

# Gate 2 - The Totem Despawn

## First Levels

As it was explained in the X6 discord channel, I just remember you want to stay low, jumping causes the situation you don't want" (*credit to JohnnyGo*)

Your objective in this room is to not fight any of the Totems the game puts in your path. To do this, you need to despawn the top left Totem from the first room. This requires staying low, dashing on the ground after leaving the opening area (the path under the full health drop), all the way to the raised floor before "the first intended totem".

At this point, start jumping up to get the vertical platform to spawn. It begins its movement going up, so you have to wait a cycle. After that, get on top of it with a Zero double Jump, and the top left totem should not be there while the right-side two should be.

Get up the ladder.

If you do have to fight the top right totem, keep in mind that giga attacks may affect the top totem you need to climb up the next floor quickly.

## Second Levels

In the upper section, there should be another totem almost immediately after a low ceiling spike jump. Zero can use the low ceiling's wall (on the totem's side) to double jump on top of the totem, standing on it to reach the top left exit area.

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