The Sacred Emerald

**TOMB RAIDER**

**By Seth94**

**Story:**

Lara is aware of an ancient artefact known as the Sacred Emerald, which is said to be located deep beneath the Temple of Idfu. However, instead, she learns that the Emerald is located deep beneath the earth in a temple, and only when four coloured orbs are located can the temple be unlocked. Lara must visit a variety of locations, varying from mine stations and monasteries in Tibet to Peruvian Temples.



There are 23 levels in total, and in those levels are 75 secrets.

Here is a list of the levels in each section:

**Egypt**

1. Great Temple of Idfu

2. Underground Remains

3. Tomb of Khamun

**Tibet**

4. Mine Technical Station

5. Frosty Domain

6. Monastery of Elements

7. Wreck of the RX Explorer

**Nevada**

8. Security Facility

9. Area 51 (Laboratories)

10. Compound Research Centre

11. Desert Ruins

**Peru**

12. Peruvian Temples

13. The Inca Stronghold

14. Sanctuary of Light

15. Valley Ruins

**England**

16. The Knights Castle

17. The Sacred Cathedral

18. Underwater Complex

19. Dungeons of the Complex

**Underground**

20. Chambers of the Lost Crater

21. Lands of the Lords

22. Temple of the Sacred Emerald

23. Epilogue

**About certain objects/bugs in the game**

* The quadbike cannot reverse, so if you are stuck and cannot drive out of a gap or ramp in the level, you should reload a previously saved game.
* Enemies do not disappear once defeated like in TR4, instead they stay there like in TR’s 1-3. Sometimes though they may be covering an important item, whether it be a medipack, ammo, or even a key or puzzle object. So reloading will help to make sure you haven’t missed any items in the level.
* Sometimes in the Valley level the t-rex may get lost in the room geometry. Simply reloading from an earlier save should solve this problem.

I also recommend using at least two or three save slots, as it is a very long game and so if you accidently save over your ‘one’ save slot then it could affect your play through and thus you’d have to start again.