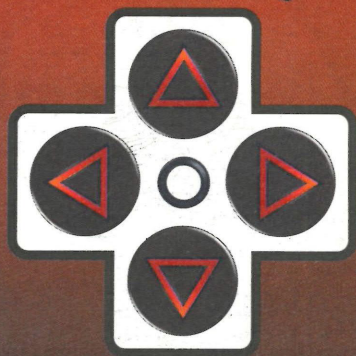


INSIDE: ESSENTIAL REVIEWS OF THE VERY LATEST SATURN GAMES!



SATURN



100% Un

azine

Volume 1 • Issue 6 • £3.95

Tomb Raider

Collector's Edition

Final maps, killer cheats, superb tips

Reviewed:
COMMAND &
CONQUER
SOVIET STRIKE
IMPACT RACING
SUPER PUZZLE
FIGHTER II TURBO



Nintendo 100% action!

volume 1 £3.95

64

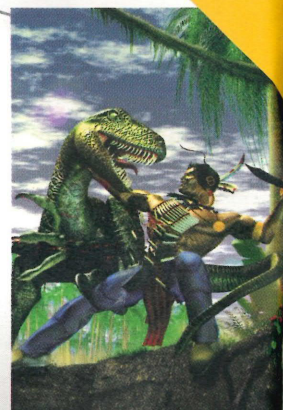
magazine

This magazine is not endorsed, sponsored or otherwise authorised by Nintendo

Got an N⁶⁴?
Then get this!

Turok

The reason dinosaurs became extinct



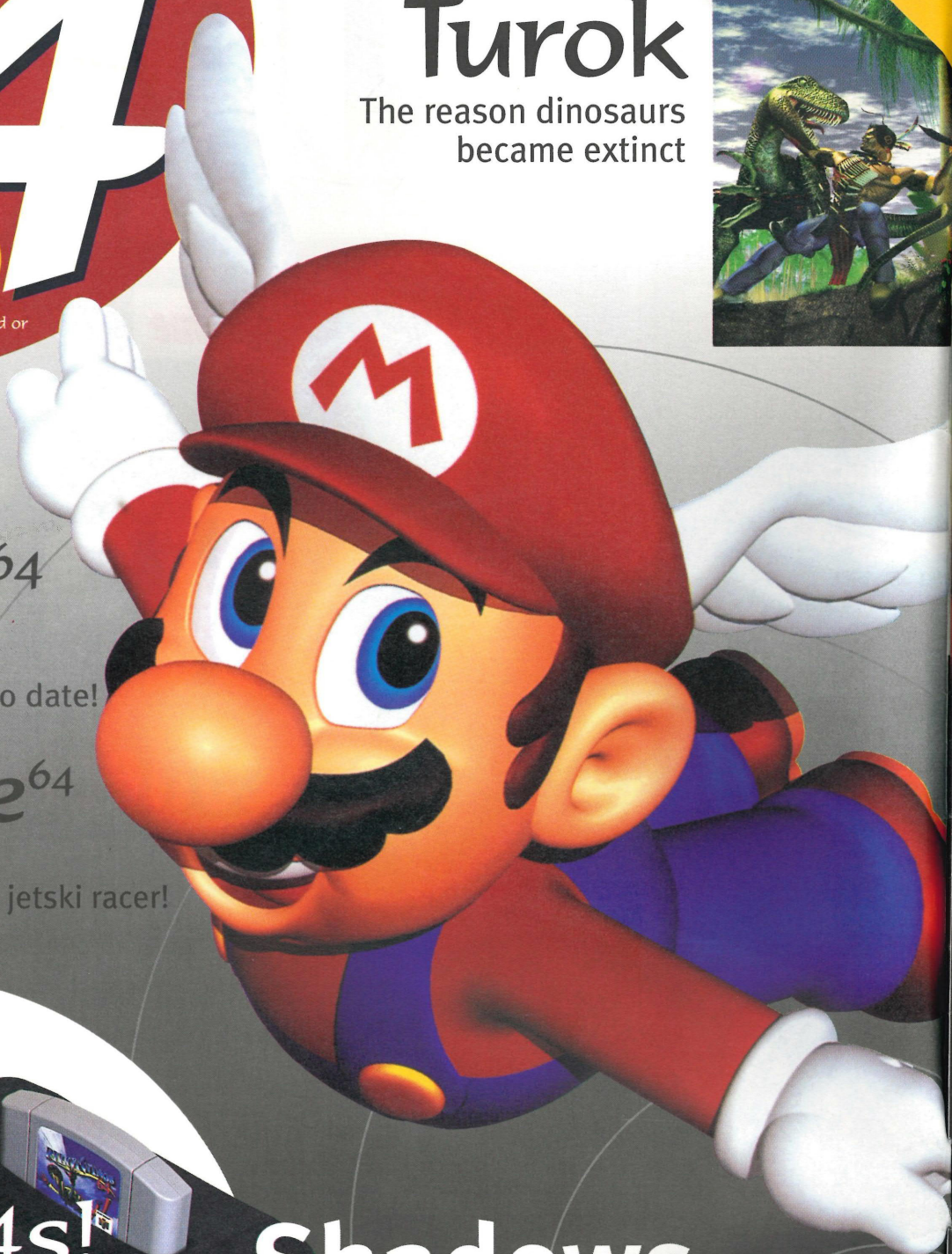
OUT NOW!
Get 'em while they're hot!

Super Mario⁶⁴

At last! Mario is back in his greatest adventure to date!

WaveRace⁶⁴

Surf's up! Full review of Nintendo's jetski racer!



Win!

5

N64s!

Shadows of the Empire

The Force is strong with this one!
Huge 12 page review of the greatest Star Wars game ever!

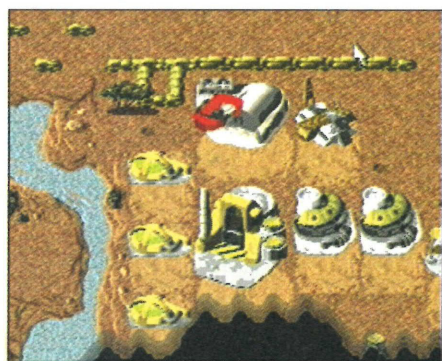


Start your engines: Cruis'n USA vs Mario Kart⁶⁴ vs Top Gear Rally!

MINI REVIEWS

04

FEATURING **SOVIET STRIKE**, **SUPER PUZZLE FIGHTER II TURBO**, **COMMAND & CONQUER** & **IMPACT RACING**.



TOMB RAIDER

07

PART 2 OF OUR GUIDE TO THE CORE CLASSIC. AT LAST, VICTORY CAN BE YOURS WITH OUR SUPERB MAPS, CHEATS AND TIPS!



EDITOR Dave Lister

DEPUTY EDITOR Arthur Fowler • ART EDITOR Mark Lose

MARKETING MANAGER Michael Robinson • PRODUCTION MANAGER Jane Hawkins

SYSTEMS MANAGER Alan Russell • PREPRESS MANAGER Chris Rees

PREPRESS/SCANNING OPERATOR Karl Petersson

INTERNATIONAL DIRECTOR Jean-Luc Janet

FINANCIAL DIRECTOR Trevor Bedford

ART DIRECTOR Mark Kendrick • MANAGING DIRECTORS Richard Monteiro, Email: richardm@paragon.co.uk.

Di Tavener, Email: ditavener@paragon.co.uk

PRINTED BY Gamett Dickinson, Rotherham • DISTRIBUTED BY Seymour International Press Distributors, Windsor House, 1270 London

Road, Norbury, London SW16 4DH. Tel: 0181 6791899

SATURN+ is a fully independent publication and is not connected with Sega in any way. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

©1996 Paragon Publishing Ltd. SATURN+ ISSN 1359-2181

Got Tomb Raider? You'll need this magazine like the air that you breathe! Saturn+ proudly presents the second concluding part of our epic, special collector's edition guide that will see you safely through every level of the game. You won't find a more easy to follow guide anywhere else that is so crammed full of tips and comprehensive hints on how to conquer those dastardly tombs. As usual, we've also strung together the very latest Saturn reviews, and taking the trophy this month as the Editor's choice is Super Puzzle Fighter II Turbo... the greatest puzzle game around. Enjoy the issue!

issue seven £3.95



100% PlayStation 0% fair

PowerStation

the complete **A-Z** of PlayStation tips

TOBAL No.1
Complete walkthrough

COMMAND & CONQUER
Every mission mapped

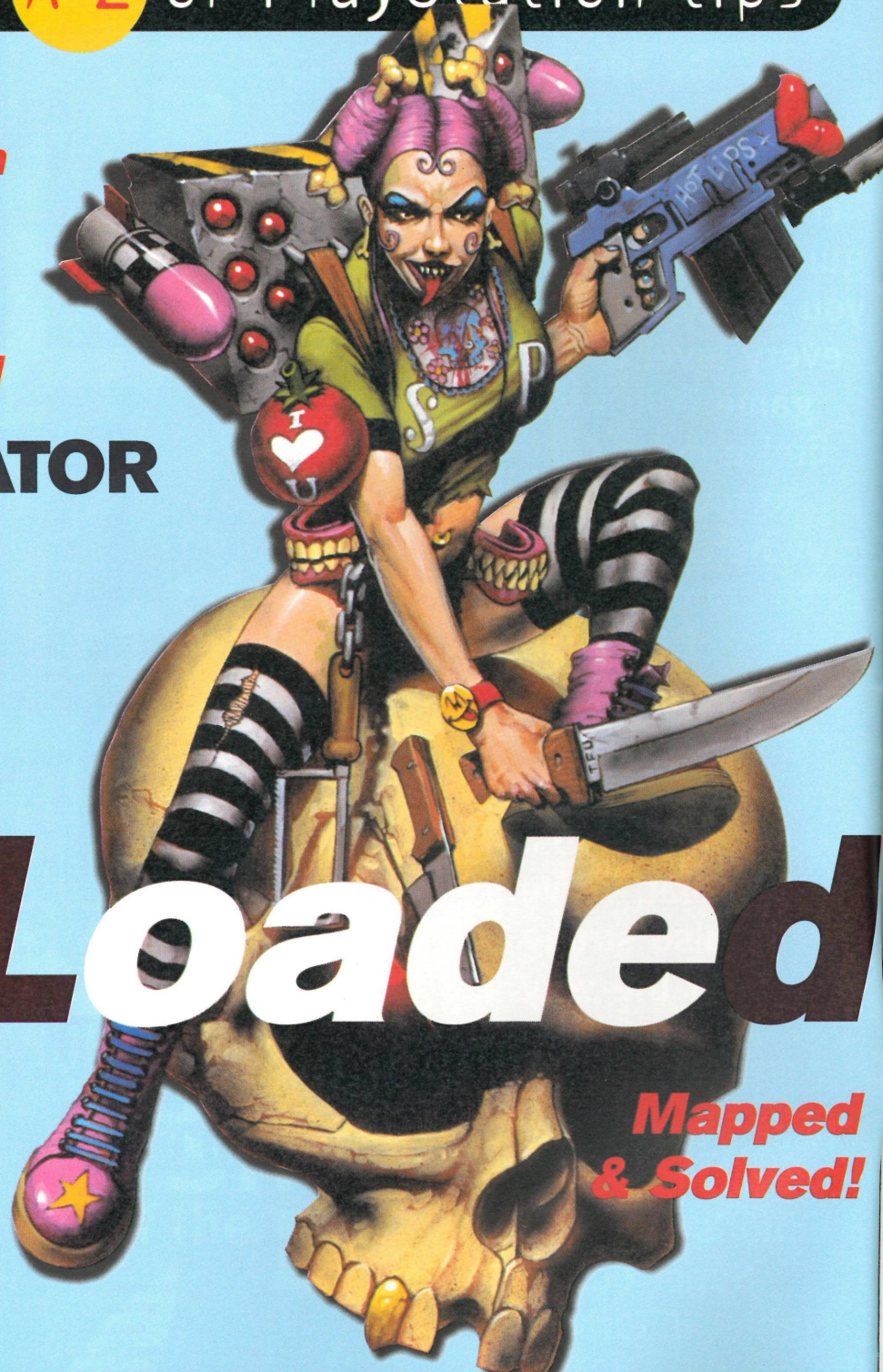
STAR GLADIATOR
Exclusive new cheats!

WIN!
Every PlayStation add-on imaginable!

Re-Loaded

WORLD EXCLUSIVE!

Mapped & Solved!



132
pages of solutions

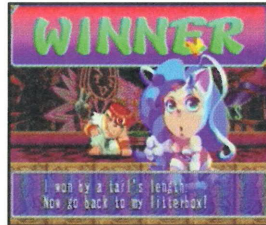
DARK FORCES
Definitive Maps
& Solution

SUPER PUZZLE FIGHTER II TURBO

What a name! What a game – just when you thought that puzzle games couldn't get any more addictive after the epic Bust A-Move 2, along comes this little gem from Capcom to really thrust thinking games to the forefront of people's imagination once again. The aim of SPFIIT is simple – rain as many crushing blows down onto your opponent as possible by cunningly crafting huge

crystal shapes out of the falling stones and then blowing them all up with a special colour-coded bomb. The more gems you clear, the more powerful the move. Like the original Street Fighter II games, the ultimate aim is to knock your opponent out, but failing that, piling their crystal stacks up to the top of the screen will do. There are eight different characters to choose from – four Street Fighter and four Darkstalkers, although there are also plenty of hidden ones tucked away. What difference does a character make in a puzzle game? Counter attacks that's what – you see any blocks you chuck over to your opponent are arranged in such a way that when the counter timer ticks down, they will either be arranged as an easily-clearable clump, or randomly scattered colours. A fantastic game that you'll never put down – guaranteed!

● Arthur Fowler



SATURN

VITAL INFORMATION

PUBLISHER: Capcom
 DEVELOPER: In house
 RELEASE DATE: Out Now
 PRICE: £59.99

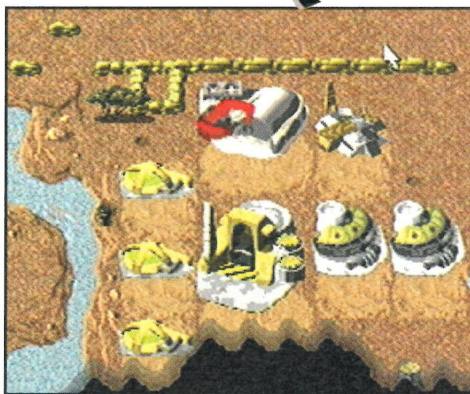
Puzzle
 1-2 player
 Various game modes
 Japan
 8 levels

GRAPHICS: 78%
 SOUND: 80%
 GAMEPLAY: 90%
 LONGEVITY: 94%
 PRESENTATION: 92%

93 PERCENT

COMMAND & CONQUER

War... what is it good for? Blindingly good strategy games that's what – and C&C is the definitive cream of this genre. Incorporating over 50 different missions, you can play as either the good or bad guys in an engaging, challenging battle of nerves. You can command a whole battalion of assorted vehicles and troops in a bid to infiltrate the enemy bases – just how you do this takes skill and fine judgement on your part because simply rushing from the front will often end up in a mass napalm



blitz and numerous fatalities as a consequence. The presentation of C&C is second to none, and there are loads of FMV sequences to hammer home the effect that the wars are having on the surroundings, but all this doesn't disguise a few minor flaws. Take for example the lack of multi-player modes. On the PC this was undeniably one of the games finest points, and its absence does take quite a lot out of the proceedings. Also, the colour co-ordination of the different types of troops is lacking – making it hard to distinguish between the different kinds, and often resulting in death as a result. If you can live with this then C&C is still the finest game of its kind.

● Dave Lister

SATURN

VITAL INFORMATION

PUBLISHER: Virgin
 DEVELOPER: Westwood
 RELEASE DATE: Out Now
 PRICE: £44.99

Strategy
 1 player
 Play on both sides
 USA
 50

GRAPHICS: 79%
 SOUND: 80%
 GAMEPLAY: 82%
 LONGEVITY: 89%
 PRESENTATION: 86%

84 PERCENT

IMPACT RACING

London, 5:15 pm on a soaked Friday evening. Stuck in rush hour traffic with the rain continuously beating down against your windshield... what do you do? In reality, sit and bite the head off of the unfortunate party in the passenger seat. In Impact Racing, you simply go for the guns in your specially modified vehicle and blow the tailback in front of you to kingdom come! Impact Racing is a savage Deathrace 2000 affair whereby your aim is not only to win races, but to take out as many enemy cars as you can in the process. As you would expect, this makes for a fun-fuelled alternative to the otherwise mundane experience

you would expect to find waltzing around tracks in your standard racing games. Set in a futuristic world where the winner takes it all, and the losers... well, bite the bullet, Impact Racing is basically Wipeout with wheels. The tracks fly-by at breathtaking speeds, the demolished cars leave a handy weapon pick-up for you to use, and yes, there is even a pumping techno soundtrack to accompany each varied and extremely well designed track. This may not be the best racer on the market, but it's certainly one of the most entertaining.

● **Dave Lister**



SATURN+

VITAL INFORMATION

PUBLISHER: JVC
DEVELOPER: Funcom
RELEASE DATE: Out Now
PRICE: £39.99

- Racing Game
- 1 player
- Loads of cars
- USA
- 13 levels

GRAPHICS: 85%
SOUND: 87%
GAMEPLAY: 83%
LONGEVITY: 82%
PRESENTATION: 87%

85 PERCENT

SOVIET STRIKE

After the tremendous success of the strike series on the Mega Drive, hopes were high that this 32-bit debut would continue the same, high standards. Well we're pleased to report that it does, and with flying colours. Set over five varied campaigns, Soviet Strike returns with the same blend of stunning visuals and taxing missions that have launched the saga to such great heights in the past. The most noticeable difference is your ship, beefier than before and armed with an extra sidewinder weapon, you're more than adequately prepared to reduced Moscow to ruins and sink a few battleships

along the way. The graphics are simply perfect – the attention to detail is remarkable, especially with all the little in-jokes that crop up throughout the missions such as sun-bathers, dancing girls, toxic soldiers, Santa Clause, and even the King himself – Elvis. Apart from these there are loads of secrets to uncover and, best of all, enemy defences to rip through. All these make Soviet Strike a MUST for fans of the series, and indeed anyone looking for a compelling, challenging game that will test you and test you to near breaking point. Good luck commander!

● **Dave Lister**



SATURN+

VITAL INFORMATION

PUBLISHER: Electronic Arts
DEVELOPER: In house
RELEASE DATE: Out now
PRICE: £39.99

- Combat/Strategy
- 1 player
- N/A
- USA
- 5 levels

GRAPHICS: 89%
SOUND: 81%
GAMEPLAY: 90%
LONGEVITY: 89%
PRESENTATION: 90%

89 PERCENT

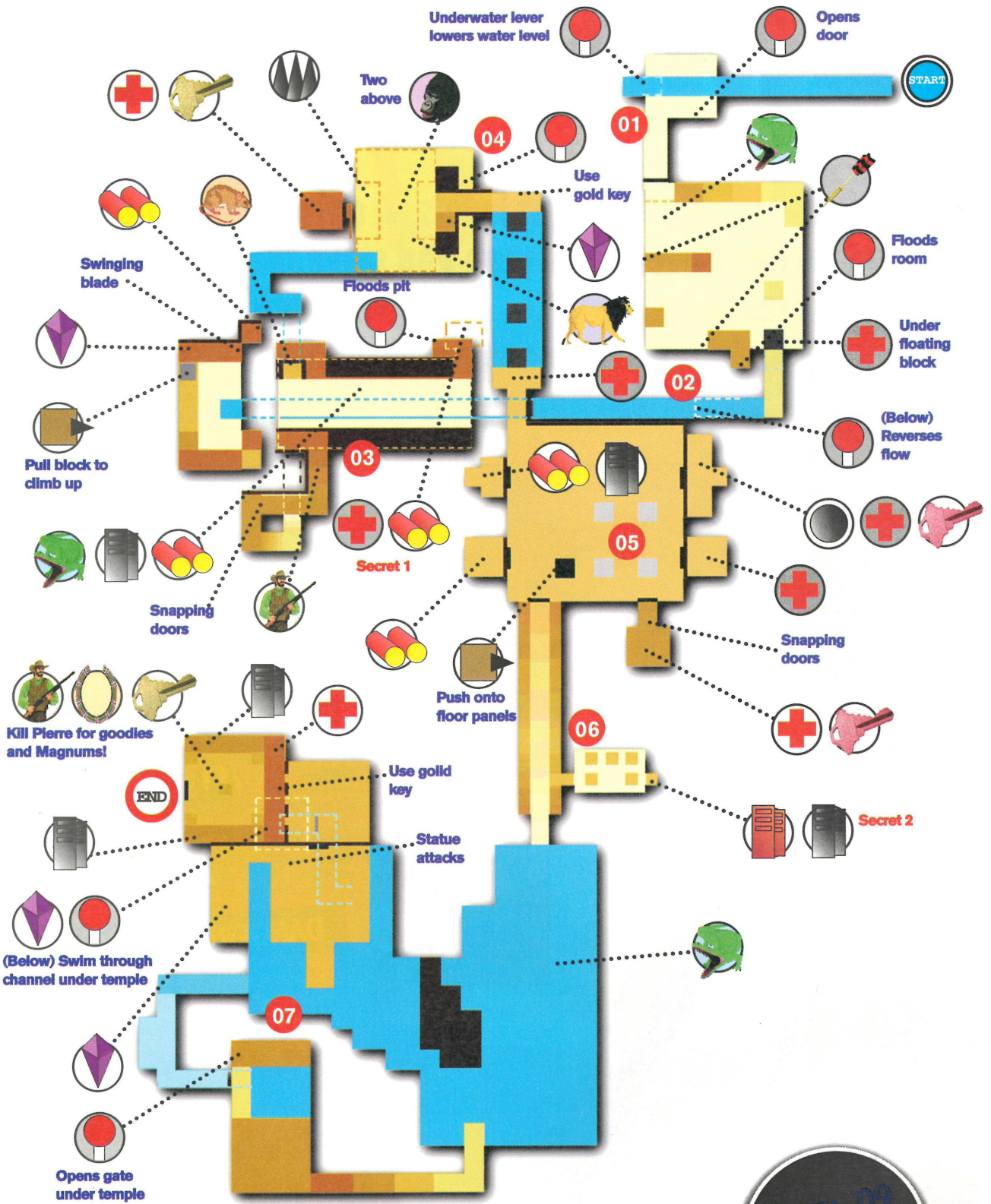
TOMB RAIDER

Part 2

Following last issue's guide to the first eight levels, we delve deeper into Core's amazing arcade adventure to map and solve the final seven. Plus we reveal all the secret areas. The only thing we haven't yet discovered is the much-rumoured 'nude Lara' cheat - not for the want of trying!

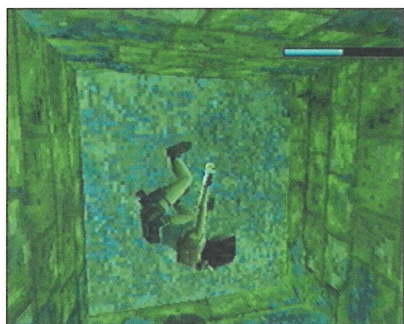


| | | | |
|--|--|---|---|
| <p>Shotgun Shells Ammo for the shotgun is scarce</p>  | <p>Large Medikit Restores a huge chunk of health</p>  | <p>Small Medikit Replenishes about half health</p>  | <p>Darts Blown from sides of corridors</p>  |
| <p>Cog Get three of these in the Lost Valley</p>  | <p>Gold Idol This is needed to open a door</p>  | <p>Shotgun More powerful than pistols</p>  | <p>Boulders Roll down slopes to squash you</p>  |
| <p>Lead Bar Can be turned to gold</p>  | <p>Switch/Lever These open doors and hatches</p>  | <p>Push/Pull Block Move it to access new areas</p>  | <p>Crumbling Tile Quickly crumble, making you fall</p>  |
| <p>Fire Can kill quickly</p>  | <p>Save Crystal Use it to save your position</p>  | <p>Magnum Clips Collect them for later on</p>  | <p>Floor Switch Step on them to open some doors</p>  |
| <p>Scion Find this precious amulet</p>  | <p>Spikes Are lethal if you fall onto them</p>  | <p>Gold Key Needed for special gold locks</p>  | <p>Uzi Clips These are needed for later</p>  |
| <p>Silver Key Used for special silver locks</p>  | <p>Rusty Key Opens those rusty old doors</p>  | <p>Omega Switch Step on or push a block onto it</p>  | |
| <p>DANGEROUS WILDLIFE</p> | | | |
| <p>Bats Fly towards you but are easily shot</p>  | <p>Raptors Fast dinosaurs with a nasty bite</p>  | | |
| <p>Bears Maul you and take some killing</p>  | <p>Rats Found both on land and in water</p>  | | |
| <p>Crocodiles Snappers usually found in water</p>  | <p>T Rex He'll gobble you up if close enough!</p>  | | |
| <p>Apes Fast-moving and tough</p>  | <p>Wolves They usually hunt in packs</p>  | | |
| <p>Lions Bite chunks out of your health</p>  | <p>Pierre (Explorer) Turns up regularly to shoot at you</p>  | | |



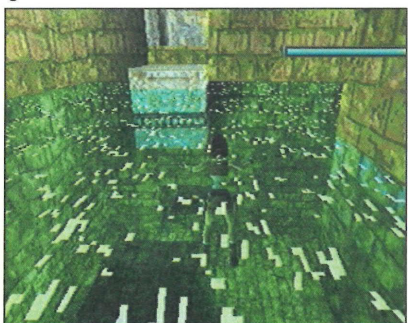
LEVEL 09
TOMB OF
TIHOCAN

1 Swim to end of underwater channel, dive down and turn round to find lever – pull it to lower water level. Surface and hit switch to open door. Lure crocodile out before jumping over other side of water to shoot it in safety. In square room, climb blocks and



jump to high platform in middle. Avoid darts by running to right, leap over to next ledge ahead, then do a running jump over to ledge in other corner. Climb up and use switch to flood room.

2 Swim under floating white block to find a medikit. Climb onto floating block and run into tunnel to find another water channel. Dive down to find a switch which reverses current. Surface for air before being swept along the channel. Get out at the end and pull block from under ledge to climb up. Climb round ledges to the top and Pierre should appear from right upper tunnel. Take a running jump over to other side to save game.

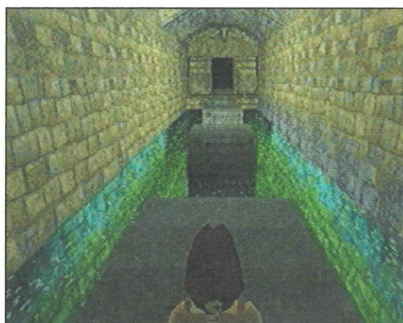


3 Now go down right upper tunnel to find some metal snapping doors – lethal! Get one step away from them, then run through as soon as they've snapped shut. At the bottom of the stairs, shoot croc below, then go downstairs into big pit. Get shells and



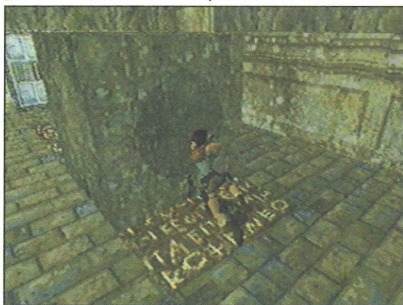
Magnum clips, then step on each of three grey-edged floor panels (look down from stairs to see them easily) to open a door in the corner to **Secret 1**. Enter and turn to face the door. Jump left and hold the button to make multiple leaps to shells and a medikit. Return up stairs, through snapping doors, to high room. Jump over to ledge where save crystal was. Jump carefully past swinging blade to grab shells. Go back and take a running jump (past blade again) to left tunnel that leads to a ledge high above croc pit. Shimmy across crack and go round tunnel to find a switch to flood pit. Now dive into water and swim round to ledge in southwest corner. Shoot rat, then dive in water behind him.

4 Swim to next room, climb out, and shoot lion. Enter tunnel round back, use switch to open gate, then save your game. Shoot two



gorillas above before jumping up there. Now jump across gap to crack on left of door. Shimmy across and climb up into room to get gold key. Drop back down (avoiding spikes!) and go through to the channel with the blocks: insert gold key in lock to make them float to surface. Do a series of jumps to reach other end. Get medikit and go through door.

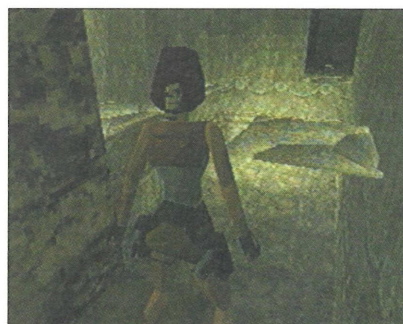
5 Push block between pillars onto each of



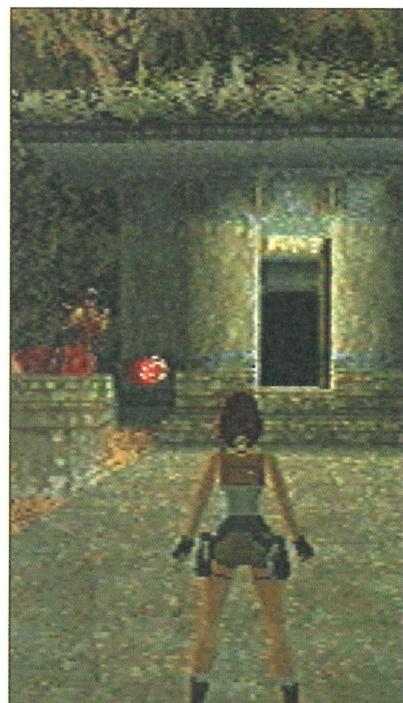
four floor panels (with writing on them) to open different doors (climb up onto block immediately to avoid any animals released). Grab the goodies in the small rooms, but watch out for the boulder trap – run past medikit to avoid twin boulders, then grab rusty key. To get to the upper door, push block next to it, then time your run past snapping doors to get medikit and rusty key. Use both rusty keys to open locked door, then save your

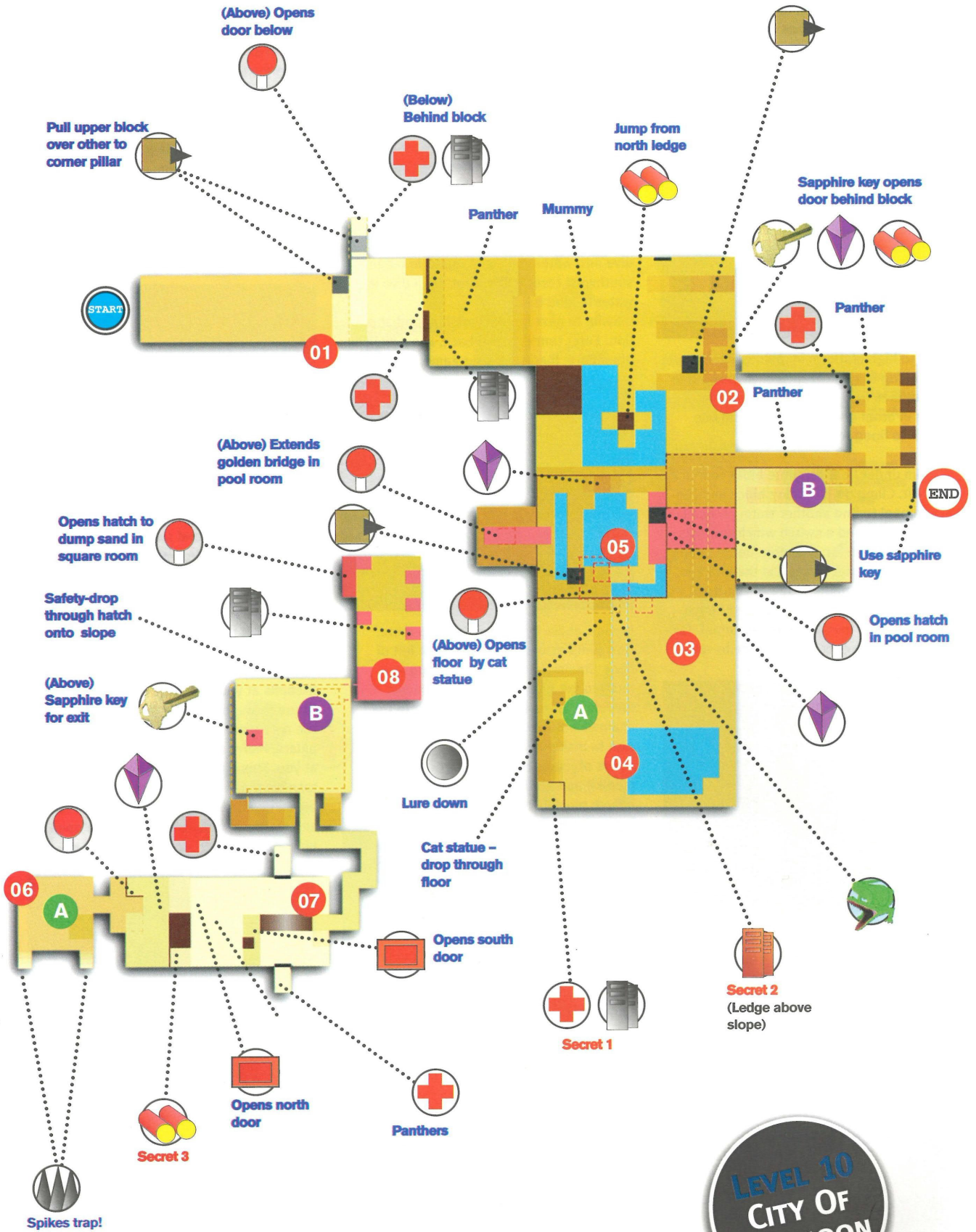
game.

6 Slide down slope, but just before the end, keep jumping left to find a hidden room. You need to jump across a set of crumbling platforms to reach **Secret 2**. Turn so Lara's right side is facing the first tile, then jump right, forward, right, right, back, right to find Uzi and Magnum clips. Return to slope and slide down into a large pool. Quickly swim across to platform, get out, and shoot croc. Enter tunnel and climb all ledges to reach the top then slide down to ledge in sand. Slide down ramp on your right and jump to ledge, then climb up to switch to open underwater gate.



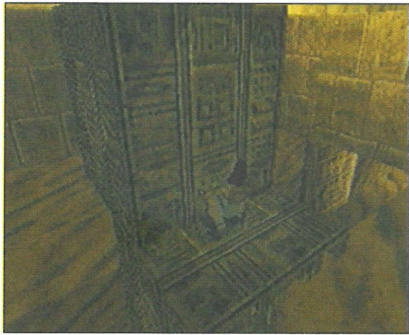
7 Dive into water and swim round channel to pool with temple. Swim under temple to find a hidden tunnel, leading to a room with a save crystal and switch to open temple door. Swim back outside and climb out. Now comes the nasty surprise: as you approach the temple door, the statue on the left comes to life and starts throwing fireballs at you. The best technique is just to run through the door and shoot him from the next room (or just ignore). Through the pillars, Pierre appears and starts shooting at you. This time you can finally kill him and take his Magnums, gold key and Scion piece. Climb to ledge above and get medikit and Magnum clips. Use gold key to open exit door below.



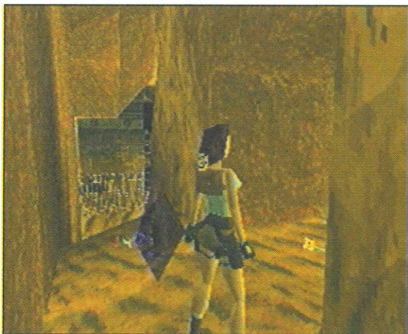


LEVEL 10
CITY OF
KHAMOON

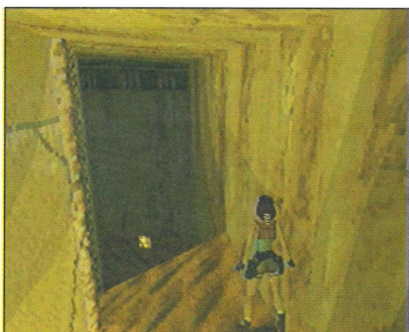
1 Run forward and drop into pit. Jump to tunnel from opposite pillar and hit switch to open door below. Pull block below out of doorway three times, enter and get Magnum clips and small medikit. Pull higher block onto lower one and over to high platform in corner to climb up. Jump to crevice and shimmy right to enter cave. Shoot panther from entrance then enter, turn left and climb ledge for medikit and Magnum clips. Slide down to Sphinx and kill mummy creature, then jump into water and get Magnum clips on bottom. Exit water between palm trees and climb to ledge above and go halfway across and jump to pillar to your left for the shotgun shells.



2 Dive into pool and exit on the left paw of Sphinx. Climb to chin and go around back to find tunnel with shells, sapphire key and save crystal. Pull out block between Sphinx's legs to enter tunnel behind it: use sapphire key to open door. Go down the passage to Egyptian statues room and go right and up to ledge with medikit. Jump forward to next ledge and shoot panther below, then jump to tunnel along far wall. Kill panther, follow passage underneath bridge and save game.

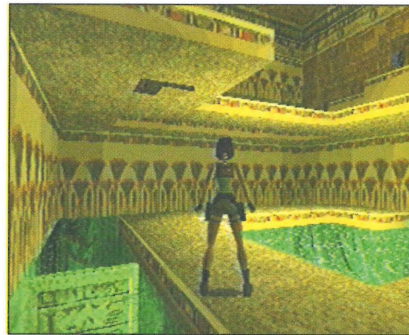


3 Shoot croc from above before dropping down. Turn round and go down tunnel to get medikit.. Go up slope to trigger boulder. Avoid it then go to where it stops and turn right and climb up ledges, turn left to find **Secret 1** room containing Magnum clips and

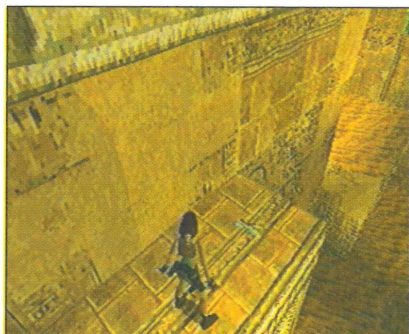


large medikit.

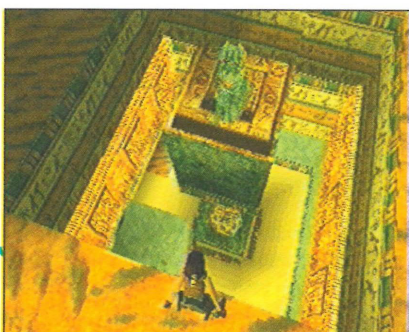
4 Dive into pool swim down channel and flip switch to open door – go through and get out quickly to evade croc. Go to ledge below gate and climb up. Push block towards save crystal twice, then get on it and jump to ledge with doorway. Go up steps, turn round, jump up to room and hit switch to extend gold bridge in pool room. Return to pool room and jump back to block and push it back to original position, then pull and push it to left edge of ledge. Save game, then take a running diagonal jump to grab the other ledge with a block on it. Push block to reveal door – watch out for mummy behind it! Hit switch through door to open hatch above golden bridge in pool room. Return to middle ledge and pull block twice to jump to golden bridge. Jump and climb up through ceiling and hit switch to open floor around cat statue below.



5 Head for silver gong and jump to left ledge. Turn right and jump to rock ledge and go to end for Magnum clips. Slide down slope to left and get medikit, then jump to paw on your right. Jump to green ledge on your left and get Magnum clips. Get on slope, then jump to ledge above ramp for **Secret 2**: Uzi clips.



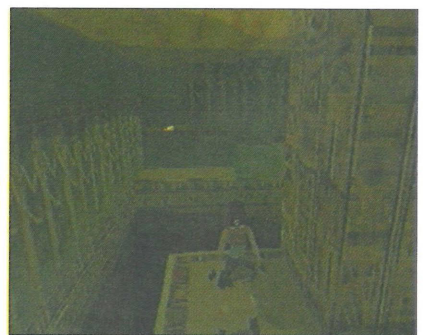
6 Hang and drop to ramp below and go to cat statue. Do a safety drop to green ledge and then another to floor. Enter door (without



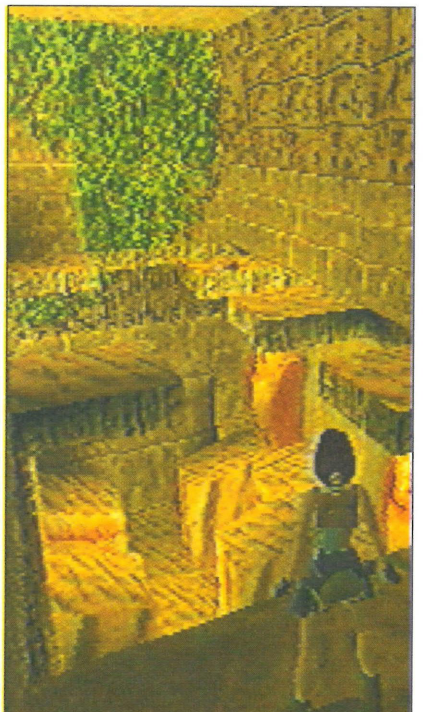
stairs) and get Magnum clips, then turn and drop down hole. Use save crystal, then shoot barely visible panthers in darkness below. Walk around and get Magnum clips in corners but don't use light switch yet. Drop to darkness below and shoot two more panthers, then head for lit passage on right and get a medikit.

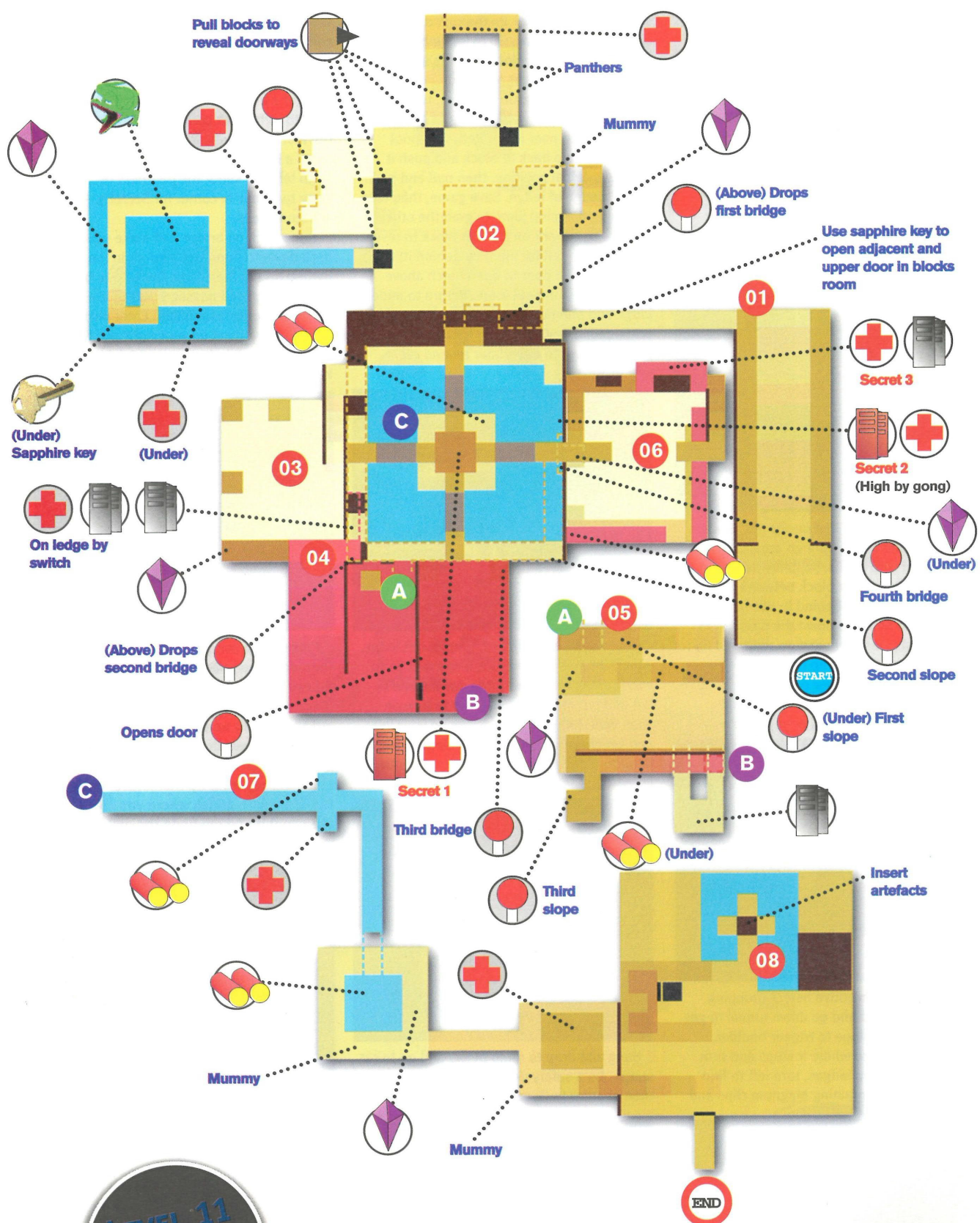
7 Go to right-back corner of main room and run along wall until you hit ledge: climb up to reach a bridge. Cross over it to middle ledge, go to left and shoot the panthers below. Jump to alcove in corner for **Secret 3** – shotgun shells.

Jump back on bridge and make your way back down to floor. Get medikit in the other lighted tunnel then climb back up to bridge and enter lighted passage next to it – get ready for mummy in tunnel. Enter next room, jump to the tunnel on your right and follow to next room. Climb pillar and take sapphire key from the top.



8 Proceed up the hill through the door, then do three jumps across the ledges (above the Egyptian statues) to get some Magnum clips. Jump to the ledge on your left then climb up to switch and use it. Return to upper doorway and do a safety drop through the opened hatch to long slope below. Walk up the adjacent slope to the room with a lock where you can use the sapphire key to open the exit door.





LEVEL 11
OBELISK OF
KHAMOON

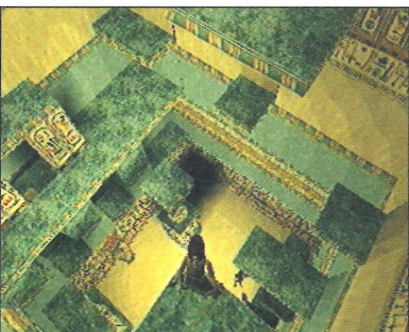
1 Go through door, climb up ledge on left of stairs and climb into tunnel at end. This leads to a room with four push blocks obscuring doorways. The middle two aren't worth bothering with. The one on the left has an underwater channel leading to a pool: swim past croc and climb out to shoot it. Underwater you'll find a medikit and Magnum clips, plus the sapphire key under the stick-out corner of the ring of land. Return to blocks room and pull the right one out, climb up onto it and shoot the escaped panther. Go up the revealed passage to find a medikit. Now push the block under the gold door on the north wall. Go to door in original tunnel and use sapphire key to open both that door and the gold one in the blocks room – climb up through latter and save game.



2 Proceed up stairs and shoot mummy, then use the switch in left corner of upper room to drop the first of four drawbridges in the adjoining pool room. Cross the bridge to get the Eye Of Horus. Drop off bridge and get some shells, then dive in water for Magnum clips.



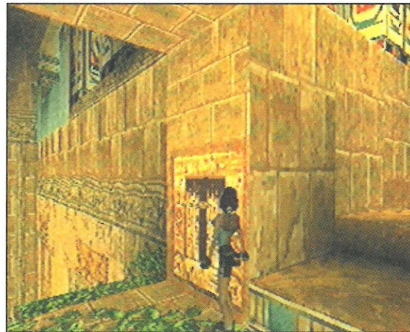
3 Surface and enter tunnel between pillars on south side. Slide down slope and kill two panthers from entrance, then go up stairs and use top step to jump to ledge. Reverse and jump to corner ledge, then reverse and do a jump-grab to ledge above the first. Go to edge and jump across to next ledge, then



reverse and jump back to longer ledge. Go to corner and climb, then reverse and climb some more, before jumping across to square ledge. Jump to ledge in corner and use save crystal. Turn left and jump to highest ledge, then go up stairs and shoot mummy.

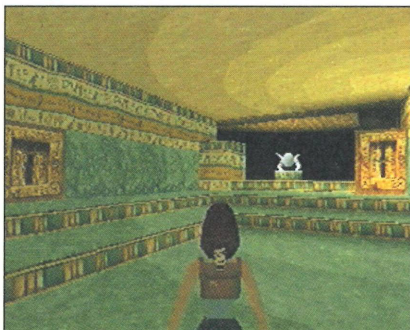
4 Use the switch on wall by left of lower staircase to drop the second drawbridge. Drop down to the left of switch to get medikit and two magnum clips then return to top of stairs and do safety drop into hole. Slide down slope, kill panther, then hit switch under slope to turn it into steps. Get the magnum clips behind the two doors opposite before climbing stairs, jumping to left ledge to get shotgun shells. Further up stairs, drop down to ledge and use save crystal.

5 Go through doorway under stairs and



across bridge to get Ankh. Hit switch in northeast corner and return to slope room, where second slope has now turned into steps. Climb them and jump to crack on right, shimmy to right and drop onto platform. Go around back, drop onto another ledge and use switch in small room to change third slope into stairs. Climb them and go through hatch at top to enter room with mummy. Kill it, then use the switch in the corner to drop the third drawbridge. Use save crystal and get medikit.

If you want all secrets, take a running jump from left of ledge to the top of the obelisk in the bridge room for **Secret 1**: Uzi clips and medikit. Locate the silver gong below and run-jump to reach it and **Secret 2**: Uzi clips and medikit again. Drop back to the walkway on your right. (Otherwise get here by hitting other switch to open door to room with hole, drop into slope room and go through to walkway as before.) Cross third bridge for Seal Of Anubis.



6 Now enter north door and climb stairs to left. Grab crevice and shimmy right until you can pull yourself up. Turn and jump to ledge

on right and enter tunnel for **Secret 3**: Magnum clips and large medikit.

Jump over to next ledge, drop down into stairway entrance, drop down to ledge on left, then shimmy right along south wall and drop at the end. Fall back and shimmy along west wall and drop onto ledge. Jump over to save game, then follow passage on the left and use switch to drop final drawbridge.

Return to room and jump/shimmy your way back round to the entrance. Cross the fourth bridge to collect Scarab and automatically open the underwater door beneath the obelisk.



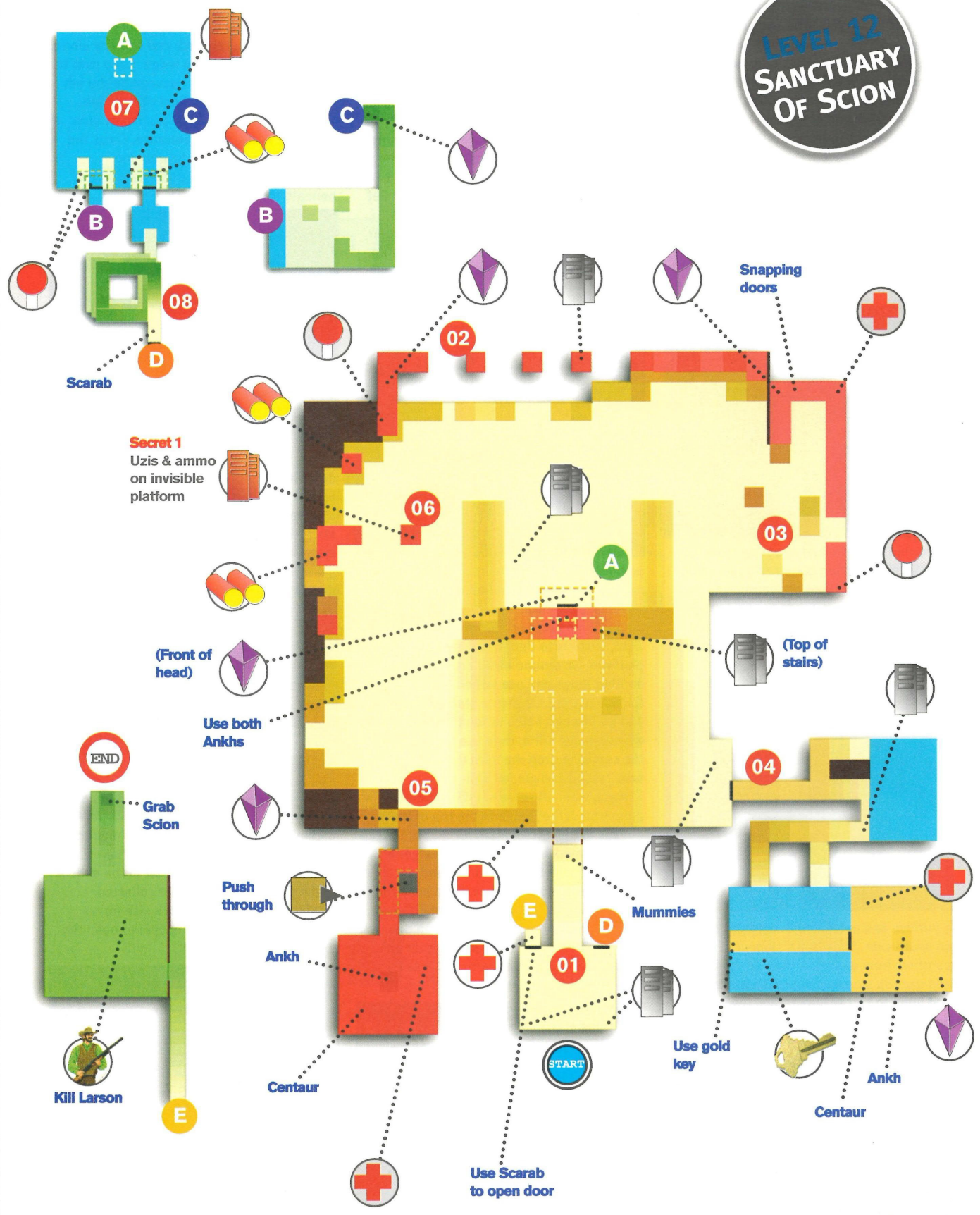
7 Dive into water and swim through door, down long channel to emerge in pool with mummy. Get out and kill it, grab the Magnum clips and save your game. Climb stairs in left corner and follow passage. Kill mummy from the safety of large mound and get medikit on left side.



8 Climb steps on the right side of mound to emerge in the Sphinx room from the previous level. Go to the pillar in the middle of the pool and use the four collected artefacts on each side (clockwise from north: Scarab, Seal, Ankh, Eye) to open the exit door in the east wall.



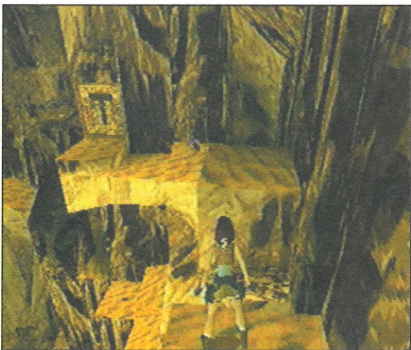
LEVEL 12
SANCTUARY OF SCION



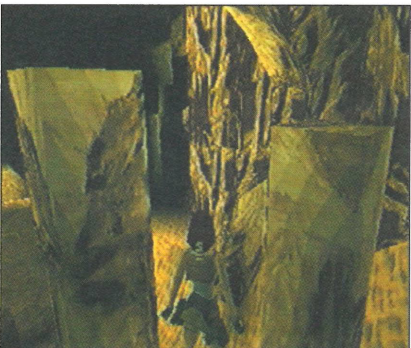
1 Get two magum clips in corners before going upstairs and killing two mummies. Grab another Magnum clip, then climb on block to reach room above (Sphinx's back). Slide down south side and kill mummy at bottom. Climb onto slanted block next to bright pillar in southwest corner, then climb to your left and jump backwards onto pillar above. Head north (with wall to left), leap to next pillar, then advance until you can reach crevice in wall. Grab it, shimmy right and drop down. Go up steps to right and jump across pillars, finishing on a ledge with more Magnum clips.



2 Do three jumps forward to reach some stairs – go down them and flip switch to open door in northeast corner. Blast winged demon which attacks. Go to edge of switch ledge and jump diagonally to next platform with shells. Jump-and-grab to left for more shells. Jump to next ledge, then jump off and do a safety drop to one below. Jump to sloping ledge to west, drop back off edge, slide down sandy slope and grab on to end to drop down safely. Get Magnum clips from between Sphinx paws, then go past right paw to north wall.



3 Climb on right short slanted block, jump to left one, then leap to ledge above. Jump-and-grab pillar ahead, turn left and jump onto taller pillar, then to an arched ledge above.

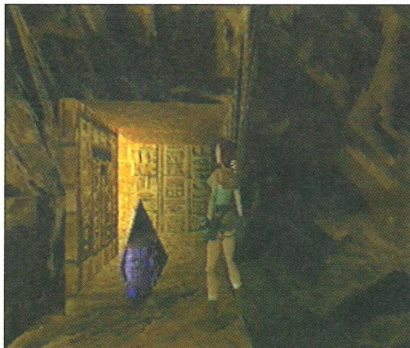


Save game, run past snapping doors to your right and get medikit. Follow path, jump over to switch and use it to open door in southeast corner. Kill winged demon, then jump to ledge on right for large medikit. Turn back, jump and grab switch ledge, then return to arched ledge. Do safety drop to pillar, then jump over other pillar to slide down slope to floor.

4 Go to left of Sphinx get Magnum clips, enter tunnel in corner. When you get to ramp, turn and jump back to slide – then grab end of ramp and shimmy to left for Magnum clips. Climb all stairs, then go down slope and dive for gold key. Exit water next to stairs and return to top of slope. This time jump forwards at end of slide to grab bridge. Use gold key in right lock to open door. Shoot Centaur from entrance, get Ankh and medikit and save game. Jump off bridge, climb down stairs, dive into first pool, climb out at stairs and return to Sphinx.

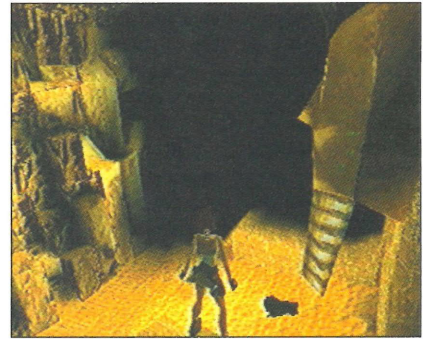


5 Climb on that original slanted ledge in front of Sphinx, climb up to white pillar and jump backwards to third ledge. Jump left to ledge with Magnum clips, then jump to next ledge and follow path. Turn left at wall, jump to next ledge and continue forward, jumping to another ledge at end. Climb ledge to left and jump to rock ledge and continue until you reach save crystal. Enter right tunnel and push block. Go to left tunnel, climb block to ledge above it and kill Centaur in room. Get Ankh and medikit and return to ledge where



save crystal was. Slide down long slope to right and get large medikit. Kill mummy and drop onto Sphinx's back. Jump from right side of small slanted block to tilted ledge and jump to small space at rear of Sphinx's head. Climb to top of Sphinx and use Ankh. Drop down to front of head, use other Ankh and save game.

6 Climb back to top and walk along left side



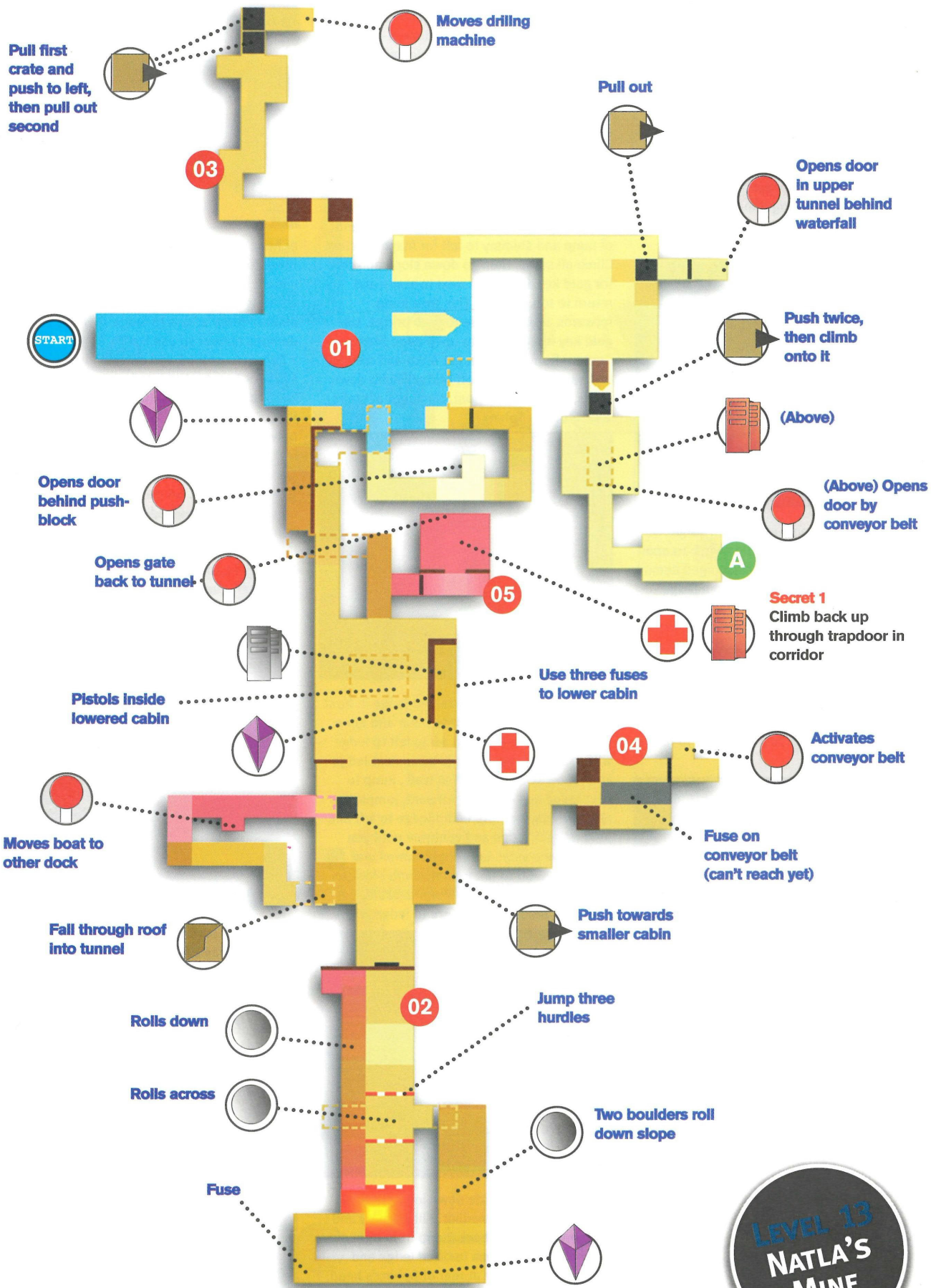
of head until you can't go any further. Look down to see magical gun clip floating in midair. Jump over to it and land on an invisible ledge for **Secret 1**: the Uzis (plus ammo)! Jump across to ledge on wall. Two demons appear so use Uzi.

7 Return to ground and enter door between Sphinx's legs to dive into large pool. Dive deep to left for shells, then between statues for Uzi clips. Surface for air, then enter tunnel between right statue's feet. Use switch and let current take you to surface of new room. Climb onto low pillar, jump to other one, then to steps on right. Go up stairs and into a dark cave – the now-drained pool room. Save game and kill winged demon. Facing head on left, safety-drop to ledge below. Jump to ledge by head, walk to right and drop down. Facing left, jump back and slide down ramp. Swim to right statue and use switch on its chest. Swim into tunnel between feet of left statue.

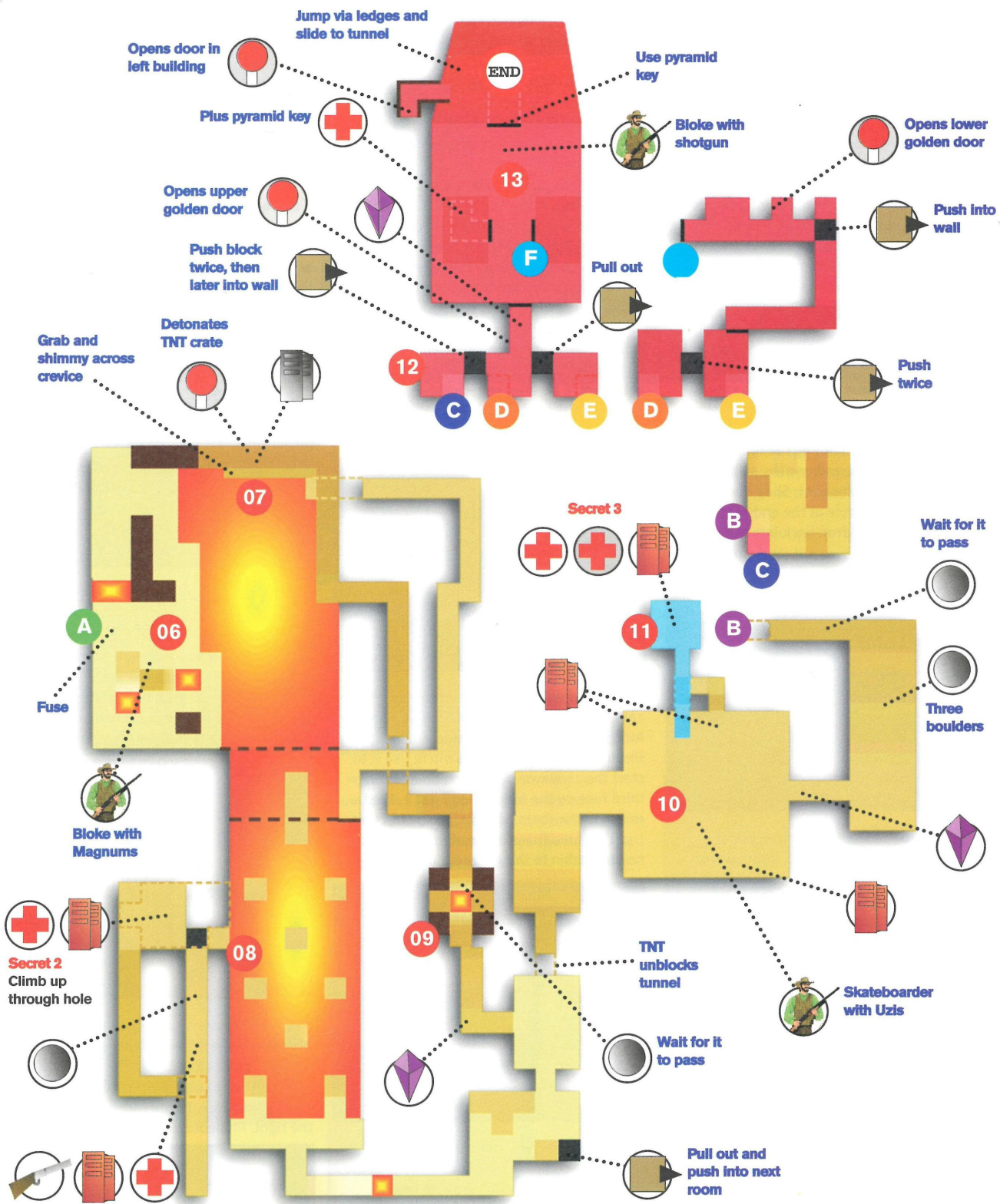


8 When you surface, run up series of slopes, collecting Magnum clips along way and Scarab at top. Go into staircase room where you started the level to kill mummies and Centaur. Use Scarab to open left gate for medikit. Go down slope and climb through window into Scion room. Kill Larson, then go up stairs and grab Scion to complete level.





LEVEL 13
NATLA'S
MINE

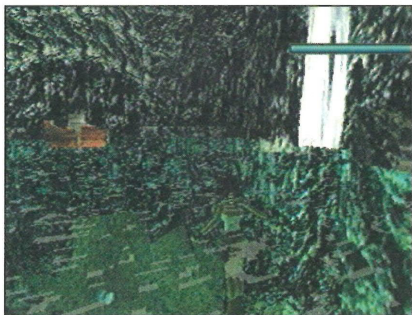


LEVEL 13
NATLA'S MINE

1 Lara begins this level underwater and without any weapons. Swim under the waterfall and surface behind it. Go down the tunnel and use the switch on the left to open a door.

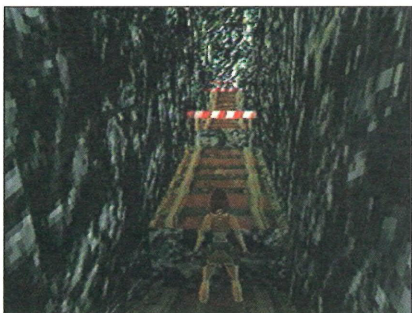
Return to the pool, dive in and swim to the other side. Climb out and enter the tunnel to the right of the crate. Pull the block out and enter the passage behind it. Use the switch to open a second door, then return to the pool.

Go down the tunnel behind the waterfall again. Climb to the sloped path and follow it until you can jump over the pool to the ledge with a barricade. Follow the tunnel to a room with a glass structure. You can either use the save crystal inside now or keep it for later. Get the medikit and Magnum clips, then enter the next room with two cabins. Pull the block towards the tyres then climb it and jump over to the smaller cabin roof. Fall through the crumbling tile to find a tunnel. Go round it and use the switch to move the boat in the pool. Slide down to the right edge of the hole at the end of the tunnel and safety-drop back into the cabin room.



2 Follow the railway track through the automatically opening door. Run towards the first hurdle to make the boulder roll past ahead. With your back to the door, do a standing jump forward and hold the buttons to hop over the hurdles. As you leap over the third hurdle, turn right to land on a hill. Quickly run into the tunnel to avoid a second boulder.

Get the first of three fuses, then go left and save your game. Head up until another boulder starts rolling, then run back and to the left. Go up the hill on the left as another boulder rolls by. Drop into the hole at the top to re-enter the hurdle corridor. Jump



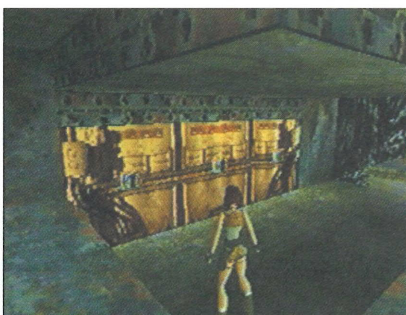
over the right hurdle and return to the cabin room, then make your way back to the pool room.

3 Swim over to the boat and climb onto the dark section, then jump over to the crates. Climb over the left crate to find a tunnel with lots of NATLA crates. One of them is slightly darker: pull it once, then push it left. Now pull the crate behind it out twice and pull it right to reveal a tunnel. Go in and hit the switch to move the drilling machine in another room.

Return to the pool, climb out by the other crates and go down the tunnel to the room where the drilling machine has revealed a crate in a doorway. Push it forward until you can enter the next room. Climb onto the block and up through a hole to find Uzi clips and a switch that opens another door. Drop back down and run forward through the tunnel into a cave with lava pits. Grab the second fuse, but don't venture any further yet or you'll be attacked – instead return all the way to the room with two cabins.

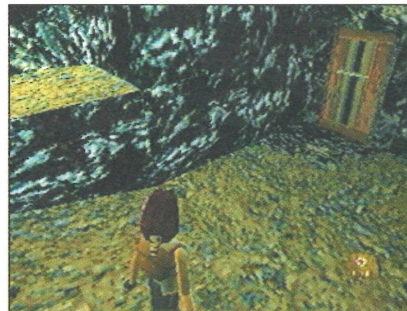


4 Enter the doorway to the left of the left cabin and follow the tunnel until you reach a fork. Jump over to the left side and go through the door to find a switch: use it to start the conveyor belt which dumps the third fuse by the fork. Go and get it, then return to the room with the glass structure. Use the three fuses in the slots to lower the hoisted cabin to the ground.



5 Go inside the new cabin to get the pistols, then climb onto the roof and jump up to the tunnel in the east wall. Climb up to the right of the tunnel and go through the opening gate to find a trapdoor between two slopes. Turn around, slide down backwards and grab hold of the ledge when the door opens (revealing lava below) – haul yourself back up to close the trapdoor. You can now climb up to into a room for **Secret 1**: large medikit and Uzi clips. Hit the switch to open the gate back to the tunnel. Go to the end and

drop to the save crystal.



6 Swim to the right dock and go through the tunnel and round to the lava cave where you found the second fuse. A baddie attacks, armed with your Magnums – kill him to get them back, being careful to avoid the lava pits.



7 Make sure you have full health before attempting a running jump over the lava lake towards the switch (let go of the jump button as soon as you jump). You won't reach the top level, but fall back (losing some health) – so grab hold of the ledge. Drop and grab the crevice, shimmy right and drop down to a tunnel entrance.



8 At the end of the tunnel, jump to the platform in the middle of the lava and walk through into a chamber with a set of pillars. Jump to the left one, then to the next middle one. Jump across to the tunnel entrance on the right. Immediately run forward and push



the block to avoid the rolling boulder. Climb up in the corner of the room to find **Secret 2**: Uzi clips and large medikit. Run down the tunnel in the corner and drop to some more tracks to find a large medikit, Uzi clips and the shotgun. Return through the upper tunnel and drop through another hole in the secret room to get past the boulder.

Leap back to the pillar in lava room and jump via the others to the end. Enter the tunnel and slide backwards down the slope to avoid lava pit. Jump to ledge, climb up and enter the room with TNT crates. Pull out the one in the far corner and push it through to the next room. Climb onto it and jump to the tunnel on the left where there's a save crystal.

9 Run up the hill and climb the ledge at the top. Jump over the lava pit to the platform on the right. Wait until a boulder flies past, then jump to the next tunnel. Follow it round to the switch above the lava lake – use it to blow the TNT crate.



10 Get the Magnum clips, then return through the tunnel to the room where the TNT crate has exploded and unblocked the passage to the east. Enter it and slide down to find a large room where a skateboarder

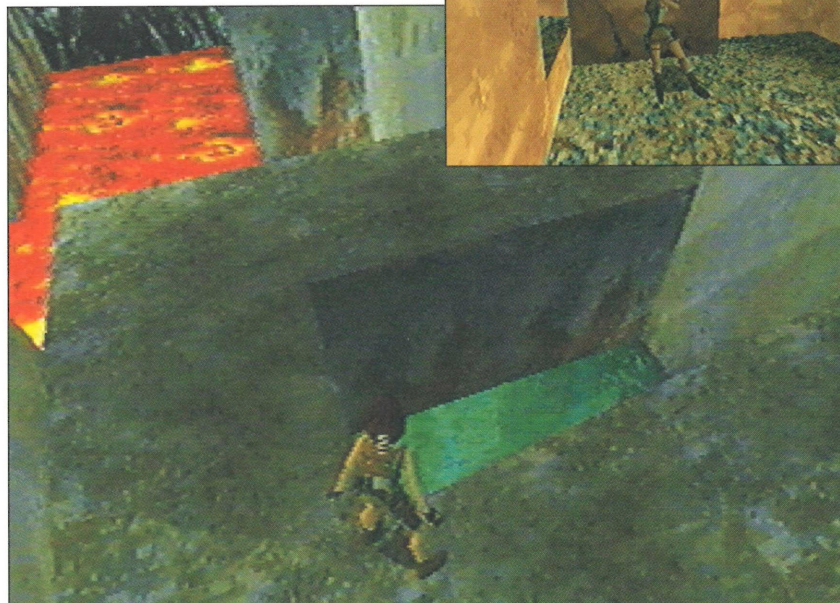


attacks you with Uzis. Luckily he doesn't fire that often, so follow him around (careful not to fall in the lava) and blast away with Magnums. Once he's dead you can retrieve your Uzis, and find three more Uzi clips in the room.

11 Find the hole with water instead of lava. Dive in and swim through the gate for **Secret 3**: Uzi clips and small and large medikits. Surface in the middle chamber and climb the stairs back to the skateboarder room. Go up the hill and enter the tunnel with the save

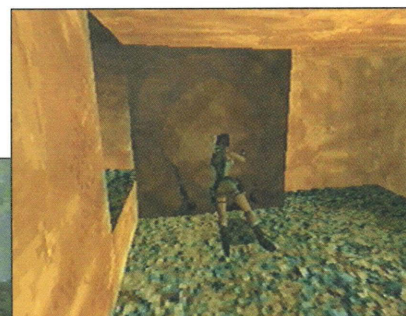
crystal. Turn left and head up the slope, avoiding the three boulders which roll down – and another across the top. At the end of the next tunnel, you can climb up to another room. Jump onto the low pillar in the southeast corner, then to the higher one, and straight up to a ledge. Jump to the pillar on the north wall, then to the higher one in the corner. Climb up into the room on the right.

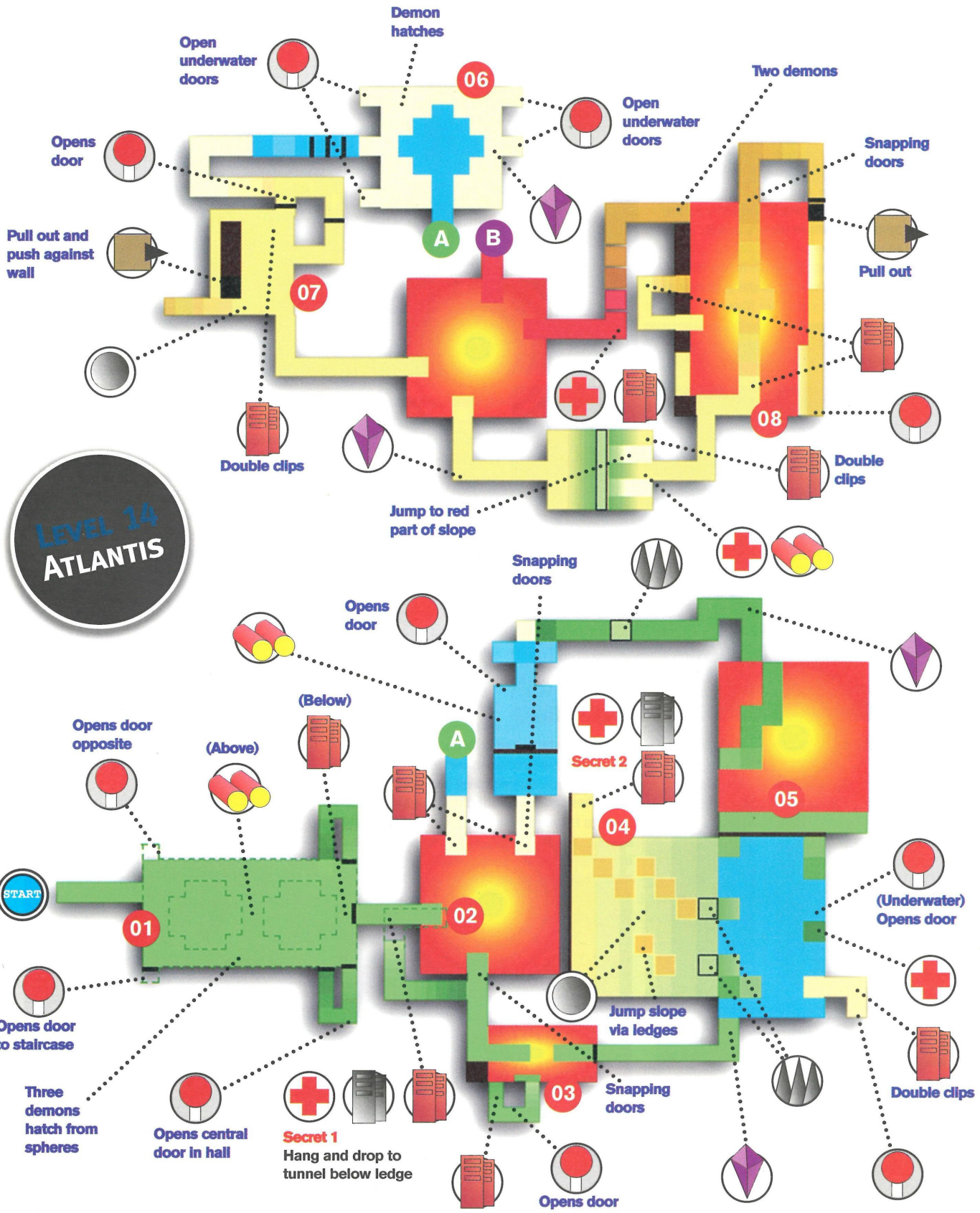
12 Push the block twice to enter the next room, then climb to an upper room with another block. Push it twice and drop down the hole in the next room. Pull the block out, then go through the upper rooms and drop down to the first block. You can now push it into the wall to reveal a passage to the left.

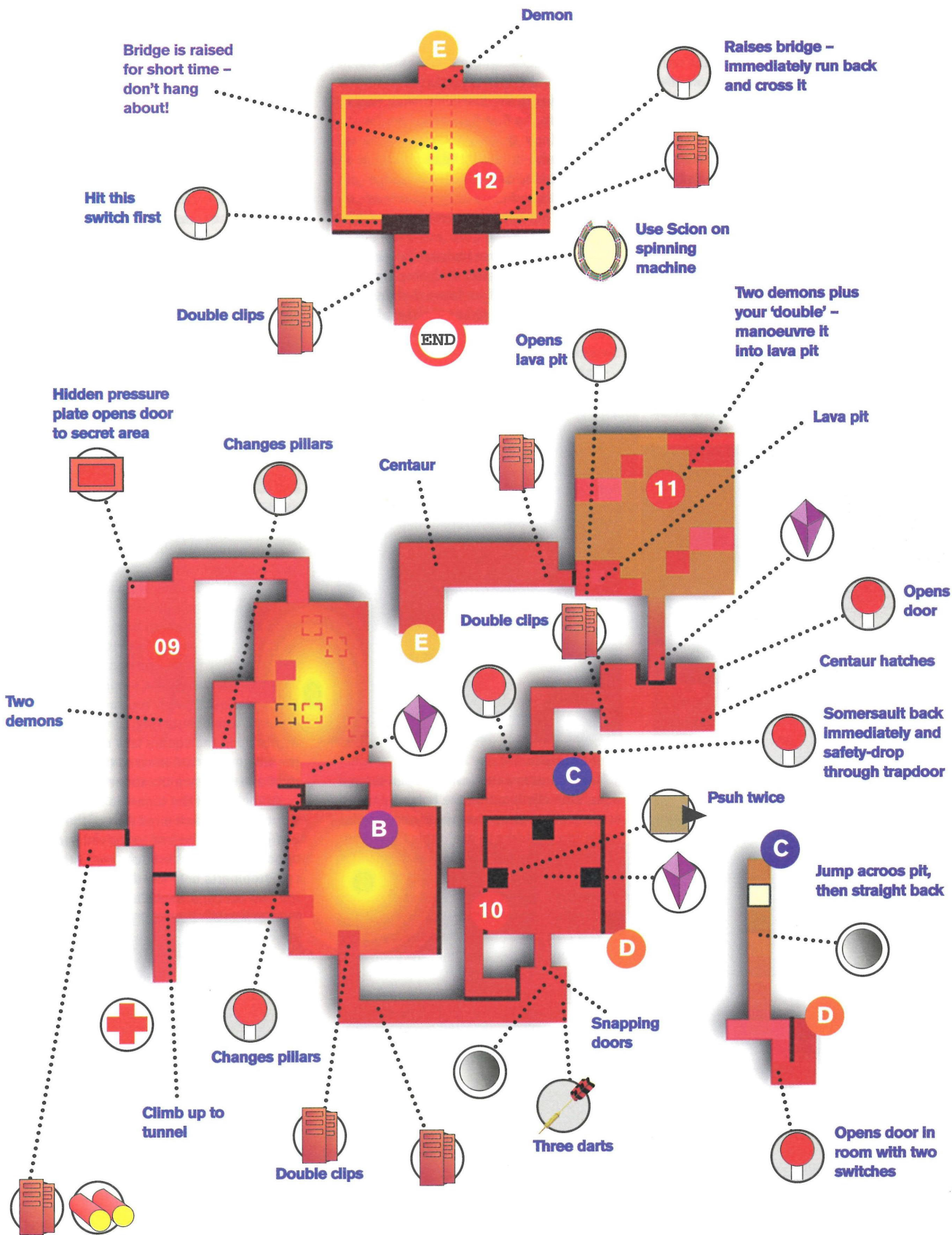


Save your game and hit the switch to open the gold door above. Climb back up and go through it. Follow the passage round to find a block: push it into the wall and continue round. The door at the end will close before you can reach it.

13 Use the switch to open the door by the first switch (where the save crystal was). Return to it and go through to a large chamber where a baddie starts shooting at you with a shotgun. Kill him from long range with the Magnums (and grab his shotgun if you didn't get the one earlier). Jump up the pyramid via the ledges, then slide down the left side to a tunnel. Hit the switch at the end to open the door in the building on the north side of the chamber. Enter it to find a large medikit and the pyramid key. Use it to open the doors and enter the pyramid.



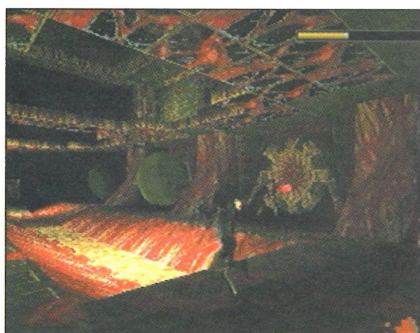




Secret 3
Get through door before it closes

LEVEL 14
ATLANTIS

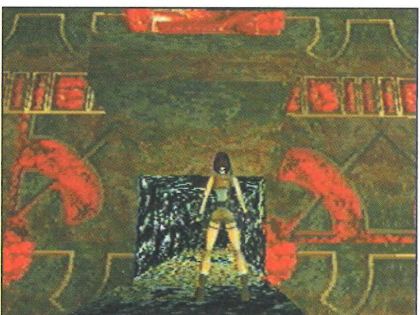
1 Enter the large hall and a sphere on your left will explode. Shoot the creature that pops out, then approach the sphere on the right. It will hatch another creature to shoot. Run forward through the hall and another creature will hatch on the left – kill it. Get the Uzi clips at the end, then go through the left door and up the stairs to the webbed floor. Get the medikit in the corner, then head for the centre bridge and grab the shotgun shells. Shoot the flying demon that appears, then head for the alcove in the northeast corner. Use the switch there to open the door opposite and reveal another switch. Use it to open the door in the southwest corner. Shoot the creature which attacks, then enter and descend the staircase, hitting the switch on the wall to open the central door in the hall. Enter and kill the winged demon from the safety of the tunnel.



2 Go to the ledge above the square lava room and drop backwards to grab onto the block below. Climb up into the tunnel for **Secret 1**: Uzi clips, Magnum clips and large medikit. Follow the tunnel, climb up ledge and drop through the hole.



3 Turn right and enter next room. Turn to face the crevice in the wall and jump over to

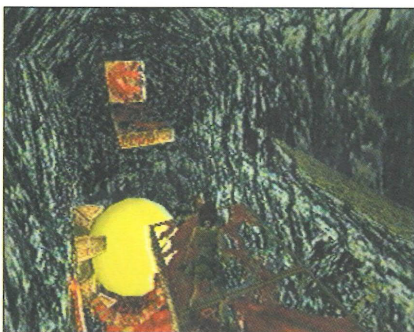


it. Shimmy left and drop to the tunnel entrance. Climb up and follow the tunnel to find a switch to open the door back in the room. Grab the Uzi clips and jump from the end of the tunnel to the ledge, then over to the other side, pulling yourself up as the sphere explodes. Ignore it and enter the new tunnel to find a save crystal.

Jump over to the first pillar, then turn left and jump to the first dark ledge on the pyramid slope. Quickly turn right and leap the next ledge to avoid the boulder. Jump to the right and slide onto another ledge. Quickly turn and jump to the next ledge to avoid another boulder, then jump to a third ledge.

4 There are now some invisible ledges leading to a secret area at the top right. Jump forward-left, then forward-right twice, and climb to the tunnel on the right for **Secret 2**: Uzi clips, Magnum clips and large medikit.

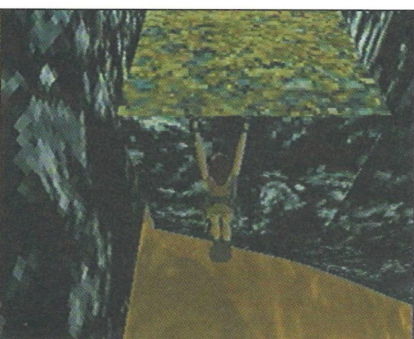
Exit and slide down to the red door. Do a running jump to grab the ledge on the other side of the water. Turn right and jump to the pillar with a large medikit on it. Jump to the next ledge, pull yourself up and enter the tunnel. Get the Uzi clips, hit the switch and jump down into the water (careful not to



land on any rocks).

5 Pull the underwater lever to open the red door, then climb out on the ledge by the original pillar. Jump over the pyramid ledges again (no boulders to avoid this time) and get through the red door before it closes. Jump across to the far ledge and pull yourself up, then go up the stairs and jump up to the doorway at the end.

Just down the tunnel is a save crystal. Further on, you need to jump over some spikes, before climbing up to find some water. Jump in and dive down into the underwater chamber to find some shotgun shells. Use the switch and swim through the opened door to surface. Climb out and run past the snapping doors to emerge on a



higher ledge in the square lava room. Grab the Uzi clips, then turn right and jump to the next ledge. Run into the tunnel and turn round to blast the winged demon before grabbing the two Uzi clips.

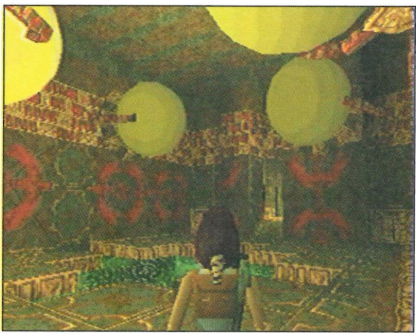
6 Jump in the water, swim through and climb out to save your game. Hit the switch by the save crystal, then the one in the corner to the left. As you approach the sphere in the right-hand corner, it will hatch a demon. Kill it and pull both the other corner switches to open the final underwater door. Go to the middle alcove in the north wall, jump into the water and swim through the three underwater doors. Climb out at the end of the channel and enter the tunnel. Follow it



round and go up the slope.

7 Turn right at the red hallway and pull the switch to open the red door. Go through and you'll see a boulder roll past by the far wall. Grab the two Uzi clips, then go over to the block near the boulder and pull it out, then push it against the wall from the right. Now go through the red hallway to return to the switch. Hit it to open the door again: this time the boulder will be stopped by the block you just moved. You can thus enter the tunnel it was obstructing. Emerge on a ledge higher up in the square lava room and shoot the winged demon. Jump to the ledge on the right and run down the tunnel to save game.

At the end of the tunnel is a room with slopes. Slide down a red part of the slope and jump near the end to the red section opposite (you'll slide back down the sandy-coloured parts onto the deadly spikes). Get the two Uzi clips, shells and large medikit.



8 Follow the next tunnel through to a large lava chamber. Walk to the right to awaken a winged demon: shoot it and then get the Uzi clips. Now go back and jump to the ledge on the north wall. Walk near the end of the ledge and do a standing jump from the right edge to the small ledge ahead. As soon as you land, run into the tunnel and turn around to blast the demon. Follow the tunnel

round, get the Uzi clips, then do a running jump from the end to the dirt-coloured on the sloped 'bridge' in the middle of the chamber. Walk over the other side and jump to the ledge on the far wall (not the sloped section). Turn right and grab the two clips, then use the switch. Turn around, go to the end of ledge and jump over the sloped section to reach the block: pull it out to reveal a tunnel. Follow the tunnel round and run past the snapping doors. Turn right and shoot the two demons before jumping to the ledge they were on.

Enter the tunnel there and climb up the stairs to reach a small medikit and Uzi clips. Emerging on an even higher ledge in the square lava room, shoot the winged demon, then jump over to the ledge on the right. Run through the tunnel and use the save crystal. Jump to the ledge in the corner, enter the tunnel and use the switch to move the pillars in the main lava room. Jump back to the ledge, then turn left and jump to the middle pillar. Turn left and jump to the second pillar. Now jump across to the doorway in the wall and pull the switch at the end of the tunnel. Return to the tunnel entrance and jump to the left pillar. Leap via the other two pillars to the tunnel in the east wall.



9 Follow the tunnel round to a long red hallway. Go into the corner of the room (opposite doorway) to activate a hidden pressure plate, then immediately run up the hallway – blasting the demons which attack – and get through the door on the right side before it closes to find **Secret 3**: a large medikit, Uzi clips and shotgun shells.

Return to the hallway, killing off any remaining demons, then turn right to enter the red tunnel. Once the door shuts, back up to it and climb to the tunnel above. Follow this to emerge yet higher in the square lava room. Jump to ledge on the right, grab the two Uzi clips and enter the tunnel. Shoot the creature and grab more Uzi clips. At the end you'll find a ramp and three dart pipes. Run



up the ramp and stop just before the snapping doors. A boulder begins to roll towards you (!), so jump left, then go back up the ramp and run through the doors. Go up the stairs and save your game.

10 Push the block on your left twice and head right down the revealed tunnel to find a room with two switches. Use the right one and somersault back immediately to avoid the long drop through the trapdoor – then do a safety-drop down it. Jump over the pit to trigger a boulder, then jump straight back again to avoid it. Once the boulder's in the pit, jump over again and run up the tunnel. Climb up at the end and use the switch. Climb the stairs, drop down into the tunnel and follow it round to return to the room with two switches. Run through the now-opened door, grab the Uzi clips in the corners, and kill the Centaur which hatches from the far sphere. Use the switch in the far corner, then go quickly through the central door and save your game.



11 Slide down the slope into the next room. Kill the two creatures which attack, but DON'T shoot the other skinny alien – it is your 'double' and thus mirrors everything you do (like Arnie's hologram in *Total Recall*). Climb the ledge to the right and jump to the pillar. If you look over to the opposite corner, you'll see your double has done the same. Now leap over to the large ledge by the door and use the switch to



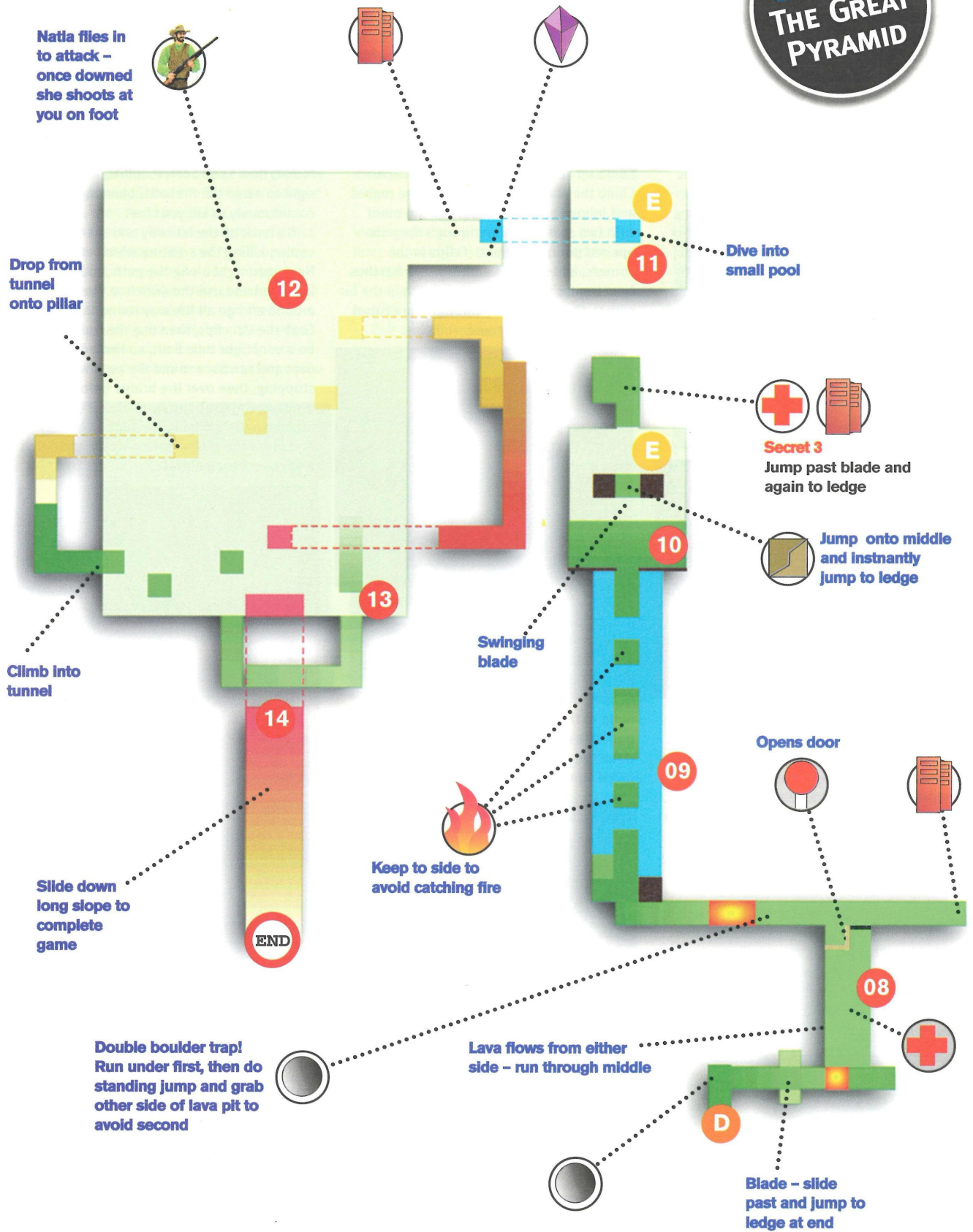
open the trapdoor. Before it closes, jump over to the sandy ledge, then to the pillar, and the large sandy ledge to make your double fall into the lava pit. If you don't make it in time, you can try again, but try not to fall too far or you're double may be destroyed in the wrong place.

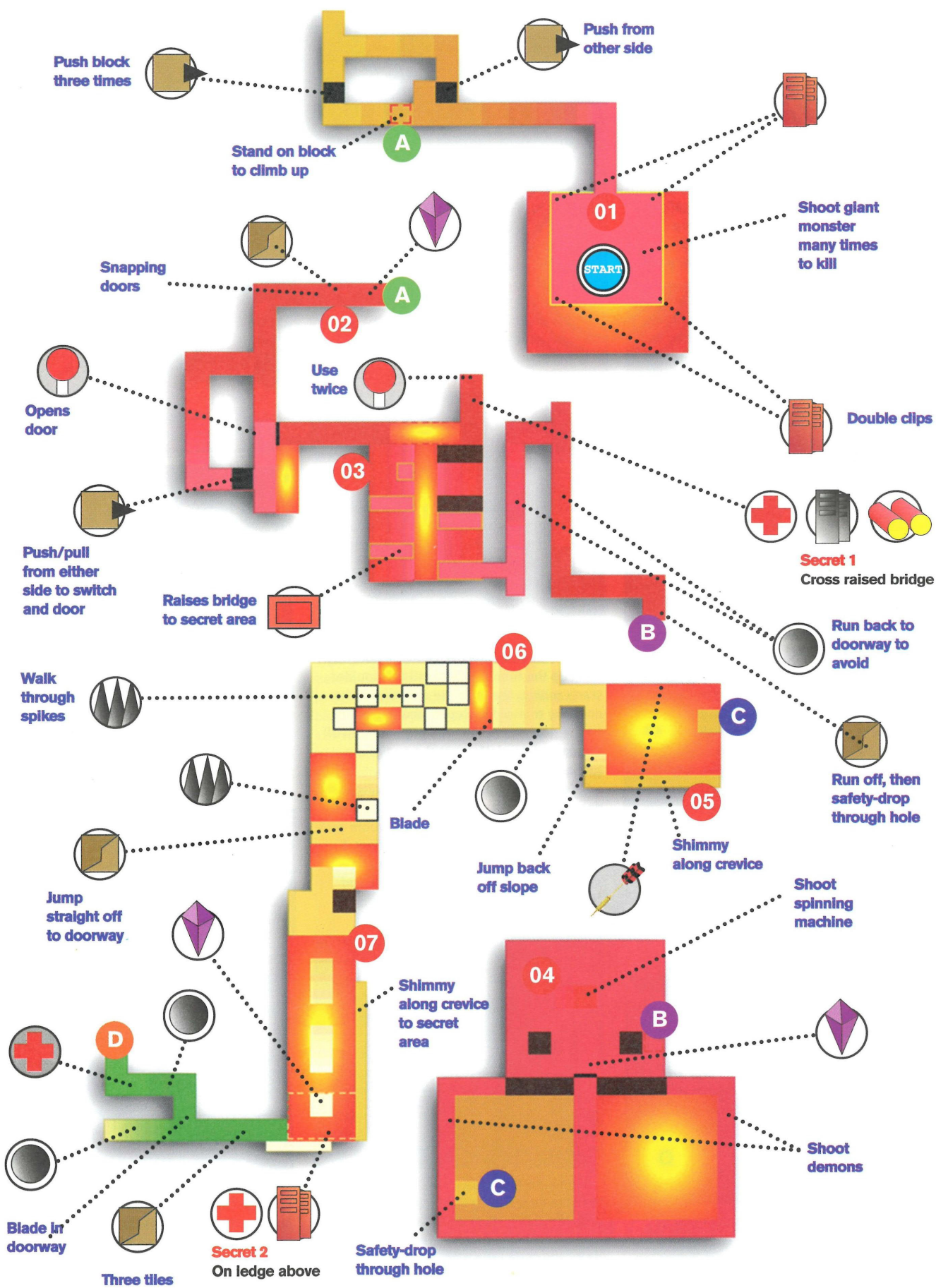
Once the double is in the pit, the nearby door will open. Return to the large rocky ledge and go through it. Climb up to a hallway and collect the Uzi clips. As soon as you reach the end of the chamber, you'll hear the trotting hooves of another Centaur. Retreat to the back of the hallway and turn round, then keep somersaulting left and right to avoid the fireballs, blasting continuously to kill your foe.

12 Go back up the hallway and round the corner, killing the creature which attacks. Now head right along the path around the lava pool and use the switch at the end. Turn around and go all the way round to the left. Grab the Uzi clips, then use the switch. It's on a very tight time limit, so immediately roll over and run back round the path without stopping, then over the bridge before it drops again! Grab the two Uzi clips, then approach the spinning machine from the left and press the action button to use the Scion and complete the level.



LEVEL 15
THE GREAT
PYRAMID





LEVEL 15
THE GREAT PYRAMID

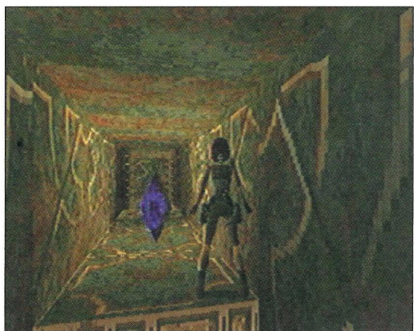
1 The final level starts with the toughest baddie in the game. Although this giant monster doesn't fire anything, he can pick Lara up in his hand and smash her into the floor until dead – a gruesome spectacle. You

also have to beware falling off the sides of the platform, resulting in a fatal drop into the lava (during which Lara screams three times!). The best technique is to keep running around the monster, firing Uzis continually – it'll take a couple of hundred rounds to kill.

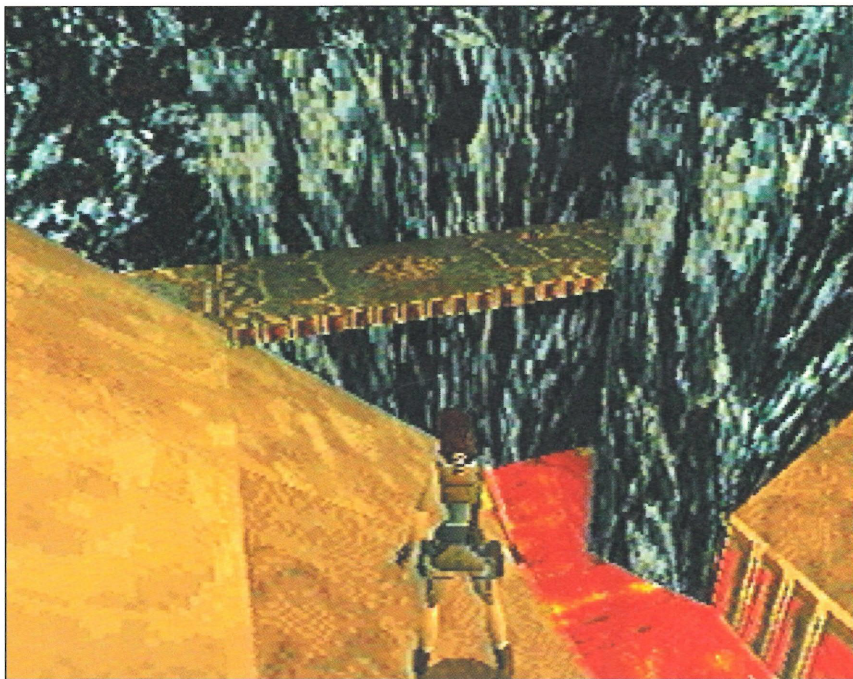
Once the creature has exploded, grab the Uzi clips in each corner and head for the tunnel. Slide right down to the bottom and push the block three times. Go up the revealed slope and push the other block once.



2 Climb onto the block and up into the tunnel above to find a save crystal – use it. You now have to run past the snapping doors ahead: to pass through safely, stand just before the edge of the crumbling platform and run forwards as soon as the doors slam shut. Turn right at the tunnel junction, go down the slope and push the block once. Return up the slope, turn right at the junction, slide down past the red door and pull the block once. Climb the slope, go left at the junction, down the slope and push the block one more time (so it's now positioned between the switch and the red door). Return back around the back, up the slope to the junction, then go down the short slope and onto the block.



3 Hit the switch to open the door and go through to a lava room with two slopes. You need to jump across via the dark ledges, so turn right and do a standing jump, then another one forwards. Turn left and jump to the ledge on the opposite slope, then turn



right and jump to the next ledge on the original slope.

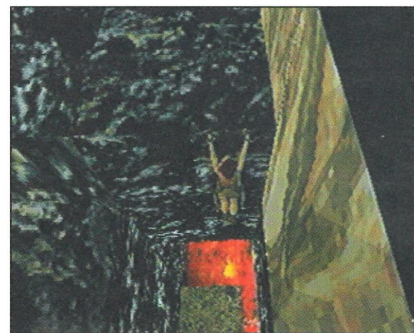
Now, if you look back to the start of the room, you'll see that a bridge has been raised. Jump back the way you came and cross the bridge before it drops to find **Secret 1**: large medikit, Magnum clips and shotgun shells. Use the switch twice to raise part of the bridge again.

Cross the slopes via the ledges, as before, then jump to the final ledge and a doorway. Walk up the tunnel slope until the boulder starts rolling, then reverse and run for the doorway to avoid it. Repeat the procedure on the next slope, then roll onto and run off the crumbling platform at the end of the tunnel.

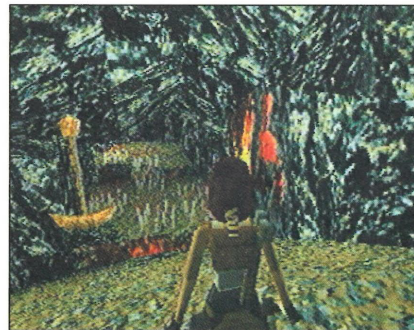
4 Safety-drop through the hole (taking some damage), then use the save crystal around the corner. You're now back in the room with the spinning machine. This time, shoot it until it explodes, causing the ground to shake violently. Go through the door and shoot the creatures which attack from the sides.



5 Drop onto the rocks on your right and find the hole near the far right corner and safety-drop through it. Jump to the crevice in the wall and shimmy to the right, ignoring the darts which do little damage (it's almost impossible to avoid them anyway). At the far right, drop and slide backwards, jumping before you fall in the lava.



6 In the next room, walk down the right side of the slope until a boulder rolls down to your left. Now walk over to the left and stand in front of the swinging blade (not too near!). Do a standing jump when the blade is at the bottom of its swing. Simply walk (don't run!) straight through the spikes and between the spitting lava pools. Walk round to the left and stand on the middle of the tilted platform. Line yourself up with the doorway opposite, then do a standing jump onto the crumbling platforms, and keep holding forward and jump into the doorway.



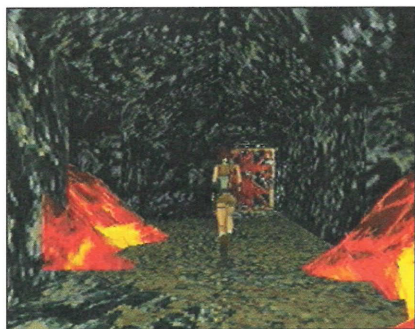
7 To reach another secret area, you need to jump to the crevice (via the first sloped pillar) on the left side of the next room and shimmy across to the upper ledge at the end for **Secret 2**: large medikit and Uzi clips. Then shuffle back to the edge of the ledge and somersault backwards onto the second



slanted pillar, then forward onto the pillar with the save crystal. (If you're not bothered about the secret, simply jump across the room via the two sloped pillars to the save point.)

Jump into the tunnel on the right and stand on the left, just before the crumbling platforms. When the blade is at the bottom of its swing, run forwards and turn right into the tunnel to avoid the boulder and blade. Run down the next slope, turning right at the end to avoid another boulder. You can now jump back over the boulder to grab the small medikit. Go past the next boulder and walk to the edge of the slope. Start your slide when the blade is at the height of its swing (on either side). At the end of the slope, jump to the ledge ahead to avoid the boulder behind you.

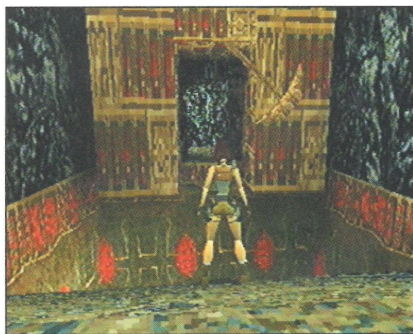
8 Turn left and drop down into the doorway. Run forwards through the middle of the room to avoid the first two lava flows. Grab the small medikit, then run past two more lava flows to the red door. Open it with the switch, then head right and get the Uzi clips at the end of the tunnel. Return down the tunnel and keep running towards the lava pit until the boulder has rolled over your head. Now get near the wall and walk to the edge of the pit. Do a standing jump and grab the other side as a second boulder rolls mere inches overhead – phew!



9 Haul yourself up and enter the room at the end of the tunnel: a water channel with a series of platforms and fires. It's possible to jump over them without catching fire (if you do, dive in the water), but taking minimal heat damage. Stand in the middle of the last part of the first ledge, then edge to the far right. Do a standing jump forwards onto the right side of the next platform, holding forward and jump to leap to the right side of the next one. Now stand to the far right and a couple of steps from the end of this ledge (as before) and do a standing jump to right side of the final fire platform, holding forward and jump to leap to the doorway.

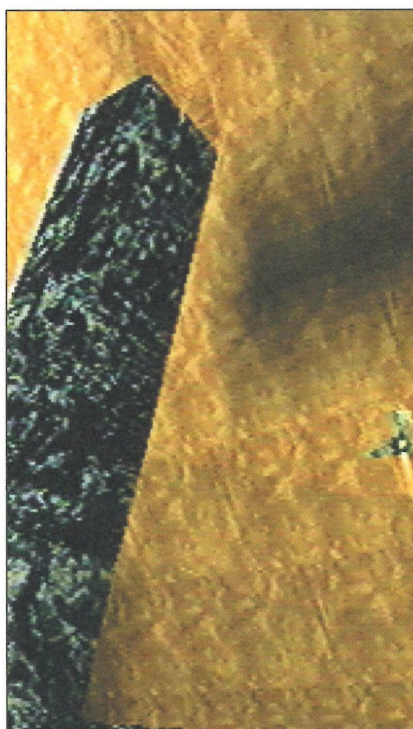


10 Ahead is a swinging blade, while below is a long drop to the a tiny pool. To get the final secret, walk to the edge of the sloping ledge and take a couple of steps backwards, then hop back once. When the blade is at its lowest, do a running jump over to the crumbling platform, holding forward and jump to leap onto the ledge behind. Go through to find **Secret 3**: large medikit and Uzi clips.



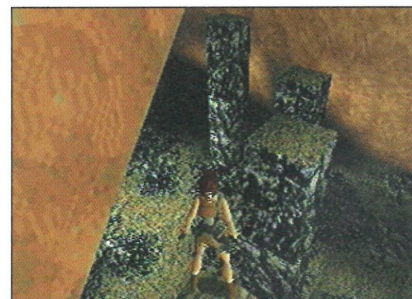
11 Now go the edge of the ledge and dive (R1 + jump + forwards) into the small pool way below. Swim through the channel to surface in the next room. Climb out, grab the Uzi clips and save your game.

12 Proceed into the huge hall where the winged Natla attacks you from above. Keep on running to avoid her fireballs, while firing your Uzis continuously. Eventually she will



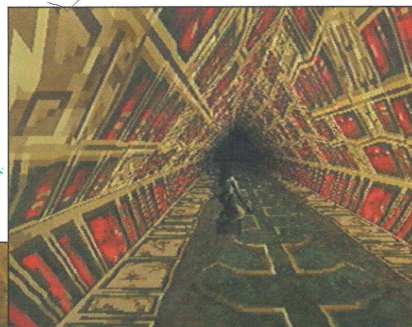
fall out of the sky. However, just when you think she's a goner, she gets to her feet and starts shooting at you. Again, keep moving and firing, using the pillars for cover if necessary.

13 Once Natla's dead, run up the ramp in the southeast corner and climb up into the tunnel. Follow it round to emerge in a higher doorway. Jump to the pillar ahead, then turn left and jump across the other two. Climb up into another tunnel, follow it round, climb the stairs and drop through the hole onto the pillar. Jump across the pillars ahead and climb up into the next tunnel. Follow it round and drop onto the final pillar. Do a running jump to the large ledge.



14 Enter the tunnel and slide down the long slope to complete the game.

Congratulations, you've done it! You can sit back and watch the FMV end sequence, then play the game from the start again with all weapons and infinite ammo – plus extra enemies to compensate.



**PLAY TIPS
SECRETS
& CHEATS**

- Once Lara locks onto an enemy with her guns, keep the shoot button held down. Even if the enemy hides, she will remain locked on and start firing again once it reappears.

- The Magnums can be found earlier on levels 6 and 8. The former location is revealed in the 'Secrets' boxout in this guide. The latter is through the left upper doorway in the main Cistern hall – the room with two gorillas and Pierre shooting at you. Jump along the series of walkways as usual, but for the final jump, instead of grabbing the upper ledge, you want to land in the alcove below it. To do this, walk to the edge and take two steps back (walking), then do a standing jump to land right by the Magnums.

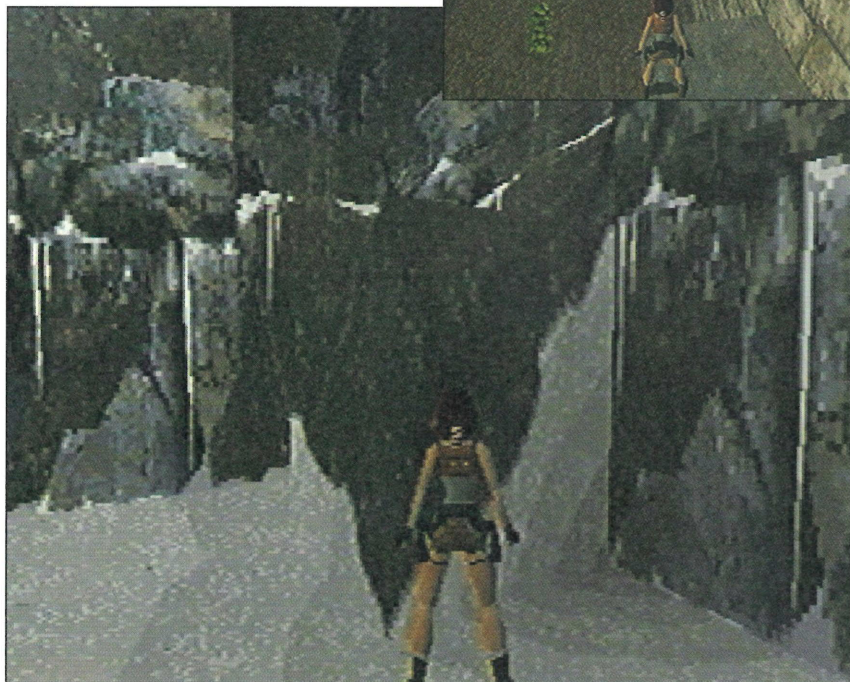
- It's possible to make crocodiles levitate by altering the water level! On level 8 (Cistern), hit the switch which floods the main hall. Now kill the crocodiles in the middle of the room, but not over the original pool area (or they'll fall back in). When you drain the water again, the dead reptiles will still be where you killed them – floating in midair!

Secrets

We missed a few of the secrets for the first eight levels last issue, so here's the full list.

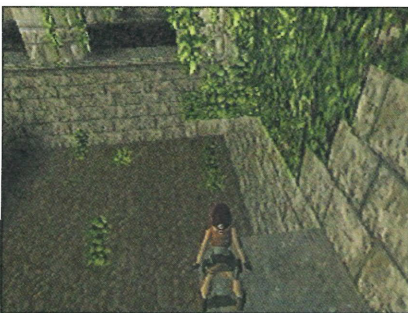
Level 1 – Caves

1. Jump to ledge from sloped rock in large square room near start for small medikit.
2. In cave to left of where bats first attack, go right into the corner with the snowdrift and climb up to ledge above for small medikit.
3. In room with stairs, wolves and timed door switch, jump from rocks to ivy-covered ledge to find large medikit.



Level 2 – City Of Vilcabama

1. Pull lever in underwater chamber (swim right from pool) to open door in other pool (with serpent fountains), leading to small medikit and Magnum clips.
2. Pull the other lever (near the light) in underwater chamber to open hatch to the room above for a small medikit. The door



leads back to the original pool.

3. Go upstairs to the left of locked gate and gold idol imprint. Opposite the switch (which turns off blades) is a secret tunnel leading to Uzi clips.

Level 3 – Lost Valley

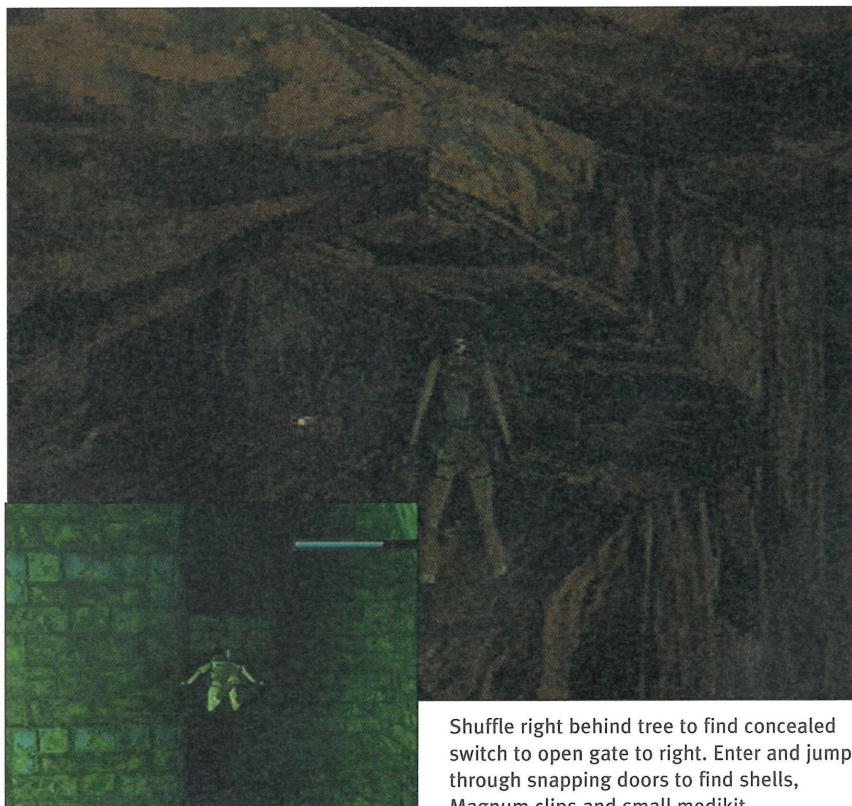
1. Climb the ledge just to the right of the right waterfall at the end of the valley to discover a secret area containing shotgun shells.
2. Climb twice up the rocks between the two waterfalls at the end of valley. Jump over to a ledge by the water, then jump and grab onto the top of the right waterfall. Now shimmy to the right and pull yourself up in the middle of the waterfall to enter a secret room with shotgun shells and Uzi clips.
3. Heading for temple to left of valley, climb ledge in right cliff, then jump left to second ledge. Grab the third ledge, then leap and grab fourth ledge. Do one more giant leap onto temple roof for large medikit, Magnum clips, Uzi clips and shells.
4. On the bridge by the cog mechanism, drop off and grab side, shimmy left and drop onto a rock. Go up and turn left for large medikit.
5. Swim down flooded channel and surface in room with shells and small medikit.

Level 4 – Tomb Of Qualopec

1. In passage leading to Scion room, climb up just to the right of last dart pipe, squeeze next to idol and run across room of crumbling tiles to get shells in left corner.
2. After Secret 1, drop off ledge and shimmy to outside wall and drop onto spiked floor. Walk (don't run!) through spikes and collect Magnum clips under ledge you were just on. Walk through all spikes to the door above and climb up and out.
3. Before finishing off Larson in the final shoot-out, swim to bottom of pool and find small tunnel leading to large medikit and Magnum clips.

Level 5 – St Francis' Folly

1. In main hall, climb push-block and jump to ledge on right wall. Leap onto the left slope, somersault backwards onto opposite slope, jump and grab platform. Repeat process on upper slopes to reach large medikit and shotgun shells.
2. Through upper doorway, slide forwards down slope towards water and jump just before you reach the end to land on small ledge. Jump across and grab doorway to get shells and small medikit.
3. In water channel, swim up into first opening to get shells.
4. Tricky! After pulling lever to open Thor door, jump to right to land on grey square which opens secret door on bottom level. It doesn't stay open long, so immediately turn right and run: as you reach edge, roll so Lara flips over and falls (grab edge to lessen damage of fall). Run forward and use the same roll technique at the edge. Run forwards, shoot the two bats, and fall over edge (a long, damaging fall) to reach secret door and collect large medikit and Magnum clips.



Shuffle right behind tree to find concealed switch to open gate to right. Enter and jump through snapping doors to find shells, Magnum clips and small medikit.

Level 6 – Colosseum

1. From ledge leading to the crocodile pit, slide down slope and jump when you reach bottom to land on small ledge, then look to left of water for hidden passage. Do running jump into it to collect shells.
2. Shimmy along crack above crocodile pit and climb up to find shells.
3. In the colosseum corner room with lots of pillars, walk right up to one of them and you'll hear a door opening. If you look up you can see it on a two-block platform. Now jump forwards onto the smallest block, sideflip right, backflip, sideflip left, jump forwards, and run through the door for two large medikits, Uzi clips and the Magnums!

through to another cavern. Climb the rocks to the right until you can go no further, then jump forwards twice to reach small medikit and Magnum clips in left corner.

2. Grab and drop off edge of T-shaped pool to find shells, Uzi clips and small medikit.
3. Returning from Midas room, go to right corner of garden, next to entrance gate.

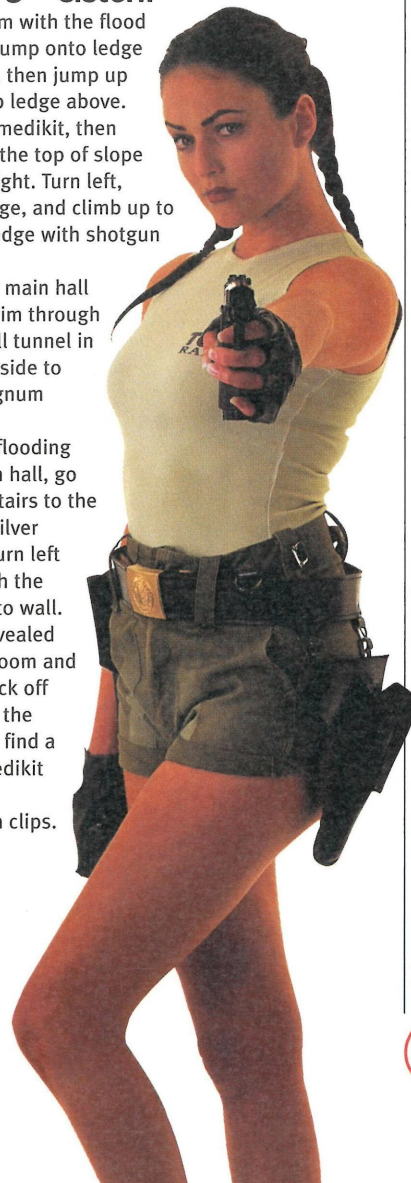


Level 8 – Cistern

1. In room with the flood switch, jump onto ledge on right, then jump up and grab ledge above. Get the medikit, then jump to the top of slope on the right. Turn left, grab ledge, and climb up to secret ledge with shotgun shells.
2. In the main hall pool, swim through the small tunnel in its west side to find Magnum clips.
3. After flooding the main hall, go up the stairs to the locked silver doors, turn left and push the block into wall. Enter revealed secret room and jump back off slope to the ledge to find a large medikit and two Magnum clips.

Level 7 – Palace Midas

1. Jump into T-shaped pool and swim



outro > the last page

Bash Those Ruskies...



SOLVED NEXT MONTH

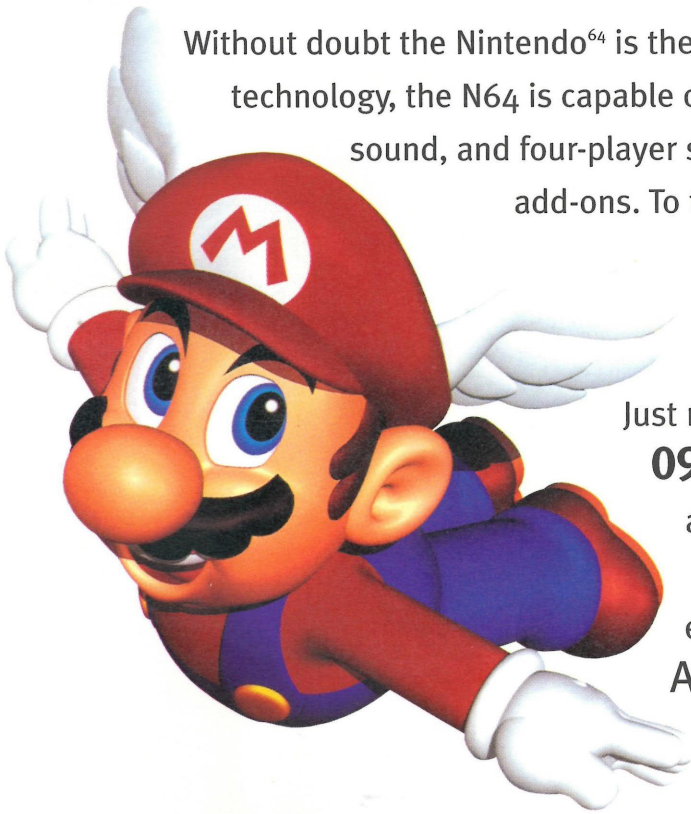
SOVIET STRIKE

SATURN+ magazine Issue Six 1997

page
30

WIN A NINTENDO⁶⁴ AND SUPER MARIO⁶⁴

Be one of the **FIRST** to own Nintendo's **STUNNING** new hardware!



Without doubt the Nintendo⁶⁴ is the ultimate games machine. Crammed with the latest technology, the N64 is capable of blistering 3D graphics, sensational surround sound, and four-player simultaneous action without the need for unwieldy add-ons. To top it all, it boasts the biggest and best games of any system. And you've got an exclusive chance to win a system and software...

Just read the three questions below and dial **0930 166156** to leave your answers, name and address. That's all there is to it. The winner will be selected by computer at random from all correct entries received. Closing date for the competition is **April 14th 1997**. The winner will be informed by **April 30th**. Good luck!

QUESTION 1

Which one of the following is not a Nintendo game character?

- A. Bowser
- B. Crash Bandicoot
- C. Luigi

QUESTION 2

Is the Nintendo 64 a 16-bit, 32-bit or 64-bit machine?

- A. 16-bit
- B. 32-bit
- C. 64-bit

QUESTION 3

On what format are Nintendo 64 games stored?

- A. CD-ROM
- B. Cartridge
- C. DAT



WIN!

One lucky person will win a fabulous Nintendo⁶⁴ system plus the ultimate game, Super Mario⁶⁴. It could be you! Check out the questions below and telephone **0930 166156** to leave your answers and address – it's that easy!

The editor's decision is final. No correspondence may be entered into. Please get permission from the person that pays the phone bill before calling. Calls cost 50p a minute. The phone message is approximately two minutes in length. The winner will be notified in writing. No cash alternatives.

SATURN 