Castle Level

Room 1: dropped from the top of the cliff with no weapons in hand, head straight forward into the castle

Room 2: Jump on top of blocks to the jump on a tall pillar and the jump on another block to jump through the exit of this room

Room 3: go up the hill ramp and jump across floating platform to get to the exit of this room

Room 4: Safe Haven 1

Room 5: enemies appear in this room but you have no weapon so you must take the upper route to avoid the enemies to get to the other side to the exit

Room 6: Walk up ramp and back down to exit room, Dungeon entrance in this room under the stairs (need garden mask to unlock)

Room 7: Jump over blocks and enemy up ahead, drop down below the enemy to come up on the other side to get to the exit of the room

Room 8: Safe Haven 2, get your weapons

Room 9: enemy in front of you, fight your first enemy and kill it. After killed climb stairs and jump across platforms to exit room. Locked door before platform leads to room 14 (Use mask in room 14 to get shortcut) Dungeon entrance in this room under the stairs (need garden mask to unlock)

Room 10: climb up crates to get to room exit while killing the first flying enemy

Room 11: climb over two sets of stacked crates twice to reach the end of this room

Room 12: go forward and climb over four crates separated to exit this room or use the platforms to climb up and get a chest and then exit this room (Prototype: Chest has Castle mask)

Room 13: use stacked crates to get over pillars, after use either platforms or jump over the crates to get to the hole in the floor which is the exit (Prototype the exit is locked by Castle mask switch but switch is next to hole)

Room 14: drop into room Castle Mask door switch to left opens way to room 9. Exit room to right for progression.(Prototype right exit locked by switch)

Room 15: Pre-boss room exit room by just moving forward (Prototype: door is locked)

Room 16: **BOSS ROOM: KNIGHT BOSS**

Room 17: Safe Haven 3, this is the castle up where you can get to the library, the attic, and the garden. Attic needs the library mask power to unlock and library door is locked so you need to get to the dungeon which is back in room 5.(Need Garden mask to unlock). Garden is the only way to go right now

END OF CASTLE LEVEL.

Garden Fence Level

Room 1: there is a switch that requires the first mask and it opens the door right ahead into a safe haven. Climb the stairs to exit safe haven

Room 2: Move right along the ground and use the platforms to climb to the left to exit room

Room 3: Move left along the ground to then jump on platforms and snake up to the middle of the room to exit this room

Room 4: Jump up a few platforms to the left and then walk along 2 land masses to exit this room

Room 5: Move to middle of the room and use the platforms to snake up to the boxed in area and use the platforms to exit the screen to the left

Room 6: Move along ground and then use platforms to jump back and forth to exit room to the left

Room 7: Move left to start climbing the platforms going back and forth to reach the top of this room and exit the room on the right

Room 8: Use the platform to jump up to the ramp and exit the room to the left. Exiting the room to the right will lead you to the top of the boxed area in Room 5 for a chest.

Room 9: walk along the ground to get to the middle of the room to jump up platforms to the top right of the room and exit the room

Room 10: walk along the ground and jump over the gap to exit the room and head to the start of the wasp nest. The gap leads to the room 5 on top of the boxed area.

Garden Nest Level

Room 1: walk along the ground and drop into the wasp nest hole in the middle of the area

Room 2: walk down the platforms to then exit the room to the south

Room 3: use the platforms to drop down to the middle land mass and jump to either exit the room to the left to Room 4 or exit right to get to Room 5 to activate the switches needed to leave the wasp nest. Drop down through the holes in the land masses to get to Room 6

Room 4: walk into the room and hit the switch and leave from where you came

Room 5: walk into the room and hit the switch and leave from where you came

Room 6: walk down the two ramps to then drop down into Room 7

Room 7: Follow the platforms down to the main land mass and walk to the left for Room 8 and walk to the right for Room 9. Drop down the gaps to go to room 10. The switch the middle of the room can only be accessed after the 4 switches beforehand were hit (Room 4, 5, 8, 9 switches)

Room 8: walk into the room and hit the switch and leave from where you came

Room 9: walk into the room and hit the switch and leave from where you came

Room 10: walk down the ramp to the middle platform. Either take the platforms down to the right or you can jump off to the left. Both lead to Room 11.

Room 11: take one of the two ramps down to the bottom floor and go either left for Room 12 or right for Room 13. The switch door is open once all 7 switches in the the wasp nest are hit (Room 4,5,7,8,9,12,13) and that leads to room 14 .

Room 12: walk into the room and hit the switch and leave from where you came

Room 13: walk into the room and hit the switch and leave from where you came

Room 14: this room you just fall through and see the broken doors from hitting the switches

Room 15: land at the bottom and walk to the right to exit the wasp nest and enter the courtyard for the mini boss fight

Courtyard

Room 1: MINI BOSS FIGHT

Garden Green House Level

Room 1: Safe Haven. Hit the Switch to open the door to go through the exit

Room 2: walk forward and hit the switch to destroy the platform and open the door to leave the room

Room 3: door to the right and switch on other side of another switch door. Take platforms to go to Room 4. Glass platforms break after a few seconds. To get to the switch that opens both doors in this room go through Room 5. The right exit leads to Room 10

Room 4: Walk to the left and jump up the ledge to the get to the glass platforms. Jump up the glass platforms to get to Room 6. Jump over the gap at the start of the room to get to Room 5.

Room 5: walk to the right and jump down the hole to get to Room 3 where the switch is

Room 6: use the glass platforms to make your way to the top of the room and exit at the top to get to room 8. You can also exit to the right at the bottom to get to room 7.

Room 7: Use glass platforms to get over pit without touching the death below. Exit room by jumping down left hole to get to the first opening of room 10

Room 8: jump up and use the glass platforms to get over the pit (falling in will either kill or hurt you). Exit room on your right or jump down the hole to get to the second opening of Room 10 at the first exit

Room 9: use ramps and stairs to get to the top left of the room to hit the switch and then exit room by going to the bottom and jumping down the hole to get to the final opening of Room 10

Room 10: open all 3 doors by going through Rooms 7, 8, and 9 to leave the greenhouse and head to the kennel

Garden Kennel Level

Room 1: This is one long room the you can walk through to the other side to leave the kennel and go to the boss room but a ton of enemies are in the way. Can use the Library mask to skip enemies. Opening at the start of the room on the roof that leads to Room 2. The hole in the roof in the middle of the room leads to room 6 and the hole in the floor below that leads to Room 7. At the end of the room there is a hole that leads from Room 14

Room 2: Climb up through the ramps and platforms to leave the room at the top right of the room

Room 3: Jump on the ledges to jump up the 3 pillars to exit this room to the right

Room 4: Use platforms to get the the second floor and go right to hit the switch that will open the door to the left of where you came up and the door at the end of the hall on the first floor and jump down the hole to get to Room 5. Grapple spot to get loot above the hole

Room 5: Climb down to sets of ramps to the exit at the bottom left of the room

Room 6: climb up stairs and either go to the first or second floor to the head to the left of the room and jump down a hole then head right and jump down the exit to get to Room 1

Room 7: drop down through the platforms and avoid the hazard zones and exit room to the bottom left

Room 8: climb up the stairs and avoid hazard zones and exit the room to your left

Room 9: walk to the left and drop down through platforms and avoid the hazard zones at the bottom floor and exit to the right

Room 10: Jump over the gaps and the hazard zones and climb the ramps to then jump over more gaps to exit the room to the right

Room 11: Climb up the wood platforms while avoiding the hazard zones and then go forward to drop down the wood platforms while avoid the hazard zones and leave the room at the bottom left

Room 12: Climb up the wooden platforms and avoid hazards to exit the room at the top right

Room 13: jump down the wooden platforms and avoid going near the walls to get to the bottom floor to exit the room to the left

Room 14: Climb up the wood platforms while avoid the hazard zone and walk over the platform in the middle of the room to then climb up to the next set of platforms while avoiding hazards to leave the room and end up at the last hole in Room 1 and leave the kennel area

GARDEN BOSS

After this boss you will gain the use of the garden mask that will send out a projectile dog that will damage enemies and go through metal bars to hit levers

After this backtrack to the castle level Room 6 to access the dungeon using the Dogs to open it

Dungeon Level Entrance

This first section is just a bunch of enemies that you will need to kill while doing light platforming till you hit the safe haven that will be locked by a lever behind a bar. Use the new mask to open the gate and get to the safe haven. You can either go to the right or left here left will take you to the cell block and right will take you to the sewer. You need to go through both to hit the switches at the end of them to access the hole in the ground to go to the slime boss

Dungeon Cell Block

This area has a color lever mechanic where each switch is linked together so if one is green they all are green and all green doors will be open so you need to switch the levers between blue and green to get through this area and get the lever flipped to start opening the boss room. You will need to backtrack through

Dungeon Sewer Level

This gear is a bunch of gears that rotate and you have to jump on to them to get a higher elevation to traverse through the maze of gears(Not and actual maze) kill enemies that block your path and make it to the lever to open the boss room. You will need to backtrack through this area

DUNGEON BOSS

SLIME ZONE!!!

Library

(Not fully block out by rooms)

Library Second Floor

The Main point of this floor is to introduce your brand new mask the dungeon mask. It creates pillars of slime that can stack and make jumping easier. Use this to jump over gaps and bookcases to get to the elevator which acts as a mobile safe haven

Library Third Floor

The thirds floor has two ways you can go. Both lead back to the elevator through the other and loops. The goal is to get to the other side of the library third floor and get the lever that will allow you to get to the fourth floor of the library. Going the left way will lead to more fighting and light on the platforming while going right will be the opposite. The unique mechanic in this floor are the cages that block your path and you require the garden mask to open them. When opened a random enemy with show up and you will have to fight them.

Library Basement

When trying to go to the fourth floor the elevator breaks and you fall to the basement floor. Here is the monster fight club which is a challenge area where you talk to the npc and do a multitude of challenges to eventually get the parts to fix the elevator to go back to the fourth floor and get the lever to go to the fifth floor

Library Fifth Floor

The fifth floor for the library is a maze section where you will have to take a specific path to get to the three witches that have turned this floor into a maze. Going down the wrong path will bring you back to the beginning of the maze and you will have to restart. After defeating the three hags you will gain the first floor’s lever which will allow you to fight the boss of the Library

Library First Floor

BOSS FIGHT: THE LIBRARIAN TWINS

After defeating them you gain the library mask which gives you a grappling hook and you can leave out the front entrance to get to the hub safe haven back in the castle level and you can take the grapple spot up to the roof

Roof Level

The roof is made up of four towers that the player can choose to go up in any order. Each one requires a different mask to complete.

The Castle Tower

In this tower the player will require the mask obtained from the castle level. There will be switches and doors but this time the doors are timed so you have to run to get through a door before it closes. Once you complete this level you will place your mask in the tower and lose the ability to use that mask so make sure you have gotten any secrets that needed this mask.

The Garden Tower

This tower will require the Garden mask. in this tower it will work like the cell block from the dungeon with the doors that had different colors that you had to hit the switch to change the color to open the doors. Now instead of just two colors there are three that you will have to manage. Once you complete this level you will place your mask in the tower and lose the ability to use that mask so make sure you have gotten any secrets that needed this mask.

The Dungeon Tower

Now in this tower there will be barely any floors for you to ascend this tower and that is because you are required to use the Dungeon mask to create your own unique way up this tower by creating blocks to jump up. Once you complete this level you will place your mask in the tower and lose the ability to use that mask so make sure you have gotten any secrets that needed this mask.

The Library Tower

In this floor you will require the new Library mask and will be longer than any of the other towers. In this you will be introduced to grapple hook puzzles. Once you start getting the hang of it you will need to do these puzzle with moving platforms and also moving hooks.Once you complete this level you will place your mask in the tower and lose the ability to use that mask so make sure you have gotten any secrets that needed this mask.

Final Boss

Once you place the four masks you will gain access to the final boss zone.