

Tomb Raider

ATI Saved Game Starting Inventory

Release 1.0
By Mark Ceccato

File	Level	Name	Medi Packs		Weapons			Ammunition			Scion Pieces
			Small	Large	Shotgun	Magnums	Uzis	Shotgun	Magnum	Uzi	
SAVEATI.0	1	Caves									
SAVEATI.1	2	City of Vilcabamba	5	2							
SAVEATI.2	3	Lost Valley	11	4				2	50	100	
SAVEATI.3	4	Tomb of Qualopec	12	7	■			12	150	200	
SAVEATI.4	5	St. Francis' Folly	14	9	■			14	250	200	1
SAVEATI.5	6	Colosseum	19	13	■			22	350	200	1
SAVEATI.6	7	Palace Midas	24	16	■	■		28	350	300	1
SAVEATI.7	8	The Cistern	30	21	■	■		34	600	400	1
SAVEATI.8	9	Tomb of Tihocan	34	28	■	■		46	900	400	1
SAVEATI.9	10	City of Khamoon	38	32	■	■		58	1150	500	2
SAVEATI.10	11	Obelisk of Khamoon	43	35	■	■		64	1650	600	2
SAVEATI.11	12	Sanctuary of the Scion	51	40	■	■		76	2200	900	2
SAVEATI.12	13	Natla's Mines	54	44				82	2350	1100	
SAVEATI.13	14	Atlantis	56	50	■	■	■	84	2500	1200	
SAVEATI.14	15	The Great Pyramid	59	55	■	■	■	92	2600	1300	
SAVEATI.15	1	Caves			■	■	■	Second Playthrough - Unlimited Ammo			

Unfinished Business

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SAVEUBA.0	1	Return to Egypt								
SAVEUBA.1	2	Temple of the Cat	13	3	■	■	■	46	400	200
SAVEUBA.2	3	Atlantean Stronghold	26	9	■	■	■	76	900	1400
SAVEUBA.3	4	The Hive	39	13	■	■	■	142	1450	1600
SAVEUBA.4	1	Return to Egypt			■	■	■	Second Playthrough - Unlimited Ammo		