

## LEVEL 1: TOMB OF THUTMOSE

**Kills:** 30

**Items:** 38, including Magnums, Shotgun, 2 Ankh's and 5 keys

**Secrets:** 3

You begin the level by sliding into an open patch of desert under the cover of darkness. Don't hesitate too long though as you have disturbed a pride of **5 lions**. Dispatch them and go over to the corner of the dune with the clumps of tall grass. Around them you will find a **small medipack** and some **shotgun shells**. There are also some **magnum clips** lying with one of the skeletons.

Near the middle you'll find a hole, drop in and slide to the bottom. Slide down the next slope to emerge on a ledge overlooking what is left of the ancient civilisation, and further ahead, the pyramid. The drop is too far for Lara, and the opening to the right under the cougar contains a gate which is currently closed. Turn to the left side of the room, and from the edge of the ledge you are standing on, take a running jump to grab the crevice in the wall. Shimmy across to the right until you can pull up into an opening.

Make your way through the corridor and down the stairs until you reach a T junction. To the right there's a boulder at the top of a ramp, and to the left a closed gate. Take a left and run towards the gate. On the wall next to the gate is a switch to open it, you must hurry though as the boulder is quickly making its way down towards you. After you've pulled the switch turn right to face the opening ahead, hop back and take a running jump whilst pressing action so Lara's head clears the opening.

After the boulder has safely passed, turn around to face the opening you just came from. Hop back and take a running jump to grab the ledge and pull up. Run up the ramp where the boulder came from, and at the top you'll find a small room. This is **SECRET #1**, **2 boxes of shotgun shells** and some **magnum clips**. Make your way back to the room beyond the gate.

Pull the switch on the left wall, this opens the gate in the entrance below the cougar wall. Vault onto the block ahead and jump onto the ledge above. The door you passed on the way in is now open, and you find yourself back on the ledge overlooking the long drop and pyramid. You may notice a panther patrolling below, but it's out of Lara's reach from here.

Turn to face the wall with the cougar above the entrance, and take a running jump into the opening. Lara will slide down and skip over the gap, through the gate that you opened and drop into the room below. The **panther** you saw earlier will now be making its way up the stairs and will attack from the open door to the left. The pillars in the corners are too high for Lara to grab onto, and the smaller one is too sharp of an angle, so start by locating the movable block in the wall opposite the door.

Pull the block out and push it up against the pillar nearest to you. This also reveals a switch behind the block which opens one of the trap doors above the pillars. Stepping on the raised floor tile that the cat statue is occupying will open the remaining trap door.

Use the block you just moved to jump up and grab the angled pillar. Pull up and slide to the bottom, then jump to grab the pillar in the corner. From here jump up to grab the corridor above and run over to the other end. Drop down onto the top of the other pillar and take the **SAPPHIRE KEY**. Hang from the edge of the pillar and drop down to the floor. Head out the door and down the staircase where you'll be greeted by a **lion**, kill it and continue out into the open area.

You are now level with the entrance to the pyramid. The room to the left guarded by 2 mutants is the location of the pyramid key, but it's not reachable yet. Using the flat blocks at the sides of the pyramid take standing jumps all the way to the top. Slide down onto a flat ledge behind and pull the switch to raise a platform opposite the mutants. Before sliding back down note the opening on the back wall, although currently the door around that corner is closed. Grab the **SHOTGUN** on the ledge below, then slide down the pyramid to the floor.

Climb onto the smaller of the two raised blocks opposite the mutants. Take a standing jump to grab the edge of the taller one and pull up, then take a running jump from the end of the left side of the platform you just raised to grab the lower part of the bridge ahead and climb up. Take a running jump from the end of the bridge to grab the opening in the wall ahead and pull up.

Start by pulling the movable block back once so it's front of the closed gate. Then vault over it and go round the corner through the open gate. Go through the gap between the corridors and pull the switch. The switch will open the gate nearest to you and close the other. Pull the block through the open gate so it's level with the gap in the corridors. Run around the back of the room, jumping over the spike pit, and through the gap again to the other side of the block. Pull the block through the gap as far as you can, then run around to the other side again and push the block so it's against the wall.

Use the switch again to alternate the gate that is open. Go around to the other side of the block and push it through the open gate as far as you can onto the pressure pad. This will trigger the door of a temple to open. Pull the switch again to open the gate next to you so you can leave. You'll probably hear that one of the **mutants** guarding the pyramid key has woken up. You can safely take care of it from the opening overlooking the room before safely dropping down to the floor. Make your way over to the gold door at the side of the pyramid and use the sapphire key to unlock it, following the path until you emerge in front of the temple.

As you enter the room **2 panthers** will charge down the stairs ahead, kill them and go inside the temple. There are raised blocks around the perimeter of the room. Start by climbing on the block with the switch and jump to the pillar on the right. Jump across to the last one in the corner. Standing on this pillar raises the gold platform on the other side, allowing you to cross the pillars on that side of the room. It's on a timer though, so to save time drop to the floor and jump back onto the switch block. From there make your way over to the last pillar before the platform lowers and take the **small medipack**.

Pull the switch on the block to raise a platform across the spike pit in the previous area, which also awakens the second **mutant** guarding it. There will be more room to manoeuvre if you wait for it from outside the temple. There are also **2 boxes of shotgun shells** at the back of the temple, but you will have to deal with a **lion** on the way.

Use the platform you just raised to take a running jump over the spike pit onto the collapsible tile. Then jump again onto solid ground, leaving the other collapsible tile intact. Take the **PYRAMID KEY**, then use the remaining tile to jump back to the platform. Make sure to jump at the very end of the tile or Lara won't make it. Use the key you just found to open the pyramid door, and prepare to be ambushed by a **mutant** hiding inside. The slope ahead is too steep for Lara to jump to the top of, so drop down the long shaft, falling deep into the pyramid where you will land in a small pool of water at the bottom. A **mutant** awakens as you venture further into the room.

There are 3 possible exits on the side of the walls. Each is accessible from the raised platform in the middle of the room. To get up there, head over to the raised blocks in the corner. Jump up to grab the only one within reach, do this from the left side or the block behind will be too high for Lara to

jump onto. Immediately backflip off to land on the taller block behind. From the edge of the block Lara is now standing on backflip onto the block behind, then jump forwards to grab the angled ledge. Pull up and backflip onto the collapsible tile behind, then hop back to land on the ledge below. Pull the switch to lift the gold platform at the other end of the room, allowing you to re-access the central platform later.

Take a running jump to the central platform, and then another into the opening above the closed door. Follow the steep winding path until you reach a door which opens as you approach. It closes after a few seconds so run through and stay clear of it to avoid being knocked off the walkway, it's a long drop. You'll see a key and a switch to the right, but it's too far to jump. Pull the switch at the end of the walkway. This lifts the gold platform to your left and awakens the **centaur** waiting below. Avoid jumping in the pool via the gold platform to the right, this is a trap and will send Lara straight to the floor.

Instead, start with a side jump to the gold platform on the left, and another to the second against the wall. Roll, hop, and take a standing jump to the platform below. Now take a running jump off the end of the ledge, angled slightly to the right to land in an alcove in the wall. Run round the corner to take shelter from the centaur. Inside you'll find **SECRET #2**, a **small medipack** and some **magnum clips**.

Take out the centaur from the opening if it's still alive, then descend the rest of the room by taking a carefully angled running jump back to the platform you came from. Take a running jump to the ledge ahead, then standing jumps down the remaining ledges to the floor. Take another **small medipack** from one of the corners and some **shotgun shells** from the pool. Slide down the exit on the wall opposite the pool into a small alcove. Pull the switch, which extends a ledge out from the wall next to the key above, which was previously unreachable. The ledges you used to descend the room are too high to go back up though.

Jump up the next slope into the corridor and drop into the water, where at the bottom you'll find some goodies, **2 sets of uzi clips** and some **magnum clips**. Don't pull the switch at the end though, as doing so will close the trapdoor above that you came in through, trapping Lara inside. Climb out on the other side and pull the switch to open the door.

You will re-enter the previous room, this time with a **panther** ready to pounce. Take out the cat and then use the gold platform to jump back to the central platform and re-trace your steps to the previous room. Once you are on the walkway stay clear of the door until it has closed, as it can knock Lara off if you are lining up the jump to the ledge. Take a running jump onto the extended ledge and take the **SAPPHIRE KEY**, then pull the switch to open a door elsewhere. Descend and exit the same way as you did before back to the previous room. Jump to the central platform as before, then jump into to the opening opposite the room you just came from.

Here you will find 3 more possible routes, the left route takes you up to a room with a decorative window, but with no way into the room behind from here. Go back to the T and take the right path, sliding down the slope and jumping at the end to land on a raised block. Take a standing jump from the edge to the smaller sloped block below and jump again to the higher block before Lara gets impaled. Climb up the blocks and pick up the **MAGNUMS** at the top. Jump to grab the crevice in the wall under the artwork and shimmy back to where you started.

Take the remaining path, watching out for the slamming doors that are just above the first raised ledge. Keep walking until you reach the corner next to the locked gate with the medipack behind. There's a **flying mutant** waiting for you in the next room, take it out then hang off the end of the

ledge. Drop and grab the ledge below, pulling up for **SECRET #3**, **2 sets of shotgun shells** and a **small medipack**. Take a running jump to land on the break-away ledge ahead, then another to land on the ledge ahead before it collapses. The gate in front is closed so go inside the room to the left.

Enter the next room and climb onto the raised block at the back. There are **3 mutants** lurking in the room above, climb up and deal with them, then pull the switch on the back wall to open the door in the corridor at the top of the pyramid. Take the **shotgun shells** in the corner before you leave.

Drop down into the previous room and back out onto the ledge. The jump back to the corridor you entered from is too far, but the previously closed gate is now open. Take a running jump to the collapsible platform and a standing jump whilst holding action to jump into the opening. Follow the stairs up, watching out for more slamming doors half way up, and emerge at the gate you passed earlier. Take the **large medipack** and head back the way you came, going straight on at the junction. From the central platform, jump to the block next to the switch, then take an angled jump into the last unexplored opening.

At the top of the ramp there is a movable block, which you can jump onto and drop down on either side. Start by dropping down on the right, and pushing the block once. From the top of the block, jump and grab the ledge ahead and follow the corridor to emerge in a room of boulders.

The first switch on the left wall is a trap, if you pull it then you'll have to move quickly to prevent the boulder above landing on Lara's head. You will see 2 closed doors, a locked gate, a moveable block and 3 boulders in the room (not including the trap one). The boulder in the middle of the room will be referred to as boulder A, the one closest to the entrance on the right wall (when Lara's back is to the entrance) is boulder B and the one furthest from the entrance on the right wall is boulder C.

There is a floor tile without any sand on it on the right wall. If boulder B rolls over it then boulder C will be triggered, which if done at the wrong time could block access to the gate lock. There is also another tile without any sand in the middle of the floor which can be tripped by Lara, this will trigger boulder B.

Start by positioning Lara with her back to the entrance, then push the movable block twice. Now pull it all the way to the other side of the room. This sits it between boulders B and C, and avoids both trigger tiles. Ignore the switch that the block was hiding for now. Once the block is in position, step on the middle floor tile with no sand. This will move boulder B away, but it won't get as far as triggering boulder C. Pull the switch that boulder B was blocking, which opens the gold door.

Enter the gold door room. If you want all of the kills, then vault up onto the block and pull the switch to release a **lion** into the room behind. Pull the block out from the wall and pick up the **ORNATE KEY** underneath. Leave the room and use the key to open the locked gate. Pull the switch behind the gate to open a gate in another room. You can now pull the switch that was concealed by the movable block. This triggers boulder A which in turn opens the last door, revealing a **large medipack** and some **uzi clips**.

Exit the way you came in. If you pulled the trap switch earlier, you can take a carefully angled jump over the boulder into the doorway. Pull the block back to the middle, then climb over and push it once into the other corner. From the top of the block jump and grab the ledge ahead, following the corridor around into the next room. There are 6 switches, 4 gates and 1 set of double doors. The switches on the left wall where you entered will be switches 1, 2 and 3, 1 being closest to the entrance. The gates on this side will be 1 and 2. The switches on the right wall starting from nearest

the double doors will be 4, 5 and 6. The gates here will be 3 and 4. Gate 3 should already be open from pulling the switch in the previous room.

Take the **magnum clips** from gate 3, then pull the block out and move it below switch 5. Climb up onto the block and pull the switch, although nothing will happen yet as both switches 5 and 2 are required to open the double doors. Next pull switch 4, which will open gates 2 and 4, freeing the **2 mutants** behind them. Enter the room behind gate 2, and take a standing jump over the spike pit. The roof is low but Lara can grab the other side and pull up. Go behind the block and push it once in the main room.

Exit back through the gate and jump over the spike pit onto the block. Pull the switch to open the double doors. A **centaur** is guarding the prize, so kill it and take the **SAPPHIRE KEY** and some **magnum clips** in the corner. If you want all of the kills, pull switch 1 to release the remaining **mutant**. Switches 3 and 6 do nothing. Go back the way you came in and back down past the block. Drop into the water in the shaft where you entered the pyramid and swim through the door you opened earlier.

Swim straight forward to the end and take a right to grab some **uzi clips**, then head back the same way. About half way back swim up through an opening and pull the lever opposite the gate to open the exit door. Swim back to the entrance and take a breath, then swim back down, taking a left then a right then another left. Just around the next corner there are some **shotgun shells**. Swim back the way you came, and before you get to the junction look up to find another opening. Swim through to the other side of the gate. Swim up through the opening and climb out.

Follow the path until you drop into the room which you viewed from the other side of the window earlier. Use a sapphire key in each lock to unlock the door to the tomb of Thutmose II. Step carefully into room, avoiding the slamming doors in the entrance. Take the **ANKH** from the raised step in front of the tomb, which awakens the **mutant** inside. Go through the door in the corner which opened when you took the artifact.

Jump over the spike pit onto the flat block ahead. Carefully walk or jump onto the next flat block to the right. Take a running jump onto the ones ahead, but don't jump over to the corner yet as the **mutant** waiting there has just woken up. When it's dead jump over to where it was and either walk through or jump over the spikes to grab the **2 sets of magnum clips** in the corner. Walk through the spikes to continue to the next pit. Take a carefully angled running jump from the flat ledge on the left to grab the flat ledge on the right on the other side. Pull up and drop into the water below, swim around the corner and up a long shaft back to where you first entered the pyramid.

Climb out of the water and vault onto the block ahead. Without moving forward, take a standing jump onto the slope ahead and immediately jump again over the hole you fell through earlier. Take out the **lion** that's waiting, then make the same series of jumps up the sides of the pyramid until you reach the top. Slide down the back and jump to grab the opening, pull up and go around the corner to see the door you opened previously. As you run down the slope a boulder will give chase, so use running jumps to cover ground quicker. The door ahead is closed, so at the end of the slope roll off and grab the edge, drop to the ground and wait for the boulder to roll over Lara's head.

Walk through the spikes to the adjacent ledge, step up and pull the switch to open the door. Take a carefully angled running jump towards the door, so Lara's head clears the highest point of the roof. Once you are through the door go round the corner and up the stairs. At the top turn the corner and hang from the edge of the hole, dropping onto the temple roof.

Cross the roof to the opposite side and take a running jump into the alcove. Take the second **ANKH**, then jump back to the roof as **2 flying mutants** make an appearance. Hang and drop from the edge of the temple in front of the door, which only takes a little health. If you didn't deal with the lion when you were here earlier it will be waiting for you now. Make your way back towards the pyramid and over to the spike pit where you got the pyramid key earlier. Place an ankh in each of the receptacles to flood the pit. Jump in and swim through the opening at the bottom, continue until you can surface and climb out. The door opens as you approach, slide down the slope to venture back into Atlantis, and end the level.