

level ONE

Mechanics

Basic
jump mechanic

1)

Start



Jump

Jump too
soon

2) A

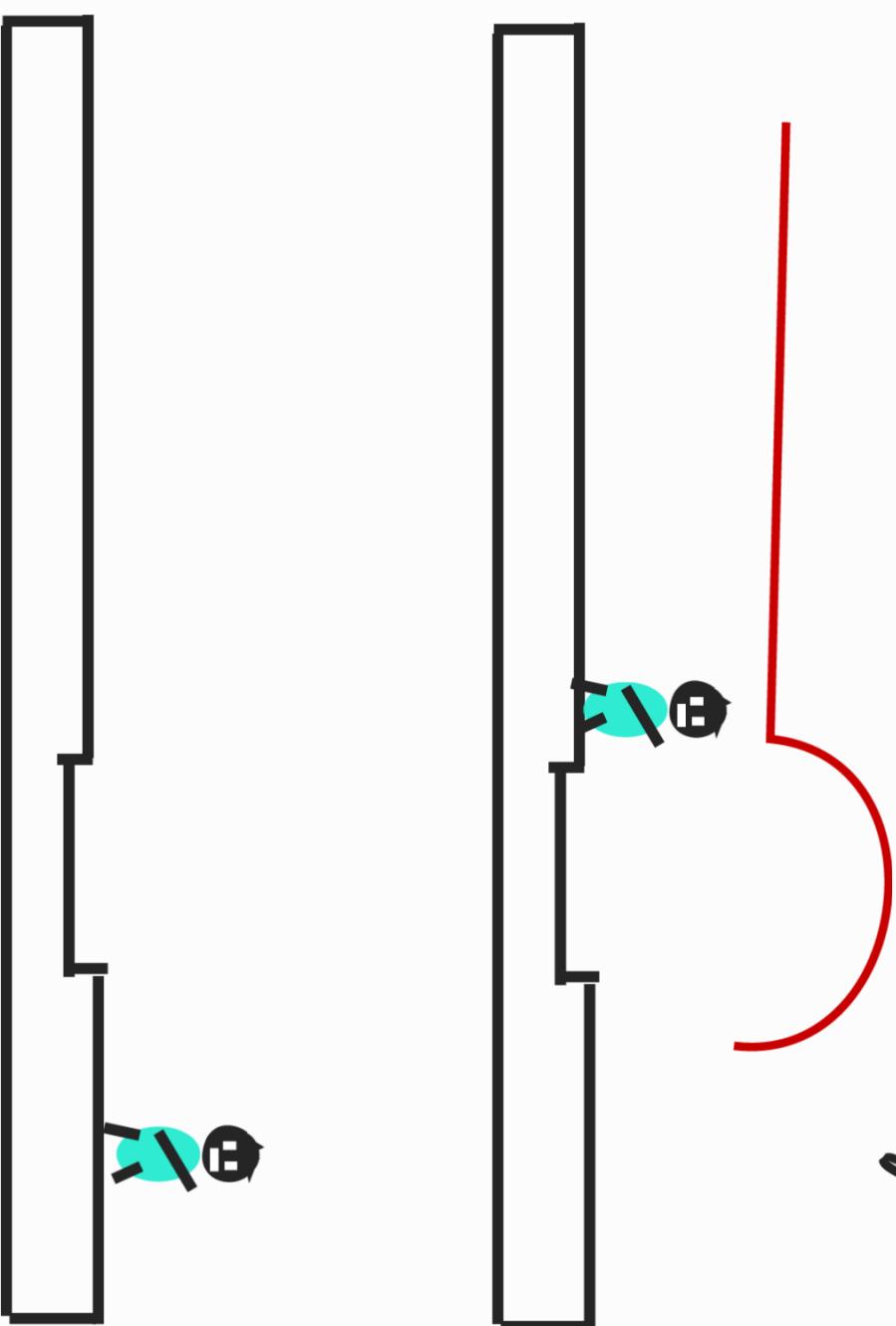


Jump
again

3) A



3)B

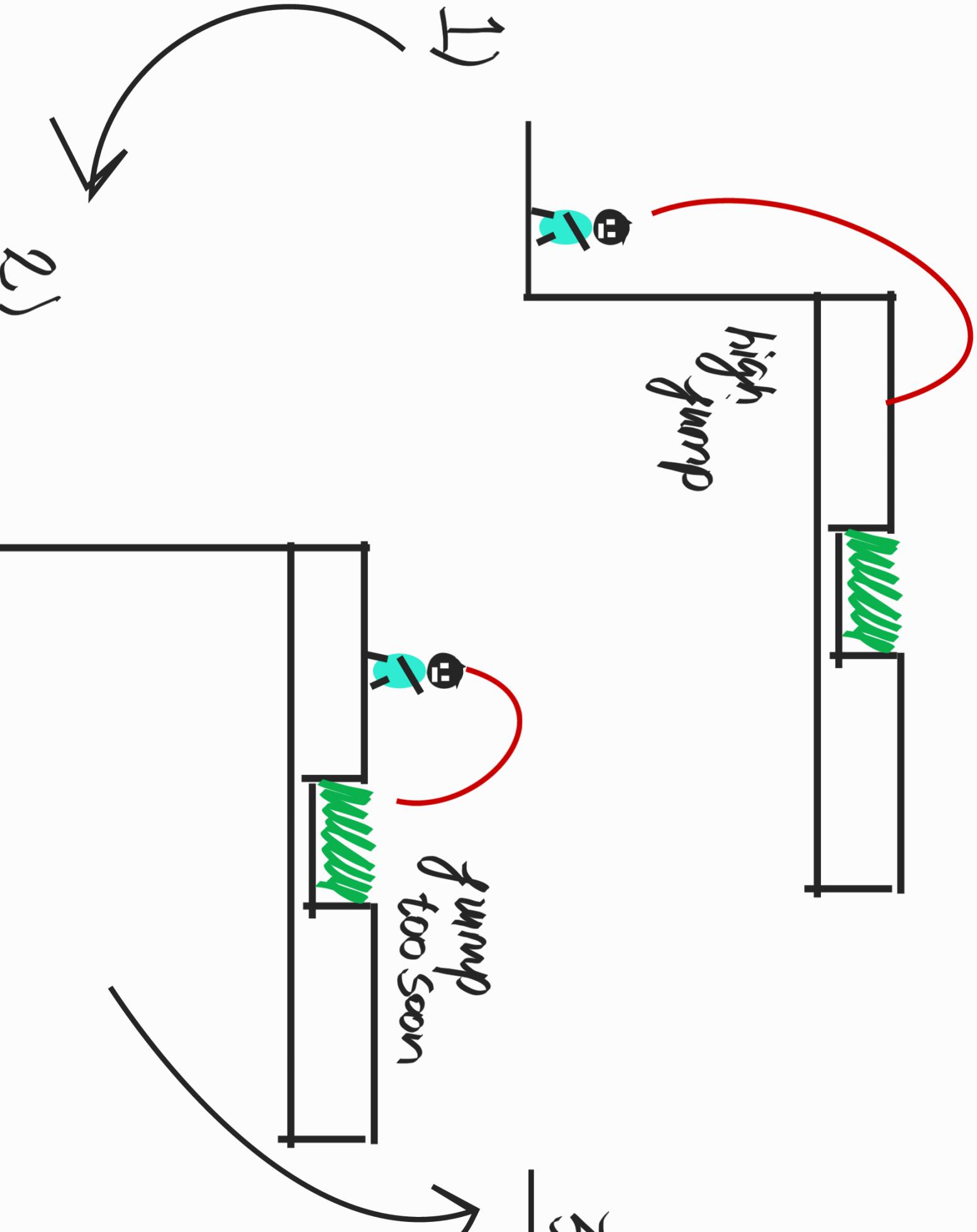


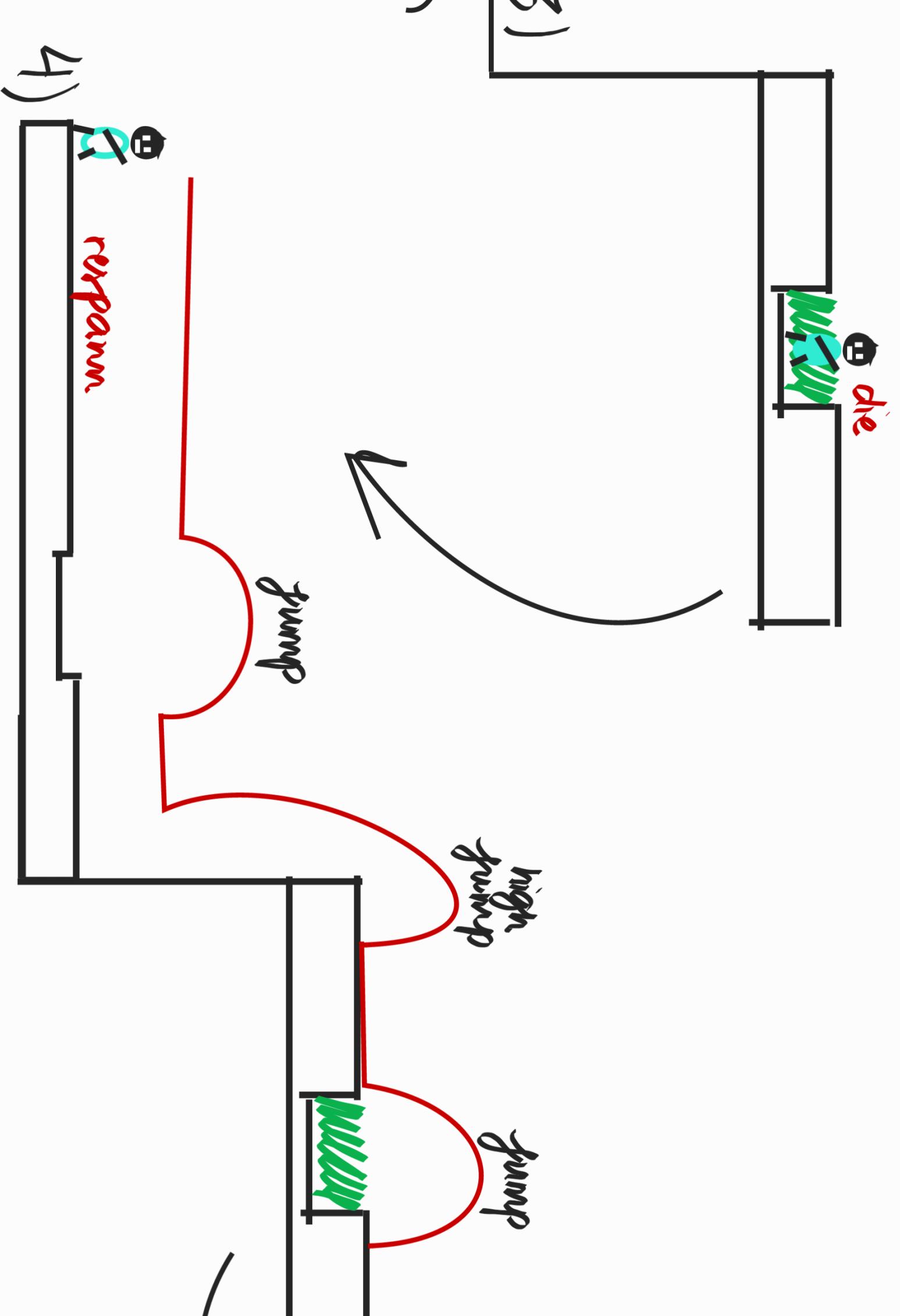
correctly timed jumps

high
+ all
meet

jump
mechanic

2)

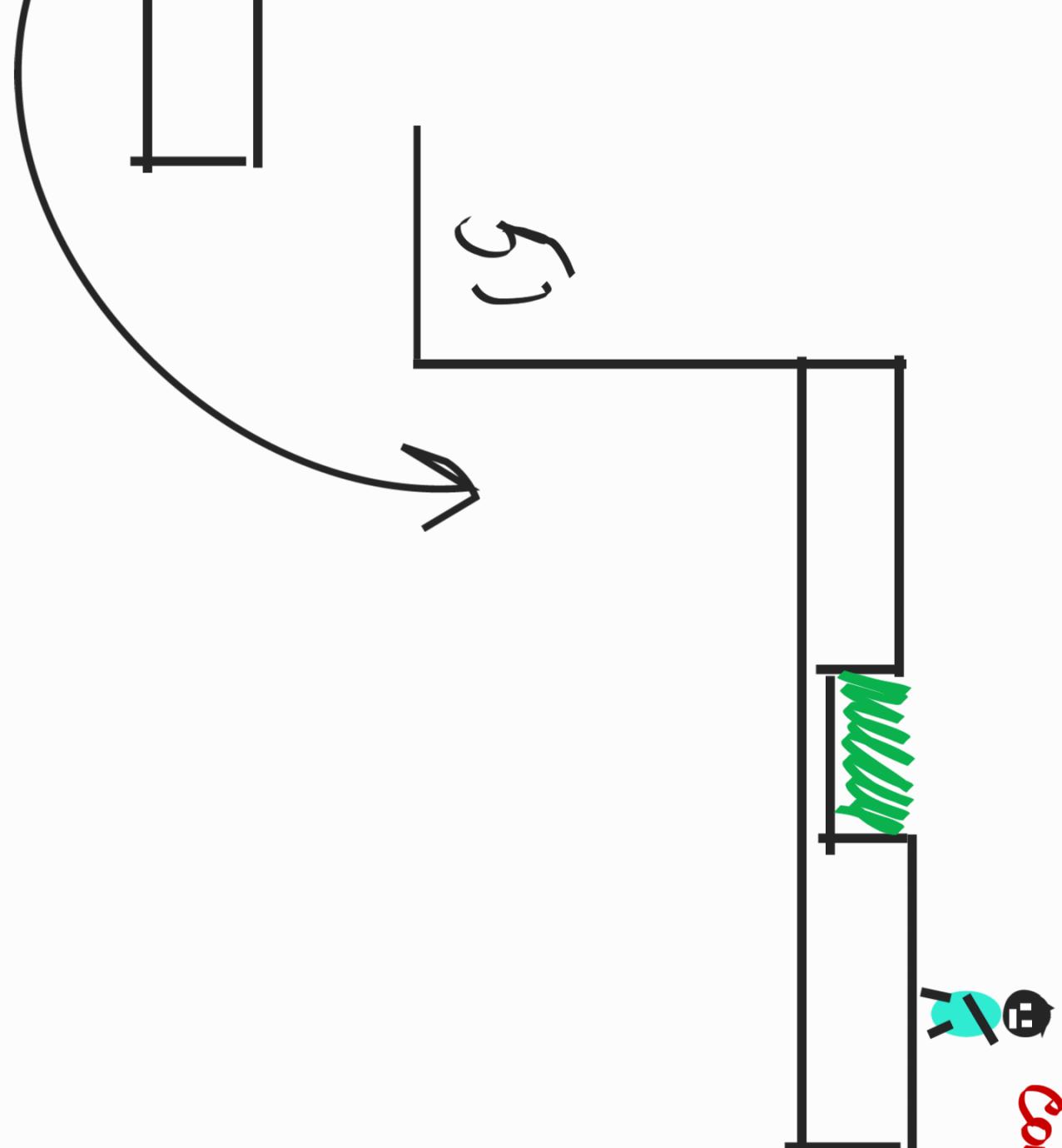


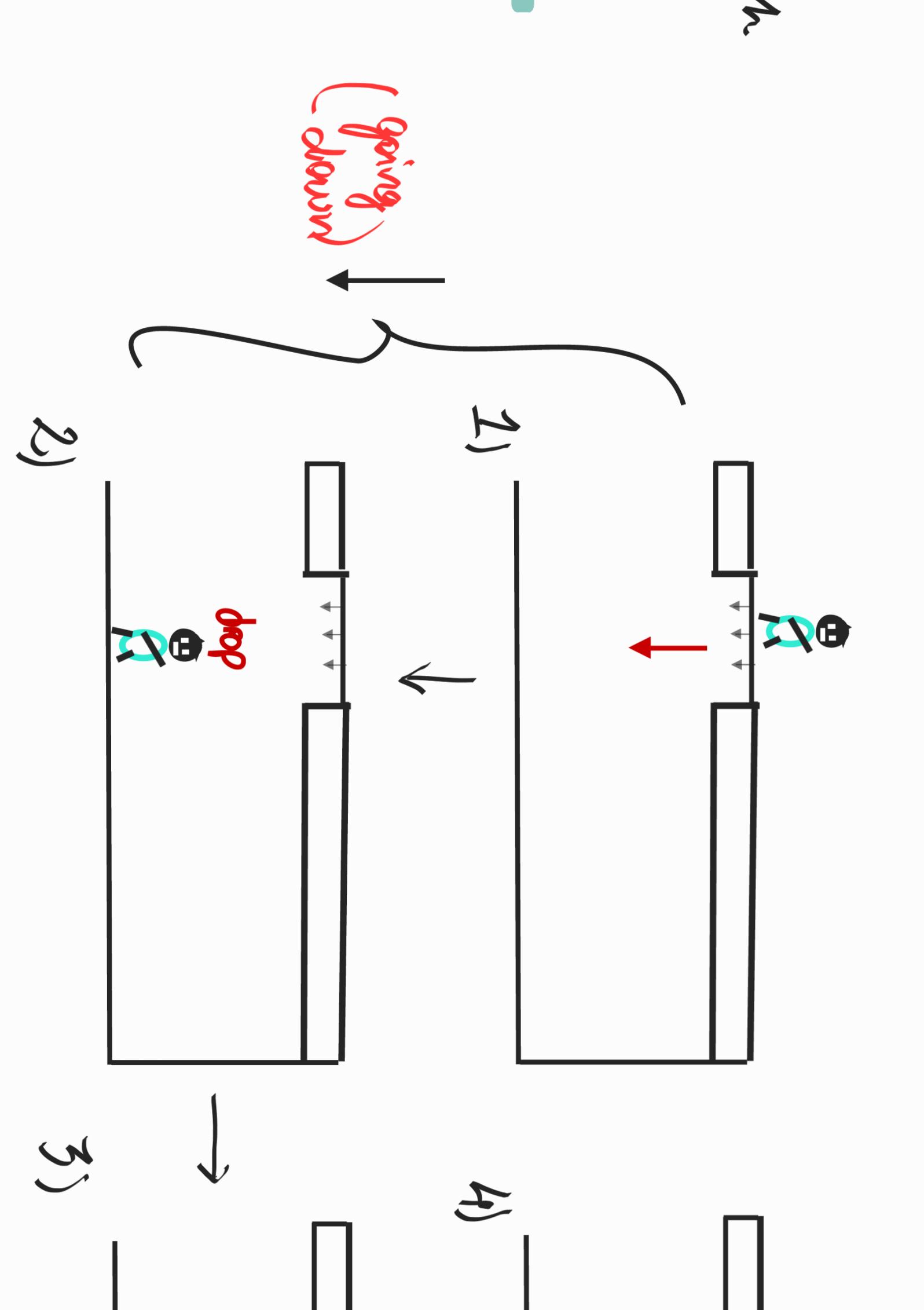


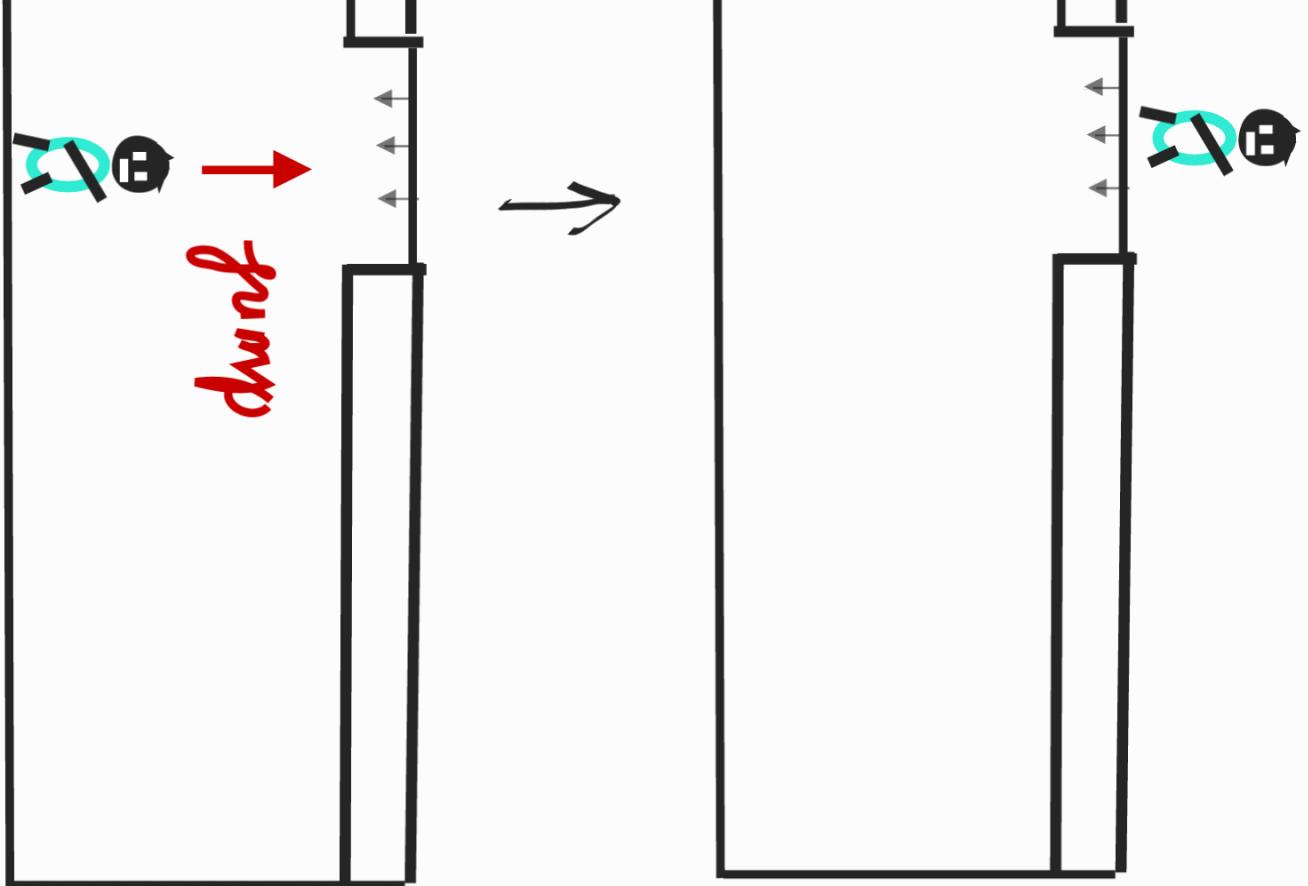


Continue

Part three
platform
mechanics

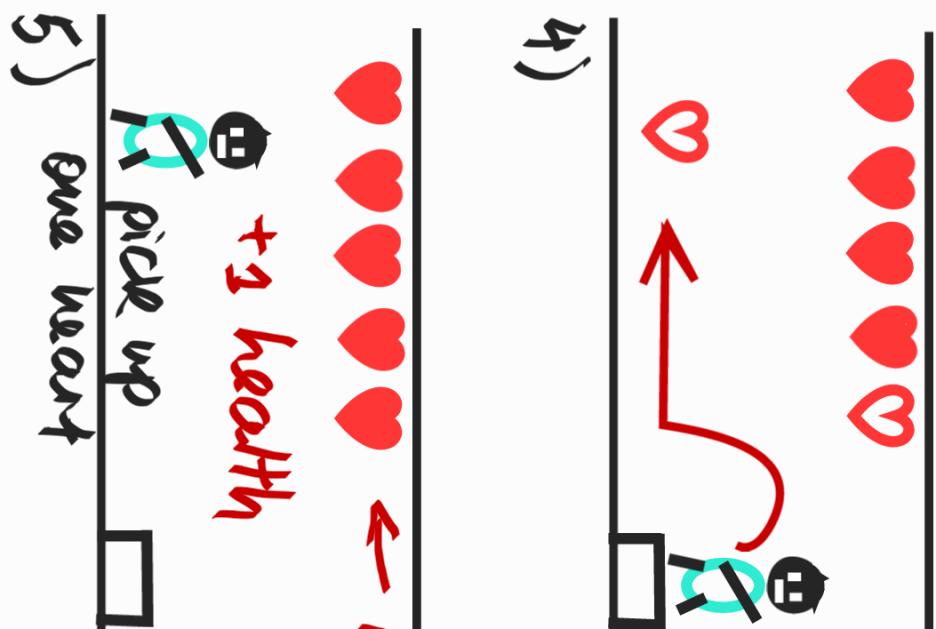
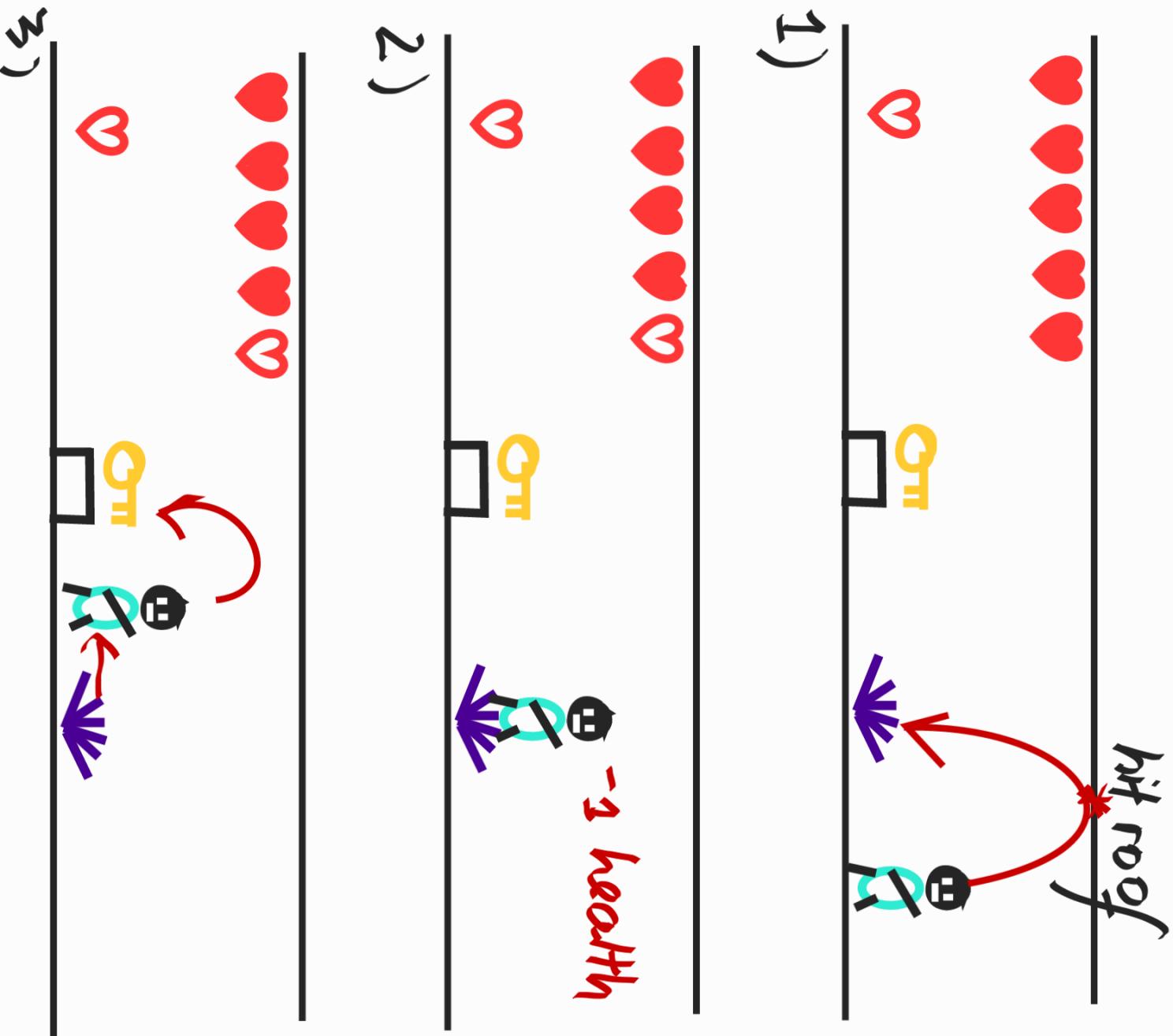






→
(going
up)

spires, say
weather
mechanics



collect key



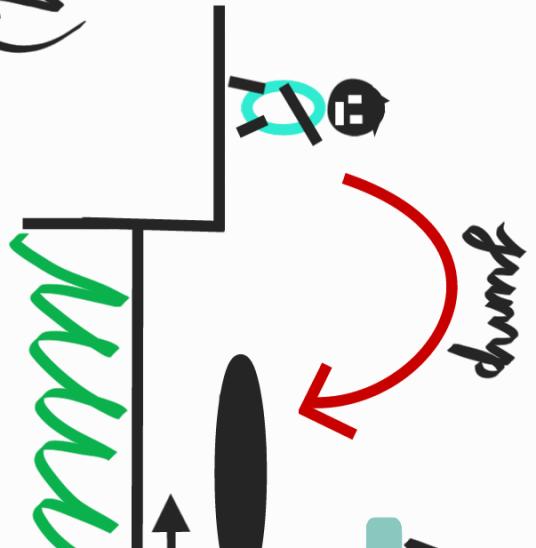
max hearts



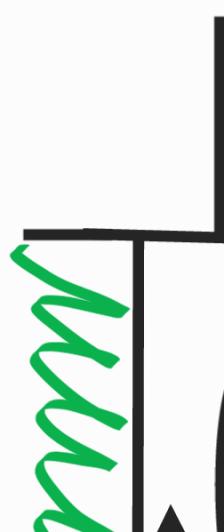
Moving
platform
mechanic



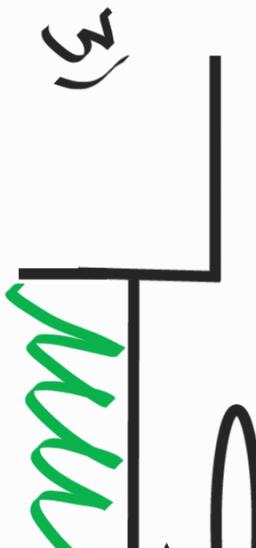
1)



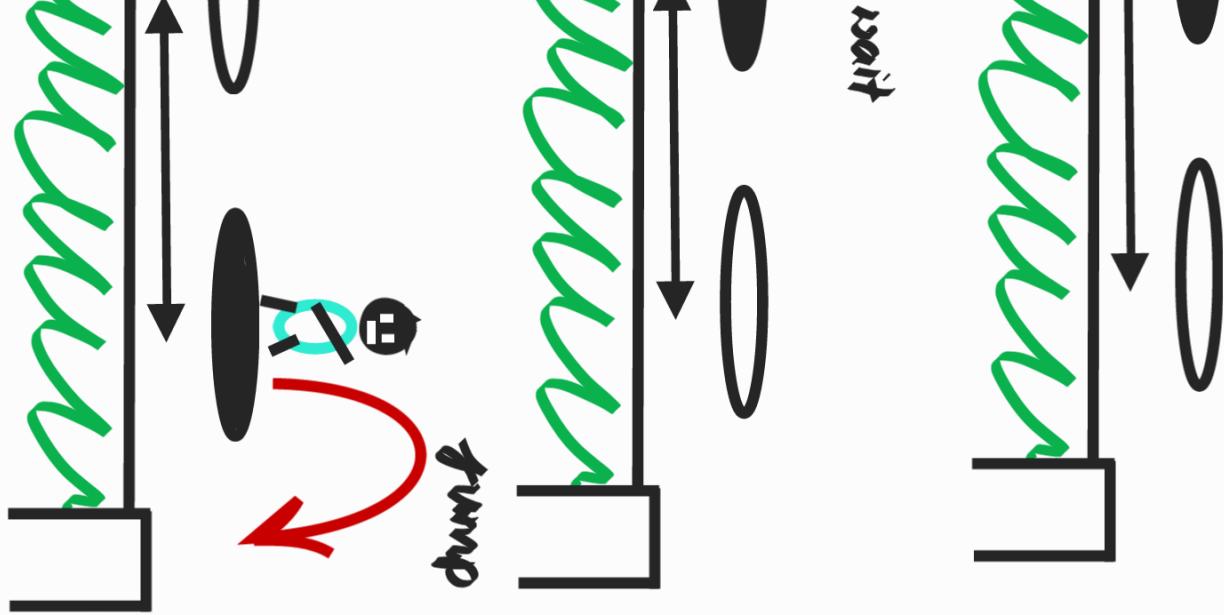
2)



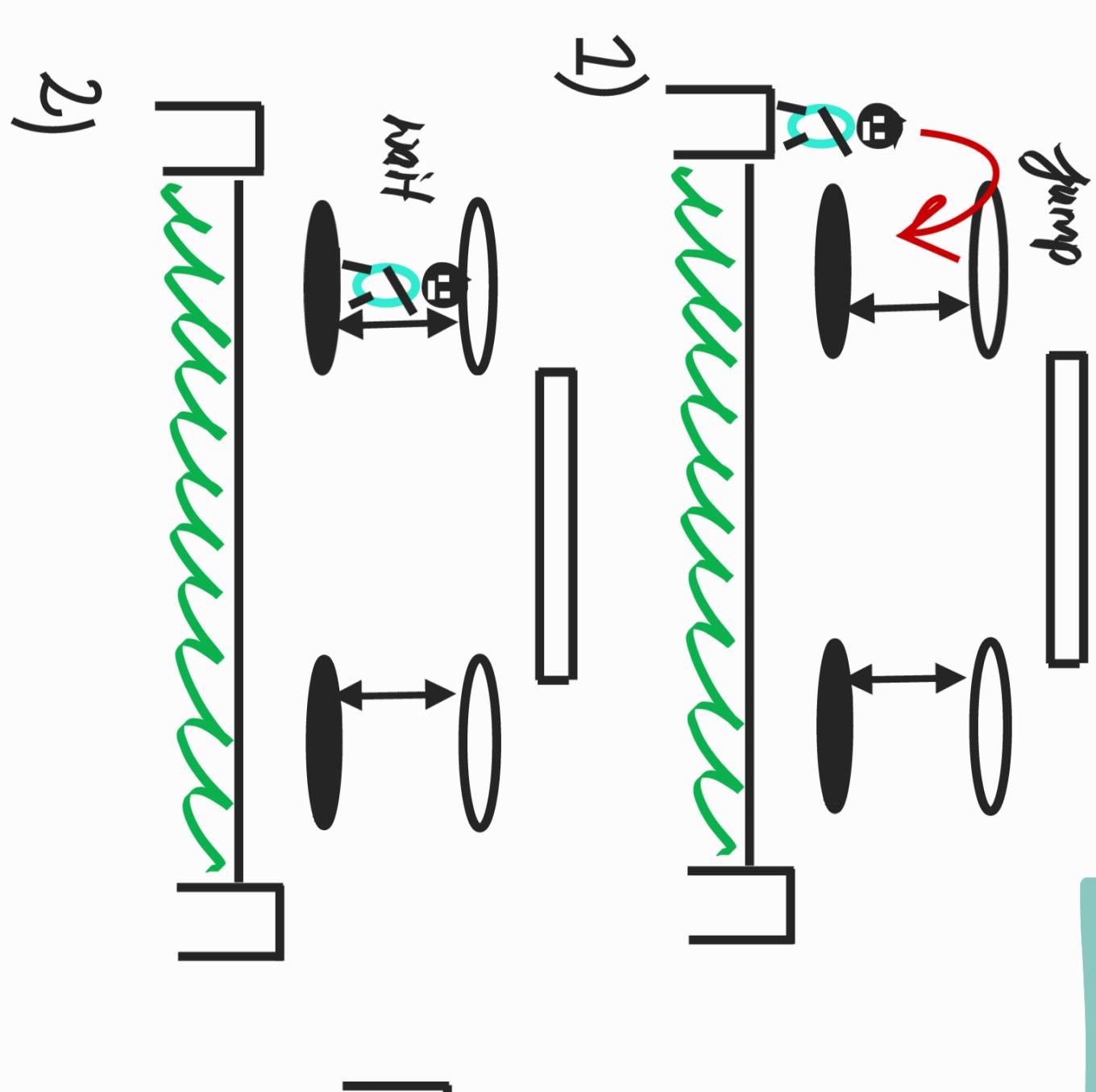
3)

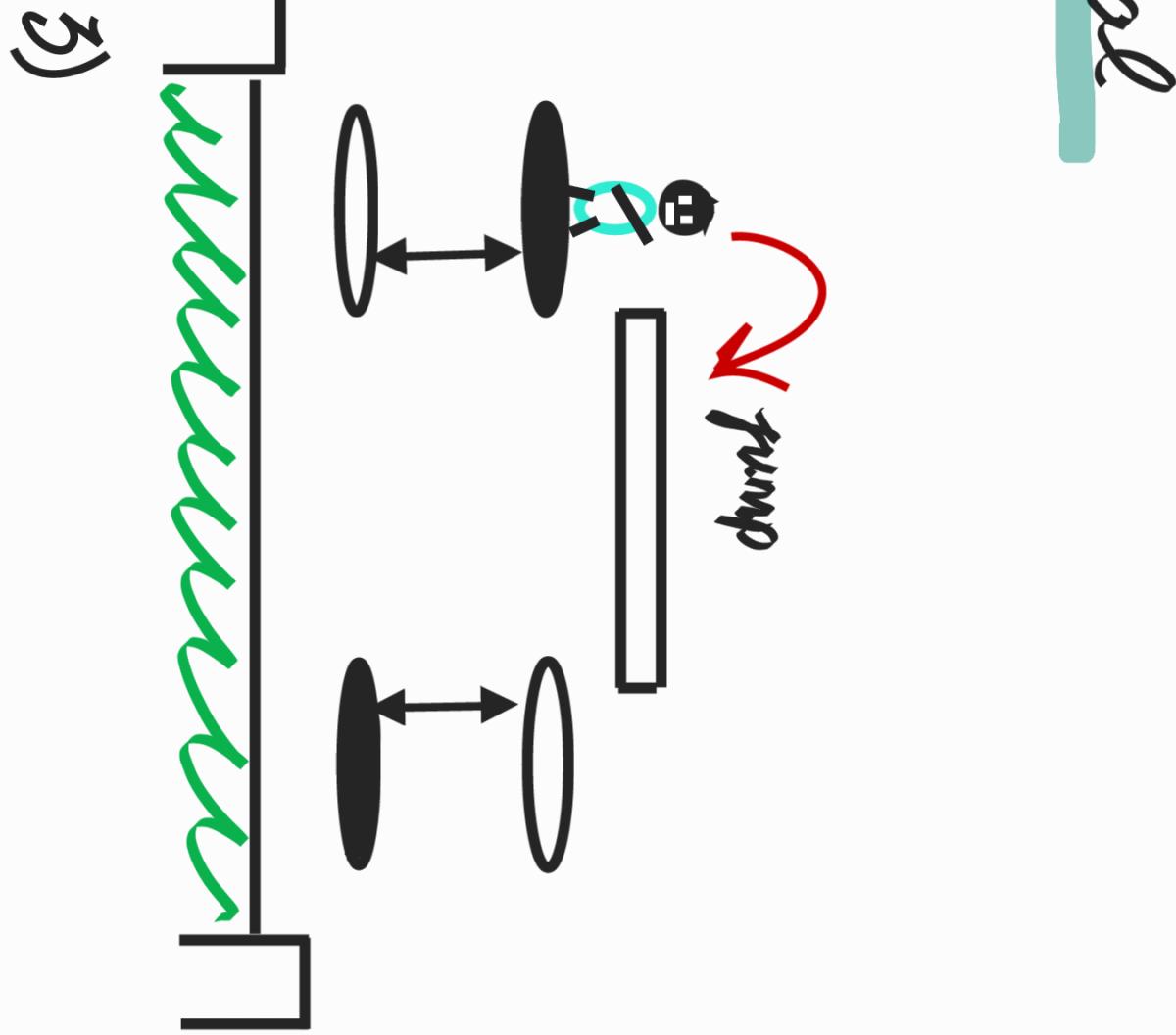


Horizontal

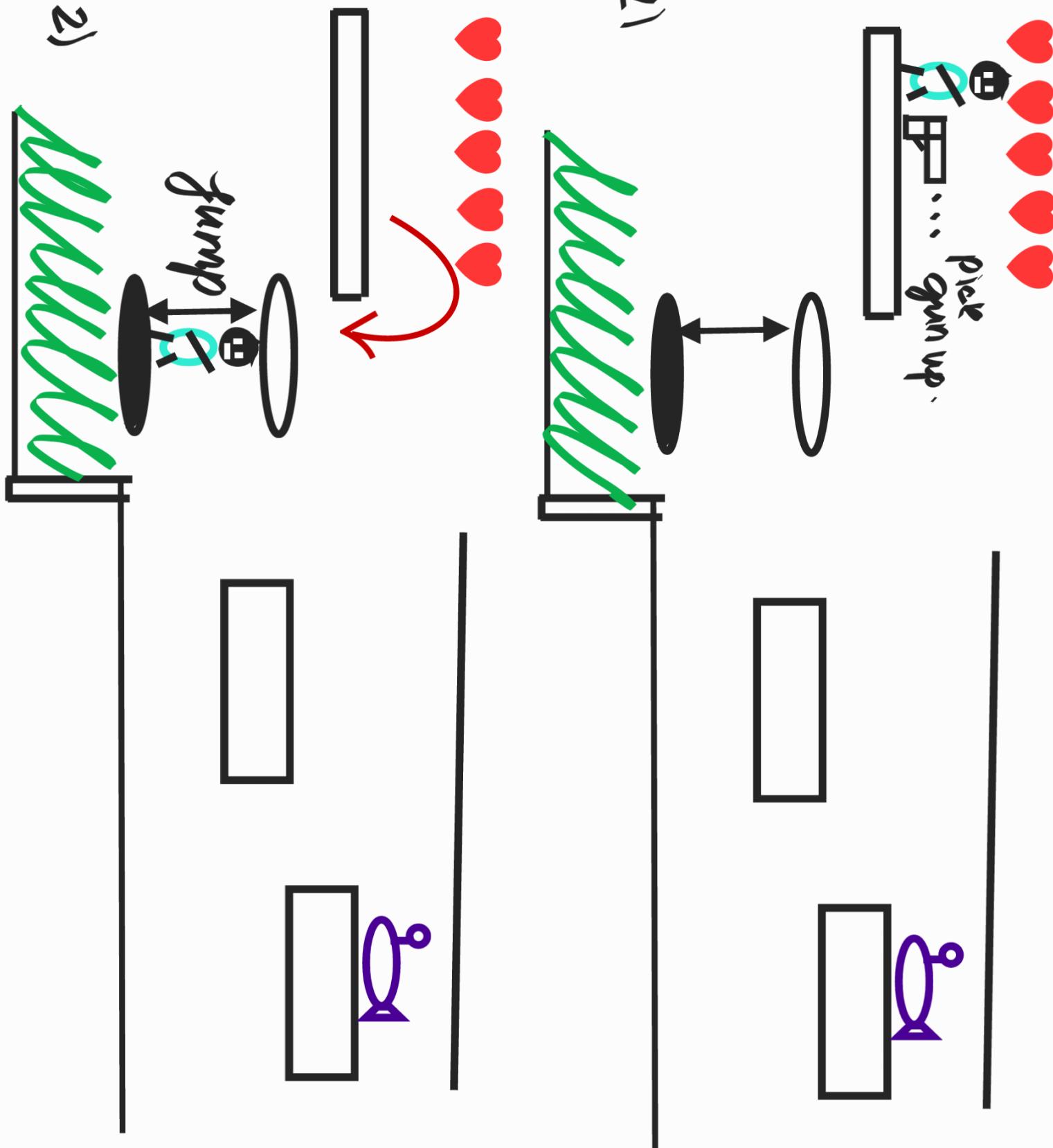


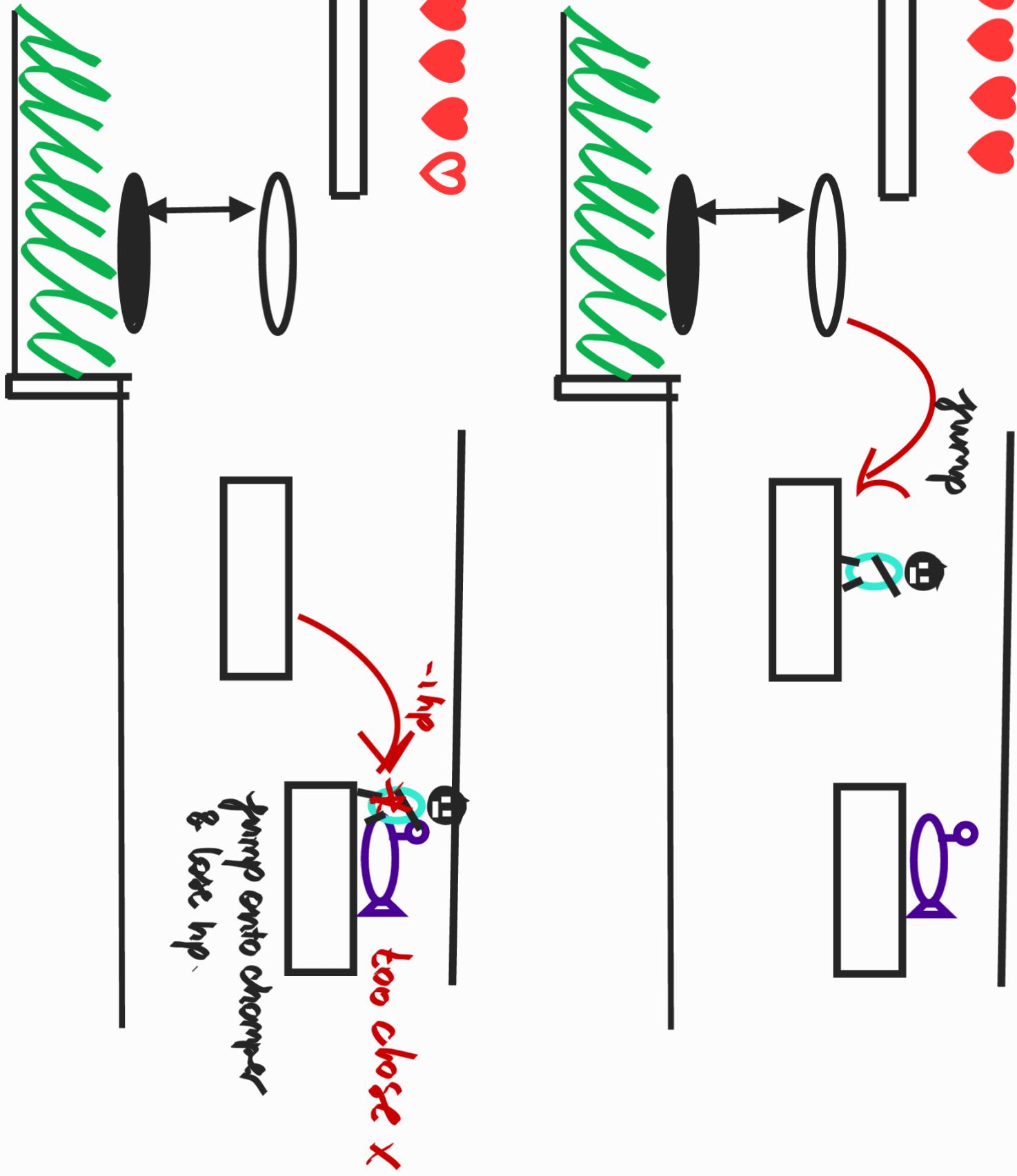
Vertical





Gun 2
Chomper
Mechanic



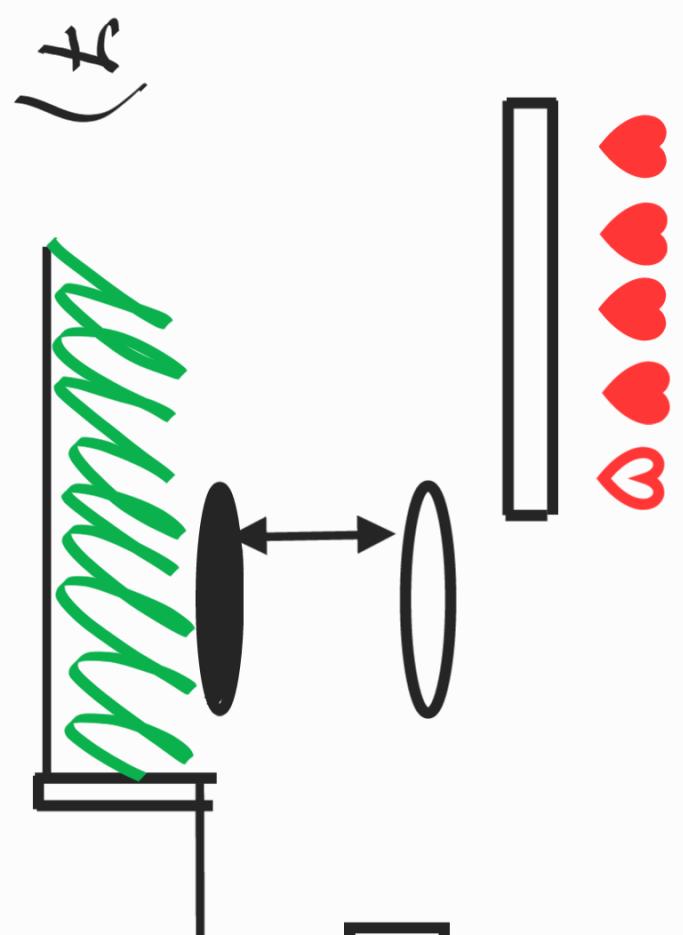
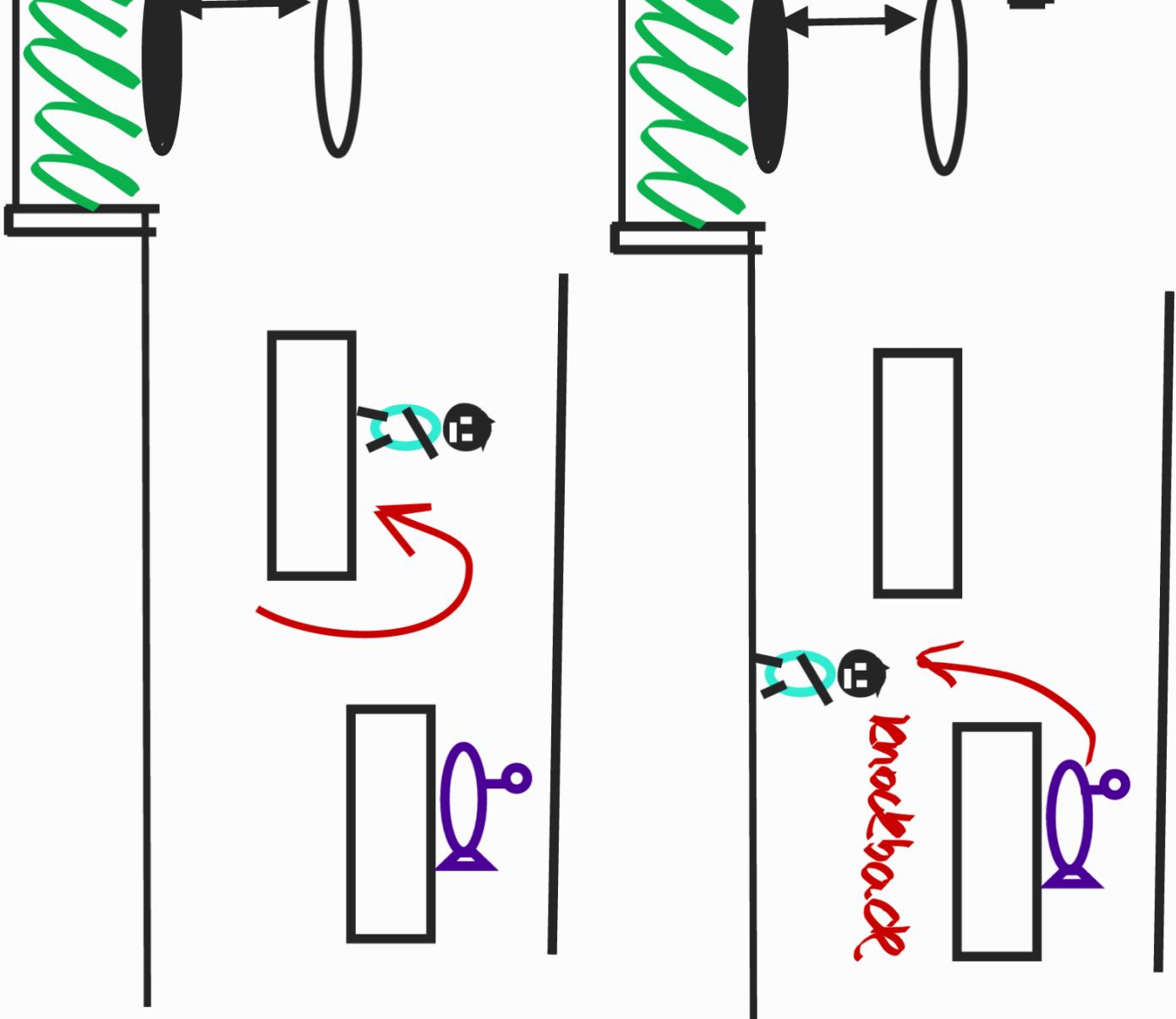


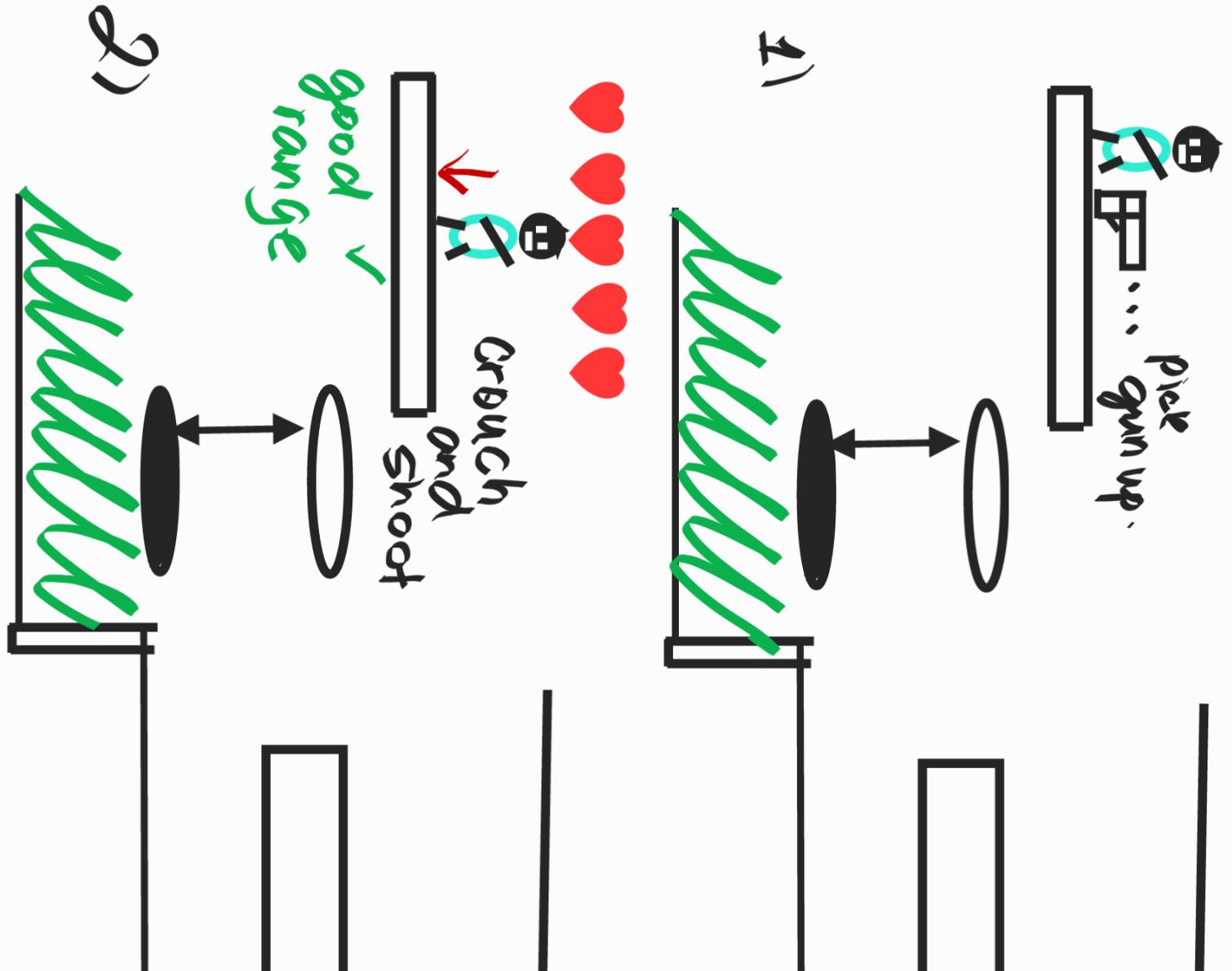
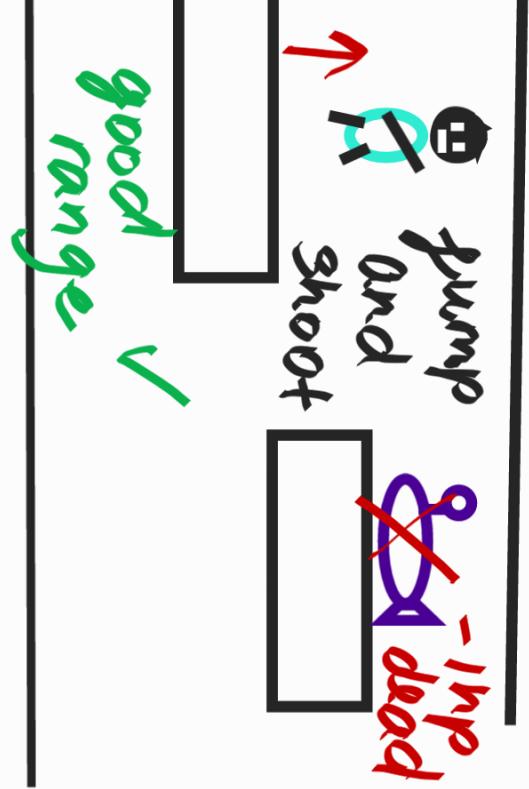
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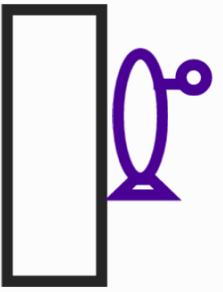


5)







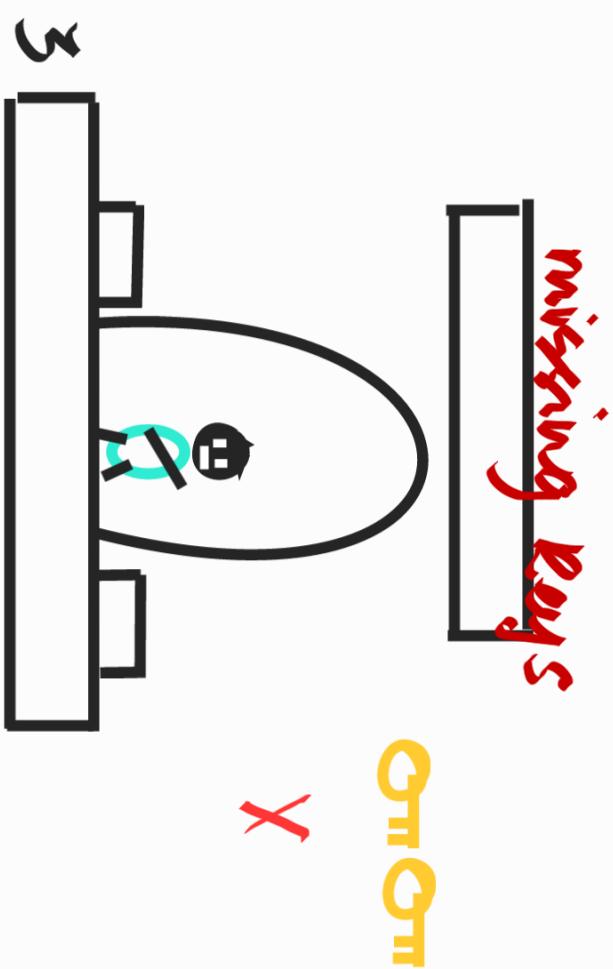
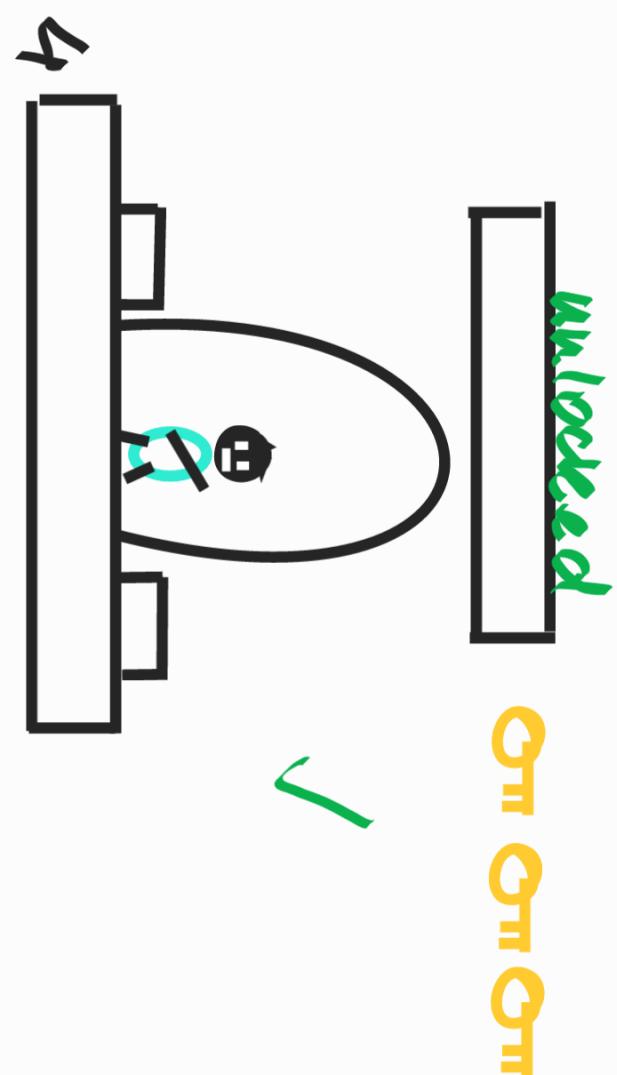
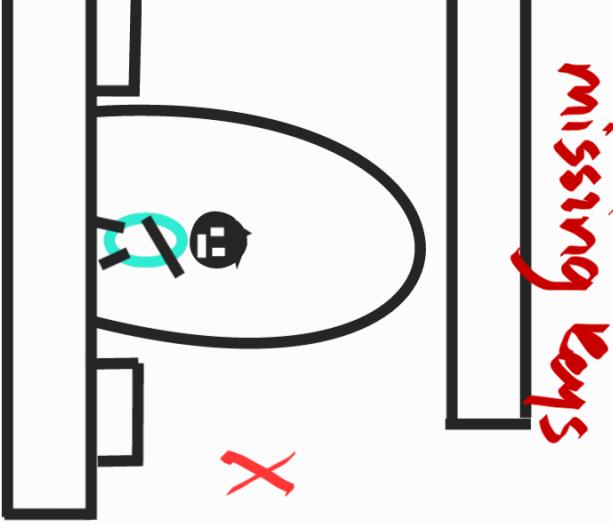


safest
approach

Door Mechanic

2

1



Yem