

## **SHEEP IN WOLF'S CLOTHING**

**LEVEL BY GEORGE MACIVER**

### **Walkthrough by Moonpooka**

You are welcome to post my walkthroughs on your site, but please do not edit or change them. If you find an error please let me know so I can amend it. Thank you.

This level was made to celebrate the release of George's new book Sheep in Wolf's Clothing. You can find details of this in the readme file within the level download.

There is one Secret to find.

Lara begins on the shore of a small loch and there are a couple of things to make note of here, one is a closed door in the south bank of the small loch just below the flag pole and the other is a closed door in the south wall, both of these doors you will come back to later.

Start by entering the small woods area through the south wall passage and notice a key hole up on a ledge at the west wall, which you will return to later, and there is also a closed door in the west wall.

Jump up to the outer ledges at the south end of the room and make your way round to the other side of the room, go left and look in a SW direction to see a gap in the green wall ahead, jump and grab the gap then shimmy right until you can drop off to a ledge with a lever. Use the lever to open the west wall door then drop down and head through the newly opened door into the cave.

Collect some **FLARES** from the left alcove then make your way to the bottom of the cave and out to the large loch.

Go right and make your way along the sandy path to the end and then take a left, continue on and you will come to a fire block with a door above it in the North wall. You can climb up this fire block in the corner near to the door and the door will open, and then nip over the corner of the fire and Lara should be safe and not catch light.

Go through the passage and make your way to the top, there is a water hole to drop into which will take you into a water chamber below, swim through the chamber and then swim up into the hole at the end and climb out into a small cave.

There is a treasure chest nearby so use action to open it and find the **CROWBAR** inside, then jump the sandy slopes to the east and drop down the hole on the other side to get back to the cave area.

Return to the large loch and jump into the water, swim in a SW direction until you can climb out onto the black rocks surrounding the castle then go to the right side of the castle and jump up to the corner wall to collect the **LOCH GATE KEY**.

Return to the black rocks and head to the left side of the castle and find a lever on the corner of the castle wall which will raise a block elsewhere.

Jump back to the black rocks and swim in a NE direction until you can climb out on the East bank then go back to the small woods room via the East wall door.

Use the Loch gate Key on the lock up on the west ledge and hear the door open to a tunnel in the loch wall then go out to the small loch and swim down to find the **1st THISTLE** inside the tunnel.

Return to the large loch and go right again, go past the burning block and door and keep going until you can pick up a **SMP** then continue on to the west side of the beach where you will see a closed door.

Go to the door and jump up to the rocks to the south and you will see a lever on the wall and the block you raised earlier. This is a timed lever to that door behind you and you will have to be quick to get through it. Use the lever then roll and run and jump so you drop between the black rocks, then take a standing jump to the rock ahead and jump into the door before it closes.

Run to the bottom of the passage and over a brown tile, which you notice opens the door you just came through which has closed behind you. The tile is timed to the door so once you collect the **TOWER STAR** from the bottom of the passage you will have to use the tile to open the door to get out, and at the same time a fire wraith shows up just to make it a bit more fun! Once you are through the door, run into the loch and kill the wraith then quickly climb out as a deadly fish is lurking nearby.

Jump back into the water and swim east to get back to the castle rocks, climb out and head to the SE corner and look across the water to see a small keep barely visible. Swim over keep and find the small low ledge at the back of the rocks to climb out onto then make your way around the rocks to the front of the keep and use the Tower Star on the receptacle to open the door.

Inside the keep there is a timed lever on the east wall which raises two blocks at the west wall, both blocks are timed so use the lever then race to the left block and do a standing jump up onto it, immediately side flip right then roll and jump forwards to catch a timed hatch above which has now risen, then pull up and do a running jump to the timed hatch at the east wall, pull up to the ladder ledge and search the treasure chest for the **LASER SIGHT** then climb the ladder to the roof top.

There is a bird lurking so wait for him to show up then gun him down and take the **REVOLVER** from the ground. Go to the SW corner of the roof and combine the revolver and sight and shoot the ball in the alcove in the south wall. A door will open in the west wall and you can use the monkey swing to get over to the new door and use the lever inside to open a hatch back out in the large loch.

Drop into the water and swim back to the castle, and then head over the black rocks to the North side, drop into the deep water chasm and find the hole in the loch floor to swim down. Swim through to the west end of the passage then swim up the hole at the end, climb out into a small passage and collect the **2nd THISTLE**. then return to the castle, avoiding the deadly fish on the way.

Go to the castle gates and place the Two Thistles in the receptacles either side of the gates, then its time to finally enter the beautiful castle.

Go through the first hall on the right and at the end enter a small room with two closed black gates which you will open later. Collect some **REVOLVER AMMO** from the corner of the room then stand on the higher floor to the right of the gates and look in the ceiling for a ball to shoot, a block will now lower in another room. Head back to the entrance gates and take a right turn, and then head on a NW direction so you run into the hallway left of the ascending stairs. You should be heading west now and at the end of the hall you will come to a small room with a hole in the floor to your left, this is where the block lowered when you shot the ball and there is a revealed lever inside the hole, so nip down into the hole and use the lever to open a door in another passage.

Climb out and take some **FLARES** from a corner nearby, and then head through the west hall, take a left turn then go left again and you will see the newly opened door to the right. Go through and to the left and you will come to an opening in the castle wall where you can see tall pillars in the loch outside, don't jump to them yet as you need to raise a block over on the far south bank first, so nip up into the alcove in the east wall and use the lever inside to raise the block, and then jump the pillars to get to the other side of the loch.

Climb up into the passage and at the end climb the ladder to the upper balcony. Head to the west end where the closed door is and stand on the edge of the balcony so you are facing the castle, look in the wall of the castle for an alcove with a ball to shoot inside, this will open the door nearby. Use the lever inside the newly opened door and watch as a block rises inside the castle, and then make your way back to the castle via the ladder and pillars.

Go back to the room where you used the lever down in the floor hole and go to the NE corner where you will see that newly risen block. Climb up and jump over the passage to the room on the other side and a fire wraith will attack from the tiny room ahead, drop to ground and head back to the loch to kill that wraith then go back to the area where the wraith attacked from.

You can go take a look in the tiny room if you wish, the pedestal for the scroll is in there but you don't have it yet so go left of the tiny room and find the alcove to hang drop from then shimmy left until you can climb up and use a wall lever. A door opens near to the lever hole in the room below so drop down and head towards the lever hole and take a left turn, you will see the newly opened door to your left.

Go through and climb the block at the south wall then turn and jump to the ladder and climb to the room above (you can't take that scroll so don't even try) then head out via the door at the NW corner and go out to the battlements.

Go left along the path then at the end go left again, but only for a little way because there is the one and only secret to collect before you tackle your next task. Climb up to the outer wall then look down and to the left to see a long ledge running along side the castle wall, there is also a burning lever on this ledge but ignore that for now.

Stand on the west end of the ledge so you are also facing west then look down and to the right to see the alcove in the castle wall that you shot the gold ball through earlier, the secret is in there and you have to do a running jump with a right curve using action so that Lara glides round the castle wall and into that alcove, it is tricky but you are rewarded with **1st and only SECRET – REVOLVER AMMO.**

When the mission is complete, drop down into the loch and swim back to the castle, then make your way back to the room near the lever hole to get back to the battlements.

Go left as before then left at the end of the path, this is where that fire lever is behind the outer wall but there are also two more fire tile levers up here and all three fires are timed from a main lever in the north wall alcove. Run along this path until you come to the alcove lever in the north wall.

Use the lever then roll and take a running jump up to the higher outer wall, roll on top then drop down behind and use the lever before the fire ignites again then go back to the alcove lever and use it again. Run out to the path and go left, then at the end of the path take a left turn, jump up onto the long outer wall to your right and drop down behind the wall to find the second lever, use it before the fire ignites then go back to the north wall lever and use it again. This time do as you did with the first lever and take a running jump up onto the outer wall but do not drop down to the lever behind, from the top of the wall, take a running jump to the higher level of the battlements then pull up and run forwards, jump to the very top of the castle and take running jumps for speed to get to the lever to the NE. Use the lever then grab the **SMP** before the skeleton attacks then drop down to the lower west path. You can have some fun now shooting the skeleton's heads off with the revolver and sight if you wish! George told me to say that! He-he!

Jump to the outer west wall of the battlements and then drop to the ledge behind where you will find a hatch has opened at the end of the ledge with a ladder leading down to another lever. Go down and use the lever to raise a pillar behind you in the loch then jump over to the pillar. Take a running jump to the fire tile (which will not burn Lara) then climb up into the alcove for **THE SCOTTISH SCROLL.**

Jump down into the loch and make your way back to the castle, and then go through to the lever/hole room. Climb the block again at the NE corner then jump over to the tiny room and use the Scottish Scroll on the pedestal. Lara will play the harp now and a door will open in the west wall revealing **PHILIPPA'S GEM** so go take it and make your way back to the castle entrance gates.

The gates are closed so you will have to find a different escape route, go to the south wall and see a passage is now open then climb up and drop down into the water at the end.

Be quick and swim to the castle rocks as two deadly fish await you, climb out and kill the fish then swim to the SW corner of the loch where you will come to a second deep water chasm.

Swim down into the chasm and through the crawl space in the west wall of the loch, then swim through the passage ahead and climb out in to a room above, this is where you place Philippa's Gem in the receptacle on the wall ahead.

You will see the final two gates open in the castle, so collect a **SMP** from the alcove left of the Gem receptacle then swim back to the main castle gates.

The gates are open again now, so go through and into the first room on the right and see the newly opened gates ahead.

Enter the room and go stand on the two brown tiles either side of the scroll pedestal and a block will rise in the SE corner of the room, jump up onto the block and use the monkey swing above you to get to the west wall pillar first. You need to drop and grab the pillar then climb up onto it to extinguish the fire on the east pillar, and then go back to ground and use the monkey swing again to get round to the east pillar, drop and grab the pillar and climb up for the **3rd THISTLE**.

A hatch will then open above you to take you back up to the battlements, so climb up and make your way to the very top of the castle again; avoiding the skeleton that is waiting for you.

Look for the Scottish flag on the top battlement and underneath it on the small north wall is the receptacle for the Thistle, place it and watch as the door back at the small loch opens, then do some more target practice with that skeleton before jumping into the loch below.

Swim back to the east beach, climb out and head up the cave in the east wall to get back to the small loch. Enter the newly opened door in the south wall and as you go through the level will end with a beautiful cut scene of the fabulous adventure you just left behind.

The End.