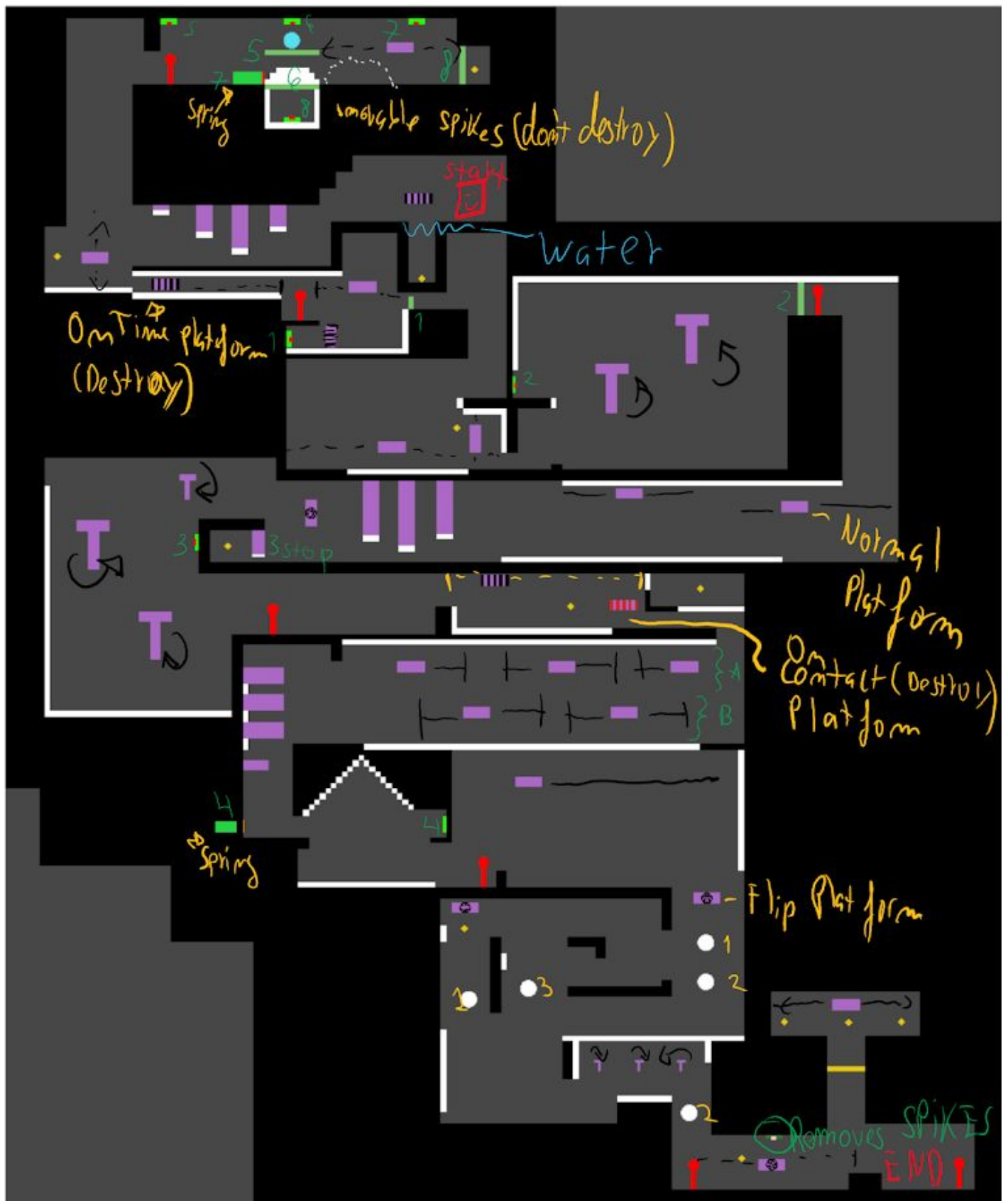


Predesign 2D

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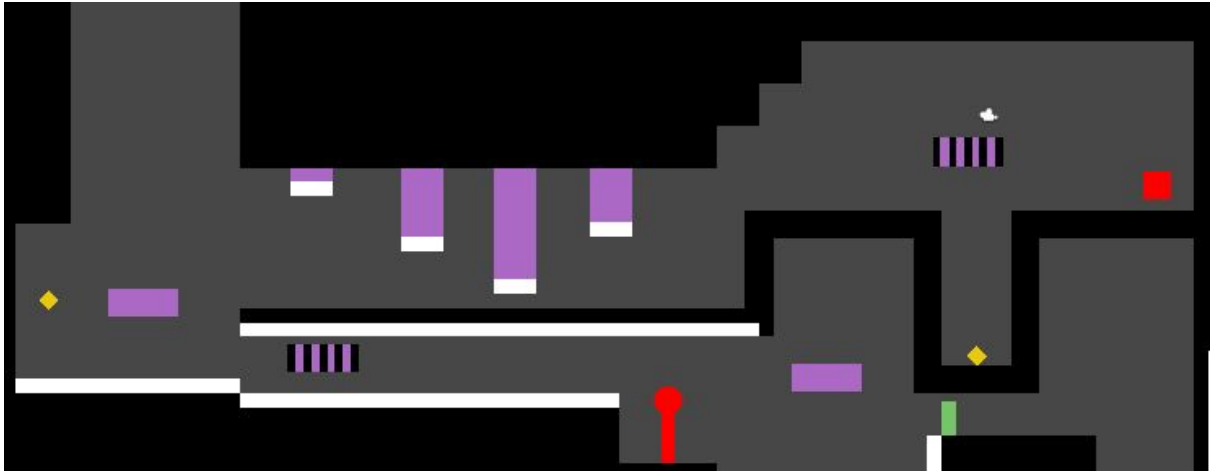
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Blueprint



Walkthrough

Checkpoint 1

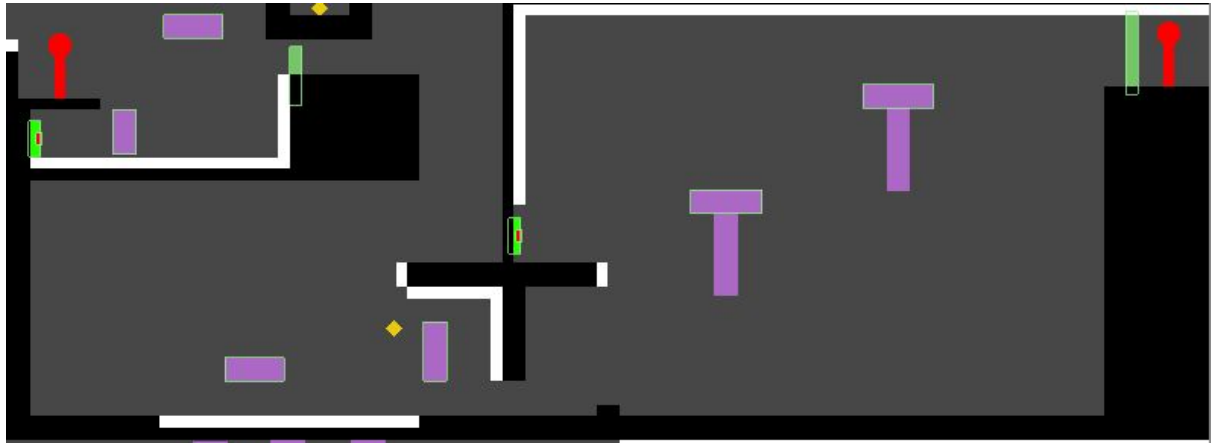


It completes by attaching to the destructible (by time, once attached) moving platform, detach and attach quickly to the left for example. To achieve the hidden crown the player must detach from moving platform and fall to the water or wait for it to be destroyed when it reaches the end of its path, the cube will float, but if the player goes down, will get the crown, which is hidden by the camera, so the player must come up with it.

The next part has the pistons, you have to attach to the first, then rapidly detach (before it carries you to the ceiling and die to spikes) and attach to the next piston before the piston you just attached to, crushes you until you get to the last one.

To get to the next checkpoint, the player must attach to the left platform and wait for it to get down and then attach to the destructible platform and detach just before it breaks down at the green spot. Thus, the inertia will carry the player to the checkpoint.

Checkpoint 2



The player needs to get to the flipping platform, thus, they need to detach from the normal platform and quickly attach to the flipping one, attach to the button and get back to the flipping, then attach to the normal one again and get to the safe spot (or just attach to the ceiling and right, then down).

The next consists of pure platforming gameplay, the player needs to attach to the left, then down, and wait for the platform to come over them, attach to it, and detach once it reaches the safe spot. However, the player can get the crown by attaching to the ceiling and detaching, then right to attach to the crown platform and then get to the left to do the aforementioned procedure to get to safety.

The final part introduces looping platforms, mixing a very easy puzzle to open a door and simple platform level to acquire the skill of use these special platforms, which can be retried without dying (break moment), that require the use of inertia to get to the other platform. Note that this part can only be completed in one way.

Checkpoint 3



This part begins with two moving platforms, when the player detaches from them, they can reach the horizontal movement required to get to the other one by inertia, allowing them to attach to the next one. Note that if they are curious and get through the “chimney” they will die, “the curiosity killed the cat”, but they will respawn just before it nonetheless (Sort of trap crates in Dark Souls, but less punishing).

The next part is like the pistons explained before (so less demanding, in theory), then the player must attach the flip platform to reach the next part of the level. To get the crown, they can try to reach it avoiding the piston (which will be faster than the others) or just attach to the button 3 to make it stop and stay at the top, so the player can get back and pick it up safely.

With three spinning platforms (the one in the middle rotating anti-clockwise) the player must reach the checkpoint by attaching to the first, then the second and then the third, or just playing with inertia with the second platform, rewarding more skilled players like in Super Meat Boy.

Platform

On Contact (destroy) Platform

Spring

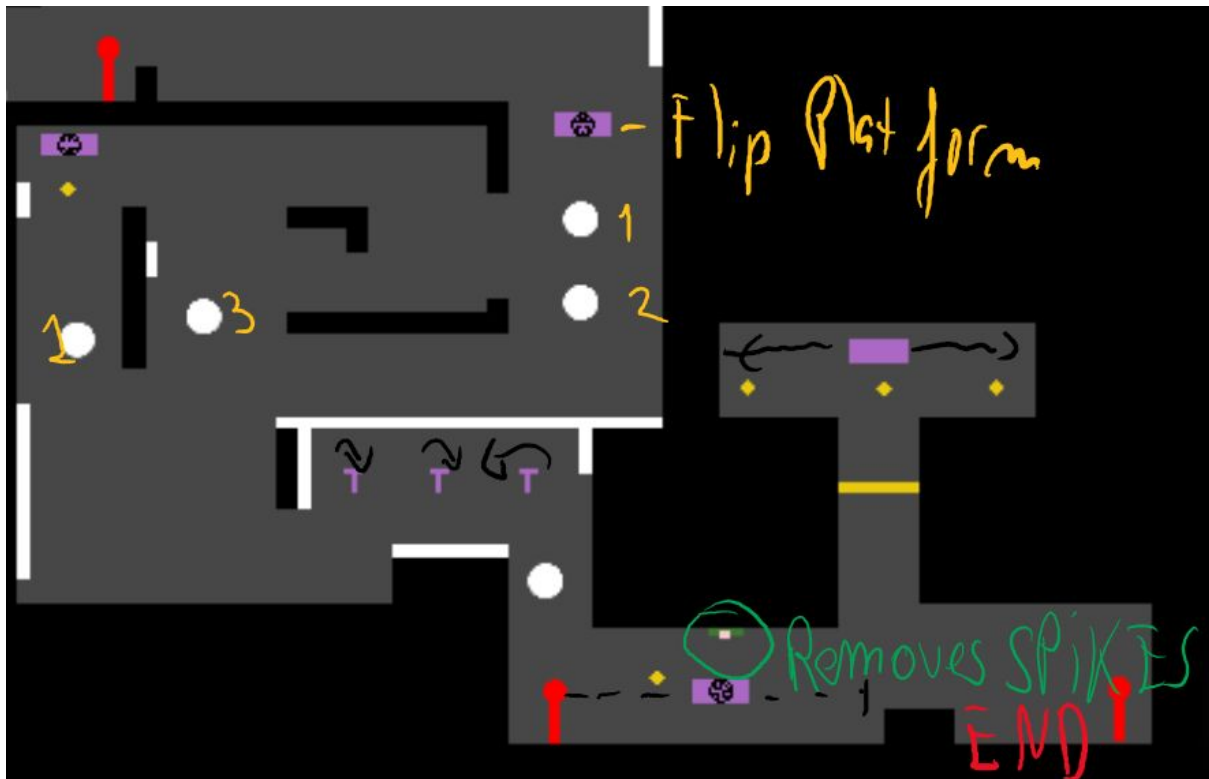
A

B

First the player attaches to the destructible platform, and can detach to try to get the crown by going right just before touching the spikes, or play safe and get to the “instant” destructible platform (so the player will fall) and then press right (with more room than the risky play of the crown) to get to safety. The “trapped” crown will be explained later.

Then the player reaches the bottom and has a little puzzle with some reflexes. The player will need to get to the button, then they have 5 seconds to get to the marked place in red, otherwise if the spring pushes them, they will die to the spike. However, they can re-push the button to recharge the spring. In order to get to the sweet spot, they need to go left, then up (they can because the platform shuts) then right, and go down. If they succeed they will get to the next checkpoint.

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This part has very demanding if the collectible wants to be reached, otherwise is not that much hard, but still.

So, the player must get to the flipping platform, then they must detach and can choose:

1. Go left following the line of the 2xSpeed enemy.
2. Go left after the 1xSpeed enemy (enough room, sorry for the drawing).
 - a. Then go 4
 - b. Then go up, left, and down to the flipping platform, then try to get the crown by avoiding the 1xSpeed enemy
3. Go right after the 1xSpeed enemy and then 4.
4. Go left without being hit with the 3XSpeed enemy and then down and right.

Afterwards, the player must face 3 rotating less-demanding platforms that don't need inertia to get through (the first and third rotating anti-clockwise), then get trough the 2xSpeed enemy and reach the checkpoint by going right.

The end of the level consists of a “free” crown, then, you can just attach to the flipping platform and get to the end of the level or press the purple button, that of course will kill the player, but if they are curious and go back, they will see there are no spikes, and can get the crown that was “trapped” between spikes at [Checkpoint 4](#), then get to the bonus zone that grants 3 more collectibles. That would give the player the “Eureka” moment.

The player can reach it going up at the “roofless” part in [Checkpoint 1](#).

Finally, they must attach to the platform to get to safety, because the spikes would've been moved.

First press button 7, then attach to platform and get to button 6, then go left and press button 5, and finally get safe to pick up the crown. Once reached, the puzzle will be deactivated and the player can return to the main path pressing left