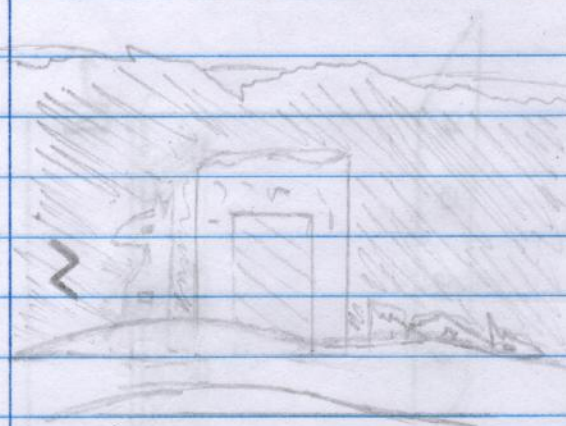


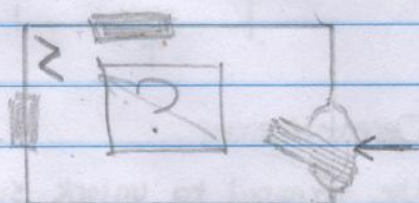
Future



1. Start in F, door mechanism broken, introduction to time switch, go to P

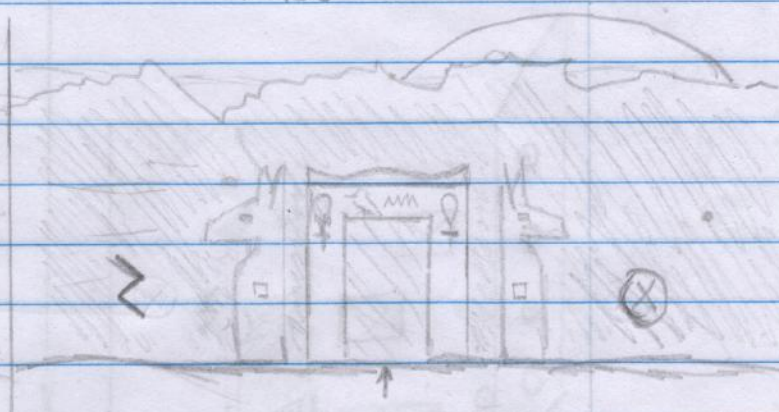


4. Turret destroyed, roof above entry collapsed, pillar fallen to make hole in the wall
5. Go to next area via hole

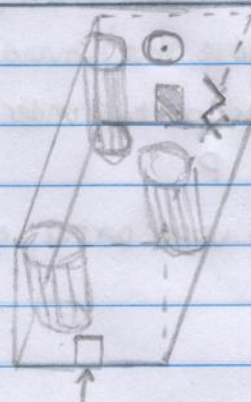


1. Enter through hole
2. Make it through traps
3. Go to P

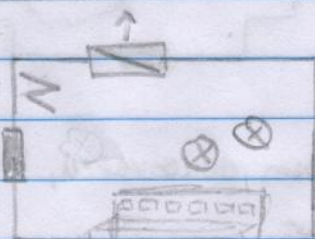
Past



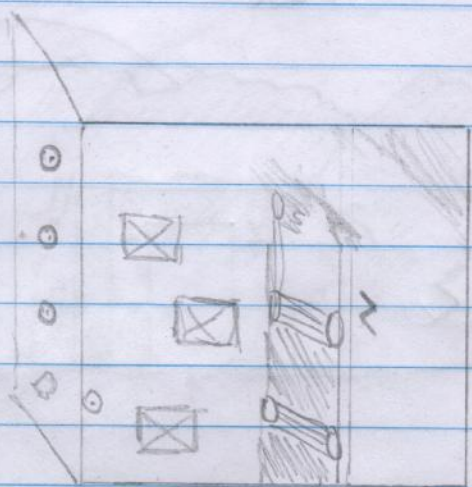
2. Introduction to melee mechanic, defeat enemy
- Interact with buttons on statues to open door
3. Go to next area



1. Enter corridor, turret at far side
2. Introduction to ranged mode, destroy turret
3. Door at far side locked, go to F



4. Defeat enemies
5. Activate terminal to unlock door
6. Go to next area

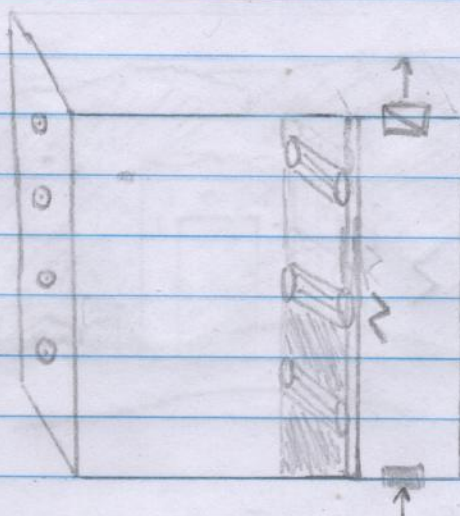


4. Walkway collapsed, allowing access to room

5. Turrets deactivated (or destroyed if shot), avoid crumbling tiles

6. Second portal under walkway, go to P

10. With upper portal, go to Post



1. Enter corridor, rest of room underneath

2. Turrets on left wall, can be shot but not enough bullets

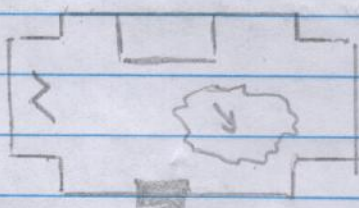
3. Barrier provides cover to reach portal, go to F

7. Shielded from turrets by wall

8. Activate console under walkway to unlock door (need part from turret?)

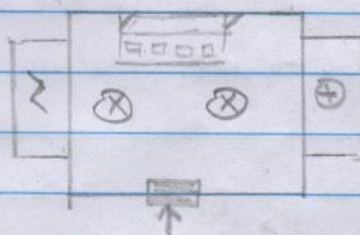
9. Go to F. to get back to walkway

10. Go through door to new area



4. Room deactivated, hole in floor

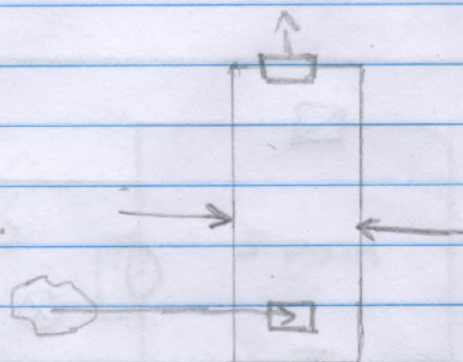
5. Drop through floor to next area



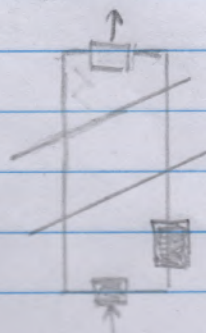
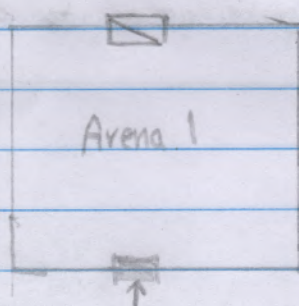
1. Defeat enemies

2. Use terminal to unlock side passages, portal on left, health pickup on right

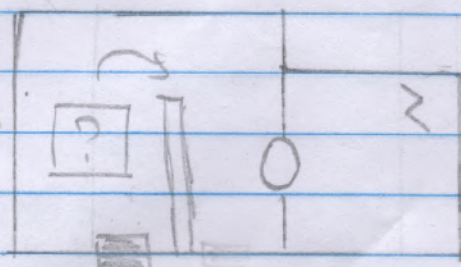
3. Go to F



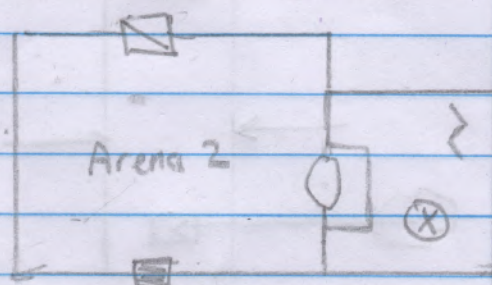
1. Drop through hole onto pressure plate
2. Crushing walls
3. Run to exit, go to Arena 1



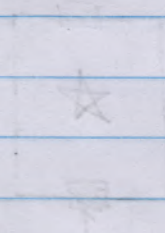
1. Enter room, get past swinging blades.
2. Go to next area



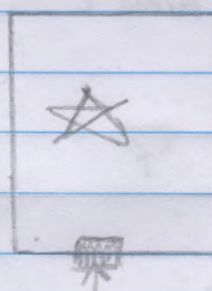
1. Go through traps
2. Go through hole in wall to some sort of generator room.
3. Go to P.



4. Defeat enemy
5. Blow up generator to make hole in the wall.
6. Hole grants access to Arena 2
7. Complete arena to access next area



Final room, interact



Final Room, interact with artefact to take it and complete mission.