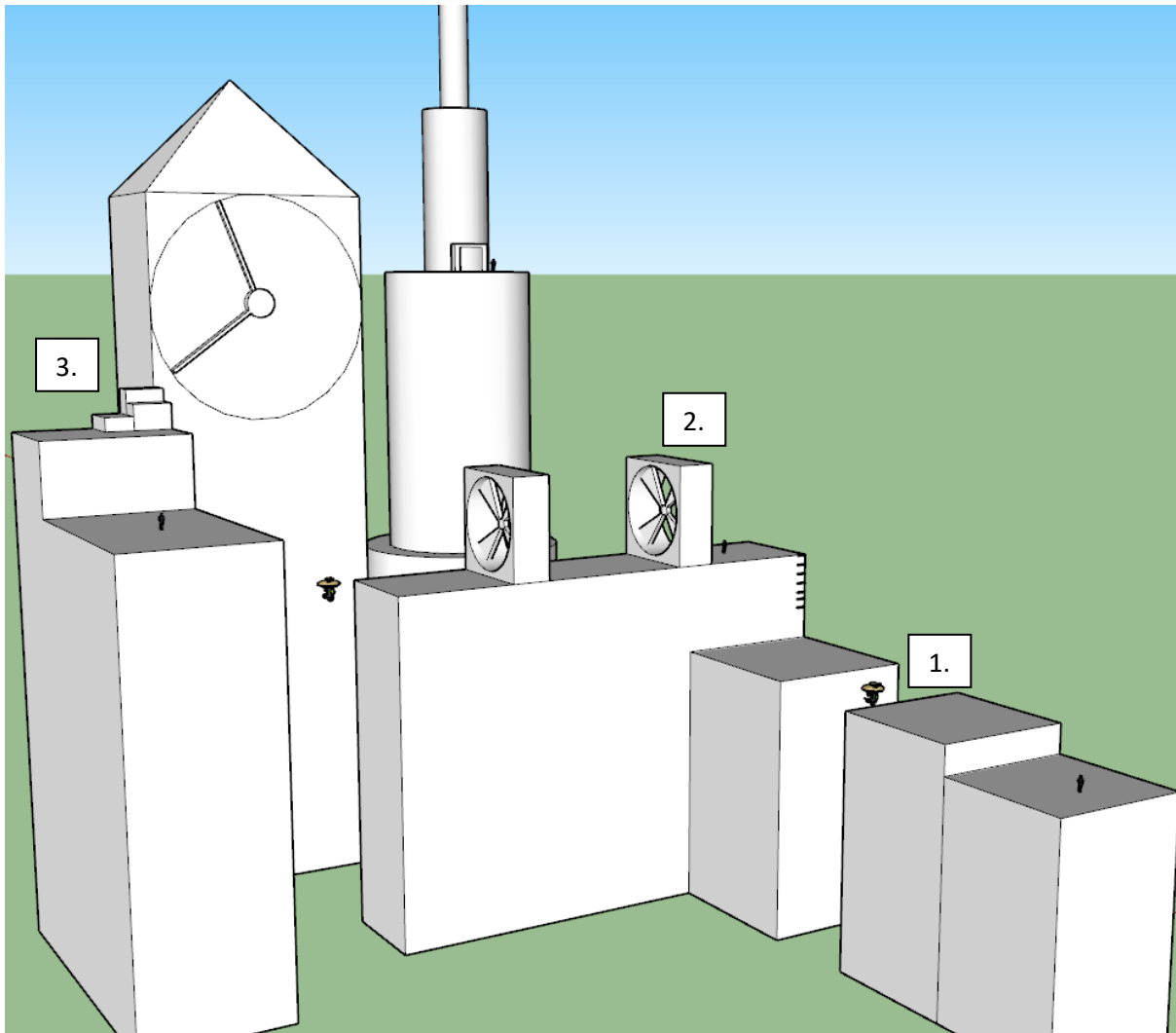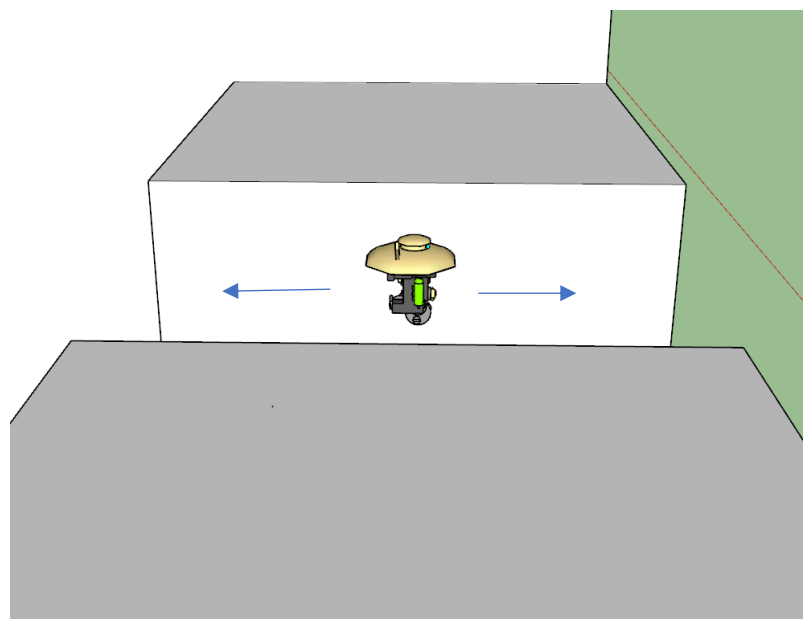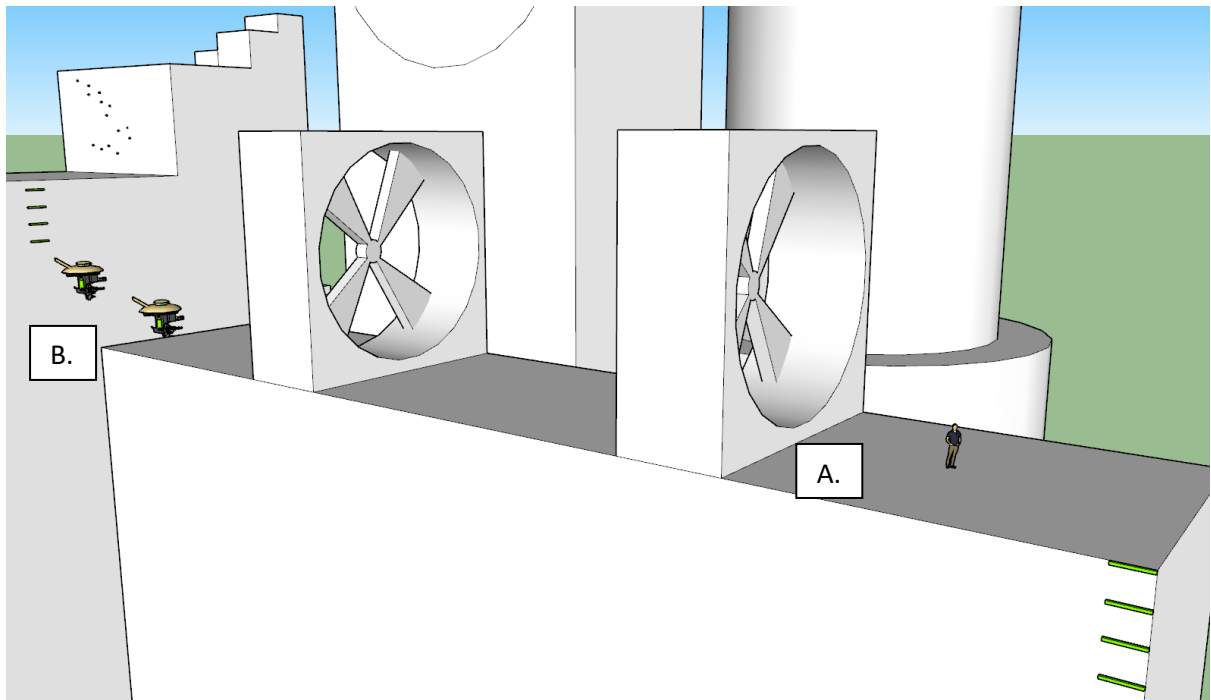# Clockdown Level Blockout

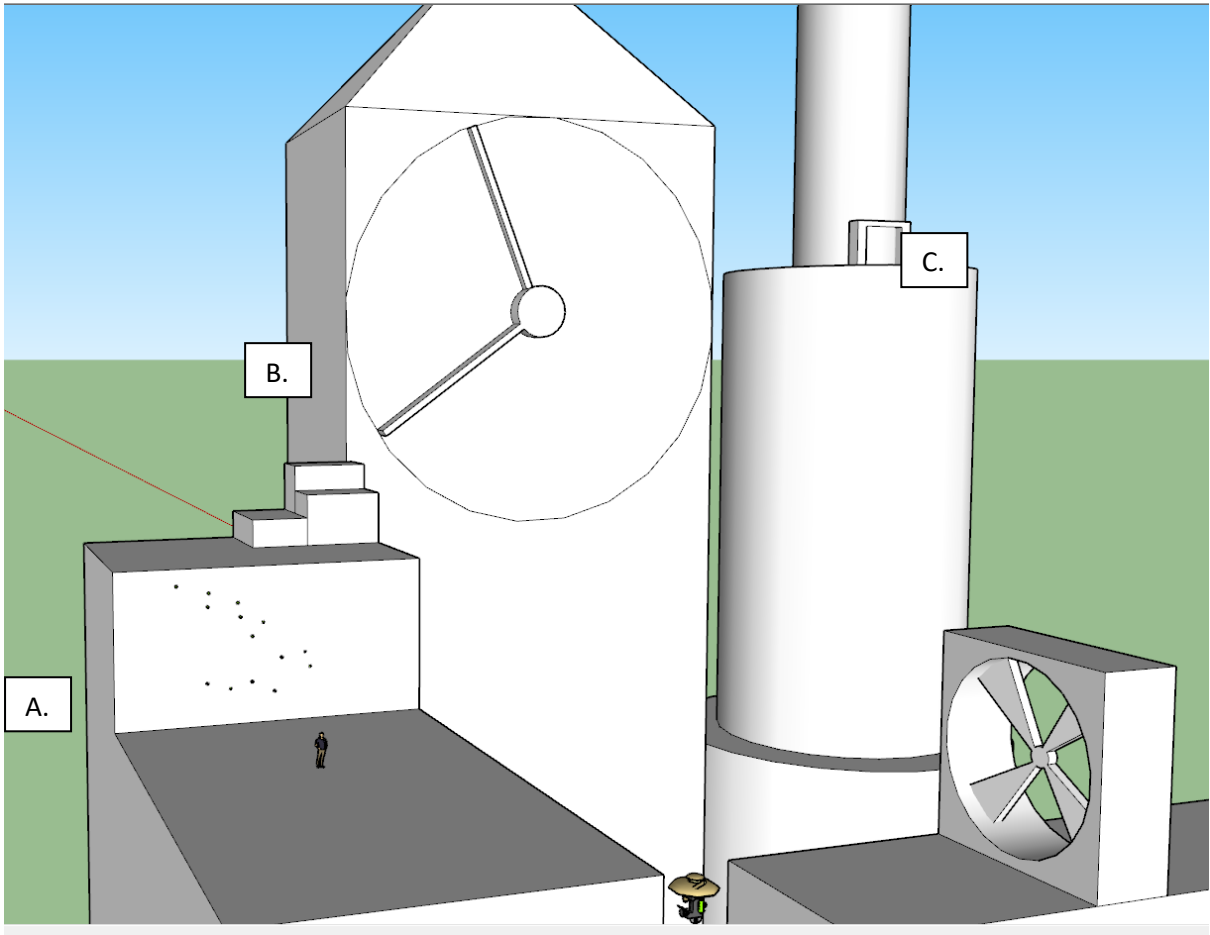1. The player must pause time to jump on the drone and make it across the gap.

2.

A. These fans will be spinning too fast for the player to pass so they must pause time and quickly run through them.

B. The player must jump over drones again, this time there's two of them and they have slight verticality.

3.

After climbing up the wall (A.) the player will be met with a large clock tower (B.).

The player must pause time at the right moment so that the hands of the clock create a path across to the finish point (C.).

Pace Chart

| | 1 | 2a | 2b | 3a | 3b | 3c |