

Darkness Castle – hard version

This version contains so many enemies, that the save file is unable to contain the data. You will have to play the entire level in one go.

The game engine can't handle many enemies at the same time, so make sure to kill all enemies in every fight, or you will soon have to face enemies, who switch in and out of existence and are able to hurt you, while you are unable to reciprocate.

Peppigno Rafiele was also very sparing with both ammunition and medipacks, so if you want to play the level on his conditions, you will have to be very conserving with both.

If you on the other hand want to enjoy a good bloodbath and to shoot away, you can just use the all-weapons-cheat for TR2.

It is performed like this:

1. Light a flare (this is imperative – if you don't do this, Lara will explode)
2. Walk one step forward
3. Walk one step backward
4. Turn Lara around herself at least twice. The direction doesn't matter.
5. Jump backward

If you hear the holster-sound, you did it correctly. If not, repeat the steps.

You will now have:

- 51 small medipacks
- 51 large medipacks
- 51 flares
- the harpoon gun and 5001 harpoons
- the grenade launcher and 5000 grenades
- the M16 and 5000 bullets for it
- the uzis and 5000 bullets for them
- the automatic pistols and 500 (yes, 500) bullets for them
- the shotgun and 83 bullets for it

All pickups found later will be added to that.

Note, that if a weapon has already been acquired, the TR2 game engine will automatically switch weapons of that type remaining in the level to ammunition for the weapon. As you now have all weapons available, you will find only ammunition.

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.

This walkthrough will describe a strategy to play the level with only the supplies Peppigno allowed.

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.

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.

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, 8 rats will appear in the hall. Go there and shoot them, but stay away from the tile with the grenade gun.

First tough fight

Once the rats are dead, draw the automatic pistols and face the fireplace room. Go toward the grenade gun while facing the fireplace room. As soon as you step on the tile with the grenade gun, 6 enemies will appear in the fireplace room: two white and two black gunmen and two flamethrowers.

Don't waste time trying to pick up the grenade gun, but make at least two jumps backward while shooting away at the one black and two white gunmen in range. These are also the enemies most prone to enter the hall.

The two flamethrowers are less predictable. Normally one of them tends to follow the gunmen into the hall.

Shoot away and keep an eye on your health. Also make sure you don't waste bullets on an enemy, who is already going down.

When you get rid of the gunmen in the hall, quickly switch to the standard pistols to kill the flamethrowers. You really have to save as much ammo for the powerful guns as possible.

For some reason closed doors are very attractive to the enemies, and quite often some of them will persist in running against a closed door. Shoot them at your leisure with the standard pistols.

If they are running against the closed leaf of the door to the fireplace room from the opposite side of you, you will have to be more careful – especially if it's a flamethrower. The door leaf protects them from your bullets, but they might manage to get free, when you approach. Here you may have to use something other than the pistols to kill quickly.

Sometimes the last black gunman stays near the farther side of the fireplace and one of the flamethrowers will either run in circles near the opposite side of the room or run against the door there.

If that's the case, be very careful, when you approach the fireplace room. Sometimes the flamethrower will find his way around the table and set Lara on fire, before you get the chance see him.

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.

If the black gunman hasn't already managed to get around the table and into the hall, he should be fairly to deal with. But be aware, that if he stays in the corner behind the fireplace, the table in the centre of the fireplace room gives him cover, while he's still able to hit Lara. Yes, it's unfair.

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 6 enemies: one black gunman, 3 dogs and 2 rats. 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, one dog and both rats are certain to enter the fireplace room.

Be aware, that you have a dangerous way to the next medipacks. If you by some miracle have managed to get to this point almost unharmed, you can choose to conserve ammo and just use the standard pistols for all of the enemies.

If not, you do well by using 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 dogs and rats.

Now you can kill the roaming animals with the standard pistols. You most likely have to leave the safety of the table to go searching for at least one dog.

Sometimes the missing dog gets stuck behind the wafer thin wall between the room next to the fireplace room and the room with the wall blades. Enter the room next to the fireplace room with the standard pistols drawn and cautiously approach the dog while walking close to the rightmost wall.

When you step on the differently textured floor tile, the dog usually becomes unstuck and attacks. Quickly shoot it while hopping backwards.

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. Two rats (one of each of the next two steps) await you.

When Lara has pulled up on the step with the same height as herself, draw the standard pistols and jump up onto the next (even higher) step while shooting to kill both rats.

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, a black gunman and a flamethrower. The flamethrower is no threat at the moment, but the two gunmen are.

Arm yourself with the grenade launcher, stand with Lara's back is against the wall and jump sideways up on the step in the corner. Fire as soon as Lara aims at her enemies (even if you can't see them). One grenade should kill both gunmen and spare Lara further harm.

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, a rat and a white gunman further down these stairs and a black gunman from behind you.

For some reason the dog and the rat stay near the bend on the staircase, and the white gunman stays on the other side of said bend. 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 and the rat.

Continue around the bend and shoot the white gunman in the back and either jump over him or roll past him, when he tries to face you.

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 2 rats on the next steps. Draw the standard pistols and jump up on the next block while shooting to kill the first rat. Repeat to kill the second rat.

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 and a white gunman, a dog and a two-gun-man among a myriad of blocks, of which some are movable.

Pick a powerful weapon and enter the room. Follow the trench, you have entered, around the bend to the right and run all the way to the end of it and touch the wall. This will make the white gunman, who hides in a pit among the blocks, appear. Either run back out into the hall and kill him with the standard pistols, when he follows you. or shoot him from the trench with a powerful weapon.

Your next target is the black gunman, who moves around on the first layer of blocks, but deeper inside the room. Choose the automatic pistols 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.

You can hear the two-gun-man move, but he's trapped in a pit in the corner of the room and is unable to hurt you. Due to the great number of enemies in this level and the possible bugs, they cause in the game engine, you are still better off killing him.

This is fortunately easy and almost without danger. It just requires patience and a lot of bullets from the standard pistols. Climb the third layer of blocks and approach the pit, which is his prison. Stand on the rosette on one of the blocks, that comprise the pit and fire away. The two-gun-man will run in circles and make attempts to shoot at you, but with very little luck.

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 immediately choose your course of action. Two flamethrowers will appear – one from either side.

If you are prepared to take a risk, arm yourself with the grenade gun and try to kill both flamethrowers with one grenade. In this case timing is of the essence. Let them meet each other on the middle tile, then fire.

If it didn't work, you will have to immediately hop back down to the lower floor, before the survivor sets you on fire. From there you can choose to kill the second with one or more grenades or switch to the standard pistols.

In both cases you will have to step back to the farther edge of the raised block in the corridor and from there jump up and down while firing away with the weapon of your choice.

If you choose to solely rely on the standard pistols to get rid of both flamethrowers, you quickly hop back down on the raised block in the corridor below and then step back, until you reach the edge of the block. Draw the standard pistols and begin to jump up and down while shooting. Every jump will move you a bit forwards, until you are no longer able to aim at the flamethrowers. Step back to the edge of the block and resume the jumping and shooting. Once both flamethrowers are dead, climb up onto the upper floor.

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

A third 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 two rats on the bookcases in front of you and a dog and a black gunman in the corridor to the right.

Stay in the doorway and shoot at the rats. 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 rats.

The black gunman will usually run around in circles at the end of the corridor to the right, so you can safely approach him, while you use the protruding wall section as cover. Use the standard pistols to kill him, while you jump or roll past him, when he tries to turn around and face you.

Then go back and 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 flamethrowers.

The first bedroom

When you use the switch on the wall between the bookcases, the door to the first bedroom opens, and a white gunman and a two-gun-man rush out.

Arm yourself with a strong weapon, seek cover near the corner and shoot the white gunman, who is usually the first one to arrive. Quickly switch to the standard pistols and deal with the two-gun-man by forcing him to run in circles, while you stay behind him and shoot him in the back. This may take a while.

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. Some pushing and pulling should get you the movable block near the pit with the (now dead) two-gun-man placed under the switch.



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.

Be careful though. At the top of the staircase a flamethrower and a dog await you. Fortunately the flamethrower seems disinclined to attack you, as long as you stay down on the much lower block.

From that block you are able to shoot the dog with the standard pistols. Then arm yourself with the grenade gun and make a sideways jump up on the block, the dog was on, and quickly shoot the flamethrower.

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, 3 white gunmen, 3 black gunmen, 3 flamethrowers and 3 dogs.

The yard is populated by: 9 two-gun-men, 2 white gunmen, 2 black gunmen, 4 flamethrowers and 4 dogs.

A total of 35 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

Stay in the safety of the tower, you have climbed and use the standard pistols to shoot the approaching flamethrower and white gunman ahead of you (you might need a powerful weapon for the white gunman).

Ignore the shooting two-gun-man around the tower for now and run towards the broken corner of the battlements. But be careful. Two flamethrowers will suddenly

appear out of thin air, so be prepared to hop/jump backwards to avoid their flames. Shoot them with the standard pistols.

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 flamethrowers are able to reach you with their 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 followed by a black gunman. But very close to the black gunman is a flamethrower, so keep your distance, while you kill the gunman.

A white gunman and his black partner in crime are running around on the next broken corner of the battlements. They are unable to leave the slopes, so you'll have to come to them. 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 find some kind of cover from him and deal with the single gunmen 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.

Jump over the corner of the yard to land on the last section of the battlements and immediately attack a white gunman and the black gunman, who arrives a few moments later in the company of a dog. Another dog will arrive just a bit later. If you have the time for it, climb the crenellations and kill the dogs from there.

The final enemy on the battlements is the two-gun-man, you left behind earlier. Again chase him back and forth near the crenellations and use a powerful weapon.

Now to the enemies in the yard. Note, that 8 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.

Your primary targets are the black and white gunmen, 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.

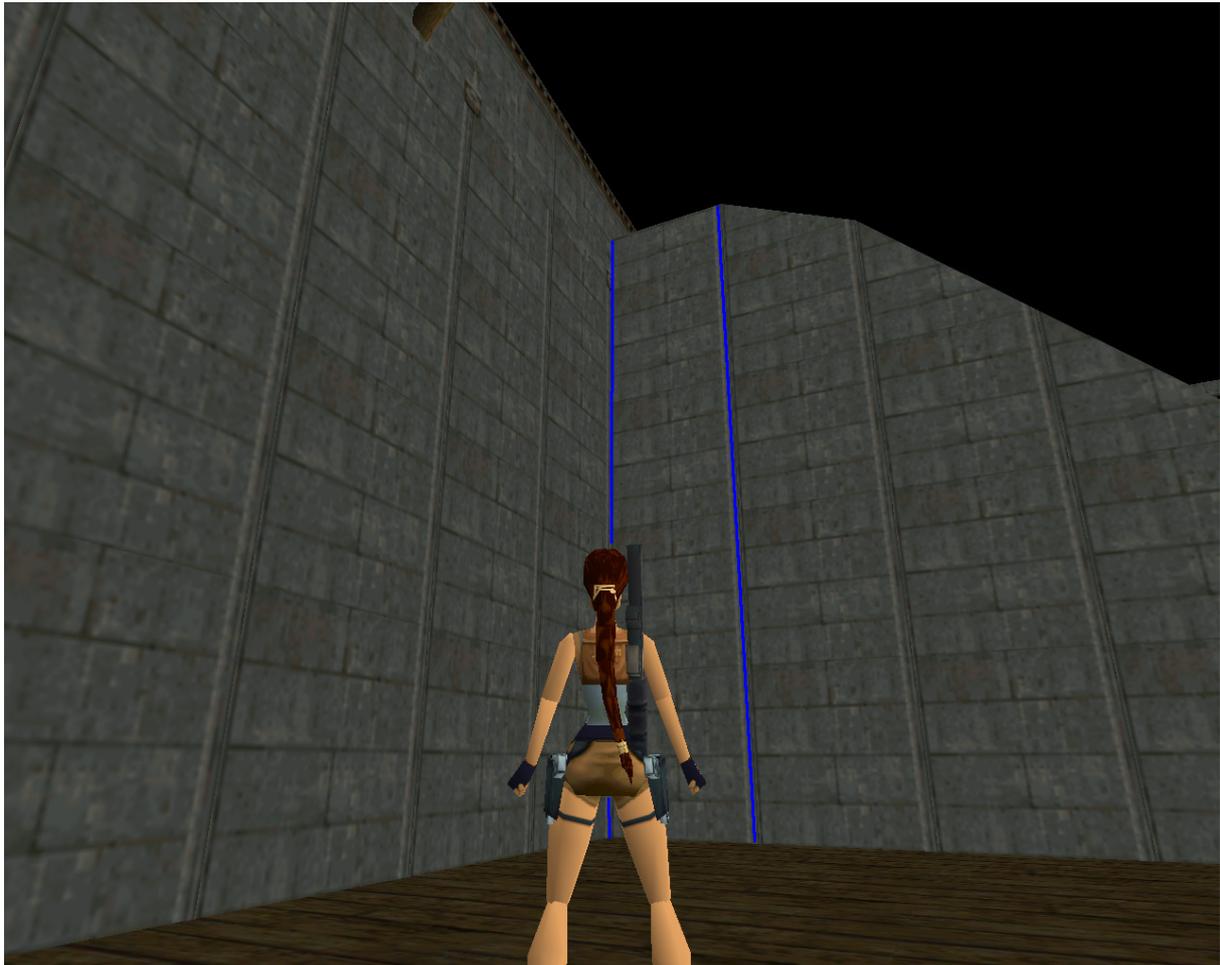
The best solution is to stay at the centre of one of the long sides of the yard and one or two steps away from the edge. Use the M16 to shoot the black and white gunmen and the flamethrowers. The dogs are less important, but when they are killed, more of the "invisible" enemies may appear and be vulnerable.

It's tempting to kill many of the two-gun-men on the pillars as well, but you still have to conserve ammo, because you'll face more fights later. So the more two-gun-men you can kill with the standard pistols from the yard itself and still conserve your health, the better. You will get the strategy just a little later.

When you have killed as many of the freely moving enemies as possible, it's time to descend. However, you can never be completely sure, if you have killed all of them, due to their habit of blinking in and out of existence. So keep your wits about you.

There are three ways to get down into the yard. The fastest way is to jump into the pool at one end. The second way is to kill one of the two-gun-men (if you haven't already) and lower yourself down on his pillar and from there drop down into the yard. And the third way is to find the invisible ladder, Peppigno made, and use it to climb down.

The aforementioned ladder is on the side of the ramp as shown in this picture.



The better way to go about it is to choose your way of descent and use the M16 to kill the two two-gun-men near the chosen end of the yard, before you descend. That way you only have three of them on either side to deal with, once you're down there.

Now to the remaining two-gun-men. To deal with them you'll have to make use of one of Lara's more peculiar TR2-abilities: when she has got aim of an enemy and keeps firing, she's able to move back to beyond the distance, where she originally was able to aim at the enemy, and still keep him in her aim. But it only works as long as she continually fires her guns.

Go for the second two-gun-man after the one, you have already killed. As soon as Lara aims at him, you start to fire and hop backwards until you have reached the wall of the end of the yard. The two-gun-man will still shoot at Lara occasionally, but usually not be able to hit her.

Once he's down (after a lot of bullets and patience), move on to the third two-gun-man on that side, aim at him, fire away and hop backwards. At some point he's no longer able to aim at Lara and will just run in circles on his pillar. Be patient and kill him.

The fourth two-gun-man is dealt with in the same fashion.

For the two-gun-men at the other side of the yard, you don't have to cross the yard. When you reach the middle line of the yard, Lara will aim at one of them, and you just hop backwards while firing, to the side you already have cleared.

Killing all two-gun-men in this fashion takes a long time. Just for your information.

There are quite a few pickups in the yard, but none in the pool. 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 ammo for the shotgun near the ramp and ammo 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 ammo for the M16 and a large medipack.

Opening the escape route

There are two switches in the yard. One 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.

With your back to the aforementioned switch take a look at the top of the nearer pillar and the switch above it. To reach this switch you must first get back up to the battlements via the invisible ladder on the left side of the ramp, then lower yourself down to the pillar. This switch opens one of the exit doors in the hall.

None of these 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 flamethrower, a two-gun-man and a black and a white gunman. The flamethrower comes from the right side and is a good reason to retreat back into the hall to deal with him from there, before he sets you on fire.

Then use a powerful weapon to kill the black and the white gunman, but don't go into the valley between the ramparts, as this will trigger another set of enemies. Now you should be able to chase the two-gun-man in circles and shoot him with the standard pistols.

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

The two-gun-men tend to get themselves stuck at the vertical sides of the ramparts, which may help you to deal with only some of them at a time, if you retreat to the area in front of the castle.

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.