

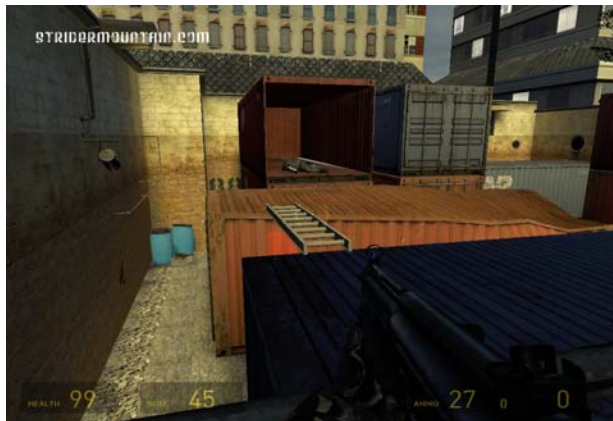
Strider Mountain Walkthrough: Map 3 PROPAGANDA

MAP 3: PROPAGANDA WALKTHROUGH if you need more help, visit www.stridermountain.com

Map 3 PROPAGANDA begins in the storage courtyard where some Combine are hanging out, go ahead and ruin their day.



Use the blue barrels to jump onto the metal pipes that are attached to the wall, then jump on the container.



After coming out of the alleyway, when you **go to the right**, the door opens and you will see a combine. As you approach the terrified combine closes the door wanting nothing to do with you! Walk up to the closed door and **Press your E (or Use key)** to set off the trigger. Now turn around and **this door will open**.



When you come through the door, here is a first look at your new fancy ride. You'll need to **find a way** to drive it out of the courtyard.



Turn back and head to where the scared combine closed the door on you. That door is **now opened**. Go through the doorway and make your way down the alley that is filled with combine. At the end of the alley, **look for this door** in the far right corner.



Go up the stairs and look for the **metal door** that will lead you into the office spaces below. The best way to deal with the **yellow laser** is to shoot the boxes first and then sprint through.



If you see **you need a keycard to open door**, then go back to the **last room on the left** and pick up the **keycard**. There is also an HEV recharge station in the room with the keycard.



As you enter the hallway, be prepared for some combine and a turret with grenades. If you need a break there is also a bathroom and the stalls have goodies in them! After the cutscene, you need to **locate this vent shaft** to exit the hallway.



After the cutscene showing Barney being killed, exit the torture chamber through the door at the left corner. After the combine battle, look for and enter the small portal machine. This will bring you back to the surface and the garage door for the buggy is now open.



Drive the buggy through the ravine, which happens to be a perfect spot for an ambush. You are now leaving **Propaganda** and driving straight into the **Base Camp**.



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