**Hidden level/biome**: The mysterious mountain. When a specific three other biomes meet, a faded link goes to an area under mist. If you are at one of the connected levels you can click in the middle to reveal and access a hidden level. Mountain biome with hard enemies (maybe stone giants or large stone people), somewhere in the level is a shackled stone statue. Break the shackles and you unlock the character. If you access this level in another run, in the room the same room where the shackled statue was the statue is now gone and the way behind it leads to another room, inside is a mini-boss that drops a weapon unlock.

“*Mysterious mountains rise where sand, forest and sea unite.”*

*“United, sand, sea and forest give way to mysterious mountains.”*

*“Through sand, sea and forest, a mysterious mountain emerges.”*

**Hidden level/biome**: The mist. In the mist level, room connections are like going through mist being teleported to another room. No map is available. After X rooms, the player encounters a room with clouds of mist, out of these an enemy attacks in a pattern once then stops. The pattern indicates the door directions the player needs to go through to find the hidden mist chamber which contains something to unlock. If the player doesn’t go in the right door he exits the level.

*“Through the mist and the madness, they are trying to get the message to you.”*

**Game Over**: If the player stays on the game over screen long enough, eyes open and look at the dead character, then directly at the screen. If the Player choses the same character on his next immediate run, a biome is corrupted, more and more things is replaced by the “Realm of the Dead” biome, the boss is replaced by “The Collector”, who’s attention the player attracted by staying in the “Realm of the Dead” too long. Defeat it to unlock something. “Reapers Scythe”? (Soul Collector Weapon idea in notebook)

**Game Over**: If the player dies X times in a row with the same character or if the player dies in the graveyard biome, on his next immediate run a “Graveyard/Dark Forest” biome will be guaranteed. One of the rooms will be inhabited by a “Skeleton Hero” mini boss. Upon defeating it, the player unlocks the “Skeleton” character.