

World 1 — basics

Area

1 → Jumping



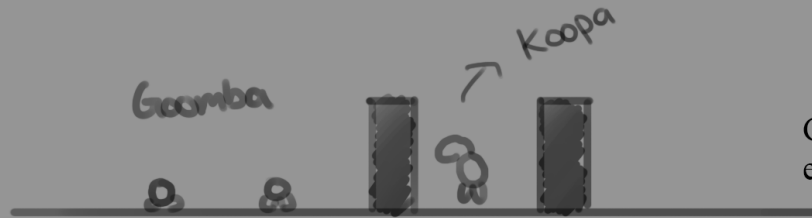
Goal: Learn to Jump upwards

2 → Jumping over gap



Goal: Learn to jump over a gap

3 → Introducing Enemies



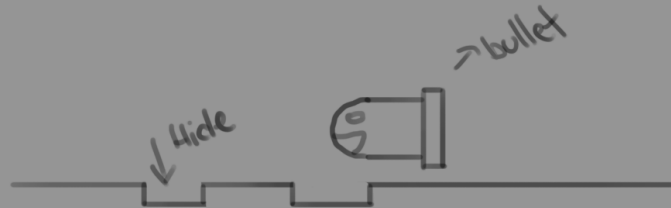
Goal: To learn the enemy's mechanics

4 → Long Jump



Goal: Learn how to long jump

5 → Crouch



Goal: Learn how to crouch

6 → Special blocks



Goal: Learn to use special blocks