

## WALKTHROUGH POP2 – AUGUST 2004

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### MAP 070 v1 – TRAINING GROUND



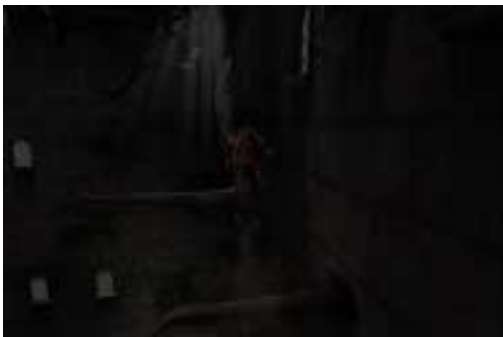
1. Avoid traps
2. Jump to reach the ledge and go down to reach the entrance (see on the middle of the screenshot)



3. Activate the pressure plate to open the door. Warning: Slowdown time if you want to succeed.
4. Fight enemies



5. Cinematic
6. Do an horizontal walling



7. **Jump from the first edge to the second one**
8. **Walk on the edge and jump toward the wall to reach the rope**



9. **Do an horizontal walling by using the rope and reach the pole**
10. **swing around pole (2x) and reach the platform**



11. **Fight enemies**
12. **Walk on the beam and jump to reach the beam in front of you**



**13. Walk on the beam and jump toward the column. Then, jump toward the 2<sup>nd</sup> column and go down using the curtain**

**14. Fight enemies**



**15. Jump to the upper platform**

**16. Do a vertical walling to grab the ledge**



**17. Jump to reach the upper ledge (2x)**

**18. Jump from ledge to column**



- 19. Jump from the column to the branch**
- 20. Jump from the branch to ledge and go up**



- 21. Cinematic (here, The Dahaka is pursuing you. You need to be fast because everything are falling)**
- 22. Go on the deck and run. Do an horizontal walling to reach the other deck. Then, jump to reach the pole (3x).**



- 23. Cinematic**