(After tutorial coin is obtained)

When a coin is collected, a close up of the coin will appear with the message "coin obtained".

The first coin is blocked by something, a pillow looking thing called "blockage". The coin has not spawned in yet. the player cannot walk over the blockage until they have put in a number to whatever the blockage is supposed to be. Once the code is put in, the blockage disappears and the coin spawns where the blockage was.

The second coin will be locked by the word "World". Putting in the wrong word causes you to lose one hp.This word can be found if you look closely into the water around the map.. Once the correct word is put into the lock, the coin will spawn on the other side of the map. If you go over and touch it, another lock will appear asking for a key. Getting the key requires you to find the area of the water that you are allowed to go. It will be invisible until you get close to it. Once you have the key, go back to the coin and use the key on it. The coin is then collectable.

The third coin requires you to survive a chase by a monster of some sort (just run around the center pool). The monster spawns right after the second coin is obtained. If the monster touches you, you die. If you survive 15 seconds of being chased the monster will melt into the last coin. After you collect it, you have the 4 total coins needed to activate the pond portal thing. The barrier on the water in the tilemap will disappear and the player can then walk into the pond. The room will change into a springfield or something and you win hooray.