

## Strider Mountain Walkthrough: Map 2 DUE NORTH

**MAP 2: DUE NORTH WALKTHROUGH** if you need more help, visit [www.stridermountain.com](http://www.stridermountain.com)

Map 2 DUE NORTH begins after coming out of the sewer and being greeted by some manhacks. Up ahead, go to right and get some health and ammo.



Read this puzzle "backwards". RETNE = ENTER. Or **enter the door backwards** to get some ammo/health.



After the combine firefight, **enter this door on the left** where you'll find ammo/health.



And gain access to the next room by **locating the vent on the right** by moving the crate.



The first thing to do at the water puzzle is jump into the water and locate the **underwater opening** in the far right corner.



After the firefight, press the button so that the slide rotates towards you. Once the slide faces you, climb to the top and turn the slide again to the left by **activating the button**.



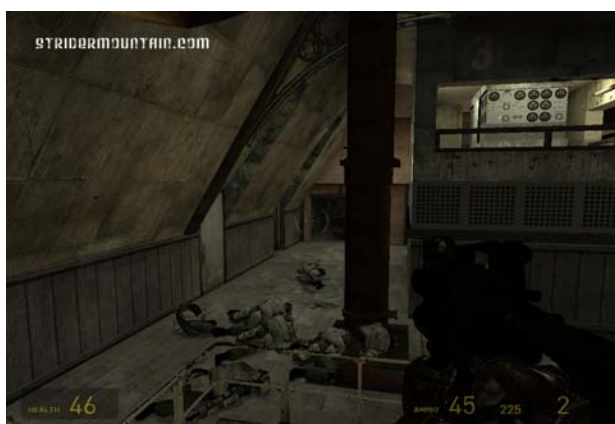
There is a major firefight in the open garden. Look for health/ammo at the top of the stairs. Then **jump into the water** below.



Once in the water, **locate this vent** and climb up through it.



After going through the vent, jump into the waterway and **stay to the left** where you'll find some steps that lead out of the water. This will bring you into a room that is very heavily guarded. After the intense firefight, exit the room with the **door on the far left**.



After the cutscene with the combine and headcrab fight, you'll need to **activate this lever** at the top of the stairs to put out the fires.



After a fight with the combine, walk back near the stairs and this floor vent will now be open. Jump into to proceed.



After getting the **YOU NEED A KEY CARD TO ACCESS SYSTEM** message, look for the door that is now open and go back up to the **top of slide**. There you have a small firefight and can pick up the **KEY CARD**.



Once you have the KEY CARD, head back down the slide & enter the card into the computer.

Map 2 DUE NORTH ends by going **due south** down these stairs and enters into Map 3 **Propaganda**.



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