side of the square, a stone and fire monster will appear. He can send flaming boulders toward you, which you should roll around to avoid harm. Steer clear of the fire geysers, as well, and focus on hitting your foe with a few blasts from your rocket launcher. Three or four will do the job. Then when he goes down, you can break open the nearby urns to refill your ammunition and health, as necessary.

Now proceed up the short set of stairs leading to the left, where you'll find a bit of a puzzle. There's a high stone column extended here, with flames around most of its base. There's also a boulder on the top of the column, and a plate on the floor. Head around to the gap in the fire geysers. Set a grenade on the floor just near the base of the column, but don't detonate it. Now head around and stand on the plate switch. The high stone pillar will start to lower as a new pillar rises where you set the grenade. As the two columns are even with one another, detonate the grenade. That'll cause the ball to fly off the column and to the floor. Enemies will also appear. Eliminate them with rocket launcher shots, then position the ball on the plate. Plant a grenade near it, then hop onto the stone column that is lowered. While standing on it, detonate the grenade that you planted just a second ago. The ball will roll loose of the plate and the column on which you're standing will rise again, allowing you to now collect an **Armor Upgrade**.

Drop back down now and head to the ball. Roll it back toward the area where the stage first began and put it into position over one of the flame geysers. Now only five remain. To complete this stage, you'll need to extinguish all six of them so that you can open a gate.

Head back up the stairs to the left, through the room where you got the Ammo Upgrade a moment ago, and up some stairs that ascend toward the lower right from there. As you ascend, make sure that you grab onto the grappling ring, then lower yourself through an opening along the edge of the stairwell. You can descend to find a **Health Upgrade**. Then climb back up and continue climbing the stairs, which will require you to leap over a

large gap on the way that Lara will just barely clear.



(Above Left) You can send the metal balls down this hole. They'll emerge in the room below where you need to snuff out the fire geysers. (Above Right) You'll need to pull a lever to create a temporary bridge over the fire geysers that guard this ball.

At the top of those stairs, you'll find an area with a groove. There's a hole at the center of that groove which is positioned on a pedestal. At the base of that pedestal is a second steel ball. Use a grenade blast to launch it up onto the platform, where it will roll down and pass through the hole. That hole is the top of a pipe. The ball will roll down the pipe and appear in the starting chamber with the six flame geysers, for you to push into position later.

From the area with the groove and hole, you now can progress either up or toward the right. Start by heading up. You'll soon reach a room with a bunch more fire and another of the steel balls. It's positioned on a bed of fire geysers. On the far side of the geysers, you should toss a spear into the wall so that you can climb onto its shaft and from there to the top of the stone column. Don't climb just yet, though. The trick here is to head to the back right side of the room, where you can pull on a lever. Extend it all the way to temporarily make some planks extend most of the way between the room's two stone columns. Now quickly climb the column and start across the bridge. As you leap the small gap, drop a grenade so that it falls and lands near the ball on the bed of flame. Then climb back down. Detonate the grenade that you placed to launch the ball from the platform and make it fall onto the floor level. Kill the fire-tossing enemies that now will appear within the flames. They fall easily to whatever attack you might manage.

Now push the ball toward the narrow opening that granted access to the room. Rest it against the gates, then put an explosive on the floor on the side of the ball opposite the gates. Pass through the gates and pull the lever, which will make the gates briefly swing open. Detonate the grenade to make the ball fly through before the gates close. Now push the ball back into the room with the groove and hole. Send the ball down through the hole so that it returns to the starting area.

Next, head back to the room that you just left, where you removed the ball from its location in the bed of fire. There's a ladder along the room's right side. Descend that ladder to find a walkway. You can head to Lara's left to find a treasure room, or right to proceed through the stage.



(Above Left) Stand on the tile located two rows from the back wall and three columns from the right side then throw a spear to the diagonal lower left to switch the position of the spikes so that you can reach the Stone Serpent artifact. (Above Right) Stand on the pedestal with the blue torch, then throw a spear against the wall. Use the spear to climb safely to high ground, or else the spikes will instantly kill you upon contact.

Start by heading left and into the treasure room. There, you'll find a simple puzzle. There's a switch just ahead of a field of spikes. Some tiles have spikes extended and others don't. Hitting the switch with a spear will change which tiles on the 7x7 grid have spikes extended. Some tiles won't ever have spikes extended. You should head around to the back side of the grid. Position yourself on the tile located two rows from the back wall and three columns from the right side of the grid. It has a spot of crimson on it. Now toss a spear diagonally toward the lower left to hit the target. Some spikes will lower, allowing you to cross over to the **Stone Serpent** artifact. When you collect it, the entire field of spikes will drop.

Exit the room and now head forward along the walkway, past the base of the ladder that you descended a moment ago. You'll now come to an area with a stone column. You can toss a spear from the stairs, then jump out to it and climb onto the top of the column to obtain a **Red Skull**. Now drop down to the floor level and head to the lower left corner of the square area. You'll step on a hidden spider tile, the first of three hidden in the stage. With that tended to go ahead and climb back up the stairs, up the ladder and work your way back to the room with the grooved platform through which you dropped a steel ball a moment ago.

RED
SKULL

Previously, you had ignored the path leading to the right. Now you should go ahead and follow that path, however. Hop over the gap to the right, then over another gap when the statue's flames spin around and are not an immediate threat. Ascend some stairs, then start toward the left. You'll arrive at the base of a wall with spikes near its base. Brushing up against those will kill you instantly. To climb the wall, you need to hop onto the pedestal with blue flame to the side of the main walkway, then toss a spear at the wall of spikes, then leap onto the spear and from there leap up and pull yourself to the ledge above.

As you arrive on that higher ledge, skeleton enemies will appear on the floor below. Quickly switch to your rocket launcher. The skeletons will soon leap up to join you on your high perch. Blast them into oblivion.



(Above Left) You need to get the ball left across the lava flow by using grenades to send it flying over gaps. (Above Right) Position the ball to the upper right from the pedestal, then detonate a grenade to make the ball launch onto the pedestal so that you can receive a Health Upgrade as your reward.

Continue climbing by way of a ladder, then start up a walkway. Ahead you'll see a narrow gate. Blazing balls of rock periodically pass through the gate. Wait for a pair of them to do so, then roll quickly through. Beyond, there's a ledge with the **Dual SMG** weapon resting on it. You can safely pick it up between pairs of rocks that fall from the upper left.

Note in this room that there's also a large, circular opening along the back wall. That opening exists so that you can push a large metal ball through it. To find said ball, climb up some stairs toward the upper right. As you enter a new chamber, the floor behind you will rise to form a gate, preventing you from passing back through it. A steel ball comes rolling down some stairs to your left. Ahead, you'll see a circular pressure plate. Flaming boulders are routinely launched at the plate, so for the moment you can't do anything with the plate.

Head through the opening along the back right side of the area and climb some stairs that you find in that direction. At the top of the stairs, there's a grappling ring. Hook onto it and lower yourself over the ledge to obtain a **Red Skull**. Now climb back up and proceed toward the right. You'll come to a target that you can hit with your spear. Before you do, note the wall just beyond, which has flame geysers extending from its side. Plant a grenade at the base of the sign. Then hit it with your spear. You'll cause the geysers to vanish, but new ones will appear at the top of the wall. Throw a spear along the wall, then hop onto it. Now detonate the grenade and quickly leap up toward the top of the wall. Climb onto the higher ground as flame geysers appear beneath you.

RED
SKULL

On the higher ledge, you can ascend to find a new room. There's a pedestal here with a slight groove in it, as well as an opening for a ball to roll through on the left side. To the upper right, you can proceed along a path to find a room with a lever. Across a small bit of lava to the right, there's a ledge with an **Ammo Upgrade** resting on it. Rows of fire geysers move back and forth along that platform. Let them get to the area nearest you, then as they start back toward the right, leap after them and follow them to the right to collect the upgrade. Then quickly retreat back to the left and leap back onto solid ground. Continue toward the back edge of the room and pull on the lever positioned along the wall. You'll cause some flames on platforms to the right to expire. Leap along those, making a diagonal leap along the way to collect a **Red Skull** from a platform. When you reach the far side, you'll find a lever that you can pull, along with a steel ball.

RED
SKULL

Place the ball near the edge of the platform, then use a grenade blast to send it flying left, to the ledge where you collected the ammo upgrade a moment before. Push the ball along the platform as far as you safely can while steering clear of the moving walls of fire. Then head back right. Pull the lever and cross over the temporarily safe blocks, then head back around and pull the ball the rest of the way along the ledge with the moving fire. Use a grenade to send it flying over the second lava gap so that it's now on solid, safe ground. Push it down toward the left, then use another grenade to launch it up onto the pedestal with the groove. It works best if you position the ball around two tiles' width to the diagonal upper right from the platform then detonate a grenade placed just to the right from there. When the ball launches up onto the platform, you'll receive credit for completing a stage challenge. Now you can go ahead and push the ball through the hole to the lower left so that the ball rolls down to the starting area far below. An enemy will appear, so blast him with some rocket launcher shots, then follow the stairs down to the room with the statue that launches the flaming balls.



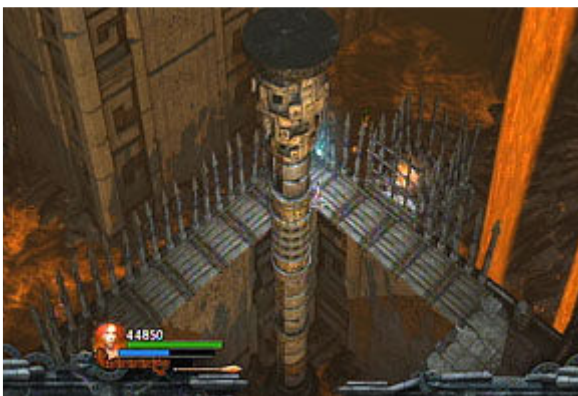
(Above Left) Ride the stone column up to snag a Health Upgrade before you worry about launching the ball along the series of platforms. (Above Right) Position the three metal balls below the statue's fists and on the circular plate to make it safe to pull the lever on the back wall, which lowers a nearby gate.

Head up the stairs to the left and you'll find a row of suspicious circles on the floor. Leap over that row, then look ahead at the pit. There's a stone column at the center. You can hop over onto it, then from there to the gap on the far side. Set a grenade near the switch that waits there, and make sure that you step on the spider tile just to its lower left (the second of three spider tiles located in the stage), then hop back onto the column at the center of the lava. Detonate the grenade and the column will rise, allowing you to collect a **Health Upgrade**. Now hop back down to the platform with the switch. Hit it to make the platform lower again.

Now roll the metal ball near the edge of the platform so that it settles into a groove in the floor. Plant a grenade just left of there, but don't detonate it yet. Step over to the left and use a spear to hit the switch so that the column starts to rise, then immediately detonate the grenade. The metal ball should fly to the right, land briefly on the rising ledge, then roll off its far edge with enough speed to clear another gap and land on the ledge to the right. Now you can lower the stone column and cross over to that gap. Use another grenade blast to send the ball to the right yet again, over the row of geysers. Leap over the geysers yourself when the coast is clear, then push the ball down the stairs to the area below.

You should now have a total of three balls in this room with the large statue. Now you need to position them in three locations. Two need to go under the fists on the wall with the statue. You can put a grenade in front of a fist, then start rolling a ball toward the fist and detonate the grenade a short time before you reach it. The fist will raise and you should just have enough time to position a ball under the fist as it lowers. Do so with both fists, then put the third ball on the circular plate. Fire jets will disappear, allowing you to pull on a lever positioned along the wall. When you do so, you'll cause the nearby gate to open. Now you can push the balls down through that opening to an area below, but note that as you do you'll have to battle a handful of enemies who rush you when you remove the ball from the circular pressure plate.

Defeat those enemies, then head down the ramp and push the balls through the opening so that they roll down through the tube. Now backtrack through the stage until you reach the starting area with the six flame geysers. Note that along the way, you'll need to defeat a bunch of dinosaur enemies, some skeletons and a rocky golem-type monster. They go down the same way as always.



(Above Left) You have to place a spear in the stone column, then leap from it when the time is right to collect the Mask of Tezcatlipoca. (Above Right) There are numerous Red Skull items to collect as you dodge flame geysers, falling boulders and unstable platforms in your race to the back side of the dungeon passageway.

When you reach the base area, push the balls over the exposed flame geysers. When all six have been positioned, a doorway will open along the back side of the room. Now you can head through the opening and into a new area.

Here, start toward the back of the chamber. You'll notice a doorway leading left into a treasure chamber. Go ahead and enter it. Inside, you'll find a simple puzzle. There's a switch directly ahead of you. Beyond it, there's a wide gap. On one side of the gap, there's an opening with the **Mask of Tezcatlipoca** resting inside. When wooden planks are extended so that you can easily reach the opening, the gate in front of it is closed. You can raise and lower the planking by hitting the switch with your spear. The trick to solving the puzzle is to first make sure that the planks are raised. Walk around on them, then toss a spear left to the stone pillar. It should extend from it so that you can jump to it. Don't jump just yet, though. Instead, place a grenade near the switch. Now jump onto the spear. Detonate the grenade, then immediately jump right to the opening where the artifact waits. If you do so in time, you'll avoid being skewered by spikes that extend from the column and you'll collect the artifact. Now toss another spear to raise the planks again. Exit the room.

Now you're ready to resume your trek through the stage. Start toward the back of the room again. You'll reach the start of what will serve as a final challenge in this particular stage.

To work through the final area, you mostly just need to keep moving. You'll have to work your way along a rather large stretch that is comprised of two types of hazard. The first is a field of circular patches on the floor. These glow orange to give you brief warning, then flame geysers erupt from them. You need to make sure that you're not standing on one of the circles when the flames appear, obviously, but you also will find yourself baited by **Red Skull** items scattered through the area.

RED
SKULL

The second type of challenge is a series of platforms that buckle under your weight after you have stood on them for a brief span of time. You need to keep moving along them, collecting the **Red Skull** items that will be in plain sight as you avoid falling bits of debris that can wipe out tiles that you were planning to use to reach safety. Keep moving.

RED
SKULL

When you reach the far side of that series of ledges, which has only one checkpoint, you'll find yourself on solid ground again. There's a casket here. Blast it with a grenade to reveal a spider tile that you should step on. That's the last one in the stage, so hopefully you found the other two and will now receive your reward. Pass through the nearby doorway to complete the level.

Stage 13 - The Mirror's Wake

Score Challenges

Score 150,000 points

Score 190,000 points

Score 240,000 points » GOLDEN SHOTGUN

Reward Challenges

Collect 10 Red Skulls » JADE HEART

Reach Xolotl's Stronghold in 6:00 or less » MASK OF XOLOTL

Achieve a hole-in-one » STONE SERPENT

Break 2 shields with 1 truck » HEALTH POWERUP

Get the first spinning ball into its fire pit in 15 seconds » AMMO POWERUP

From the start of the stage, proceed toward the lower left side of the screen. You'll prompt an on-screen notice that your goal in this stage is to chase Xolotl to his stronghold in the wastelands. An area map is available to you now.



(Above Left) Drop down to the lower level and collect a bunch of Red Skull items from the surrounding plain while avoiding rock eruptions. (Above Right) Finding a way onto the pillar can prove difficult, especially since flames appear when you lower it.

Continue onward and you'll pass a pedestal with a large metal ball on it. Past that and to the lower left, you can find an archway to pass through, but continue working your way toward the lower left first to find a **Red Skull**. Now backtrack the short distance to the archway and pass through it. You'll arrive at the top of a rock outcropping looking down on a lower area.

RED
SKULL

Along one edge of that outcropping, a stone bridge extends toward the left. Start along the bridge and be prepared to face a Shield Demon. Your rocket launcher will make quick work of him, allowing you to reach the other side. There, you'll do battle with another large monster, as well as a few smaller dinosaurs. The rocket launcher is helpful here again, though you should probably just use a few spear tosses to take out each of the smaller creatures. Before you drop down the next ledge, head back to the start of the stage and find the metal ball. Push it back to the drop-off from the bridge, then over the edge. Note that here, you can drop down to follow the ball if you like. It's possible to push it over a geyser of flame to collect a **Health Upgrade** but on your first visit to the stage you might want to try an alternate approach. You can collect the upgrade on a subsequent visit.

Instead of dropping down from the ledge, keep to high ground as you head to the lower right, around the shell of the building that once stood here. Here you can drop down from the rocky ledge here to a lower area to the right, then circle back around toward the start of the stage. As you circle around the base of the area, you'll find a burning rock that repeatedly launches from the ground, then drops. In that space, there's a **Red Skull** that you

RED
SKULL

can grab. Here you'll also face two more Shield Demon enemies, which you can ram with a Jeep for a stage prize or just eliminate with rocket launcher blasts. Now head toward the back portion of the screen on the lower level and you'll find more of the flying rocks and another **Red Skull**. There are three more of them. Collect those and any point orbs that interest you, then head back around the base of the cliff again and continue toward the lower portion of the area. You'll find a ramp leading up to a higher ledge.

At the top of that ramp, head to the right to enter a treasure chamber. Here, you'll find a perplexing puzzle. There's a metal ball, a stone column, a high wall with flames extending from the top and a stone pressure plate. You can step on the plate to lower the column, but as it reaches the lowest level, flames will emerge. The trick to solving the puzzle is to place the metal ball on the plate so that the column is lowered. Set a grenade near the ball, then walk over and step onto the top of the raised column so that you're almost up against the fire. Detonate your grenade and the column will start to rise with you on it. Once it reaches a high enough elevation, the flame will disappear. That will allow you to position yourself comfortably on the top of the column, then from there leap to the raised ledge and obtain the **Clay Serpent** artifact from the recess in the back wall. Then you can exit the room to return to the ledge outside.



(Above Left) Xolotl closes the gates and leaves you to battle numerous guardians if you want to acquire keys that allow you to enter it. (Above Right) Collect the Red Skull outside the building before you enter it in search of more keys.

Back outside, head toward the lower left. You'll deal with a Shield Demon along the way. You can break open nearby pots for ammo refills. As you proceed left, you'll trigger a brief cutscene as Xolotl appears, talks trash, then leaves through a gate that slams shut behind him. Now some more Shield Demon enemies will appear, along with other powerful enemies. Backtrack toward the right, then descend some stairs to a lower basin area to acquire the **High Power Shotgun**. You should equip it and use it against the enemies that you're battling to more easily eliminate them without taking too much damage. Your toughest foe is the Shield Demon that stomps through the area, so make sure that you remove his shield with an explosive blast before you expend your remaining ammo.

Once the Shield Demon and his pals take a dirt nap, head toward the upper left portion of the area, to the left of the gate that Xolotl closed. Flames had blocked that path while you battled the Shield Demon, but now the way is clear to proceed. At the top, you'll battle a few small enemies and find a doorway leading into a temple. Just to the lower left from there, a statue spins in circles with an arm of fire extending from its mouth. Head around the area that it is guarding to find a **Red Skull**, then enter the temple building.

RED
SKULL

Inside, you'll find yourself at the start of a maze. Ahead, there's an opening with a fire geyser that you can't pass through. Work your way toward the lower left, battling enemies along the way, and you'll reach a room with a large ball extended from the end of a chain. It's spinning in circles, so plant a grenade to send it flying, then quickly push it back around through the maze to the fire geyser. You'll have to steer it around a huge monster that appears just ahead of the geyser. Hopefully, you manage to do it within 15 seconds for a reward. Then kill the monster and pass through the opening.

Now work toward the left again, battling more enemies as you go. The close quarters make combat here tricky, but you shouldn't have any trouble as long as your ammunition remains plentiful (which it should as there's a nearby ammo dump for any needed refills). After you defeat the enemies in this direction, you'll come to

RED
SKULL

an area near the back where there's another large, metal ball. You can push it onto a nearby plate to lower a gate on the back wall that grants access to an **Ammo Upgrade**. Once that happens, roll quickly around toward the back right wall, then work left to reach the gate before the activity in the area forces the ball from the plate where you positioned it. You'll have to roll around enemies along the way, since you don't have time to fight them. As you work throughout this area, note that there also are numerous **Red Skull** orbs on the floor, in plain sight. It's worth exploring every portion of the maze, no matter the dangers. You can bring your total number of skulls for the stage to nine.



(Above Left) You may have an easier time with the guardian if you lure him back to the gate so that he can't keep chasing you, though his friends the skeletons are still a nuisance. (Above Right) Work your way up onto the high ledge to find the game's final Red Skull.

Once you have acquired the Ammo Upgrade, head back around to where you left the ball. Now you should roll it through the maze again, still battling enemies as you go, until you reach an area to the lower left. Here there's another fire geyser that you can extinguish with the stone. Do so, then pass through the archway. As you start forward, wrap around the wall so that Lara is now headed toward the lower right portion of the area. There, she can acquire the **Dark Drum** artifact. Now head back toward the upper left, where there's another of the huge guardians. Use explosives to eliminate his shield, then powerful ammunition to decimate his life meter as you battle both him and his irritating companions (including the agile skeletons that are so infuriating with their rushes). Pick up the key that he drops when you blast away his shield.

You now should have two of the three keys that you need to unlock the gate that Xolotl locked. Exit the underground area and return to the area above. Now backtrack through the stage toward the area near the beginning where you dropped down and gathered several skulls. Along the way, two heavily shielded enemies will approach you, near an overturned truck. Plant a grenade near the truck. Lure the two enemies toward the truck so that they're pressed almost against it, then detonate the grenade to make the truck explode and take the shields from your opponents in one fell swoop. That's worth an in-game reward. Then you can finish off the brutes and continue left.

Previously, that area was decorated by statues there that weren't active. Now when you arrive you'll see that they're spinning and have flame arms extending from their mouths. There's also another of the shielded guardians. Blast away his shield and then hit him with heavy ammunition like usual. Grab the key that he drops, which is the last one that you should need. You're not ready to leave the area just yet, though.

Once you have cleared all of the enemies from the area with the fire-breathing statues, a ring will rise from a high ledge in the back corner. You can grapple up to that ledge and enter the building that waits there to find a challenge room. Inside, you can step on a plate to enter a wide room with a bunch of circles along the floor. These will periodically send out fire geysers. Also in the area, there's a large enemy to defeat and a pillar with a large metal ball swinging around it. While moving constantly to avoid the flames, hit the pillar with a grenade blast and set the ball loose. If you time it right, you can get a hole-in-one by causing the ball to land in the only space in the room where a fire geyser is consistently positioned. Whether you do so by scoring a hole-in-one or by simply pushing the ball around once you have freed it, placing the ball in that hole will open a recess on the room's back wall so that you can step inside and collect the **Mask of Cipactli** artifact. Then you should exit the building and return to the area below with the fire-breathing statues.

Next head toward the lower left while steering clear of the fire issued forth from the statues. You'll find a broken bridge that reaches out partway toward a wall. There's

RED

a grappling hook on the wall. Latch onto it and jump out to the wall, then climb most of the way up the wall. Swing back and forth, then let one swing carry you right onto part of the broken bridge. Face left and throw a spear at the wall. Hop onto the shaft and from there to the top of the wall to collect the stage's final **Red Skull**. Now drop back down to the bridge fragments.

SKULL

Look along the bridge and you'll notice that flaming rocks are periodically launched along it from two points on the wall above. Wait for the lowest point to issue forth a rock, then quickly roll forward after the rock. Keep moving and jump to clear the gap, then roll forward past some fiery shots that will come from a device to your left. Keep running and jump to cross another wide gap. Now you're on the ledge near Xolotl's gate. Head up to the gate and it'll open automatically. Follow the path leading through it and as you do so, you'll trigger a cutscene. Then the stage concludes.

«	Stage 8	Stage 9	Stage 10	Stage 11	Stage 12	Stage 13	Stage 14
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Stage 14 - Xolotl's Stronghold

Score Challenges
Score 80,000 points
Score 120,000 points
Score 140,000 points » SPEAR OF LIGHT

Reward Challenges
Defeat Xolotl in 10:00 or less » SPEAR OF DARKNESS

You've arrived at the last stage. There are no items to collect here, just an enemy to defeat. Doing so will take awhile, though.



(Above Left) Fire shots at Xolotl where he stands on the pillars as you move quickly to stay ahead of the lethal spikes. (Above Right) Then you'll need to battle spiders while still avoiding the spikes.

Jump forward across the gap and you'll land on a large, square field covered in spikes. There are two circular stone columns on either side of the field, out of reach. Xolotl will land on one of them and will start growling

random threats at you as he attacks. His attacks come in two forms, initially. One method he uses is to send magic blasts in your direction. For the most part, these are easily avoided. A more pressing concern is the second attack, which you can see coming. Rings of bluish light will appear on the field around you, sometimes in small squares and other times in large swaths. Those rings give you a few seconds' warning before lethal spikes emerge, so make sure that you aren't standing on any of the rings when that happens.

As you dodge the spikes, fire shots at Xolotl, who will alternate occasionally between pillars and continue to fire magic blasts at you. Draining his life shouldn't prove terribly difficult, especially if you use more powerful ammo that you can refill by picking up the armor drops on the board.

When you eliminate all of Xolotl's initial life meter, he'll switch things up to a different attack. Large spiders will appear on the field. You'll need to dodge them and a bunch of smaller spiders as well as you deal enough damage with your handguns or other weapons to eliminate all of the arachnids. Throughout the struggle, you'll continue to contend with the spike traps, which are no less ambitious just because there are spiders on the scene. As you strafe to avoid the spiders, it's easy to let yourself get cornered by the spiders and then skewered by the spikes. Proceed carefully.

After you've eliminated a round or two of spiders, Xolotl will return to his favored attack method, but you'll still have to deal with spiders as you try to pepper him with ammunition. The shotgun is your friend here, though you'll need to refill your ammo a few times so that you don't find yourself suddenly tossing a weak spear at an inopportune moment.



(Above Left) Refill your life and ammunition before you descend to battle Xolotl more directly. (Above Right) You'll have to deal with both Xolotl and his armies as you battle him among the exploding plant pods.

When Xolotl's second life meter is eliminated, he'll shout that he's through playing games. He'll fire an electrical charge at the rolling spike bar along the back side of the screen. Stand in front of it and you'll notice patches of blue light cover the sides of the field as the bar starts rolling forward. You need to roll quickly to the right or left to avoid the bar, then swiftly roll back to the center of the area again. If you do it properly, you'll just barely miss being skewered as the spikes that the blue lights promised emerge from the field floor.

Now you can head down some stairs to a ledge where your health and ammo can be refilled. Then continue down from there, along a series of ledges that you must leap along, to another wide platform where you'll again battle Xolotl.

Here, you'll find yourself surrounded by the explosive cabbage pods. Xolotl will pounce you from above, if you let him. The trick to easy survival here is to watch for the large black shadowy substance along the ground. Roll away from it, then turn and fire a High Power Shotgun or similar blast at Xolotl. When he lands, he may fire a magical spread shot, so be ready to avoid that if necessary. You'll also be dealing with a lot of gators and other enemies as you do battle, which is why the shotgun is such an appropriate weapon.

Once you've dealt a lot of damage, Xolotl will call his armies to battle you. Just keep fighting as you have been. There should be plenty of health pickups scattered around the area, so it's not difficult to keep your life up. Ammo drops also are common. Keep battling for awhile and Xolotl will eventually reappear with a life meter. Take care of him again as you did just a moment ago. Soon, you will drain the last of his life meter. He'll issue

another threat, then disappear through a new archway. Follow him.



(Above Left) Dodge the boulders that roll toward you as you fire at Xolotl with handgun shots. (Above Right) Xolotl fires steady blasts of magic when you almost have him defeated.

On the new ledge, Xolotl will again choose to attack from a distant ledge. You can hit him with shots when you're not busy dodging his attacks. It's probably best to use your standard handgun shots so that you can conserve special ammo.

There are two main attack types that you need to avoid. The first is a series of balls that roll at you from the back left side of the screen. You can dodge around these pretty easily, or just back away and let them explode ahead of you without inflicting damage. During this phase, you should be trying to hit Xolotl with your shots as much as possible. He'll be positioned on the ledge above the boulders. Once he leaps out of sight, then it's time to start moving around in wide circles. You'll see patches of yellow light appearing on the ground. They'll be followed by meteors that rain down from above. If you keep moving in slow, wide circles, you'll stay ahead of them and avoid damage.

When you eliminate his life meter, Xolotl will call more troops to help him. These are the larger fellows, so hopefully you can take them out with a few shotgun blasts or explosives. They leave behind ammo and health pickups to make it easier to endure.

Once those foes vanish, you'll be left battling Xolotl again. He returns to his tactic of dropping down from above and firing spread shots, so keep moving and hit him with your shotgun or rocket launcher blasts as possible. When his life meter drains around halfway, Xolotl will hunch down near the center of the area and start emanating massive waves of magical energy. You need to work quickly to dodge through openings in this field so that you don't take too much damage. Return fire as possible, but make dodging your priority. It's easiest if you stay near the bottom of one of the staircases on the outer edge of the area, almost touching the lava.

When you finally eliminate this life meter, you will have defeated Xolotl. He'll fall over into a heap and, as long as his last blasts of magic haven't hit you (a more common occurrence than you might suppose), you'll be treated to the game's closing sequence and then the closing credits. Good going!

Lara Croft and the Guardian of Light Score & Reward Challenges

Stage	Challenge	Type	Reward
Stage 1 - Temple of Light	Score 100,000 points	Score	
Stage 1 - Temple of Light	Score 130,000 points	Score	
Stage 1 - Temple of Light	Score 160,000 points	Score	Magnums
Stage 1 - Temple of Light	Collect 10 Red Skulls	Reward	Stone Arrow
Stage 1 - Temple of Light	Reach the exit in 6:00 or less	Reward	Headdress of Ehecatl
Stage 1 - Temple of Light	Jump between 7 spider pots without touching the ground	Reward	Health Powerup
Stage 1 - Temple of Light	Disable Xolotl's fire trap in under 00:50	Reward	Clay Owl
Stage 1 - Temple of Light	Destroy all the urns	Reward	Ammo Powerup
Stage 2 - Temple Grounds	Score 100,000 points	Score	
Stage 2 - Temple Grounds	Score 200,000 points	Score	
Stage 2 - Temple Grounds	Score 300,000 points	Score	Automatic Shotgun
Stage 2 - Temple Grounds	Collect 10 Red Skulls	Reward	Golden Sceptor of Huitzilopochtli
Stage 2 - Temple Grounds	Open the Spider Tomb in 5:00 or less	Reward	Gold Owl
Stage 2 - Temple Grounds	Find and defeat the Giant Demon	Reward	Ammo Pickup

	Lizard		
Stage 2 - Temple Grounds	Destroy all the trucks	Reward	Clay Lizard
Stage 3 - Spider Tomb	Score 200,000 points	Score	
Stage 3 - Spider Tomb	Score 250,000 points	Score	
Stage 3 - Spider Tomb	Score 290,000 points	Score	Fast Action Rifle
Stage 3 - Spider Tomb	Achieve a hole-in-one	Reward	Health Powerup
Stage 3 - Spider Tomb	12 leaps over the triple trap	Reward	Ammo Powerup
Stage 3 - Spider Tomb	Extend the bridge in 4:00 or less	Reward	Two Arrows of Tezcatlipoca
Stage 3 - Spider Tomb	Defeat Legion, Queen of all Spiders	Reward	Clay Feather
Stage 3 - Spider Tomb	Collect 10 Red Skulls	Reward	Stone Owl
Stage 4 - The Summoning	Score 30,000 points	Score	
Stage 4 - The Summoning	Score 45,000 points	Score	
Stage 4 - The Summoning	Score 60,000 points	Score	AR-06
Stage 4 - The Summoning	Collect 10 Red Skulls	Reward	Stone Owl
Stage 4 - The Summoning	Defeat the T-Rex in 2:00 or less	Reward	Gold Feather

<u>Stage 4 - The Summoning</u>	Destroy all Columns	Reward	Clay Lizard
<u>Stage 5 - Forgotten Gate</u>	Score 140,000 points	Score	
<u>Stage 5 - Forgotten Gate</u>	Score 170,000 points	Score	
<u>Stage 5 - Forgotten Gate</u>	Score 230,000 points	Score	Double Barrel Shotgun
<u>Stage 5 - Forgotten Gate</u>	Collect 10 Red Skulls	Reward	Clay Arrow
<u>Stage 5 - Forgotten Gate</u>	Reach the exit in 10:00 or less	Reward	Golden Sceptor of Cihuacoatl
<u>Stage 5 - Forgotten Gate</u>	Get all the balls to the main room	Reward	Ammo Powerup
<u>Stage 5 - Forgotten Gate</u>	Navigate the trap hall on the first attempt	Reward	Gold Lizard
<u>Stage 5 - Forgotten Gate</u>	Bomb a ball onto the skull pedestal	Reward	Health Powerup
<u>Stage 6 - Toxic Swamp</u>	Score 220,000 points	Score	
<u>Stage 6 - Toxic Swamp</u>	Score 320,000 points	Score	
<u>Stage 6 - Toxic Swamp</u>	Score 360,000 points	Score	Hand Cannons
<u>Stage 6 - Toxic Swamp</u>	Collect 10 Red Skulls	Reward	Golden Arrow of Tezcatlipoca
<u>Stage 6 - Toxic Swamp</u>	Clear the maze without taking any poison damage	Reward	Stone Lizard
<u>Stage 6 - Toxic Swamp</u>	Get the spinning ball into its fire pit in 00:30 or less	Reward	Ammo Powerup

<u>Stage 6 - Toxic Swamp</u>	Reach the exit in 9:00 or less	Reward	Gold Arrow
<u>Stage 7 - Flooded Passage</u>	Score 120,000 points	Score	
<u>Stage 7 - Flooded Passage</u>	Score 160,000 points	Score	
<u>Stage 7 - Flooded Passage</u>	Score 180,000 points	Score	Automatic Pistols
<u>Stage 7 - Flooded Passage</u>	Collect 10 Red Skulls	Reward	War Drum
<u>Stage 7 - Flooded Passage</u>	Break down the wall with the giant ball in 8:00 or less	Reward	Golden Eye of Cipactli
<u>Stage 7 - Flooded Passage</u>	Destroy all the arrow traps	Reward	Health Powerup
<u>Stage 7 - Flooded Passage</u>	Find and destroy the 3 hidden urns	Reward	Ammo Powerup
<u>Stage 8 - The Jaws of Death</u>	Score 60,000 points	Score	
<u>Stage 8 - The Jaws of Death</u>	Score 80,000 points	Score	
<u>Stage 8 - The Jaws of Death</u>	Score 110,000 points	Score	High Power Flame Thrower
<u>Stage 8 - The Jaws of Death</u>	Collect 10 Red Skulls	Reward	White Drum
<u>Stage 8 - The Jaws of Death</u>	Escape in 2:00 or less	Reward	Wind Drum
<u>Stage 8 - The Jaws of Death</u>	Destroy all of the enemies on columns	Reward	Gold Arrow
<u>Stage 9 - Twisting Bridge</u>	Score 190,000 points	Score	

Stage 9 - Twisting Bridge	Score 210,000 points	Score	
Stage 9 - Twisting Bridge	Score 250,000 points	Score	Submachine Gun
Stage 9 - Twisting Bridge	Collect 10 Red Skull	Reward	Serpent Drum
Stage 9 - Twisting Bridge	Navigate the Twisting Bridge in 6:00 or less	Reward	Mask of Itzli
Stage 9 - Twisting Bridge	Bomb the rolling fire	Reward	Health Powerup
Stage 9 - Twisting Bridge	Knock the shield off a Shield Demon	Reward	Ammo Powerup
Stage 10 - Fiery Depths	Score 90,000 points	Score	
Stage 10 - Fiery Depths	Score 110,000 points	Score	
Stage 10 - Fiery Depths	Score 130,000 points	Score	Spear of Fire
Stage 10 - Fiery Depths	Collect 10 Red Skulls	Reward	Golden Shroud of Cihuacoatl
Stage 10 - Fiery Depths	Reach the exit in 5:00 or less	Reward	Dark Drum
Stage 10 - Fiery Depths	Heal the rolling ball	Reward	Wind Drum
Stage 10 - Fiery Depths	Sacrifice 3 skeletons to the scorpion crest	Reward	Health Powerup
Stage 10 - Fiery Depths	Jump to all 6 spider tile platforms	Reward	Ammo Powerup
Stage 11 - Belly of the Beast	Score 30,000 points	Score	

Stage 11 - Belly of the Beast	Score 50,000 points	Score	
Stage 11 - Belly of the Beast	Score 70,000 points	Score	Heavy Grenade Launcher
Stage 11 - Belly of the Beast	Step on all 11 spider tiles	Reward	White Drum
Stage 11 - Belly of the Beast	Defeat the T-Rex in 5:00 or less	Reward	Clay Serpent
Stage 11 - Belly of the Beast	Collect 10 Red Skulls	Reward	Serpent Drum
Stage 12 - Stronghold Passage	Score 60,000 points	Score	
Stage 12 - Stronghold Passage	Score 90,000 points	Score	
Stage 12 - Stronghold Passage	Score 120,000 points	Score	Railgun
Stage 12 - Stronghold Passage	Collect 10 Red Skulls	Reward	Fist of Tezcatlipoca
Stage 12 - Stronghold Passage	Reach the exit in 15:00 or less	Reward	Jade Heart
Stage 12 - Stronghold Passage	Rest a ball atop the skull pedestal	Reward	Health Powerup
Stage 12 - Stronghold Passage	Step on the 3 hidden spider tiles	Reward	Ammo Powerup
Stage 13 - The Mirror's Wake	Score 150,000 points	Score	
Stage 13 - The Mirror's Wake	Score 190,000 points	Score	

<u>Stage 13 - The Mirror's Wake</u>	Score 240,000 points	Score	Golden Shotgun
<u>Stage 13 - The Mirror's Wake</u>	Collect 10 Red Skulls	Reward	Jade Heart
<u>Stage 13 - The Mirror's Wake</u>	Reach Xolotl's Stronghold in 6:00 or less	Reward	Mask of Xolotl
<u>Stage 13 - The Mirror's Wake</u>	Achieve a hole-in-one	Reward	Stone Serpent
<u>Stage 13 - The Mirror's Wake</u>	Break 2 shields with 1 truck	Reward	Health Powerup
<u>Stage 13 - The Mirror's Wake</u>	Get the first spinning ball into its fire pit in 15 seconds	Reward	Ammo Powerup
<u>Stage 14 - Xolotl's Stronghold</u>	Score 80,000 points	Score	
<u>Stage 14 - Xolotl's Stronghold</u>	Score 120,000 points	Score	
<u>Stage 14 - Xolotl's Stronghold</u>	Score 140,000 points	Score	Spear of Light
<u>Stage 14 - Xolotl's Stronghold</u>	Defeat Xolotl in 10:00 or less	Reward	Spear of Darkness

Lara Croft and the Guardian of Light Achievements / Trophies

A Friend in Need	20G / BRONZE	↓
Play Co-op mode.		
Leap of Faith	15G / BRONZE	↓
Catch Totec with the grapple while he is jumping over a death fall.		
Return to sender	15G / BRONZE	↓
Reflect an enemy's projectile back to him using Totec's shield.		
Three birds, one stone	10G / BRONZE	↓
Kill 3 enemies with one bomb.		
Jump Jump	10G / BRONZE	↓
Jump from Totec's shield while he is jumping.		
Beat a better mousetrap	10G / BRONZE	↓
Activate all of the spikes at once in the Spider Tomb spike field.		
Breadwinner	25G / BRONZE	↓
Earn the top score objective in any level.		
Seeing Red	20G / BRONZE	↓
Collect all 10 red skulls in any single level.		
Overachiever	15G / BRONZE	↓
Complete any level-specific Reward Challenge.		

Tomb Raider	25G / BRONZE	↓
Collect all relics, artifacts and weapons.		
Instant Sushi	10G / BRONZE	↓
Vanquish the summoned beast in the watery depths.		
Vanquish Xolotl	25G / BRONZE	↓
Regain the Mirror of Smoke.		

Lara Croft and the Guardian of Light Questions & Answers

As players work through the game, they'll come across certain puzzles and situations that can prove especially difficult or perplexing. Here, we'll provide answers to some of the most common questions that players have as they work through the game. Remember to consult our walkthrough for additional information, if you need it.

Common Questions & Answers

How do I get that Red Skull? It's way too high on the wall!



There are a lot of red skulls in the game. Many of them are relatively easy to snag once you find them, but some hang just out of reach. Usually, you can solve the problem by tossing a spear along the side of a column or wall, then leaping to the spear and from there leaping up to grab the skull. In a few instances, you'll need to get a bit more creative. If there are nearby objects, such as a stack of crates, you can stand on them and then toss a spear so that when you hop onto the spear, the jump to a higher ledge is a shorter distance away. If stairs are in the vicinity, sometimes you can start up the stairs, then turn and toss the spear at a wall so that it allows you to climb higher once you hop onto it. None of the skulls are impossible to reach, even if sometimes it seems like it. If you're having trouble snagging a particular skull, consult our walkthrough for the stage in question and we'll provide additional assistance.

How do I get new costumes for Lara?



You can unlock costumes by racking up a lot of points. Three are unlocked by scoring 1,400,000 points, 1,900,000 points and 2,400,000 points. Your tally across all fourteen stages counts toward that score. You can replay levels as needed. A final two costumes are unlocked once you clear the game by defeating Xolotl.

How do I defeat the Shield Demon enemies?



You need to knock their shield away with explosive blasts. A shot from either a grenade launcher or a rocket launcher will do the job just fine. You'll have the gear that you need by the time you encounter the Shield Demon foes. Then when the shield is gone, finish them off with standard pistol shots (or

attacks from some other non-explosive weapon).

Is there a way to make the skeletons actually die?



Late in the game, you'll encounter skeleton enemies that seem impossible to kill. They collapse into piles of bones once you deal enough damage, but they only stay that way for a few seconds before they re-materialize as if nothing happened. The solution is to either cause an explosive plant nearby to burst into a cloud of vapor, or to knock the skeleton into a pile of bones and then detonate a grenade near the bones before they turn back into a proper skeleton.

How do I harm the huge dinosaur in the level known as The Summoning?



When you find this enemy rampaging around the stage where you battle him, you need to realize that your available ammunition can do you no good. Instead, you need to get creative with your surrounding environment. There are three beds of spikes throughout the stage, and targets nearby. You can shoot the targets to make spikes quickly emerge. Lure the dinosaur onto a field of spikes, then shoot the target before he moves away from it. You'll remove around a third of his life meter and that particular spike trap will be destroyed. Now repeat the process two more times to put the dinosaur down for good.