

Madonna of the Crown Sanctuary

total secrets 35

Level 1 the Sin: secrets 5

Climb up the block behind you and shoot the 3 animal silhouettes, after the rollingball and environment change go right through the blocks and enter where the rollingball has come up on the right go down underneath Climb up the block and scale the wall.

You arrive in a garden with a house, you will be greeted by black cat, sheep and robin, kill them and a striped block will rise up (if after killing animals the block does not appear, walk all around the garden in front of the house) Climb up and go to the other side to another garden with real and fake plants, more robin sheep and black cat will arrive, kill them or avoid them and go to the lawn where there is a lighted spot with an arrow formed by flowers.

Walk in the direction of the arrow and you will be shot into the air, hold on to the branch of the fake plant, (or bend in the air to get above the branch).

Now you have to go over the fake branches towards the wall from where you came (follow the pink lit areas) on the wall turn towards the fake plant and you will see that there is a ladder section, jump towards it and grab onto it but you can't climb to the top, go up to the right and with a run-up jump over the wall, turn around and then again with a run-up from there grab onto the top ladder section and go up and walk along the branch towards the pink light where there is a lever on the trunk of the fake plant, pull it and the door to the house will open, go down back to the wall and go into the house.

secret: if after you have pulled the lever look to the left towards the real plant you will see between the branches a square plane where you can jump, and from there through the branches to the right jump onto another plane and then onto the branch of the other fake plant where there is the secret and through the branches below you go down and go to the house (to go down from the first branch to the one below you have to stand on the edge with your back to it, take a step back and fall and press action without holding on and you will arrive below)

Secret: behind the right side of the house is a cypress tree with a climbable trunk Climb up and jump back onto the roof of the ca, behind the chimney the secret. To return jump onto the cypress trunk and climb down

Secret: behind the fire in the fireplace (which does not burn), if you do not pick it up standing up do it crouched down

In the house Get on the table and through the opening in the ceiling go upstairs, collect ammunition and a rifle and press the switch in the wall that opens a grate in the herb garden, go back downstairs and go there.

Inside the grille there is a corridor, one closed grille and another closed grille leading to another section.

Collect the ammunition then go left pull the lever and (timer) run towards the open grate and in towards the other lever pull it and run towards the grate of the other section which is now open.

A flyby lets you see some of the stuff, but now you have to get over the big round obstacle, go to the right and you'll see a pole, (save) climb up and back to the wall when you see behind you the plane jump back you'll be shot in the air and curving to the right you'll land where there's a skeleton, avoid it or throw it down with your rifle, then go to the right and through the gap grab on and go right and go up where there is another skeleton, again throw it down or avoid it and push the lever that removes the round obstacle, then go to the wall to the left and you will see a plane in the air jump running on the plane and then with another short jump (from the furthest back point of the plane) on a green block to slide down ..

(Secret: after you pull the lever, don't use the suspended plane, but go to the edge and from behind (save) go one step backwards, falling down and as soon as your hands pass the edge press action to land in the alcove below and pick up the secret and from there drop to the ground losing some energy).

Here you have to move in this path between the green walls: go to the left and when you get the message save, go up and pull the lever and the timer starts, turn around and run to the opposite side to get up in time on the red and white striped floor to pull the other lever. Go back down and now you have to eliminate the knight to open another grate nearby (on the small wall in addition to 1 medikit you will find revolvers and ammunition to better eliminate the knight).

In the grate you must enter and get to the block with a cross to eliminate the ghost that appeared, then climb up the block and collect the medikit that will activate another environment change that will collapse the house.

Go back to the house and enter the rose-lit hole and fall into the well that sucks you into the next level.

Secret: Before you enter the pink hole look up to the left there is a red dot the secret is there you have to climb up through the blocks near the door and then all the way under the secret and then use the blocks near there.

Level 2 (the Cage) secrets 1

Escape the ghost and the skeleton, go to the other side of the room and jump to activate the wall lever, which lowers the striped block, jump into the opening and slide down, over the trapdoor which then opens and fall into another trapdoor which after the flyby opens (if you lose energy use medikits) and fall into the water and the ghost disappears, then swim to a larger area, where there are 2 paths with bikes, some lava floors, 4 rooms at the bottom closed by grates another grate at the bottom in the middle and a cage at the top.

Go right to the corner where you came from, climb up onto the non-flaming edge and jump right onto the illuminated lever, pull it to open the central grate, the countdown starts, jump running from where you came from, dive into the water to the right and go into the open grate and at the top pick up the motorbike turbo and get out before the grate closes again otherwise you will drown in there.

In the water, go up and do the 2 bike paths, start from the one you want but save often because you could fall into the water or into the lava, in both however you have to get to the block that when the bike arrives it lowers and you can collect the 2 medikits that together open the 4 grates at the bottom, from 2 of them come out 2 crocodiles that you can take out from above. (in one of the 2 paths before you get the bike the camera frames a lever that serves for a secret) Go to each of the 4 and pull the respective wall and ceiling levers that open a trapdoor above the waterfalls.

Secret: In one of the rooms with an underwater wall lever there is a trapdoor that opens in the bike path, on one side halfway down the path there is a wall lever, go there on foot and stand on the edge of the back fall and then unhook yourself and pull the lever and fall into the water. go into the open trapdoor and catch it. (you can also do it while using the bike, park it nearby pull the lever and go straight back up to the bike, the secret is taken later when you open the 4 grates).

Go back to one of the floors where you collected the medikits and jump to the waterfall floor and climb into the open trapdoor, upstairs climb onto the block and jump running to lower the wall lever, then go into the cage opening and continue forward into a corridor, the door behind you will close and you are forced to go forward and after the flyby slide down to the next level.

Level 3 (Little Lara) secrets 8

The camera frames the big car, the steering wheel to reach and a scalable tyre to get on the car while an enemy shoots at you, eliminate him and using the scalable point go over the car to press the steering wheel to open a grate in front of the car.

On the bonnet of the car before the grate, pick up the laser and jump towards the opening, to go downstairs to the other room without dying, jump diagonally with a run-up towards the open grate to get to the large basket with lid.

Drop downstairs and go to the right side of the room behind the suitcase, use the climbable wall and then somersault back to the suitcase and slide into it will open the door to the house and the gate to exit this room. And you will activate a change of environment of the basket where the lid will open.

Pick up the revolver and after the flyby get out of the case and go into the house.

Secret: sliding into the suitcase triggered a change in the environment of the basket that opened the lid, and collecting the revolver the flyby shows the cap on the bottle that you have to shoot at with a revolver and laser to make it fall off and the inside of the basket to go to.

After shooting the cork use the climbable wall to the right of the entrance and somersault back over the basket, climb down into it and on the other side use another climbable wall (save) and just above the edge of the basket you will be shot into the air over the bottle.

Fall into it, after all the water cancels the fall. Collect the secret and the stuff and then use the pole that appeared to go back up and eventually jump back onto the bottle. To fall to the ground, slide backwards into the bottle side where there is a brown part clinging to the middle and then fall to the ground.

in the house 2 mummies and a spider ant greet you, avoid them or climb up to the right crate and then from there to the stereo and collect grenade-launching medikits and grenades and use them on the mummies.

secret: in the house go up to the right chest and then jump onto the stereo and from there jump behind the TV and press the button which raises three floors behind the sofa, go there and jump onto the sofa using jumps the three floors, and then from above the sofa jump towards the window to shoot at behind it is the secret.

Secret: on the ground climb up the cabinet to the right of the stereo and the arch and then over the cabinet (indicated by a flashing white light) behind the right-hand door and pick it up

Passing the arch the flybys show the whole kitchen, go behind the table and climb in the left corner in the brazier area, climb inside the room with brazier lit and do not touch the embers, climb on the block and with running jump reduced or jump with dive otherwise you go over in the fire (to make the running jump reduced, you have to hold the walk button press forward arrow and let go of the walk button and press jump) get to the non-burning centre pick up an uzi and the door to the bathroom opens and a block is raised which allows you with running jump to return to the block used before. Return to the climbable wall and drop to the ground

Go into the open bathroom, and the camera frames the mirror, shoot with revolvers at it or climb onto the cabinet using the climbable part around the right corner and use the guns, breaking the mirror makes the toilet explode and a hole appears in the floor to go downstairs, but don't go into it now.

Secret: go into the shower and climb up using the climbable side of the shower column and the opening in the ceiling (to grab on and climb into the opening position yourself perfectly against the wall), upstairs save, go forward until a 3 second countdown appears, go forward slowly to the edge and look down you will see a brown plane in front of you , you have to jump there running and the short countdown will start, when you land on the plane it will close and you will die, to get to the secret room, you must before landing on the plane hold down the somersault button and automatically you will be safe in the secret room, pick up the secret, but do it already turned back or use the somersault button because another 10 second countdown starts, run towards the left side and at the edge jump running down towards the left cabinet and you will land on another brown suspended plane and then on the ground, otherwise you will die.

Go to the other bathroom room, go up to the left above the large bathtub and shoot the glass with toothbrushes, it will remove the water, go downstairs and activate the wall lever that opens the trapdoor below, where you go and collect a **cherry**, and then exit through the smaller bathtub without a collision. Now go into the hole on the floor where the toilet was and drop downstairs and walk through the sewers

killing or avoiding enemies until you climb up through the climbable wall using the hanging ceiling to below the sink where there is a wall lever that opens the bedroom door, to get out of here jump up to grab onto the ceiling trapdoor and open it and you'll still fall into the sewers, then climb back up and out over the sink and into the bedroom.

Secret: Before going down to the room on the other floor of the washbasin, lift the trapdoor and go down into an alcove to get the secret and come back up via the climbable wall.

In the room, the camera frames the inside of the suitcase, but first goes to the wardrobe with the clothes hanging and behind it climbs over the bar and picks up another **cherry**

Go back down and jump into the suitcase and pick up a coin, the camera frames where it should be placed. Exit the suitcase from the corner and go near the entrance climb up to the first floor using one of the blocks with a vase, and then go above the brown hanging floor, from there shoot the green vase which by breaking it will raise the floor with you on it and then you can go to the floor above and put the coin in the piggy bank which will open the microwave door and make a block appear right below it.

Secret: in the room climb up the piece of the furniture to the left of the suitcase and then jump running to the strictbrown furniture (marked by a blue light) and pick it up

Go under the microwave and climb on top of the block, inside the microwave there is a cherry but at the moment the rotating grill blocks everything, go to the shaded corner and press the button that unlocks the grill and collect the **cherry**, collecting it shows variation of the car room with white floor and a building on the roof.

Secret: go to the other side of the microwave (but to get over the obstacle of the open door go to the edge fall and cling and slide left past it and climb back up) and from the corner climb over the microwave, in the middle cling to the ceiling and climb up above, (watch out for flies to flies) go to the other side and stand back to the edge, (save) take a step backwards falling under use immediately action as soon as you are over the edge (if too early Lara clings to the edge, if too late Lara falls down and dies) and you will arrive in the floor below where you have to repeat the same thing to fall in the floor below, at the bottom there is the secret take it and return to the floor.

Go to the car room and get into the car (save) and climb up the white plane which shoots you up onto a plane from which you climb up onto the roof, and then use the stairs of the lighted building, go left into the green lighted area and jump backwards and immediately forward and climb up and then jump onto the spike and then into the green lighted area to collect the **cherry** and go back down.

Secret: In the centre of the roof there is another construction lit up in yellow and red to get there you have to use the reddish lit path climb up the antenna which has a longer floor than the others and jump towards the pillar of the central construction on one floor then cling to the wall and from clinging go to the right until you fall onto the construction. the entrance is closed and opens by means of time levers, activate the first one then run left or right and jump from one walkway to the other turn to the other lever and use it before the block rises up to block it, enter and drop down to get the secret.

To get back down from the roof from where the trampoline ends, stand by the wall and look down towards the entrance of the house there are blocks hanging on a slope parallel to the wall, jump running on the first one and immediately press jump to get on the second one, slide a little and jump to get to a non-sloping floor collect medikits and get down to the ground. Return to the kitchen and climb up to the grill used earlier, but go to the unlit one on the floor below. Go to the middle edge (save) and using the trampoline cling to the big ham hanging from the ceiling and then unhook yourself on a chair post, and jump onto the table, (take out the enemy if he is still there) now you have to get the last cherry, go towards the painting of the brown dogs and from clinging to the table fall onto the chair and from there using the path also drawn on the ceiling get inside the pot above the table and from there again with climbable path climb up and get the **cherry** from the steam, in other steam you can collect weapons or medikits, then climb down on the table and climb on the cake and insert the 5 cherries, the completed cake shows that it opens a container

under the bed, go towards the bed and climb up on the left bedside table via a climbable part and press the button that turns on the red light lamp, jump on the bed and jump on the other bedside table and with the button turn on the other lamp, go back on the bed now a trap door between the pillows is open, climb down below and go into the open container to collect the key.

Return to the car room and insert the key in the door to the left of the car, enter and go to the opening in the floor in the middle and slide down to level 4.

Level 4 (old Lara) secrets 5

Get on the bike and continue along the track, save often along the way arrived at the closed gate get off the bike and jump over the arched wall in the right side and then down into the water on the left go straight until you see in a corner an underwater lever on the ceiling pull it and it opens the gate then continue to swim right turn left and then left again and go back up to the open gate and return to the bike and continue with a lot of care and saving until you get to the last jump over a block where you brake immediately (and the arrival lowers a block above that obstructed the continuation) then get off the bike and jump forward and cling on and climb up above and then cling on to the ceiling and keep going until you get down above the big room with water and 4 buildings.

Secret: before arriving at the gate, arrived at an arch stop and get off the bike and dive into the water on the right swim to the bottom and enter to get the secret in an opening on the left, then you return to the bike.

Dive into the water and climb up the pillar (save) to the top of the pillar sticking out of the water and you will be shot into the air over an opening in the central building, if you get below the opening use the climbing wall

From this position (save) jump to the right-hand corner onto a blue plane that takes you down, below you have to press a switch that opens 3 grates in 4 of the 4 domes at the top and lowers the block so that you can pull the lever and staying above the plane takes you back up, where you then climb the opening you came through.

From there drop down below and then go to the right until you immediately see a climbable wall, jump and grab onto it and climb up, from here go to the right again with a jump to the suspended floor and then jump to the open grate, enter and go to the lever (save) pull it and a trapdoor in front of where you arrived with the climbable wall is raised, but a 20 second countdown starts, turn around and do the jumps you did from the arrival of the climbable wall in reverse, and then immediately jump running towards the raised trapdoor and then in front of the shelter.

Go right to the edge drop down onto the floor and go forward to the edge of the floor and jump forward cling to the ceiling and follow the ceiling path until you disengage onto the other floor and from there climb up above, enter the open grate turn the corner to the right and collect one half of a holy picture at the bottom, collecting it activates half of the opening of a central grate, go back and use the crouching slot, then slide to the floor below, avoid the enemy or kill him and behind face the edge and where you see a brown suspended plane jump over it, from there with several running jumps cross all suspended planes and climb above, avoid the enemy or kill him, go into the triangular lit opening and using the blocks and the climbable wall climb above and the closed grate opens. Go in and you should go left to get the other half of the holy picture, but the open grate blocks the corridor, so turn the right corner and crouch out of the opening at the bottom and when you're out go left jump over the triangular plane and then left over the plane with water and jump to grab onto the wall lever that closes the grate and clears the corridor.

Go back inside using the low opening and fetch the other half of the picture, and look at the room that shows a suspended floor and a climbable wall to go to.

Exit through the low opening and with a run-up jump onto the plane and climb the wall and on the roof go to the right and descend onto the 4th and final grate of the domes.

Secret: when you get to the fourth dome, climb up to the edge of the roof (before going right and lowering yourself into the open grate), go left and jump over two floors (invisible from below), from the first one with a running jump without clinging and also from the other one the same up to the yellow tip to get the secret and then jump from a standing start to cling to the first one and then from a standing start without clinging to the second one and go right to the last open grate.

Enter and pull the lever that completes the other half of the activator to open the grate at the bottom of the central block.

Dive into the water and go inside the middle part get out and climb up onto the window turn around and jump on top inside the last grate, join the halves of the pictures and put them in the frame.

Go back outside but there is no more water, go down and avoid or kill enemies then fall into a floor opening to move to level 5.

3 Secrets after removing the water once at the bottom do not fall down for level 5, but go and climb up the pillar until you pull the lever on the wall that makes 3 secrets appear, look towards pink areas, as soon as you fall to the ground after pulling the lever go back to climb over the diagonal slope of the ceiling until you are above 2 blocks and take the secret and go back down, another one is on a low ledge of a pylon marked by a dim violet light, the other one is above a floor opening in the wall of the central block also with a violet light, jump running cling and enter crouching down and catch it climb back up and on the way out fall into the hole and go to level 5

Level 5 (skeleton Lara) secrets 5

Go to the opposite side of the lying man, look for a climbable area in the large plant go up and hook onto the wall lever that opens a trapdoor in the meadow, go there and fall into the water go to the opening and then climb up to the centre.

If, on the other hand, before or after pulling the lever you climb up again and go all the way up to get the rifle and ammunition, then you go back with the climb up to the lever to pull.

Secret: When you get the rifle, don't go back down immediately but go around behind the block and climb over it, then jump from block to block to the top centre and get the secret, watch out for three skeletons, avoid them or throw them down with the rifle.

Secret: do not go back to the lever but look towards the man on the ground you will see three types of plants go to the one on the left and through the 2 blocks hanging with jumps slides and jumps you get on the first, from there go to the corner and jump on the other central, you have to go down the hole, but you have to do it by falling down without clinging, so save and then with the method step back from the edge and action immediately avoiding to cling you get below, from there drop to the ground and go into the opening freed from the block that was occupying it, jump running on the third plant clinging to the green climbable wall, turn to the left and go up into the opening freed from the block, go in go below take the secret go back out clinging go down and fall on a block and then to the ground if you have not done it before go back to pull the lever in the giant tree

Now you have to follow a path with red stripes, look for a low block with stripes on it, hold on to the edge. Climb up and jump back immediately and then another 2 jumps forward and you land on a floor, (now you could jump towards the grate but it's closed) instead jump with a run-up forward and then again immediately forward and hold on to the edge (you can save hanging here) hoist yourself up slide and jump bending in the air to the right and then jump back and you arrive on the floor, now cling to the ceiling and go to the grate that has opened, then cross the hall with the lava jumping from rope to rope and on the last rope jump onto the chute then jump onto the other chute and go downstairs.

A 30-second timer appears, now by jumping on the blocks (there is lava underneath) you go to pull the wall lever that activates a change of environment and then you fall into the hole in the water.

Secret: before you fall into the water below go back upstairs by running jump over the block under the hole you came through and go upstairs, the lava is gone and you collect the secret).

Get out of the water and continue up the stairs to the hall with the horror faces, there climb up the block and jump from a standing position on the rope, then turn left and jump (short jump, don't swing from the bottom of the rope but a bit higher) on the other rope, turn right and jump on the pillar, from there jump with a run-up on the other rope, then jump forward and grab hold and pull the lever on the wall and a block will appear, climb up the block, go upstairs, turn around and jump clinging to the climbable wall, turn around the left corner and continue climbing until you reach the corridor upstairs and then go to the grate that opens and continue in the other corridor, arrived at the hole, (save) turn around, cling fall on the collapsible floor and immediately jump and cling to the climbable wall go down and use the pole to go down to the ground where you will be greeted by 2 enemies.

On the floor you have to activate all 5 levers to make a block in the middle rise up and lower another one to climb on top and collect an object, (you have to avoid the red floor though), and then jump on a diagonal run to get out while avoiding burning, after activating the 5 levers use the block that appeared in the middle of the room and collect object that opens an exit grate from this room and opens one in another room), go there and the flybys show 1 wall lever and 2 levers numbered 1 to 3 and symbols indicating up and down and around a path of rolling balls and liftable blocks.

You have to jump and pull the wall lever, the run sign tells you to immediately run and pull lever no. 2, the symbols of lever 2 indicate to use it x 3 times and in which directions, one down you just did, wait for the camera and pull it a second time up, to lower a black and white striped block, and as soon as the rolling ball is about to pass the black and white striped block pull it a third time down to raise the tall white and red striped block.

Now go to lever no. 3, when the camera shows you the rolling ball against the block pull it down and then wait for the last rolling ball to pass the pillar fork to pull it up one last time.

A key will have appeared near the hole where the rolling ball fell, pick it up and you will see a grate open where you have to go and a block will have appeared in the corner of the room to climb over and use the long corridor to get to the grate use the key and return to the first room of the level but it has changed, the man has fallen leaving a chasm of his form.

Secret: before going into the corridor go under where the rolling ball fell, and go to the bottom of the staircase and take the secret

Dive into the chasm in the water and go to pull the underwater lever which activates a map change and removes the water, then you will have to act via a fixed camera, if you fall into the black sections of the man-form you die, stay to the left and jump off the left running arm to get to the belt and jump into the reddish hole to go to level 6

Secret: If instead of going through the arm you go to the right in the head hole there is a secret, (save) drop into the grey block or jump into it, retrieve the secret and go back up and jump into the red hole.

Level (Phantom Lara) secrets 5

Swim left and around the corner to an opening on the left side, go inside and continue until you emerge and then go right where the camera indicates the ghost bike at the foot of a tower of Babel type building with a spiral path around it, use the bike and go to the top where the camera indicates (save every so often) and park, it will activate a trapdoor from which you can jump onto the rainbow walkway and arrive above the big arch.

Secret: After the seventh bend get off the bike and where the floor has a square of different colours stand with your back to the edge and with step back and action without clinging fall into the alcove below and pick it up, then walk back to the bike and get to the car park and over the arch.

Go to the left side and slide while holding on to the left and eventually jump onto the first tower. Or slide backwards and hang on and then hoist yourself up and jump back onto the first tower. Climb down the other side past the grey dome and go under the second tower use the climbable wall and climb into the second tower (in the pits down between the towers you can pick up medikits) then from a block in the second tower jump onto the rainbow walkway and go to the third tower to pick up a piece of the shrine model that shows a closed trapdoor inside the church. Climb down from the third tower past a grey dome again and from the climbing wall climb up to the fourth tower where a hang-glider awaits you.

Secret: from the first tower instead of going towards the other towers turn towards the big arch and you'll see at the bottom a lighted plane sticking out, jump running up there, and under the arch go to the other side and on the right drop down below and the camera will frame the grate where the secret is. SAVE, pull the lever (timer starts 15 seconds) somersault and run to the edge and without stopping somersault as you land and run to the edge and jump below, again somersault and run to the edge and jump to cling to the entrance of the room with open grating, hoist yourself up and go inside, the grating will close, but after collecting the secret pull the lever near there for 2 times to reopen it and return to the floor from where you came.

To return to the top, jump onto a suspended plane to the left and then forward onto the other suspended plane that shoots you up the first tower, and from there continue as described to the model piece and then to the hang glider.

Use the hang-glider and unhook in the tower of Babel path, and walk to the top of the car park to use another hang-glider, which unhooks you at the foot of a large yellow cross with some sort of mega denture around the top. Stand on your back and go backwards by sliding off the roof and clinging to the edge, then drop below

(if by chance instead of unhooking on the tower of babel path you unhook at the end under the arch and you don't have any recent saves, you can get there by redoing the path you took for the time secret and go to use the trampoline which takes you back to the first tower, from there jump running on the lit plane and you are above where you are now with a block and a pole appearing to get back over the big arch and from there you can jump on the first rainbow walkway from where with jump running you can get on the tower of babel path and continue with the other hang glider)

Secret: instead of sliding down from the roof, turn to the right side of the big cross and you will see a climbable side Climb up the arm of the cross and jump onto the semi-circular plane of the dentures, go around to the middle and lower yourself behind the dentures take the secret and return to the roof in the same way and then slide and lower yourself down

Downstairs go to the left and enter the first room with the transparent floor, pull the lever and you will see the trapdoor open in the church below you, which is not accessible at the moment, now you have to go down to the ground and there is only one way to stay alive turn around and look under the opening with the water from where you came, go to the edge, take a running start and dive into the water.

Emerge from the water and go to the starting position of the bike, go all the way to the left and then straight ahead and enter an archway and you'll see a closed gate and the flybys will show you what to do, go to the right and climb up the brown block and go up, then climb yet another brown block continue collecting weapons and ammo and climb yet another brown block that activates 3 skeletons and a demigod. Climb up and load the rifle and knock down the skeletons, then as soon as the demigod is in range shoot him with a revolver and when he dies the grate you saw closed will open. Go back down through the brown blocks and enter the grate and go to each of the two open grates, which on entering will close and inside

there is a closed trap door, a bell and a rolling ball, and at the top of the uphill corridor a lever and the red areas activate the rolling balls.

You have to open the trapdoors and activate the rolling balls, you have to jump over the trapdoor avoiding touching the first 2 red zones then pull out the guns and while jumping shoot the bells that open the trapdoors, then turn and run over the trapdoors passing over the red zone that activates the rolling ball that will fall into the hole where the trapdoor was. Or immediately shoot the bell with revolver and laser, then activate the rolling ball and wait for it to fall into the hole.

Or (trick) activate the rollingball and go to lean against the closed grating, the rollingball does not crush us, and once the rollingball is stationary jump over it and go to pull the lever at the top of the corridor (you can also shoot the bell to make the rollingball fall into the hole).

The two levers pulled show a lattice at the foot of the Babel tower that opens with the other piece of the sanctuary model inside, namely the bell tower.

Secret: go down the hole where the rolling balls fell go to the middle and crouch in the hole in the middle to pick it up, picking it up activates two poles for another secret go back to the place where the skeletons appeared and use the pole, at the top jump back up turn towards the secret, the climb is too steep, look to the left a floor jump running and grab onto the left corner of the floor, go up and from the right side of the floor jump with a run-up and turn left to get to the **Secret:** in the middle of the 2 pillars of the central mushroom-shaped building then back down with the poles

Now go for the bell tower and the underwater grating will open to access the church, the final place of this level, compose and place the whole model and turn around and read the message and move on to the next level.

Level 7 (Path of the Hope) Secrets 4

Climb up the path to the teleportation point and save then activate it and as soon as you see the rockfall sign run forward continuously (without speed button) and by stepping on the 3 springboards you will avoid the 3 boulders with super jumps.

first candle: after passing the falling boulders, the camera frames where the boulders stop, go back (avoiding stepping on springboards that consume a lot of health on the way down) to the fallen boulders, jump over them and collect the candle.

second candle: after the rock fall and after taking the first candle continue to the stairs of the madonnina in the cave, go down to the beginning to the right using or not the corner of the climbable wall in the flat area to the right of the stairs enter the alcove crouching and take it to climb back up the stairs use the block in the corner and the climbable wall of the arrival below them.

Secret: After getting the candle, the wall above the entrance to the alcove is all climbable use it and keeping to the right enter the alcove to get it, then go down to the ground and use the block or go upstairs continuing on the climbable wall.

Insert the 2 candles under the little Madonna that light up and lower a block nearby, go there to the teleporter and you will arrive just after the first teleporter.

Continue along the path under the bridge and arrive after a camera and then a series of flybys at the battle, there are 4 devils to kill, and there is a friendly nun who can do it for you, she will take a while, or you can do it yourself, save first (there are several medikits in the 2 walls of the bridge) but maybe the big devil with the scythe will kill the nun and his death will serve to open the gates.

Once you walk on the bridge, the gates will explode and you can climb the last stairs and go to level 8.

Secret: you have to use the tightrope, from the bridge cling and fall underneath on the grey plane of the light pole and balance on the tightrope to the green wall, go left and use the trampoline to get onto a branch of the mega weird tree, step back and jump and cling and climb onto the branch above go forward and climb onto the alcove and collect the secret.

secret: do not go back but from the alcove jump onto the branch above, cling to the climbable wall of branches and go all the way up to the ceiling and down to the other side where you pick it up, to return without going all the way back, jump running up the slope in front and slide down to the ground between the plants

secret: from the bridge on the left side with a running jump over the violet-lit grey raised block to the mountain, and from there with a running jump to the left to the right plant where the secret is, then slide down and go to the right front corner and use the red brick blocks to return to the path.

Level 8 (Madonna of the Crown Sanctuary secrets 2)

Go up the steps and when you reach the church square, help your friend kill the devil, or let her do it, but she is slow.

As soon as you have killed the devil, sheathe your weapons and walk into the square, a camera will frame a coin left by the devil near the offering box, take it and insert it into the box and watch a flyby showing the fire in the fireplace going out and a climbable interior wall.

Jump onto the roof and climb up the chimney using the climbable wall and enter the room, in the dark corner there is a wall lever jump and pull it and you will fall sliding down into the lower room, the chute however to get back upstairs later is too steep, but if you go to the wardrobe a room frames the mirror in the bathroom, go there and shoot the mirror, and the chute will become stepped.

Now go and move the cupboard to clear a collapsible floor and fall into the table below.

Downstairs collect revolvers and ammunition and shoot at the low opening blocked by a crate, enter the room use the revolver and kill the 2 devils (with manual aiming and going straight at them by shooting will kill them easily) and a candelabra should appear in the block in the middle of the room (if it does not appear walk across the floor where the 2 devils were) collect The candelabra shows a gate that opens.

Climb up onto the table and go back to the upper room, and if you have not done so before go and shoot the mirror and you can go upstairs and then onto the roof and back to the square.

Now you can choose the 2 routes in the order you want if you want to do route B instead of entering the holy staircase continue down the meadow until you reach the block with the trampoline.

A) Now go down the stairs and go left inside the open gate climb the holy staircase and take a look at an altar where 3 objects are missing and you have only one, go to the other side in a room with a hot floor and many blocks of letters, (collect the laser) are almost all deadly except 5 that form a word, which is discovered through an image that will appear in the wall at the bottom, load revolver + laser and shoot down the 5 targets at the end of the room to discover the word CROWN , then with several jumps over the 5 letters forming the word arrive at the end of the room and in the right corner climb up and pick up the piece of cross and go downstairs and go left to a vertical rock room where the camera frames a bell and a higher point while the grate behind you closes, load revolver + laser and shoot the bell and on the floor pick up the 2 piece of the cross, but you still have something to do, go behind the tall block behind you and climb up onto it, the springboard shoots you up onto a block where there is another candlestick to pick up. Turn around, jump running onto a suspended plane, from there over from the right corner take a step down to fall onto the block below, to get back to the ground turn around and use the climbable part of the block to the bottom then unhook and slide to the ground.

Go to the corner and assemble the 2 pieces to form the cross, insert it into the wall with the red shield, a grid will open in a cave above the roofs.

Now go down to the room below, and to open the exit grate, look for a wall lever in the corner and pull it, then exit to an area below.

B) look at the block in front of you, there is a trampoline up there, to get up there you have to jump running on the sloping corner of the grey roof of the little house below and then immediately press jump to grab onto the edge of a slightly sloping block, hoist yourself up and go to the highest part of the slope and with running jump grab onto the trampoline block go up and you will be shot up until you grab onto a roof.

Climb above and go left and then down where there is a climbable part cling and climb above but immediately step forward (or back and cling) to avoid the falling boulder. Then continue up until you reach the rocks behind the roof of the church where there are 2 caves in the first one there is nothing, in the second one with an open grate there is another **candelabra**.

Go back to the spot where the boulder fell but this time continue on the roof to the right and then jump to the right onto the brown roof, go to the right corner and climb up onto the other roof which has a less steep part, from there climb up onto another roof and go to the right until you see a climbable path between the rocks follow it all the way up and to the right and then with a jump and somersault grab onto a hanging block and once on top a red paraglider will appear.

Use the paraglider and unhook yourself on the bell tower now (be careful not to fall off or save) go right and cling to the edge, then from clinging turn the corner and go inside the alcove, now cling to the edge and fall and cling to the edge below another alcove, there is **the golden cross** in there, pick it up and then off the hanging edge jump back onto the roof and slide down onto the other roof.

From here there are 2 possibilities to return to the ground: go back to the point of the falling boulder and jump onto the roof of the trampoline springing backwards clinging and falling sliding and clinging to each edge all the way to the ground, or shorter from the brown roof where you are clinging and falling into the roof below but losing a lot of energy.

Go back to the holy staircase and the altar and insert the 3 pieces on the altar and a gate will open in a small room in the cave to the left in the church square, go in there and insert the last candlestick where it is missing and the red and white block hiding a rope will drop down.

Pull the rope three times and you will hear bells ringing as the church door opens.

Enter and you will see that it is a ghost church so there is still something to do, find the 3 switches and use them to finish the level and find yourself in the real church.

Secret: (save) from the top of the bell tower on the roof side of the church after descending into the alcove and then clinging and falling down and climbing back up into the alcove to pick up the golden cross, coming out clinging and jumping back up and sliding not to the roof below, but jumping forward and clinging to another alcove and entering for the secret.

Secret: going up the stairs to get to the church square at the end of the stairs on the left in the rocks there is a pillar the same colour as the stairs with a springboard on it, go up and shoot yourself up and as soon as you land on the block suspended in a slide jump with a somersault (or hang on and then hoist yourself up and jump) and land on another slide jump to the end to hang on to another suspended block, pull yourself up and jump to cling to the wall, go up and then to the right and climb up to get the secret, collecting it will activate a pole to return to the stairs, do the climbing piece again go down and jump back onto the hanging block, don't jump toward the polerope, but walk forward by the border to cling to the pole and go back down avoiding the trampoline.

Level 9 (Repentance) secrets 0,

Upon entering the church you will lose your weapons, but you won't need them, so don't use tricks to get them.

Go to the altar and observe 2 areas of different coloured floor and on the altar 2 pieces are missing, in the coloured areas you have to place the two short benches you see in the 2 areas with light of the same colour, do this (and some worshippers will appear who are some forum mates from 20 years ago that I have already used in another previous game) and you will gain the position of the missing **monstrance**.

Take it up to the altar, and insert it, then look at backside of the altar for one short bench, move it and take the cup, and insert the cup in the other missing location to get the pisside and open a trapdoor in the corner of the altar ceiling.

Go to the right under the crucifix and go upstairs and use the climbable corner to go to the room above and pull a lever that will make a bishop and a nun appear on the benches you have placed near the altar (the bishop is also one of the forums), go back down and go to the central point between the bishop and the nun.

Lara on her knees will repent and obtain forgiveness to return to normal and finish the game.

Level 10 Final (return to normal)

Final flybys and credits