

MAP 400 V01- THE CATACOMBS



- 1. Jump over the gap.**
- 2. Do a horizontal walling to get to the other side.**



- 3. Turn right and do a horizontal walling again to fall on the lower floor.**
- 4. Do a horizontal walling on the right wall and grab the first bar.**



- 5. Swing from bar to bar and jump on the platform.**
- 6. Do a horizontal walling on the left wall and grab the rope.**



7. Swing with the rope and do a horizontal walling again to reach the curtain.
8. Slice down the curtain and enter the next room.



9. (Cinematic – Dahaka is coming to get you! Mouhahahahaha!)
10. Quickly run up the stairs nearby and go to the end of the hallway.



11. (Cinematic – Dahaka destroys a door and comes after you)
12. Turn left and do a horizontal walling on the right wall.



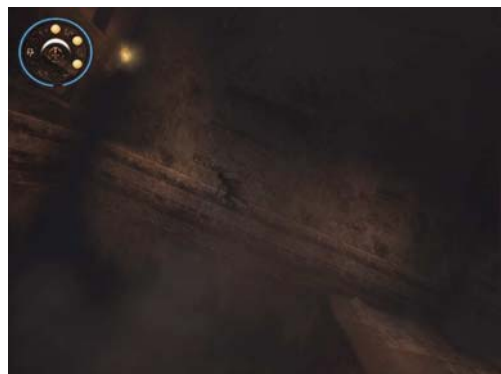
13. Jump on the platform on the right.

14. Run passed the barrels and do a horizontal walling to grab the bar.



15. Swing from bar to bar to reach the higher platform.

16. Do a horizontal walling on the right side then jump on the platform on your left.



17. Run to the end of the platform.

18. Do a horizontal walling on the right wall and jump on the platform on the left.



19. Jump to grab the bar over the gap.

20. Swing and jump through the waterfall on the other platform.



21. (Cinematic – Here comes Big Bad Guy again)

22. Turn left and jump onto the platform on the other side of the gap.



23. Pull the lever in the rock.

24. (Cinematic – The platform you're on is lowering down)



- 25. Drop on the ground, turn left and run towards the stairs again.**
- 26. Go upstairs and turn right.**



- 27. Do a horizontal walling over the gap.**
- 28. Run passed the barrels.**



- 29. Do a horizontal walling on the left wall and jump to grab the bar on the right. Swing from bar to bar until you reach the platform.**
- 30. Jump over the gap onto the next platform and turn right.**



31. Jump over the gap and grab the bar.

32. Swing and jump on the other side of the water falls. Do a vertical walling on the wall on your left to grab the ledge. Strafe left and climb on the other ledge.



33. Strafe again on the ledge to the left and drop on the platform.

34. Pull the lever in the rock.



35. (Cinematic – The tomb is raising)

36. Drop down, turn right and run upstairs again.



37. Jump over the gap and continue your way to the left.

38. Roll under the debris.



39. Do a horizontal walling to reach the rope.

40. Do a horizontal walling again to reach the bar. Swing around it and jump on the platform.



41. Turn left and go towards the wall full of tentacles (Don't worry, they don't bite)

42. Jump from wall to wall to reach the top.



- 43. Roll under the debris again.**
- 44. Jump from wall to wall again.**



- 45. Do a horizontal walling on the right wall to grab the rope.**
- 46. Swing from rope to rope and grab the bar.**



- 47. Swing from bar to bar and jump on the nearby platform.**
- 48. Jump over the gap.**



- 49. Do a horizontal walling and jump to grab the curtain.**
- 50. Slice down the curtain and drop on the ground.**



- 51. Continue your run to the right and roll under bricks.**
- 52. Do a horizontal walling and jump on the platform.**



- 53. Roll under the debris.**
- 54. Jump on the suspended bar. Swing on it and jump in the waterfall.**



55. Do a vertical walling on the left to grab the ledge.

56. Strafe on the left on the ledge.



57. Pull the lever in the rock. (Your platform will lower on the ground)

58. (Cinematic – New ledges are coming out of the pillar in the centre of the room)



59. Run towards the pillar in the centre.

60. Climb the ledges.



- 61. Strafe on the right and climb up.**
- 62. Continue your way to the top.**



- 63. When you reached the top, jump to grab the bar halfway from the waterfall.**
- 64. Swing on the bar and jump through the passage behind the waterfall.**
- 65. Save your game.**

(You are now entering the Prison 410-V01)