

Aztlan, the lost Citadel

A Tomb Raider Level Editor TR4 release

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kc.laan@gmail.com

1. Prologue

Lara Croft has recently heard of the discovery of the location of the Aztlan citadel in an inhospitable area in the northern region of Mexico. This discovery was made by a former colleague of her, who mysteriously vanished soon after.

Lara has now been asked to continue the work of this famous archaeologist and solve this mystery.

In the enigmatic realm of Aztlan, drawn by the lure of the lost city, Lara begins her quest to unravel the mystery of Aztlan.

Armed with only her razor-sharp intellect and unwavering determination, Lara must navigate treacherous landscapes to find twelve ancient scrolls scattered throughout the challenging locations.

The scrolls tell the story of the Aztec ancestors' quest to find Aztlan and hold the key to open hidden areas. Behind these thresholds lies not only the wealth of a forgotten civilization, but also a powerful artifact with the potential to rewrite the course of history.

Do you dare to take up the challenge to unravel the secrets of Aztlan and reveal the legacy of an ancient civilization?

2. Landing



Goal: Find your way inside the mountain
Enemies: 1 wild dog
 3 bats'
Collectables: None

A cut scene starts. Lara drops down from the helicopter that brought her to this location. After she lands in the water, the helicopter leaves with the appointment to pick her up again later.

Get out of the water and kill the wild dog with your pistols.
Explore the valley. There is only a portal that leads into the mountain ridge.

Go inside and don't trip over the skeleton of the famous archaeologist.
Follow the path and kill 3 bats, until you hear a rolling ball. Stop and do not go any further. As soon as the rolling ball rolls down and stops on top of her dead colleague, she knows how he died.

Turn around and look above you. There is an opening where the ball came from.
Climb into this opening and continue on your way.

3. The Aztlan citadel



Goal: Find your way into the citadel,
Get the amulet and open one of the doors.
Enemies: 2 wild dogs, 7 bat's, 3 baddies, 1 small scorpion.
Collectables: 1 door amulet, 3 small medipacks, 2 scrolls.

Follow the path through the mountain ridge. Use a flare if you think it is too dark. You have enough of them. Get rid of four bats.
Continue until you can go no further and climb up, out of the portal.

As soon as you get outside, a cut scene will follow that leads you around the citadel. You see a second building, a portal entrance, after which you see a door and a pedestal on top of the connecting part between the two citadel buildings, with an amulet on a pedestal.
Of course you have to get this amulet. But it won't be easy; it's still a Tomb Raider level after all!

Walk clockwise around the citadel until you reach the water lilies in a narrowing between the two buildings. Enter the water. The fish are your friends if you encounter them, and will leave you alone.

Dive under the water lilies and explore the underwater passage that eventually ends in a small space under the citadel. Climb out and pull the lever.

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The large doors at the entrance will open. Two dogs are now being released to monitor the site. These will wait for you and attack you as you walk towards the entrance of the citadel. So, get rid of them.

As soon as you enter the citadel, some descendants who protect the citadel, are alarmed. Take care of them too and collect the **two medipacks** from them.

Explore the interior and notice some locked doors at the end. Above the doors are symbols. A cave, a tower, a bridge... That could be interesting.
At this moment you can't do anything here, so go up the stairs to the first floor. Notice the closed doors to the rear part of the building.

Get rid of a third descendant and collect his **medipack**.

Climb up the ladder to the second floor. Save your game before you pull the lever, because things are about to get exciting!

As soon as you pull the lever, a poisonous gas flows into the sluice and you have to hurry.

Quickly turn left twice, and run to the end where you have to pull the lever. This will open the door on the roof. Run back as quickly as possible to turn the lever in the sluice again so that the gas space is closed again. Use a (large) medipack to restore your health.

Go back to the first floor and through the corridor where the doors have now opened, to the rear of the citadel. The red 'water' is deadly, just like the burning torches.

Now jump from square (via the window edges) to square to eventually end up on the platform where you can go outside.

However, don't forget to first pick up the **parchment scroll** (Chronicle 1) lying on a pedestal in the left window edge.

Go outside and get the **door amulet**. With this amulet you can now open one of the 3 doors at the bottom of the rear part of the citadel.

Before doing this, first lower yourself onto the edge next to the connecting bridge. Now crawl over this edge until you reach above the entrance. Now you can jump on top of the portal to get the next **parchment scroll** (Chronicle 2).

Slide down to the ground and enter the citadel again. Now go to the back and choose one of the three doors to open.

Your choice:

- [Left door](#)
- [Central door](#)
- [Right door](#)
- [The last door](#)

4. The Aztlan sand caves



Goal: Collect the door amulet, open the next doors in the citadel.

Enemies: 2 baddies.

Collectables: 1 door amulet, 2 small medipacks, 3 scrolls.

Open the leftmost door and descend into the underground passage. Use a torch if necessary. You have more than enough of them after all.

Turn right, and crawl out of the passage into an inner area bordered by 2 towers. Your arrival has awakened some descendants. Take care of them and collect their **two medipacks**.

Descend to an underground room. Follow the descending corridor until you reach a side entrance. Go into it on the left and find the next **parchment scroll** at the top left (Chronicle 3.)

Go back and follow the descending path. When an earthquake occurs, quickly enter the side entrance so that you will stay alive and avoid the rolling balls.

Descend further (via the side passages) until you reach a large cave.

Walk over the bridge and keep to the right. Climb up along the empty sand holes and up a ladder, until you can't go any further.

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On the right is an entrance where you can climb up. On top is a lever. Pull the lever and above you a sand hatch will open and the sand will start to flow down and fill all the bins.

Go back to the sand filled bins.

Look around and see a rope. Swing to the other side and collect the next **parchment scroll**. (Chronicle 4.) Return to the sand filled bins.

Stand with your nose to the wall between the two sand beams at the highest point. Now jump and grab the edge of the upper platform and go up. Climb to the highest point and get the **door amulet** for the next door in the citadel.

Go down to the sand wheel that has been set in motion by the sand. Also, a door has been opened to access the next lever.

On the left side of the wall there is a crack in the wall. Jump onto it and shimmy to the left, around the corner, until you come across a small crawlspace. Hoist yourself in, pull the lever, and 2 doors will open.

Now go out and shimmy further until you can drop to the ground next to those doors. Go inside.

Behind the jeep you will find the **car key**.

Drive back to the cave entrance and exit the cave.

Crawl into the tunnel, go right and up the wooden stairs and take the **parchment scroll** (Chronicle 5).

Slide down and go inside the citadel (or walk back) to open another door...

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5. The Aztlan tower



Goal: Collect the door amulet, open the next door in the citadel.

Enemies: 2 spiders, 2 eagles, 3 baddies.

Collectables: 1 door amulet, 3 small medipacks, 3 scrolls.

Open the central door and descend into the underground passage. Use a torch if necessary. After all, you have more than enough of them.

At the end of the corridor, you will see a block above you. This will be your exit on the way back.

Continue until you reach a pit filled with quicksand. The quicksand at the bottom is deadly. Swing across to the other side and go to the right. (Left is for you way back.)

As soon as you reach the exit a flyby starts, showing the zip line and the tower in detail. There are several descendants that you will have to take out in order to reach the door amulet on top of the tower. You will also encounter 2 eagles during your tour.

Take the zip line to the tower.

Explore the tower.

On the ground floor there is a crawl space. Go in and collect the next **parchment scroll** (Chronicle 6). And get rid of the three descendants. Get their **three medipacks**.

If you look closely, you can see the locations where the raising blocks are.

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Go to the roof and position yourself on the edge of the tower next to the opening where you climbed out to the roof. Hang off the edge, let go and grab the next opening. Then again to climb into the alcove to get the **parchment scroll**. (Chronicle 7). Then drop to the ground.

Locate the block. You will have to push/pull the block to the top of the tower to get to the door amulet. (If you use the corner bug, you will die!)

Push the block 2 times forward. The block will now raise one floor.

Now maneuver the block so that it gets higher and higher until you can push it out at the top. Climb up and get the door amulet.

To get the next scroll, you have to go to the small island. Climb up and use the zip line to the other side. Go down and walk along the edge of the quicksand to the island. Get rid of the annoying scorpion and then crawl into the small cave to collect the next **parchment scroll** (Chronicle 8).

Now walk along the edge of the quicksand and climb into the tower. If you walk past the pit with the ropes, you will encounter another poisonous spider.

Finally push the block into the corridor and turn right. Go back to the citadel and open another door...

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6. The Aztlan water source



Goal: Collect the door amulet, open the next doors in the citadel.
Enemies: 5 crocodiles, 2 crows, 2 baddies.
Collectables: 1 door amulet, 2 small medipacks, 3 scrolls
1 revolver, 3 revolver ammo.

Open the rightmost door and descend into the underground passage. Use a torch if necessary. After all, you have more than enough.

At the end of the passage, climb up into the tower. The barred gate closes so that the same way back is impossible. If you should go right, the doors will open and you will return to the citadel. In this case we have to go left.

As soon as you walk out, a cut scene starts showing the surroundings. Crocodiles, fish, descendants guarding the building and a tightrope. But more about that later.

Your arrival has awakened 2 vicious crows. Get rid of them.

Walk across the bridge to the other side and go through the gate until you can turn left. There you meet the two descendants. Free yourself from them and receive the **two medipacks**.

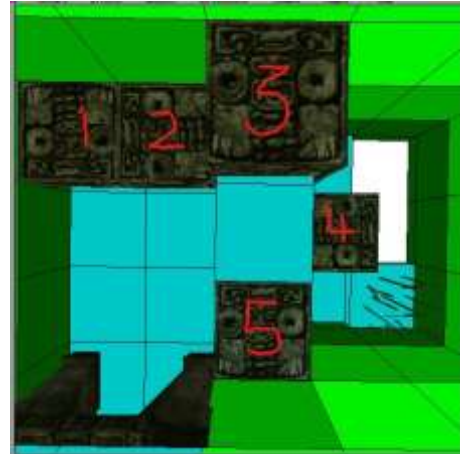
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Explore the room. Above the spikes you will see an opening with a burning torch. To reach it, you have to move the blocks so that you can jump into that space.

- Push block 4 next to the spikes;
- Push block 5 on top of block 4;
- Move block 1 and place it where 5 was;
- Move block 2 one square further;
- Move block 3 to the other side;
- Push block 3 forwards 1 square.

Now you can jump into the corridor and pull the lever.

Jump down onto the block and go through the now open doors.

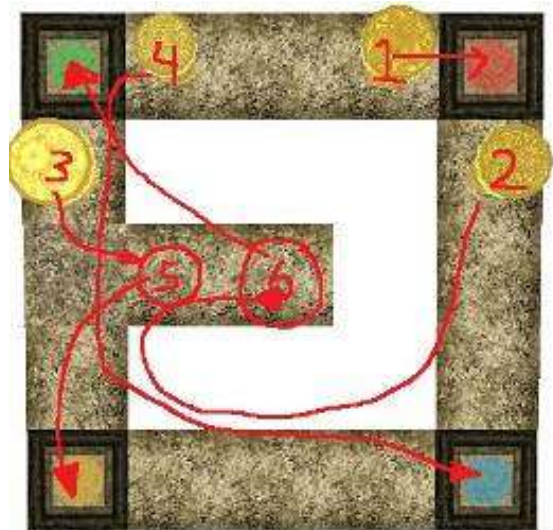


Jump onto the edge of the statues and then off again on the other side. Go outside. Here you have to move 4 balls onto the correct color corners.

- Push the red one first.
- Move the yellow one onto the intermediate squares;
- Move the green one onto the intermediate square;
- Move the blue onto his correct place.
- Move the yellow to his right place;
- Move the green to the right place.

Now the door opens!

Before you leave this room, collect an **ammo pack** underneath a vase in the high alcove.



Go through the door and be inspired by the cut scene. Descend into the basin. Enter the passage and push the block into the corner. Now you can pull a lever that opens the gate in front of the block. Pull the block out into the basin, and move it until it is under the opening opposite.

Climb up and enter that opening. There you find a lever that will fill the basin.

Now dive into the water and swim to the hallway where you pulled the first lever. On the right side you can go up and out of the water.

Pull the lever to open the exit. Collect the next **parchment scroll**. (Chronicle 9).

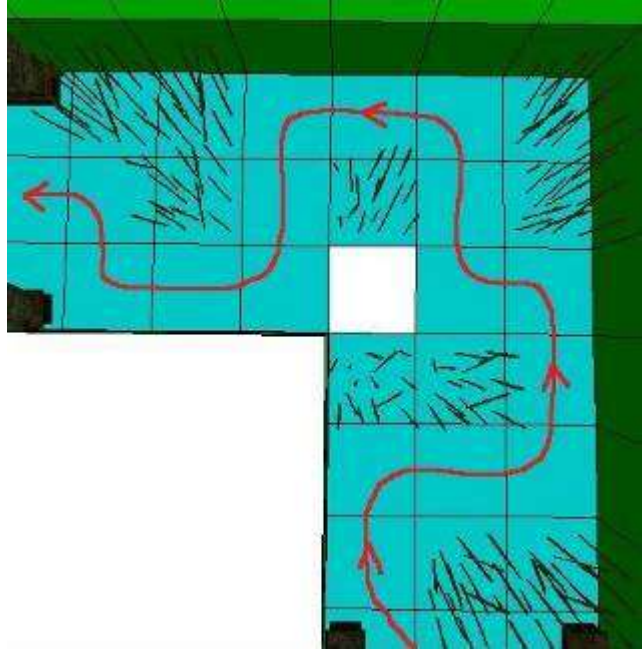
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Now walk over the suspension bridge into the corridor and follow the path. Once you get past the column and see a lot of spikes, the challenge is to walk through them unscathed. If you walk slowly, you should be fine.

Now you have to climb some poles and jump from pole to pole. This is easy to do with the key combination "Jump" + "up".

You now enter the corridor around the courtyard. First pull the lever so that you can still get in if you have fallen off the rope.

At the end of the corridor, you find a **revolver** and some **ammo** behind the pedestal.



Cross the rope to the other side. (Use the "look" button to make the camera jump back from the other side.)

Turn left, pull the lever at the end, and go outside to get the next **parchment scroll** (Chronicle 10).

Go back inside and through the trapdoor to the other courtyard with trapped crocodiles.

Collect the next **parchment scroll** (Chronicle 11) and the **door amulet** for the next door. If you want, pick another **ammo** pack.

Dive into the water and climb out of the water on the right side. At the end of the corridor, pull the lever to release the crocodiles and clear the way to your exit.

Now swim underwater back to the start, but be careful of those nasty crocodiles.

Climb out of the water, jump on the bridge and leave this courtyard with the door amulet in your backpack to open another door in the citadel...

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7. Back to civilization



Goal: Open the last door and place 12 scrolls back where they belong.
Take the rewarding artifact, (the Eye of Aztlan).
Get the key and follow your way home.

Enemies: None.

Collectables: 1 scroll, 1 key, 1 rewarding artifact if all scrolls were found.

Now that all three doors have been opened, you can now go through the side door where you find the last **parchment scroll** (Chronicle 12).

Open the last closed door. Go through the door and descend into the underground passage. Use a flare if necessary. You have more than enough, after all.

You now reach the area of what used to be the seven caves of the ancestors of Aztlan. Here all parchment scrolls will have to be returned to their permanent location in the caves.

Once all 12 scrolls have been placed you can grab the rewarding artifact (**Eye of Aztlan**) to take home. And the key for the door outside.

Go outside with your key and open the door outside in the corner. That is your way out.

Descend and follow your way to the helicopter that will pick you up again as promised.

Place your artifact in your own display cabinet with all your other treasures and trophies, and prepare yourself for another journey!

8. Reference

Setup tomb4.exe

Press left [Ctrl] when you start the game. Change the setting as follows:

Output Settings	: Microsoft Direct3D ...
Output Resolution	: [Highest] full screen (1680 x 1050 best screen ratio)
Texture Bit Depth	: 16 Bit RGBA 5551 (or higher)
Render Options	: HW acceleration: ON , Volumetric FX: OFF , Bilinear Filtering: ON , Bump mapping: ON , Low Resolution Textures: OFF , Low Resolution Bump Maps: ON , No FMV: ON

Inspiration

<https://en.wikipedia.org/wiki/Aztlan>

<https://www.ancient-origins.net/news-myths-legends-americas/lost-city-aztlan-legendary-homeland-aztecs-002550>

<https://www.facebook.com/groups/547348745358864/> (Dutch)

<https://de-buizerd.com/gluren-bij-de-buren/> (Dutch)

<https://www.youtube.com/watch?v=w2u85RlkCWk> (Dutch)

Used software & hardware

ColourPicker	https://www.w3schools.com/colors/colors_picker.asp ;
MP3 splitter	https://vocalremover.org/ ;
trsearch	https://www.trsearch.org/ ;
tombraiderchronicles	https://www.tombraiderchronicles.com/
NG Center	Version 1.5.7
TRNG	Version 1.3.0.7
Wadmerger	Version 1.98 Beta 4
GIMP	Version 2.10.18
Audacity	Version 3.1.3 (https://www.audacityteam.org/)
Cubase VST/32	Version 5
KORG Kross	Synthesizer

The Parchment Scrolls

Chronicle 1: The Beginning

Our ancestors emerged from the seven caves of Chicomoztoc, chosen by the gods. In these sacred places, the first of our people were born, destined to find Aztlan - a land where they would thrive and become powerful.

Chronicle 2: The First Journey

The first tribe left the safety of Chicomoztoc, led by their brave leader, Tlacaelel. They walked into unknown lands, facing many challenges, but they believed in the prophecy that would guide them to Aztlan.

Chronicle 3: The Gods' Message

As the tribe wandered the deserts, their leader had a vision. The gods spoke of Aztlan, a city made of white stones, filled with endless treasures. They told the tribe to follow the signs that would lead them to this special place.

Chronicle 4: Tough Times

The journey to Aztlan was hard. The tribe faced storms, hunger, and even betrayal. Some lost hope, but the strongest kept going, determined to find the city that the gods had promised them.

Chronicle 5: A Mysterious Helper

When things seemed darkest, a mysterious creature appeared. With glowing eyes and a deep voice, it offered to guide the tribe. They didn't fully trust it, but they believed it was sent by the gods to help them.

Chronicle 6: The Traitor

Not everyone in the tribe was loyal. One member, tempted by the promise of power, tried to lead them the wrong way. But the tribe stuck together, and their unity helped them overcome this betrayal.

Chronicle 7: The Lost City

After many years, they reached the edge of a mysterious land. Here, they found the ruins of a lost city, buried under centuries of dust. The signs said that Aztlan was near, but warned that danger was close too.

Chronicle 8: The Old Prophecy

An ancient prophecy that the elders once spoke of came back to them. It said that to reach Aztlan, a great sacrifice would be needed. This worried the tribe, but they knew there was no turning back.

Chronicle 9: The Last Challenge

The tribe faced their final test - a challenge of faith and strength. They stood before the last obstacle, guarded by unseen forces. Only those who truly believed in the gods' promise could pass and reach their destiny.

Chronicle 10: The Eye of Aztlan

In the heart of the ruins, they found the Eye of Aztlan. This ancient artifact glowed with a power that could show them the way to the sacred city. But it came with a warning: "The Eye sees all, but its power comes at a price."

Chronicle 11: The Big Sacrifice

As they got closer to Aztlan, the meaning of the prophecy became clear. To open the gates, one of them would have to give their life. This sacrifice would unlock the path, but it would also change the tribe's future forever.

Chronicle 12: The Gates of Aztlan

With the sacrifice made, the gates of Aztlan finally opened. The tribe entered the sacred city, feeling both sadness and awe. Before them was a land of beauty and power - the home they had searched for across generations!

Used items

Item	trsearch page
BtB08 - Peru - Lara Levelbase Stuff (LLB)	3944 / 5512
TRA Peru Statue - Angel Of Darkness	4335
La Paz Columns - Mike Quahe	3072
3 Part bridge - Ayal91	2327
NG TR1 Incas Switch - LGG-PRODUCTION	5255
Generic Day Horizon - Mr. Nice Guy	1997
Zipline with sound - Leroy Perkins	0992
Legend outfit - Trangel	3259
TROE: Plant package - teme9 & CGTextures	3943
NG TR4 Pushable Stone Block - LGG-PRODUCTION	4656
Mexico Rain Plant - teme9 & DeMoS	3455
Bird In Big Beetle Slot - UziMaster	5209
TRU Thailand Spider - Mrshina	4314
Piranha - LggProduction	4273
Birds (Crow) - Silent Viper Tomo	0009
Title Flyby Standing Animation - Matie/AkyV	3778
Lara-Guide - Trinity	1714
Tomb Raider Anniversary Flares - Underwater Raider	2304
TRA Medipacks - maax87	2627
TRLE Audio files - Troels B. Folmann, Peter Connelly	
Some TGA tiles (https://www.tombraiderextra.com/downloads.php) - Matt Hill	
Pictures from internet for TGA's.	
All other TGA items used from TRLE or created by me.	

Revision history

- All softlocks removed;
 - Zip line triggers added;
 - Lightning Cave entry fixed.
 - Exit key label added in menu,
 - Quicksand passage at Tower level removed.
 - Documentation modified.
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Bugs and Warnings

- The jeep can get stuck in tunnels if you go too far sideways.
 - Baddy's/dogs can sometimes get stuck on slopes.
 - Lara's text is displayed per tile. (Because multi-tile texts don't work! F65)
 - Sometimes you see flares on the screen.
 - The menus sometimes lag. Solution: restart the game.
 - The doors between "The Aztlan water source" and "the Aztlan Citadel" sometimes don't open if you go too fast. Solution: take a few steps back and walk slowly.
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Permissions and prohibitions

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Acknowledgements

Beta testing: Robo, Bassey and Tpeet, DJ Full. Thanks for your comments and suggestions. ChatGPT: Spell check and suggestions for storyline improvements.

It was a pleasure to build this level.

Happy raiding...
