

Darkness Castle – easier version

This version contains just about half the number of enemies, Peppigno Rafiele originally placed, and all of the original pickups. This enables the player to save and makes the gameplay easier.

Among the enemies in this level, you will meet four types of human enemies:

- a gunman wearing a black jacket – from now on called black gunman
- a gunman wearing a white t-shirt – from now on called white gunman
- a gunman using two guns – from now on called two-gun-man
- a man armed with a flamethrowing device – from now on called flamethrower

The black and the white gunmen fire frequently and are able to hit Lara from angles, where she is unable to return the fire. They can reduce her health very quickly – especially when they appear in groups – so keep an eye on your health during confrontations with them.

Strategy: shoot them from behind – often with a powerful weapon to get rid of them, before they deplete your health. It takes them a moment to turn, so roll past them or jump over them with a twist in the air and shoot, until they begin to turn, then move past them again.

The two-gun-man fires less frequently and his shots appear to do less damage. Lara is able to shoot at him from angles, where he has trouble aiming at or hitting her. But he's the hardest enemy to bring down and requires a considerable amount of ammo. Strategy: shoot him from behind as much as possible. He is slow to turn and prone to run in circles, if he has the space for that. Run behind him and keep shooting.

The flames from the flamethrower span several tiles. If Lara's hit by him, her health will be reduced dramatically – even if she's underwater. He also sets fire to her. And in this level with very little access to water to douse the flames that's an almost certain death sentence. On the other hand, it only takes a few shots to bring him down.

Strategy: keep your distance and shoot him with the standard pistols. If you meet him in a narrow area, use the grenade gun to get rid of him, before he can throw flames at you.

The hall

You begin the level by falling to the floor in front of the exit doors from the castle.

Take the pickups on both sides of the stairs. With the hall to your back you will find ammo for the automatic pistols, the M16 and the uzis at the left side. A dog will appear by the double doors in the opposite side of the hall. Kill it.

At the right side you will find ammo for the shotgun, the uzis and the automatic pistols. Another dog will appear near the doors in the opposite side of the hall. Again kill it.

Go up the right stairs and use the switch to open one of the double doors, the dogs appeared by. Follow the the right gallery and pick up the ammo for the shotgun along the way.

Go to the now open door, but avoid the tile with the grenade gun.

The fireplace room

In the next room is a fireplace, a table, some chairs and two closed doors. The table holds a set of grenades, the automatic pistols and ammo for them.

While you take the pickups on the table, 4 rats will appear in the hall. Go there and shoot them, but stay away from the tile with the grenade gun.

First fight

Once the rats are dead, go toward the grenade gun while facing the fireplace room. As soon as you step on the tile with the grenade gun, a black and a white gunman and a flamethrower will appear in the fireplace room.

The white gunman will soon enter the hall. Kill him and keep a large distance to the doors to the fireplace room. Once he's dead, wait a bit to judge the behavior of the two other enemies.

Usually the flamethrower will also enter the hall – hence the need for a safe distance.

If he stays in the fireplace room, things are more risky, because he is difficult to predict. Stay on the right side of the red carpet and carefully approach the double doors to be able to peek into the left side of the fireplace room, where he tends to be. Sometimes he remembers his prime mission in life and enters the hall in order to kill Lara and can be dealt with from a safe distance

Other times he patrols in the far left corner and is ready to turn his flames on Lara if she gets too close to him (as in “enters the fireplace room”). To deal with the flamethrower, stay in the hall and walk right outside the right side of red carpet, until you can spot the left corner of the table in the fireplace room. Stay there and shoot at the flamethrower, when he passes that corner during his circling.

The black gunman tends to stay in the fireplace room. Sometimes he runs around in the corner on the far side of the fireplace. Be aware, that if that is the case, the table in the centre of the fireplace room gives him cover, while he's still able to hit Lara. Yes, it's unfair. Unless the flamethrower is already dead, the best strategy is to stay in the hall and jump and down to get a clear line of fire over the table while shooting at him, else just pick a powerful weapon and enter the fireplace room to kill him.

But often the black gunman is attracted to the still closed door on the left side of the room and just mindlessly runs against it. On some occasions the flamethrower shares his interest in that door. Shoot him/them at your leisure with the standard pistols.

Once all enemies are down, use the switch in the fireplace room to open the door next to it and the single door by the left gallery in the hall.

Less hard fight

The moment you walk into the doorway, you will trigger another 3 enemies: a black gunman, a dog and a rat. Because you opened two doors, your enemies may approach you from more than one direction.

Quickly take one hop back and jump up on the table in the fireplace room. The black gunman and the rat are certain to enter the fireplace room. The dog might go through the hall or just stay on patrol in the room, you've gained access to.

Be aware, that you have a dangerous way to the next medipacks. It would be wise to use a powerful weapon to get rid of the gunman, before he drains your health too much. Try to turn in his direction to avoid wasting precious ammo on the dog and rat. Then you can kill the roaming animals with the standard pistols.

Remember to go back and pick up the grenade gun.

Go into the corridor, that runs along the hall and the fireplace room, and decide, if you want to go up the **spiral staircase** to the right or navigate the **wall blades** to the left.

Up the spiral staircase...

To the left of the wall sconce is a nook with ammo for the automatic pistols, the M16 and the uzis.

The steps of the staircase are of different heights. When you reach the step the same height as Lara, the next enemies further up the stairs will be triggered. The first enemy is a rat.

Pull or jump up on the high steps and shoot the rat. On the step above a dog roams, but is unable to reach you. Shoot it from the safety here as well.

You should be able to hear footsteps from further up the stairs. They belong to a white gunman and a flamethrower. The flamethrower is no threat at the moment, but the gunman is.

Arm yourself with a powerful weapon and pull or jump up on the step below the dog and kill the gunman, who is located on a higher step around the corner.

The flamethrower is located at the top of the staircase, but is unable to reach Lara. Proceed carefully as long as the steps are so high, Lara has to vault or pull up on them. Once you spot the first low step, draw the grenade launcher, make Lara stand with her back against the wall and jump sideways up on the step before the low step. Fire as soon as Lara begins to aim the launcher at the flamethrower.

If the flamethrower is not within Lara's aim, he's most likely stuck at the top of the stairs. Proceed carefully and make sure always to aim as much around the corner as possible. In these close quarters the survivor will be the one, who opens fire first.

After that the rest of the way is clear. Go up the stairs, until you reach a switch. Opposite the switch is a ledge, you can jump up and grab. If you wish, you can climb from there and up to what appears to be the top floor of a tower and take a look through the grates, but you can't do much there.

...and down again

Return to the switch. It opens the last door in the fireplace room and has a tight timing.

Flip the switch, roll and begin a rapid descent down the stairs. Keep running with a turn to the right to keep clear of the walls.

Do everything you can to stay clear of doorways and furniture and just hurry through the door in the fireplace room. Then stop.

You have just reached another set of stairs. And you are about to be attacked by a dog further down these stairs and a black gunman from behind you.

For some reason the dog stays near the bend on the staircase. So you are able to deal with your new enemies one by one.

Arm yourself with a powerful weapon and hop backward down the steps. As soon as you hear sounds of activity, run up the steps again to confront the black gunman, who hides in the doorway. Then calmly stay at the top of the stairs, pick the standard pistols and kill the dog.

Flooded basements

At the end of the stairs dive into the flooded room. The camera angle changes to focus on Lara. That makes it difficult to get oriented.

This room is the upper part of two flooded rooms. If you swim right ahead after entering the water, you will find the other access to air and the way up to a set of high blocks.

But these two flooded rooms contain quite a few (and much needed) pickups, so take those first. Once you have reached the other air hole, look down and spot the large medipack in the dip below you.

In the trench in the room you will find the harpoon gun. In the corner on top of one of the slabs you will also find flares.

Get some air and swim to the corner on the other side of the room. The slab here hides the passage down to the room below.

The floor in the room below consists of two long slabs and a short one. You have entered it above the left slab.

On this slab is a small medipack and in the trench left of it is ammo for the uzis and the M16.

On the short slab is a set of harpoons. In the wide trench between the long slabs is a set of grenades and ammo for the shotgun and between the short slab and the long neighbour is another small medipack.

In the rightmost trench you can find a set of grenades and more ammo for the shotgun.

Timed run with a sharp edge

Once you have got all pickups, swim up to the air hole in the corner and climb the high block. By now you should be able to hear the a rat on the next steps. Climb or jump up on the next block and kill it.

Before you do anything else, go one block down and take a peek through the grated door. Both the grated door and the one in the next door are operated by the switch in the room, you currently are in. There are also glass shards in front of the second door.

This is a tight timed run, and if the second door closes, when you are about to pass it, you may end your life on those glass shards.

Don't let yourself be fooled by the thin air above the second door. When the door is closed, Lara is unable to jump over it and will land on the glass shards.

Climb back up on the upper block and flip the switch. Turn Lara around in a 135 degree turn (a roll here is a waste of time) and run down the block, through the grated door, across the room and make a running jump to pass the glass shards and the (hopefully) still open door.

Dark room with two switches

The door beyond the steps in this room opens into the hall, where you started the level.

The switch on the right of the steps opens this door and is timed, but with plenty of time. The switch on the left of the steps opens a second door in the same gallery and is not timed.

Press both switches and climb the steps to return to the hall.

The rosette room

This room is almost solely decorated with rosettes. It also hides a flamethrower, a black gunman and a dog among a myriad of blocks, of which some are movable.

Pick a powerful weapon and enter the room. Follow the trench, you have entered, to the bend and jump on the block in the corner opposite the entrance. If you move any further into the room, you risk to be in range of the flamethrower, who moves around alternating between the first and second layer of blocks.

The better option seems to literally keep your back against the wall.

Once the gunman is down, you can switch to the standard pistols and shoot the flamethrower at your leisure. Then pick up the ammo for the M16 on the block, you are standing on.

The dog roams the second and third layer and is easy to shoot with the pistols. Go to the blocks, it patrolled on the second layer, and take the two clips of ammo for the uzis and the uzis themselves.

Take note of the switch high on one wall. It starts a very tight timed run. If you haven't yet passed the corridor with the wall blades opposite the spiral staircase and cleared out all obstacles on the first floor, you have no chance of making it.

If you've followed this walkthrough to the letter, that is what you're about to do. Ignore the switch, leave the rosette room, cross the hall and turn left to enter the corridor with the wall blades.

Wall blades

Go around the wafer thin wall and stop, when the wall blades are triggered. Position Lara at the corner near the wall blades and turn, so when you use *look*, her whole head is free of the diagonally opposite corner (see picture).



Hop back and make a running jump with a left turn in midair. Done correctly, you will not sustain any damage.

Around the corner is a raised block with a small medipack. Vault up on the block and pick up the small medipack. **Note:** when you approach it to vault up on it, you have to avoid the corner between the raised block and the panelled wall (right side of the raised block), because the wall blade on the other side of the block and panelled wall for some reason is able to kill Lara through it.

Ignore the rest of the corridor, you will get there later.

Upper floor

Jump up and grab the floor of the upper storey. For some reason Lara refuses to perform the usual jump-and-grab, so you will have to do it manually.

Pull up and dispose of the flamethrower, who will appear from the right. The grenade gun is a good choice here.

Leave the large medipack in the left nook and the set of grenades, the flamethrower left behind, alone for now. You have another dangerous foe to get rid of first.

A second flamethrower runs around in the next room, which is raised one block compared to the small anteroom, you currently are in. Most often he stays in that room, and you can shoot him with the standard pistols by jumping up and down behind that block.

If the flamethrower proves slightly more intelligent and begins to run towards you, you will have to retreat quickly or switch to the grenade gun, before he gets in range to put fire to you.

Room with bookcases

Keep your pistols out and proceed carefully. When you enter the doorway to the next room, you trigger a rat on the bookcases in front of you and a dog in the corridor to the right.

Stay in the doorway and shoot at the rat. The dog will shortly join you, so jump back and down from the block while killing it. With the dog out of the way, pull back up and get rid of the rat, if it's still alive.

Pick up the M16-ammo in the corner left of the entrance, the ammo for the automatic pistols in the middle of the room and the uzi-ammo in the left corner next to the switch. Remember the large medipack and the set of grenades left behind by the flamethrower in the anteroom.

The first bedroom

When you use the switch on the wall between the bookcases, the door to the first bedroom opens, and a two-gun-man rushes out. Deal with him by forcing him to run in circles, while you stay behind him and shoot him in the back. This may take a while, if you use the pistols, but I'd still recommend that.

Enter the bedroom. On the right table is a small medipack, on the left table is ammo for the M16 and on the bed is two sets of harpoons.

Leave the room and use the switch again to close the door. The door to the next bedroom is on a tightly timed run, and the open door to the first bedroom will be an obstacle, that can slow you down.

Preparations for the timed run from Hell

Now you have to return to the rosette room. In order to return to the ground floor safely, you have to lower yourself down on the raised block in the corridor with wall blades, else you risk to land beyond it and within reach of the wall blades located there. Keep ignoring the unexplored end of the corridor.

In order to pass the wall blades on your way back to the rosette room, you will have to place Lara in the corner opposite the raised block and turn her slightly less than 45 degrees diagonally (see picture). Do your best to squeeze into that corner, before you turn.



Then make a running jump with a right turn in midair to avoid the wall blades.

When you return to the rosette room, you have to move one of the movable blocks to be able to reach the switch on the wall.



You may also want to move one or two of the movable blocks in the lower layers of blocks to close some of the pits and thus make your exit from the rosette room swifter. Every second counts.



Check your health. You will have to pass the wall blades again, and even though you will have time to correct Lara's position, before you jump over them, you may still be nicked by one of them.

Then press the switch.

Timed run from Hell

Your route is as follows: leave the rosette room, cross the hall, pass the wall blades, climb up on the upper floor, turn right, rush to the end of the corridor and enter the bedroom there. On your way to the bedroom you will also have to shoot a newly released dog.

Of course, that is a lot easier said than done.

Once you have pressed the switch, roll and make a running jump with a slight left curve to both the run and the jump to land at the opposite side of the room. Done right you should land on the edge of the second layer of boxes. Stay in motion and drop down to the first layer. Turn left and make a running jump to the doorway.

Run out onto the gallery in the hall and aim slightly right for the hole in the balustrade. Use the distance from the door to the hole to make the running start for a running jump as far out into the hall as you can get. After the landing you still have so

much distance left, that you can make another running jump to the door on the opposite side of the hall.

Run into the corridor with the wall blades and line Lara up for the jump over them as previously described. Vault up on the raised block, jump up and grab the ledge of the upper floor, pull up and make a running jump up on the next block.

Draw your standard pistols, as you will meet the aforementioned dog somewhere between the room with bookcases and the bedroom – sometimes inside the bedroom.

Then run and jump your way to the bedroom. Reaching it is more important than killing the dog, so if you jump over it along the way, just keep moving.

Second bedroom

In front of the desk is ammo for the automatic pistols. On the bed is the M16, a large medipack and a set of grenades. And on the table is the “rusty key” (in fact a detonator key) – the only puzzle item in this level.

On the floor in front of the desk is ammo for the automatic pistols.

The broken staircase

Return to the raised block in the corridor with wall blades (remember: lower yourself carefully down) and make a running jump to the unexplored end of the corridor.

Right in front of you is the detonator. In the nook to your left is ammo for the uzis, a set of grenades and a set of harpoons.

If you want to, you can make your way up the broken staircase, but don't expect to be able to get far.

Use the “rusty key” with the detonator to break the staircase some more – but in a more climbable way – then climb the blocks.

It might be difficult to make Lara grab the second very high block. The only place high enough for her to be able to reach the edge of that block is right at the edge of the block, she's currently standing on. You may have to pull up right at the spot and turn left to face the higher block. From there, the usual “action” and “up” should work.

At the top of the staircase a dog awaits you. Kill it, don't leave the room just yet. You better survey the situation first.

Battlements and yard

The open door in front of you gives access to the battlements surrounding a yard and a small army.

The battlements themselves are populated by: 2 two-gun-men, 2 white gunmen, 1 black gunman, 2 flamethrowers and 2 dogs.

The yard is populated by: 5 two-gun-men, a white gunman, a black gunman, 2 flamethrowers and 2 dogs.

A total of 19 enemies all at once. Now you know, why you had to conserve your ammo.

Battle tactics:

- First get rid of the enemies on the battlements. Then deal with the enemies in the yard.

- Move counter-clockwise around the battlements. This way you'll meet only one or two enemies at a time and will be able to concentrate all your firepower on that enemy. The walkthrough describes this approach.

- Save the M16 for later. The range of this weapon makes it ideal to use against the enemies in the yard, especially the black and white gunmen and the flamethrowers. The black and white gunmen have potential to drain a lot of your health with their frequent shots, even while you are on the battlements. And the flamethrowers will have a splendid opportunity to roast you, once you have moved down to the yard.

- Once you leave the tower, the door will close behind you and deprive you of that cover. Keep close to the crenellated side of the battlements. From there the enemies in the yard will be unable to shoot at you. There is nothing on the other side of the battlements but a long fall.

- At one end of the yard is a pool, you can extinguish fire in, if one of the flamethrowers managed to set you on fire. The downside is, that it might cost you all your medipacks to stay alive long enough just to reach that side of the battlements and jump into the pool. And the flamethrower on the island in the pool will set you on fire again, as soon as you leave it.

All-out battle

If you have preserved the ammo for the uzis, you should be able to use the uzis (and the M16) for all of the enemies here. Stay in the safety of the tower, you have climbed and use the uzis to shoot the approaching white gunman ahead of you.

A two-gun-man and, a black gunman and a dog are on the other side of the tower, you're at the top of.

The black gunman and the two-gun-man tend to gather as close to the tower as possible and shoot away at Lara. That combination is ugly, because the black gunman drains a lot of Lara's quickly, while she tends to aim for the two-gun-man, whom it takes time to kill.

The better approach is to ignore them right now and hurry towards the broken corner of the battlements. But be careful. Two flamethrowers will appear (one between the blocks of the broken corner and the other on the long side of the battlements, so be prepared to hop/jump backwards to avoid their flames. Shoot them with your weapon of choice.

Stay away from the large broken ramp. A misstep here will send you on a slide to a sharp end in broken glass at the bottom of the ramp. And the top of the ramp is exactly that bit lower than the battlements, so the flamethrower moving around at its base is able to reach you with his fire here.

Round the broken corner of the battlements. Be careful, because some of the slopes may be steep enough to have you slide down from the castle and to your death.

Your next adversary is a dog moving around the long side of the battlements. Kill it and approach the next broken corner.

A white gunman is running around on the broken corner. He rarely leaves the slopes, so you'll have to come to him. As you get closer to the corner, a two-gun-man will appear on the next section of the battlements and shoot at you. Try to keep your distance from him, which keeps you out of his firing range, and deal with the white gunman first. Then navigate the corner and kill him with a powerful weapon, while you chase him back and forth near the crenellations to avoid shots from the enemies in the yard.

The grated doors ahead of you are the ones you had the opportunity to take a look through much earlier in the game.

Run and jump over the corner of the yard to land on the last section of the battlements. Your arrival here should make the black gunman and the two-gun-man split up and attack you individually.

Your first opponent, though, will be the dog. As you move along this long side of the battlements, the black gunman appears, shortly followed by the two-gun-man, but if you use a powerful weapon, you'll have the black gunman down, before the two-gun-man becomes a challenge. Kill him just like you did his predecessor.

Now to the enemies in the yard. Note, that 4 of the two-gun-men are placed on pillars along the walls and thus stuck there. They are your last priority, because they are the least dangerous opponents right now (aside from the dogs).

Your primary targets are the black and white gunman, who are able to hit you from almost all angles and drain your health very quickly. But the two-gun-men have a bad habit of attracting Lara's aim.

The best solution is to stay at the centre of one of the long sides of the yard and one or two steps away from the edge. Use the M16 to shoot the black and white gunman and the flamethrowers. The dogs are less important, but if you have saved up all of the M16-ammo, you should have enough to not care about that. If you have sufficient with M16-ammo, you can also kill some of the two-gun-men.

When you have killed as many of the freely moving enemies as possible, it's time to descend.

Lower yourself down on the pillar nearest to the tower, you arrived from. Take care to avoid the beam above it, as it might prevent Lara from grabbing the ledge and make her lose some health by the subsequent fall.

Above this pillar is a switch, which opens one of the exit doors in the hall. Press it and kill more of the enemies still active in the yard. If you have sufficient of the M16-ammunition, you can kill quite a few of the two-gun-men. But if some of the flamethrowers on the battlements are still alive, it is vital, that you save some of that ammunition to shoot them, before you try to leave the yard.

Then move down into the yard.

There are quite a few pickups in the yard, but none in the pool at the end. Feel free to explore the strange construction in the pool, though.

Going from the pool-end of the yard, there are a set of grenades on the island in the pool. Standing on the island and looking at the yard, you will find two sets of grenades on the border of bricks around the pool and a small medipack to the right of the pool.

To the right of the broken bit of the ramp is another set of grenades. And to the right of the whole part of the ramp you will find ammunition for the shotgun near the ramp and ammunition for the automatic guns further to the right.

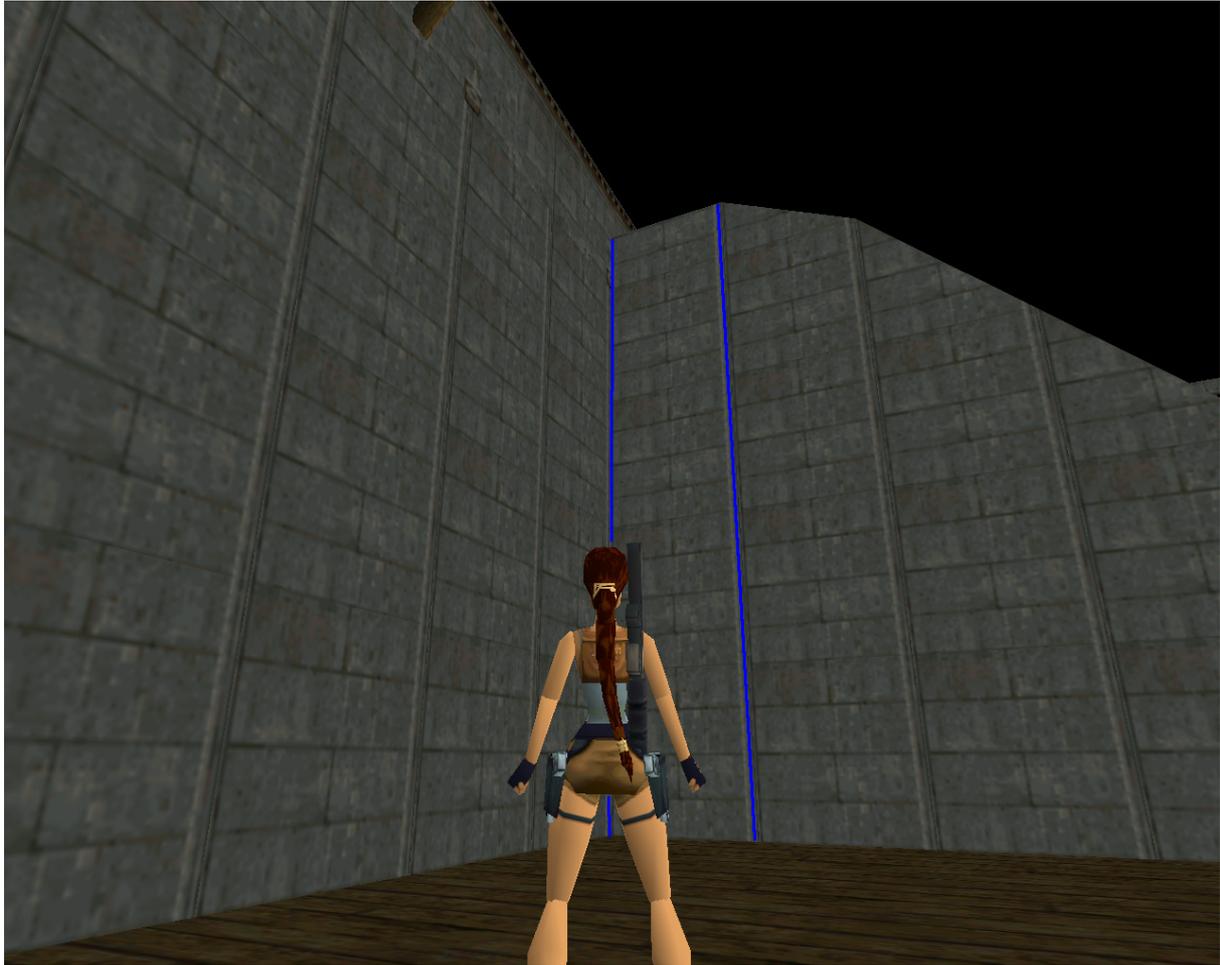
To the left of the broken bit of the ramp is a hole down to the hall, but the drop is too long for Lara to survive. To the left of the whole part of the ramp is ammunition for the M16 and a large medipack.

Opening the escape route

There is another switch in the yard. It is on the right side of the ramp among glass shards. Fortunately, Lara is able to avoid harm, if she walks through the shards, so do exactly that and flip the switch to open the grated doors in the intact tower, which enables you to leave the battlements.

If you haven't pressed the switch at the top of the pillar, you'll have to make your way up to the battlements and proceed to lower yourself down on that pillar to do so.

The only way up from the yard is via the invisible ladder, Peppigno made. The aforementioned ladder is on the side of the ramp as shown in this picture.



None of the two switches are timed, so take your time and move around at your leisure. Climb back up to the battlements and go down the uneven staircase beyond the grated doors.

The garden and the last fights

When you leave the building, you will face a black and a white gunman. Kill the black and the white gunman, but don't go into the valley between the ramparts, as this will trigger another pair of enemies.

When you get into the valley, a flamethrower and a two-gun-man will come out of hiding from behind the ramparts – one from each side. They are the last enemies in this level, so use whatever ammo you've got left.

The two-gun-man tends to get himself stuck at the vertical sides of the ramparts, which may help you to concentrate on the flamethrower and get rid of him, before he sets you on fire. Then kill the two-gun-man.

The exit

The garden ends in a stack of crates and another grated door. Look past the side of the right rampart and spot the tree growing there. If you walk behind that tree and look up, you should be able to spot the place, where the higher rampart is cut off.

Pull up there and jump down into the shaft behind it and press the switch to open the grated door.

Return to the garden to leave through the tunnel behind the door.

Note: if you want to know your statistics, you'll have to draw them up manually, before you exit the level.

When the level ends, you will get an unreadable version of your statistics, before the game crashes.