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Tomb Raider Legend

XBox 360, Xbox, Playstation 2, PC

Developer: **Crystal Dynamics**

Publisher: **Eidos**

Rated: **"T" for Teen**

Strategy Guide & Walkthrough

made by **Berserker**

INTRODUCTION

Lara Croft is back!

Once again we are thrown into the shoes of the most famous of all treasure hunters and this time the ride is more pleasant than ever!

In **Tomb Raider Legend**, Lara Croft is seeking the answers to a mystery that has plagued her since her childhood - what exactly happened to her mother? She travels the globe, while on a race against other individuals, to unearth ancient artifacts that may hold the key behind her mother's disappearance. From the mountainsides of Bolivia to the jungles of Ghana, she searches for rare objects that may help her understand her past. Will she find the answers she seeks or are some things better left unexplained?

This guide will give you a full walkthrough of **Tomb Raider Legend** and will outline every secret contained within. If you want to achieve 100% completion then you have come to the right place. All the rewards for each level are revealed, along with extras and tips for the Time Trials of each stage that will help you to get maximum enjoyment out of Ms. Croft's latest adventure. Please enjoy the guide!

MOVES

Combat Moves

All of the following moves must be done while locked on to an enemy.
Please note that many of these moves will not work on animal enemies.

Slide Attack

(Run toward an enemy and press the CROUCH button)
Lara will perform a slide directly into the enemy and knock him off balance.

Rebound Attack

(Press JUMP while next to an enemy)
Lara will kick off the side of the enemy and jump into the air then time will slow down allowing her to attack while flying back.

Aerial Attack

(Press JUMP to jump toward an enemy then press JUMP to hit him)
Lara will jump toward the enemy and kick off of his head then time will slow down allowing her to attack while flying back. She will have a bit more airtime for this move when compared to the Rebound Attack.

Slow Time

(Automatically activates after Rebound Attack or Aerial Attack)
Time will slow down allowing Lara to fire her guns with increased aiming and damage.

Jump Kick

(Press JUMP to jump toward an enemy then press ACTION to kick him)
Lara will jump toward the enemy and perform a diving kick in the air.

Power Kick

(Press ACTION while next to an enemy)
Lara will kick the enemy away from her.

Grapple

(Press GRAPPLE)
Lara will grapple the enemy and pull him toward her causing some damage and making the enemy stumble in the process.

Shoot Hazard Target

(ACTION)
If there is a Hazard Target (Gas Tank, Explosive Barrel, Rock Pillar, etc.) then Lara will automatically fire at the target when the action button is pressed. Sometimes you have to hold down action to shoot an object multiple times. This will cause great damage to the surrounding enemies if the target hits them.

Defensive Moves

Roll

(Press CROUCH + any direction)
Lara will do a diving roll in the corresponding direction. This can be done while locked-on as well.

Flip

(While locked on press JUMP)
Lara will jump and perform a somersault in the air.

Miscellaneous Moves

Swan Dive

(Press Forward + JUMP then immediately tap CROUCH)
Lara will jump into the air and perform a dive. If she hits the ground, she will tuck and roll.

Stylish Pull Up

(Hold JUMP while holding onto the side of a ledge)
Lara will pull herself up by extending her legs slowly up to the side of the ledge and then gracefully move her body upwards.

Roll to Forward Flip

(Tap CROUCH during the middle of the roll)

Lara will roll and perform a forward flip back to her standing position.

Back Flips into Double Somersault

(Hold Forward + tap CROUCH repeatedly after a forward flip from a Roll)

Lara will end the forward flip by perform two back flips followed by a jumping double somersault.

Somersault

(Hold Forward + tap JUMP immediately after jumping)

Lara will jump and somersault in the air.

Forward Flips into Double Somersault

(Hold Forward + tap JUMP repeatedly after a Somersault)

Lara will land from the somersault and perform two forward flips followed by a jumping double somersault.

Continuous Back flips and Somersaults

(See below)

Tap JUMP or CROUCH twice in sequence while holding forward after performing a back flip or forward flip twice and Lara will keep back flipping and forward flipping for as long as you can tap the button in sequence. (JUMP, JUMP, CROUCH, CROUCH, JUMP, JUMP, etc.)

Handstand Turnaround

(Press Back [or behind her] while Lara is moving upward while swinging on a pole)

Lara will swing toward the top of the pole then turn around on top of the pole while standing on her hands.

Pole Flip Turnaround

(Press Back + ACTION while Lara is moving downward while swinging on a pole)

Lara will turn around on the pole and perform a slight flip then grab back on to the pole to continue swinging.

WALKTHROUGH - BOLIVIA

Bolivia - Tiwanaku

"Anaya telephoned today. She heard a rumor about an ancient temple in Bolivia that contains an ornate stone dais. It could be the one I'm looking for. I'm setting out first thing in the morning."

Valley

From the start of the level, follow the left mountainside and move around the large boulder ahead to find a BRONZE REWARD (1/10). Go ahead and use this chance to get used to the controls. They feel quite different from past Tomb Raider games. Jump over the broken rock overlapping the river (or climb up the other side to the right of the river) and move toward the lake in the back under the waterfall. Look off to the right while next to the waterfall to see an opening in the side of the mountain containing a BRONZE REWARD (2/10). Jump in the lake and swim to the opposite side. Pull yourself up on the other side then jump and climb up to the area above.

-- CHECKPOINT --

You'll need to grab the rock with the grab button and push it off the side of the mountain. Jump and grab onto the large rock platform ahead. Climb up the first vine then hold to the right and jump to the vine across from you. Hold right again then jump to the area to the right.

-- CHECKPOINT --

Walk to the end of the mountain platform and jump to the dangling vine up ahead to make Lara automatically grab on. Turn to the left while on the vine and line yourself up with the cave entrance to the left of the waterfall. Swing on the vine and jump to the entrance. Turn on Lara's light (D-pad left) as you run further into the cave since it is quite dark. At the end, pick up the SILVER REWARD (1/5). Fall down to the cave below. This is the same area that you saw behind the waterfall while you were on the vine. Turn on the flashlight again if it's not already on and run to the end of the cave. Jump to the other side and pull yourself up. Jump and grab the crevice on the side of the mountain and shimmy all the way past the cave entrance to the other side. As the on screen tutorial suggest, tap the action button while shimmying to move quicker. At the end, press the jump button and Lara will jump to the area with the river across from her.

The River

-- CHECKPOINT --

Walk up the river, but be wary of the boulder up ahead that will roll to the right side and barrel down the river as you approach it. Stay to the left side to avoid it. Walk further ahead to find some tree branches extending out of the mountain walls. Stand on the sloped rock in the river and jump to the first tree branch. Climb to the left along the tree branch then swing to the second branch. Swing to the ledge on the left side of the waterfall from the second branch. Shimmy across to the end of the ledge, then hold to the right and jump across to the ledge on the right side of the waterfall. A cutscene will activate. After the cutscene, follow the

mercenary and listen to his conversation or just go ahead and shoot him with Lara's handguns. He will eventually turn and notice you. Look off to the left after shooting him to find a BRONZE REWARD (3/10) across from the fallen tree. Use your binoculars to look at the tree and Lara will hint that it appears to be a mechanism that she can use to her advantage. While facing the tree, turn around and look up to find a ledge on the structure up above. Jump and grab onto the ledge then climb over to the right side. When the platform up above is in view, press the jump button to make Lara jump and grab onto the side of the platform. Pull yourself up and push the rock off the side to weight the tree down. Fall back down to the river then stand on the sloped rock next to the tree. Jump to the tree branch on the left side of the tree and use it to swing to the rock platform in between the two waterfalls.

-- CHECKPOINT --

Press the grapple button to make Lara grapple the shiny disc up ahead. Press the action button after grappling it to have her pull the disc out of the entrance and break it. A cutscene will play showing two mercenaries on the other side. Lock on to them and shoot with Lara's handguns after the cutscene. Walk toward the waterfalls in the back and use the sloped rock to gain some extra height so you can jump to the ledge behind the waterfalls. Climb across the ledge really fast since it will break in the middle. If you fall, jump back on the ledge and hold left then jump across to the other side of the ledge. Jump to the pole across from the ledge then swing to the crevice on the column. Shimmy across the crevice then hold toward the crevice to Lara's left and jump to it. Jump to the platform above.

-- CHECKPOINT --

Turn around to see a dangling vine in front of the waterfalls. Jump and swing to the ledge behind the waterfalls. Move to the left along the ledge and move the camera around to notice an opening up above with a BRONZE REWARD (4/10) inside. Jump and pull yourself up to retrieve it. Walk past the waterfalls to see two poles in the distance. Use them to jump and swing across to the rea on the other side.

-- CHECKPOINT --

Right when you land from swinging, a mercenary will rush out from behind the right wall and shoot at you. Blast him, then move down the path that he came from. You'll reach a broken bridge ahead with a shiny disc up above it. Use the binoculars to view the shiny disc to get some hints as to what to do next. Stand at the edge of the broken area and double tap the jump button or jump and tap the grapple button to have Lara jump and shoot out her grapple toward the disc and swing from it. When you first grapple to it the broken bridge on your side will fall. Swing then jump to the other side while on the grapple. If you swing to the left or right too much then the grapple will retract and you will fall. Use the broken bridge to climb back up to where you were. As you walk to the area ahead, look off to the left side to see a BRONZE REWARD (5/10) in an alcove up above you. Use the grapple from far away to latch on to it then use the action button to retrieve it. Walk deeper into the walled area ahead for a cutscene.

In Front of the Tomb

-- CHECKPOINT --

A message on the screen will mention that you can shoot certain environmental hazards by pressing the action button while in lock on mode. Go ahead and press the lock on button and shoot the group of rocks before the mercenaries notice you to kill both of them. Slide down the ramp then prepare to shoot two more mercenaries that will appear off to the left. Look to the right to find a small opening in the side of the mountain containing a BRONZE REWARD (6/10). Jump and enter the area where the two mercenaries came from then fire at the mercenary on the top platform to your left (it may be easier to go around the other way and kill him). Look off to the right to see a BRONZE REWARD (7/10) at the end of the path in front of the stone pillar. Climb up to the area where the lone mercenary was and grab his SMG (Action button) then use the vine ahead to swing across to the other side. Slide down the ramp and shoot at the stone pillar while locked on to the mercenaries in the distance to kill at least one of them. Run straight ahead and shoot the rest of the mercenaries next to the vehicle. Grab either an SMG or an Assault Rifle and head up the stairs toward the tomb entrance. After the cutscene, turn around and hop over the stairs railing to the left. All the way to the left there is a weak wall that you can shoot at to reveal a SILVER REWARD (2/5). Enter the tomb up ahead.

The Tomb

-- CHECKPOINT --

Kick one of the rocks with the action button to see what dangers lie ahead. The floor will slide open to reveal rotating spiked pillars that could easily grind our heroine into tiny bits. Move to the edge, then jump and tap the jump button to grapple onto the shiny disc overhead and swing across to the other side. Lara gets mighty close to the spikes while swinging but they will not hit her as long as you grapple from the edge. Walk straight ahead and turn on your light then turn to the left. Move the camera around to Lara's side and take a look at the fallen debris to the left. Notice the small crack. Enter the small opening to find a BRONZE REWARD (8/10) behind the debris. Go back through the opening and enter the area with the chains. Walk behind the chains then start to climb the left chain until you reach the rock piece. Hop over to the other chain to the side and quickly climb it as it moves downward then jump back to the chain you were just on when you move up past the rock. Jump to the opening across from the chain then walk to the end and jump to the chain in the room ahead. Slide down and enter the opening in the collapsed wall.

-- CHECKPOINT --

At the end, jump into the water and dive down a bit then swim to the right just a bit until you can surface once again. Pull yourself up onto the side of the cave floor to find a BRONZE REWARD (9/10) behind some debris. Jump back into the water and swim toward the light then climb out.

-- CHECKPOINT --

Move ahead and a leopard will walk out from behind the left wall. Switch to your second firearm and open fire on the leopard. Hop around while firing if he attacks. Walk down the stairs ahead then stop! The walls up ahead will move together and try to crush you. Wait for them to start to separate then run through them. Examine the cage on the other side with the binoculars to discover that it is movable. Grab the cage (with the action button) from the side or the back and push it toward the next set of moving walls. Once the first set of walls starts to open, push the cage in between them and keep pushing. The walls will move together but the cage will stop them from closing in all the way. When you push the cage to the second set of walls, wait until they start to open then start to push once again. When you make it to the second set of walls, push the cage about midway between them then jump on top of the cage and move to the other side. Run to the doorway up ahead.

Cage Puzzle Room

-- CHECKPOINT --

Before messing with the puzzle, move toward the chain on the right side. While next to the chain look over to the right up above you to see the final BRONZE REWARD (10/10).

Look around the big room to scope out each of the metal cages and each of the pressure buttons. You do not need to get all three of the cages up to the floor that you are currently standing on, but you must get at least two - Lara can stand on the third button. The middle pressure button lifts the gate and the right and left pressure buttons retract the stopper piece on each side gear. Go ahead and move the first cage on the top floor over to one of the pressure buttons on the floor you're currently on. After moving the switch fall down to the

area below. A leopard will step out from the middle portion and attack. Pull the cage on the left side out from under the long rock. Push the cage on top of the rock (on the side you pulled it out from) and let it slide down until it stops. Now, jump back onto the middle portion with the middle pressure button, go up the stairs, and line Lara up with the other end of the long rock. Jump onto the rock and the camera will switch to show Lara landing on the other side. The cage on the opposite side will fly upwards and land on the floor above. Run to the other side of the bottom floor and grab the other cage if you want to then move it over to the long rock and do the same thing to send it up to the top floor. Climb back up to the top floor and push each of the cages over the remaining switches or have Lara stand on the third switch if you only have two. A cutscene will play and the door at the top will open.

Now, in order to get the Gold Reward for this level, pull the middle cage off of the center pressure button. Stand on the other pressure button until the door falls all the way back down. If you got all three cages and two cages are on the back three buttons then the door will automatically fall. Push one of the back cages off of either of the side buttons. Now push a cage over the middle pressure button. The door will try to lift, but it cannot. With Lara, stand on either the left or right pressure button, whichever is without the cage, to make the two stopper pieces along the side of the corresponding gear move back into the wall. Let the gear move so that two of the gear's teeth move by the area where the stopper pieces extend out then step off the pressure button to lock it in place. It should have stopped on the second gear groove and the door should be only half open.

In order to get to the door, run over to the left chain and jump then pull yourself up to the left area next to it. Wait until the chain moves downward then jump and climb it until you are in line with the small ledge next to the chain. Jump to the ledge then shimmy across and jump to the area above with another chain. Use the chain to climb across the gap then fall to the other side. Walk to the end of the right side and fall off the side to make Lara grab onto the side of the wall. Drop down one ledge and shimmy across the bottom ledge to the right then jump to the pole and swing to the platform with the door that you just opened.

-- CHECKPOINT --

Don't go through the door or bother with the gold reward just yet. Turn on your flashlight and walk over to the right side. Look off to the right to see a crevice on the wall. Jump to the crevice and shimmy all the way across until you see an open area to the right of the statue against the wall. Jump up to the area up above to see a SILVER REWARD (3/5) directly across from the platform you're currently on. Climb across the chain to get to it.

If you rigged the door to where it is half open then jump to either of the crevices on the columns to the side of the door then jump to the next crevice up above it. Move over to the far side, closest to the door, and jump toward the door to grab onto the small groove on the mouth of the door engraving. Notice that the door has two grooves along the side of the engraving mouth - that's to let you know where exactly to line it up. Jump and grab the top of the door then jump to the pipe-like structure up above the door to find the GOLD REWARD (1/1).

-- CHECKPOINT --

When you walk through the doorway, you will activate a QTE (Quick Time Event) where you must press the buttons displayed on the screen after they appear to keep from dieing.

Quick Time Event

Lara will run down the corridor and (CROUCH) roll under the first set of blades that swing in front of her then (JUMP) over the next set that moves toward her.

Walk down the halls ahead.

Spiked Pillar Room

-- CHECKPOINT --

Walk up to the end of the ledge ahead and step off so that Lara grabs onto the side. Move to the right along the ledge then drop down the next two ledges until you fall to the bottom. A leopard will attack when you walk toward the middle. After blasting the leopard, look at the wall to the side to see that one piece is a bit lighter than the rest of the wall. Push against the light piece and push it all the way to the back of the opening in the wall as far as it will go. Turn to the right to find a tunnel that will lead you to a SILVER REWARD (4/5). Go back outside and head for the debris off to the right side. Stand on the piece of floor and jump to either of the poles on the wooden pillar. The pillar will rotate and move you next to another pillar. Swing and jump to the next pole on the next pillar. Either way you will eventually land on a pole next to a ledge. Jump to the ledge then shimmy to the right and jump to the ledge further to the right. While on the middle of the ledge that you jump over to, line Lara up with the pole behind her on the wooden pillar and jump to it. The wooden pillar will rotate so that you will be directly across from the last SILVER REWARD (5/5). Swing across to grab it. Jump back to the pole (while standing) to get back to where you were. Move along the ledge then jump to the next two ledges above. On the top ledge, move to the right then jump to the left and grab onto the final ledge. Shimmy over to the platform then drop. Pull yourself up to the floor above then run down the hall and jump over the debris up ahead.

-- CHECKPOINT --

Walk through the doorway to start a cutscene. After the cutscene, run straight ahead while on the bridge to avoid the helicopter. Do not attempt to fight it! You will have to jump twice since the bridge will break apart from the helicopter missiles. Keep running until you reach the other side then get ready to start blasting. Hide behind the columns until you get a clear aim on each of the mercenaries then step out and shoot. There are a total of eight of them. After you have killed them all, a cutscene will play to end the level.

CREDITS

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