**TOMB OF THE ANCIENT WARRIORS**

*In this level I intended to get back to the classic tomb exploring feeling, without thugs or mercenaries, just finding your way through traps, obstacles, puzzles and things awaiting deep in the darkness, for the final reward of the relics discovered.*



**Story:**

Buried on an unknown location lies the tomb of the warrior emperor, along with his many treasures. According to the legend, he requested his royal guardians to protect his resting place and, driven by his unmeasurable greed, he put a spell on them to make sure they will keep to their task through the ages. After years searching through old maps, Lara found the entrance of the ruined palace. This time, she's doing it for the prize!

**Secrets:**

There are 3 secrets; if you collect them all you’ll get a useful reward.

**Some minor bugs:**

* The shadows of the spiked bags appear in the air, it's a condition of the object itself and could not be fixed. Just ignore it.
* The teeth spikes doesn't kill you depending on how you fall on them, however it doesn't necessarily affect the game-play.
* It is possible that the game randomly crashes, I couldn't locate a specific reason, it happened to me only once.