

TYA (twenty years ago)

Level 1 – Aunt's farm (Lara is Silvana)

Shoot the photo of Mantua and then go down, kill the two sas (Ery), take white coffee and brioche in the 2 white pillars and move the pushable (Rosalba) to the other orange flare, a revolver + laser will appear and a trapdoor will open in the ceiling, when you pick them up a cam will tell you wato to shoot, take Frank's head out of the way (switch8) go up there, then jump on the suspended floor and then on the other one where there is a pole, use it and go up, go on until to the edge and look around, you have to go downstairs where the pickup truck is on another pillar, turn around and grapple and drop you will slide down, just down you go to Aunt farm,

secret 1: don't go downstairs where is the pickup truck, but jump diagonally on the white plane to your right, save and with jumping running clinging to the collapsible block (you can save clinging here too) hoist up and with jumping running clinging to the corner green of the large flower, hoist up and collect the secret, then go left and look down, when you see a white coffee turn around, hold on and drop (needs energy) collect the white coffee and jump on one wall slide below and go to the ground, or jumping running toward the climbing wall where is the pickup truck and go down, and collect the truck's key.

Cross aunt farm and go up to where there is a white arrow on brown background, go to the side and turn around and climb up the climbing wall, once up, jump onto a brown block, and from there jump running towards the arrow on the ledge opposite, walk it up to the another arrow and jump again to the brown blocks in front, climb one more brown block and then jump to the arrow plane, turn around and use the climbing wall and climb another ledge. running jump in the arrow direction hold on and climb, go forward collect a chicken and then running jumping to left ledge with arrow symbol, climb 2 more times and then on arrow running jumping and go get a another chicken, go back but at the first wall save, then jump grapple and climb and immediately jump and grapple, pull up and jump onto the climbing wall, climb almost to the top, then jump back and in flight somersault and hang on, lift up and immediately jump and hang on and then swipe right and go up on the red terrace. Put the 2 chickens on the skewers and push the lever that appears to light the fires, then turn around and go grab the bird (death slide). Below jump onto the pole and slide down, when you hit the ground you will activate two Aunts (horseman, a horse and two mega chickens (ahmet), collect the white coffee and from the opposite side jump onto the ledge below and slide down, draw your guns and shoot the 3 giant eggs, 2 pigs and a friendly fire (Silvana 2) will come out to continue. Now you can Go up on the yellow block and let Silvana 2 (friendly fire) shoot enemies or risk doing it yourself, but eventually aunt will have to die to continue the game. Revolver ammo will appear on the yellow block as soon as aunt dies, if they have not appeared it is because you are on the block, get off and back on the block. Collect the ammo and a cam will show you where to go with the pickup truck. Go to the pillar where is the truck and collect the ignition key on the ground, climb the wall and then go down slowly with the truck and go into the tunnel, you will arrive to some kind of volcano, park on the left near the gate.

Climb over the wall and turn around the volcano until you see a path through the lava, follow the path to the top but watch out for the lava save often. When you get to where is the picture with 2 guns, draw them and they'll activate a flipmap with volcano eruption. Collect the white coffee and jump onto the edge of the volcano from the raised corner. Charge up energy and descend into the flames, you will burn, but the water will put out the flames. Collect ammo go up and collect white coffee and jump to the polerope, now two flames are extinguished and from the polerope jump diagonally on an edge plane, jump out of the volcano and return to the pickup truck and go to the next room. In the meantime Dario (mutant) got active, now you have to hurry up and go and activate the lever on the central pillar that activate Silvana 2 to calm Dario and for open the exit door from this room.

Secret 2: just used the lever to activate Silvana 2, don't go down but go to the level of the pillar to the left of the lever, there the pillar is climbable, it's a long climb, at the top jump on the edge of the cage and drop inside, take the secret and as indicated by the gun symbol pull it out and the trapdoor will open nearby and a trapdoor on the ground into a small well of water, you have to let yourself fall into the void, you will fall into the water, get out before a boulder to crush you.

Take the pickup truck and go on, as soon as Frank (setha) arrives there, you can't kill him, but you can imprison him, go left and enter a narrow room, wait inside for Frank to enter and run to the exit, but before you leave here, collect the photo of the Milan cathedral IMPORTANT TO FINISH THE GAME, then exit and Frank will be locked inside. (if you fail to imprison Frank climb the brick pillar of the entrance and draw your pistols and the prison doors will reopen.

Now go ahead, in front of the prison exit is a giant barrel with climbable wall, go up

Secret 3: from the edge of the barrel go left, turn around and via the scalable wall go down to the bottom or fall into the water there is the secret and a brioche and then go back to the edge

and draw your guns and shoot the Frank's 2 heads they will fall and activate 2 flipmaps in Frank and Dario's winery barrels, then jump and grab the ladder part of the roof opening, climb up and move forward towards the edge of the roof and shoot the bottle of wine with fire where the bird is, the flame goes out and you can go there, (if you haven't done it before with guns, shoot revolver and laser at Frank's 2 heads) use the bird and as soon you unhook hold on and climb to the roof. From the roof shoot the 2 bottles of wine that are on the sides where one of Frank's heads was, then turn towards the mega photograph of our group and shoot another bottle of wine that will complete the puzzle that will open the doors to the exit section.

Secret 4: A pillar of the roof has an unmarked climbable part, find it and climb on it, then run jump through 2 suspended floors and go behind the mega photo to collect the secret and then return to the roof.

From the roof use the climbable wall and go down then drop to the ground in front of Frank and Dario's winery, enter there and go use the climbable part of the central pillar go almost to the top and then jump back you will land on a catwalk, from here you have 2 barrels to go to, but one is deadly, go up to the one where you see a red light, use the pole and go down into the water to collect medikit, ammo and a puzzle piece (half Aunt), go back up and through the scalable wall back to the ground, turn around the central pillar and use the other climbable part as you have already done and enter the other red barrel, collect the shotgun and ammo and medikit and go back to the ground, now you can go and get the pickup truck and continue through the exit tunnel . Exit the tunnel and parking the truck past the giant skeleton chicken slide, go behind the forked pillar and drop into the water, and you will be transported to the top (there is another way to get to the top, but it's a long climb) climb up where 3 FZ (skeleton) are waiting for you, avoid them and run to jump on the polerope, turn around and jump back, then grab the edge and go down

secret 5: don't go down immediately, but jump running towards the other scalable wall that goes up, and you will arrive where you would have arrived with the long climb path, lara will be framed by a cam located where the secret is, to get the secret there you have to jump on the wall on the left (climbable not marked) and get up and then right to get the secret, then to return you have to drop down from the center of the small room and hang on, as soon as you stop hoist yourself up and immediately jump back to go back to the arrival floor where you are framed from the cam, use the climbable wall to go down.

Secrets 6 & 7: There are 2 gray pillars with unmarked climbing part and on top of each the 2 secrets next to 2 lighted low walls to jump to and collect them, then use the pillars to get back down.

On the ground collect a brioche and then jump running on the suspended floor, then jump from there and hang from the ceiling, and go forward until you fall, hold on immediately (in this way the 2 flames of the forked pillar and one of the other forked pillar will be extinguished) and drop down, almost to the bottom (save) jump back to land on the forked pillar and collect the other half Aunt and a grenade launcher, which will activate a gate in the water tunnel you used earlier, so you can block the suction, and 3 Cheo (wraith 2), get down from there and avoid the Cheos by going into the water and let the Cheos dissolve.

Secret 8: take the pickup truck and follow the blue path upwards, the gate opens and inside is the secret, for go back down use the pickup truck or walk back

Now go to the other forked pillar go behind it use the scalable wall charge energy and from above drop to the place of the extinguished flame, join the two Aunt halves and apply it to the frame, the door to the last room of this level will open and also 4 FZ . Go down and avoid the FZs or use the grenade launcher to kill them, then climb on top and with revolver + laser shoot the 5 bottle of wine that will drop 5 boulders that take you to level 2.

Level 2 Aspide's park (Lara is Nadia)

Flybys start immediately showing a part of this level, go to left and climb the wall where Sara is on a stroller (pushable1), push her to the left where a couple of raisings will take you up to Peter (spiderman) push again Sara on the floor of Peter's hand and the door where the motorbike is will open, now jump towards the other hand and then in the corner and pick up a kitten (Leo).

Secret 9: as soon as Leo is picked up, follow the arrow and at a certain point jump into the large brown container in the water, take the secret and the white coffee and then jump onto the polerope, climb up and turn around so that you are looking precisely at the center indicated by an arrows, jump back and you will fall on the brick's pillar and to floor.

Make your way back to Peter and climb the first brick pillar next to the locked gate, then from there run jump onto the climbing wall and scramble up. Towards the end jump back and land on a gray ledge, turn right and jump onto the gray level, then climb the brick pillar and with running jump onto the gray pillar and from there anchor on the red ledge, follow it to the end, turn right and jump to the edge of the building. Use the scalable internal wall and go down, avoid the two Miki 73 (demigod with hammer) and via the scalable wall go down to the bottom and push the lever that opens the gate, climb and exit the point without bars. Take the bike and get out of there, go around the building and when you see a yellow-black striped wall go up with the bike

Secret 10: (don't go further the breakable panel of the avatars yet), stop above it, get off the motorbike and climb onto the block with yellow-black lines, run-jump to the other side where there is the plane with the same lines, then keep going follow the striped blocks until you get above the striped plane, continue towards the vertical wings until you stop against a transparent block, climb on top of it, there's the secret. Come back from the bike following the reverse striped path.

break the avatars panel, and go down to Aspide park. Go left and then right you will see Heidi (Lara double), get off the bike and go towards her, you will be transported up, climb the polerope and then jump back to the top, you will activate 2 Dario (mutant).

To calm them down you have to shoot Aspide's giant head, which will send 2 Blue (friendly fire) who will calm down the Dario, go down and jump down to the right or left of where the Dario are, go towards the bird but watch out for Valky (harpy) try to get her out. Use the bird and where you land use another one

Secret 11: don't use the first bird, but after taking out Valky, jump and cling to the ceiling and continue until you disengage, there is the secret and a medikit, then use this bird and you will reach the bird that you would have arrived without the secret

and when you disengage grapple, pull up and (save) avoid or kill Neferet (mummy) run jump from right corner onto the brown chimneys of the cottage. From there with running jump losing energy, or downstairs slipping and jumping she on the plant where there is a lever that opens the exit door from this area and activates some Aspide (baddy1). Drop down from there or onto the roof of the cottage and shoot the Aspide from above. Don't go into the door that opened on foot! On the ground, go back to pick up the motorbike and through the open tunnel continue in the second part of the Aspide park. A cam shows you where the nitroxide injector you need is, avoid or kill the 2 Aspide, and avoid Rob web (knight templar) and Neferet (mummy) and go to the brick pillar to get the nitroxide, active some flyby. Get off there and use the nitroxide and via the track that passes under the brick pillar jump on the edge of giant glass jug braking immediately to avoid falling down. Get off the bike and jump on the pole go to the top and position yourself with the lara in the direction of the 2 distant white arrows and then jump back on the giant woman's head,

secret 12: from the polerope do not reach the top from Aspidé, but at a certain point jump back on the edge of the transparent jug and go down inside, collect the secret and exit through a pole, from the top of the jug go back to the pole and go up to Aspidé

kill Aspidé and collect the stuff as you see 2 doors open. Go back down using the pole and with or without the bike, using the time-activated footpegs enter the next section.

Secret 13: after kill Aspidé, don't go back down with the polerope, but go on the walkway towards the man with hammer (miki73) or if he has already been killed there are only 2 troops (blue) jump on the gray block, and then on the leaning wall of the white building slide and cling, then let yourself fall and cling, then climb and standing or crouched go around to the opposite side (if you need ammo and medikit, here you can go downstairs where there is the head of Breakable Aspidé with all of that underneath and then back up with the climbing wall.) and jump to another gray block and from there jump over to the white building and collect the secret, then from there jump to the first gray block near the walkway

Secret 14: back on the catwalk use the polerope and get back on the woman's head, and in the center on the opposite side lower yourself through the scalable part marked on the woman's tongue, from the center make a standing jump with a slight curve to the right in flight and collect the secret and then dive into the water

Secret 15: in the water there are 3 skeleton sharks, climb up the catwalk and kill them from here, then go into the water and get the secret (under water and in the catwalk there are more ammo and medikits).

Go back to the floor above via a scalable angle, but at this point you don't have the bike to jump on the jug, so go to the wall to the right of the pillar where the nitroxide injector was and jump towards it and grab, slide to the left until you find yourself under the two white arrows on a red background, from there jump back with a somersault to grab onto the edge of the jug where you left the motorbike and go through the time platforms to the guitar room (you can also go on foot, you will find a other bike).

Guitar room: Avoid or kill Neferet (mummy), kill Mikki (baddy2) and run to avoid getting caught by a Cheo (wraith3), go forward and then right along the blue path uphill until you see another Mikki, kill it and go to where it was, to open a gate below run back there and go inside until you see Sekmeth spinning and blowing up Cheo.

Go behind Sekmeth and collect **Venice!!**, then push the lever that opens the exit gate from this room e go to the doors you came from, turn left and jump up to where the open gate is .

Secret 16: Before you go to the last room of the level, take motorbike and go back to where you killed Mikki and from there go to the top of the guitar and save, the secret is in a hole near the bottom of the guitar, but there's another hole before that deadly, to get it you can slide down and then grab and fall into the secret.

Go down to the next room which is the last one on this level and you will have another bike available and a nitroxide injector. Here you have to use the motorbike to get to the top of the building by following the path that goes around it and using nitrous oxide when needed. At the top then you have to open the trapdoor to go down inside the building. Go to the roof on the right and look up to see the climbable wall go up and move Sara on the red square, go back down and go down the open trapdoor slide down a couple of times and step on the glowing green block, you will go to level3.

TRANSFERS:

This is a short level, collect the ignition key (you will activate Fz, Mikki, Aspidé, Rob web, Silvana) and run to get the car, you have to go all the way until you reach a low wall where a flipmap will activate which will create a chasm with water, with running jump dive into the water and you will be transported to the top where you will find

another car and an ignition key and a poster of **Gardaland, pick it up!!** Collect the rest and take the car, Fz and Aspidé will arrive, go ahead and break through the panel with the avatars, turn right and abandon the car, then climb into the opening, go down one step and with a running start jump into the void, cling to the ledge and then let go and you will slide down.

Secret 17: in the slide you will meet the symbol of a cross, you have to jump back there to land in the alcove of the secret, taken that slide again.

At the bottom, all you have to do is insert the 3 posters Milan, Venice and Gardaland to go to level 4.

REUNION:

Young Lara is Cla 76

Shoot all the pairs of faces you come across, crouch and move forward and each time jump forward and cling to the ceiling and when you disengage immediately jump forward (if you fall to the right or left you burn to death), except in a couple of points where you have to jump diagonally left and right and finally jump into the meeting room.

Secret 18 and 19: after shooting the first faces (Miki73 and Rob web), instead of going forward for the other shatters, jump diagonally left to get to secret n.18 and diagonally right to secret n. 19, and then diagonally jump back to the spot to jump forward and grab onto the ceiling etc.

Secrets 20 and 21: the no. 20 is in the meeting room above the block where Miki73 is, the n. 21 above the block where Rob web is, both are not very easy to take because even if they don't hurt you the 2 enemies but create an obstacle for you, and you have to try several times (for 21 try to climb up and take it while crouched, for 22 go up the short side towards the wall wait for Rob web and jump over it and take the secret).

After the flyby, go beyond the writing hello, you will see all the characters inside a cage, no one can hurt you (except Dario, if him is not calm, shoot him 2 shots and Silvana will calm him down), in the same way you cannot kill any of them .

You need a Leo kitten to put in the little house, you have to move the 2 pushables (Sara and Mariam) in their respective squares of color that indicates the light below them and you will see where the money are to be taken,

secrets 23, 24 and 25: after placing the kitten they will all be visible at the top of the writing on the letters CIO

Go to the left or right of the cage and use the climbable part to go over it and collect the kitten, from there run jump on one of the two low visible collapsible blocks, grab on, pull yourself up and run jump on the hello sign where the money are.

Drop to the ground and put Leo in the little house, the cam shows you where to go, go back to the cage via the climbable wall, jump off the cage onto Peter's left hand where there is a climbable point, go up and put a money in the machine that will indicate game over and the end-of-level flyby will start.

Secret no. 22: before using the climbable point (save) from Peter's left hand jump on his head and take the secret

Level 4 end flyby will activate level 5 which is final flyby only.