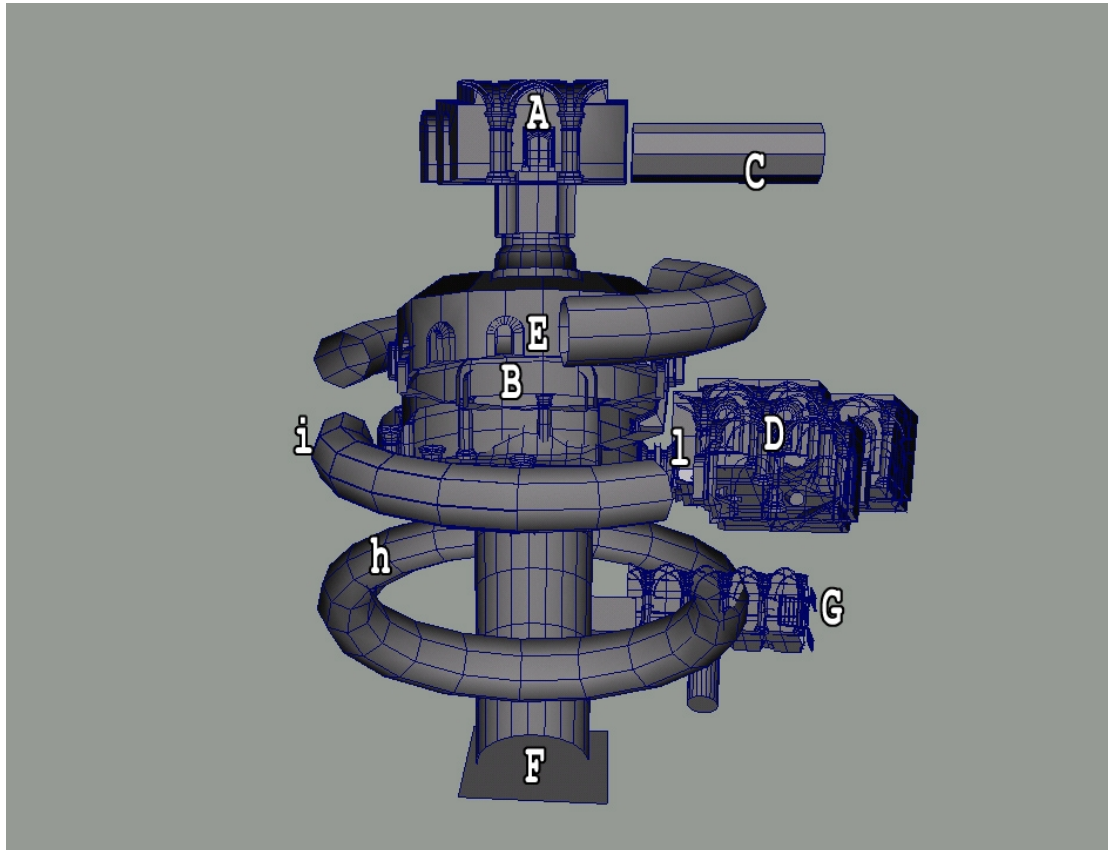


Water Room

Gameplay in detail



- 1- Lara has to reach a key to be used on the great engine. This is hidden at the bottom of a pit (F) behind a grate
- 2- She can see the Main room (B) underneath from start room (A) but can't reach it from the opening in the floor, as it's too high a drop.
- 3- The player can use the tunnel and lower himself into the first pipe (C) and from there inside Switch room (D). Using a switch in this room floods room B.
- 4- Lara can now go back to the start point and dive into room B.
- 5- The water level isn't high enough to reach the ledge that leads to a number of doorways (E). Lara has to find a way to raise the water level. This is achieved by using a switch that opens the door between room B and D. This is underwater in the same room B. Because the water level in room D is higher than Room B, opening the door will cause the water level in the two rooms to become equal. She can now access various tunnels. Only one of these, with spikes attached to the floor and ceiling leads to a room (G) with the switch and open the grate F.
- 6- Grabbing the key from its niche causes a trap to be activated. The water level starts to go up and down in a rhythmic fashion. Now Lara has to go back

trough the tunnels she came from. Only, now the movement of the water makes proceeding a lot more difficult. She has to avoid being near the spikes at the wrong time or she'll be pushed up or down against them by the movement of the water. To make it more difficult she'll have to be quick too, or she'll run the risk of being left without air and drown. To make it even more difficult one of the paths you could take exiting room G might end up in a dead end. A grate (h) could close down and block your way just before you reach the conduct that leads to the upper rounded Tunnel (i). The player will have to go back and take the other route if he had chosen the "unlucky" one.

- 7- When the player exits into Room B the water level will have increased up to near the floor of room A, forming a pool of water in this room he'll easily come out from. Now he'll be able to go and use the artefact he found at the bottom of the pit.
- 8- A secret room will be found by smashing a wall with the underwater kick in one of the rooms.