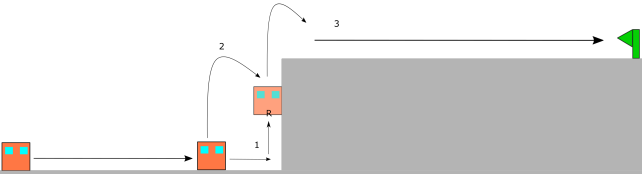
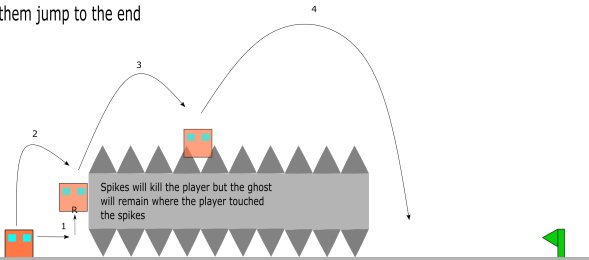


Player Must Use the Ghost mechanic  
to get over the wall that they can't jump past normally  
as it is too high for the player  
This will introduce the ghost mechanic to the player



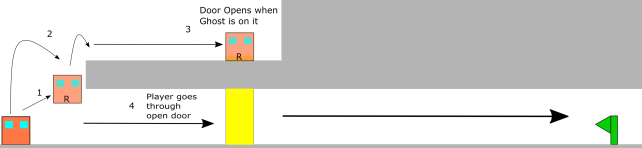
The player must navigate around the spikes using ghost  
A ghost must be used to build stairs up  
The last ghost must be used to create a safe space on the spikes for the player to walk across  
They Can then jump to the end



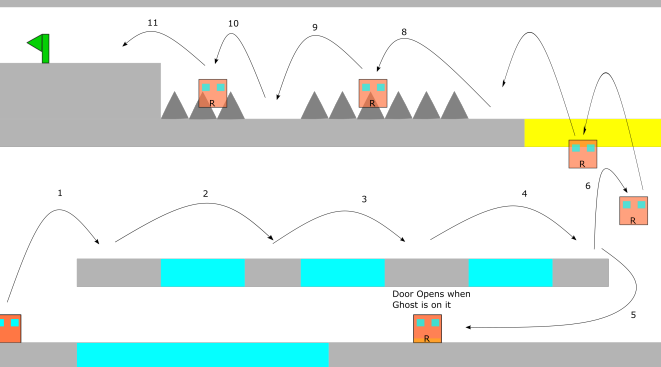
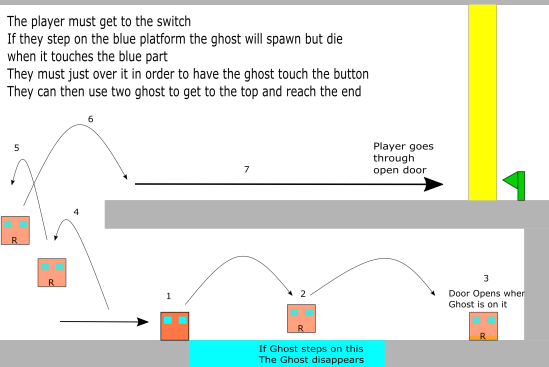
**Key**

- Locations where player must leave behind ghost
- End Flag
- Will Force Player to Restart and Leave Ghost
- Player or Ghost can Stand on Switch to Open the door
- Door
- This Will Destroy the Ghost when it Touches it

Player must create a ghost to get up to the switch  
Player must leave a ghost on the switch to keep the door open  
They can then go through the door to the end of the level



The player must get to the switch  
If they step on the blue platform the ghost will spawn but die when it touches the blue part  
They must just over it in order to have the ghost touch the button  
They can then use two ghost to get to the top and reach the end



Player Must Reach the Switch While Jumping over the Blue parts  
After the door is open they must jump over the blue parts again to create a platform to get to top  
The Player must then Jump into the spikes to get across to the end