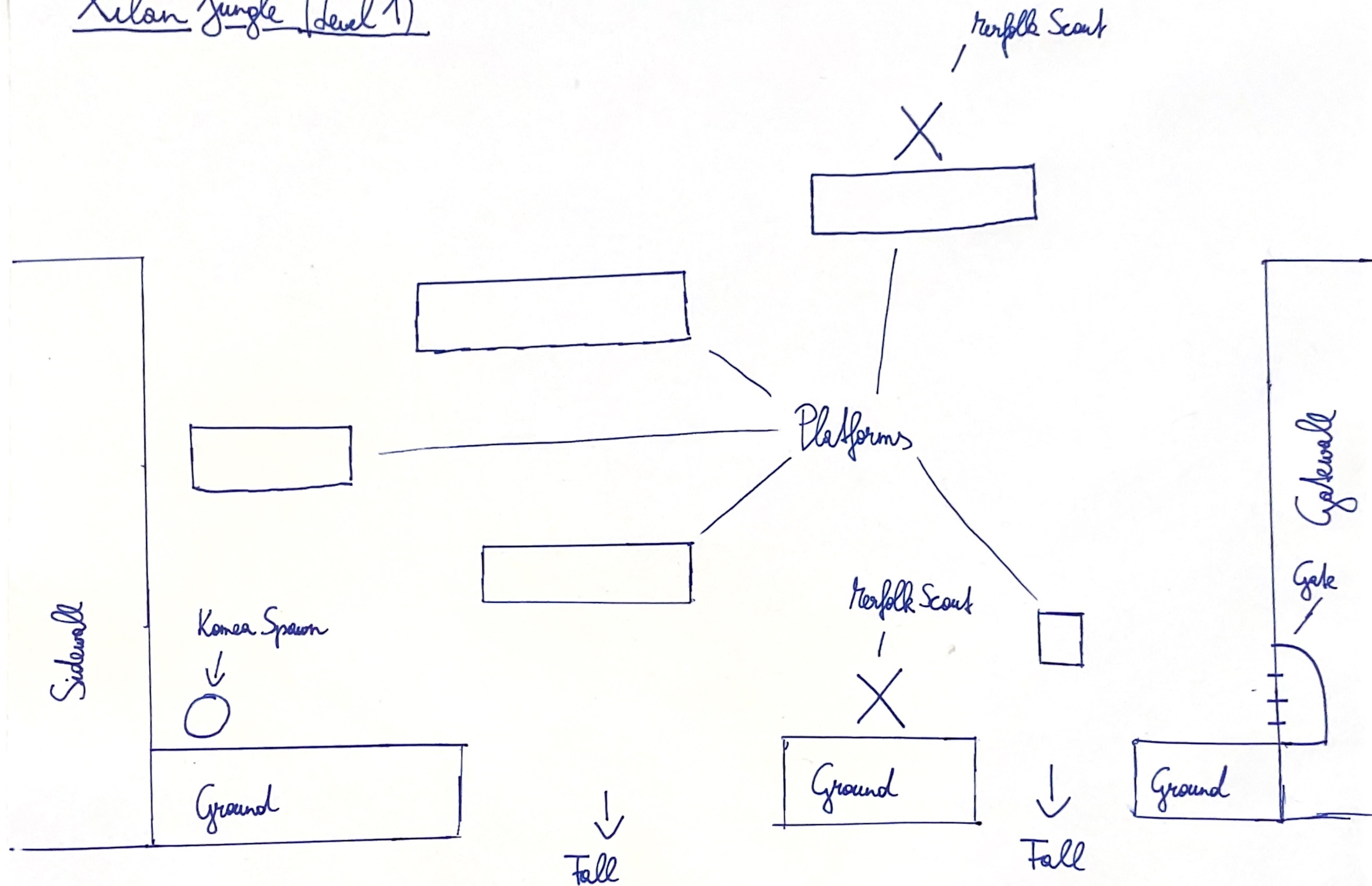
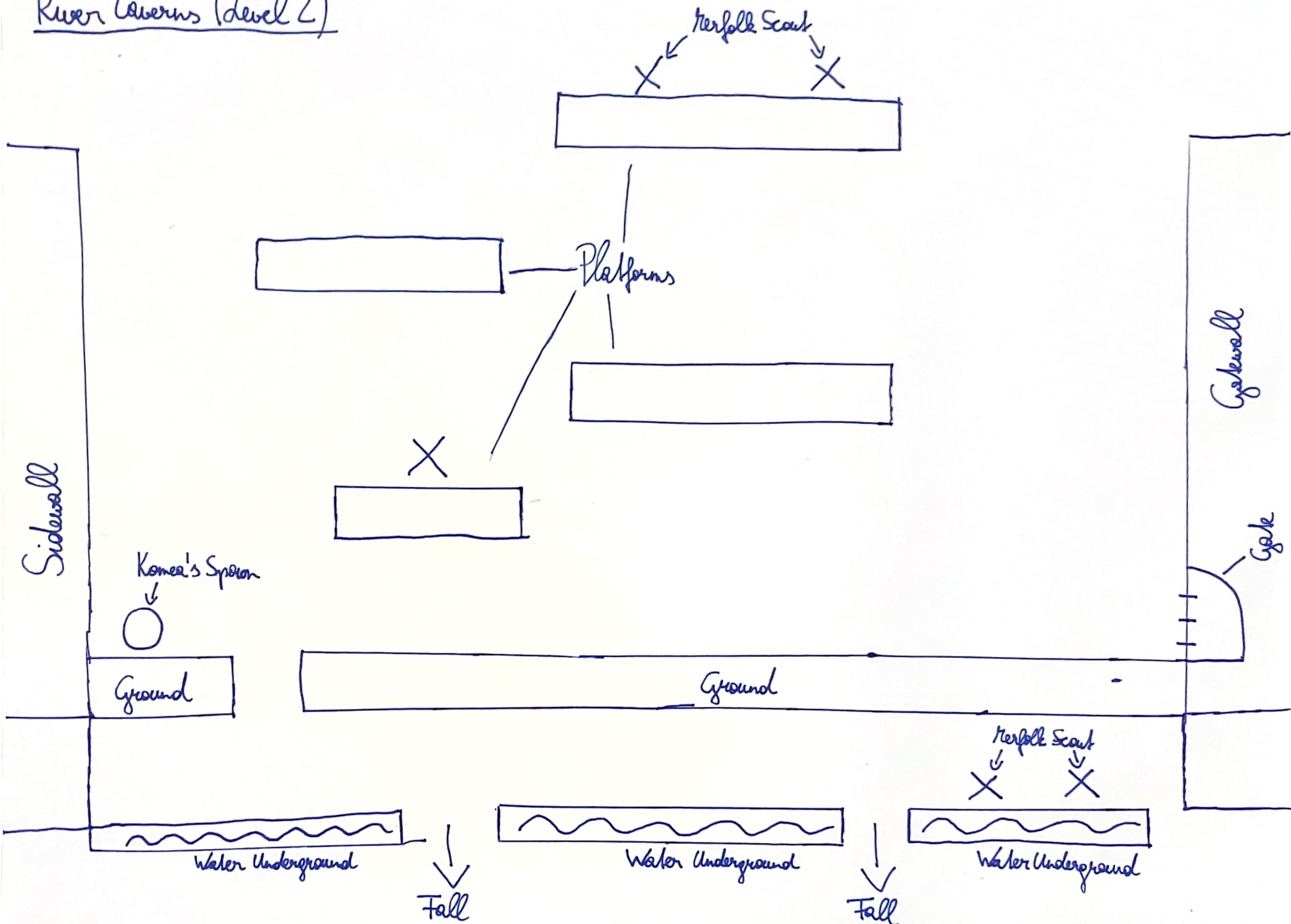


Xilan Jungle (Level 1)



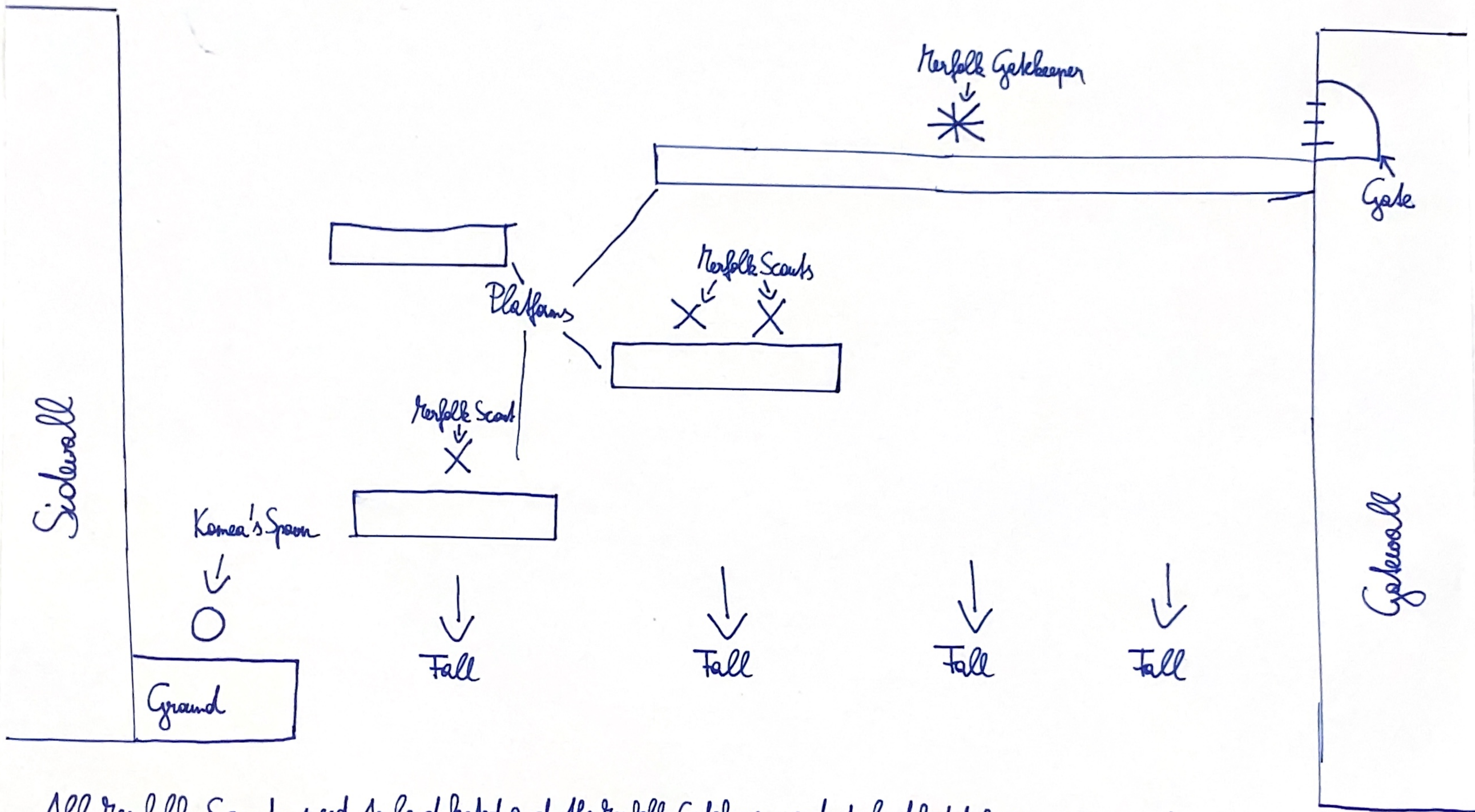
Both Herfolk Scouts need to be defeated for the gate to unseal. Gate leads to River Caverns (Level 2).
Fall off the stage kills Komea → Restart

River Caverns (level 2)



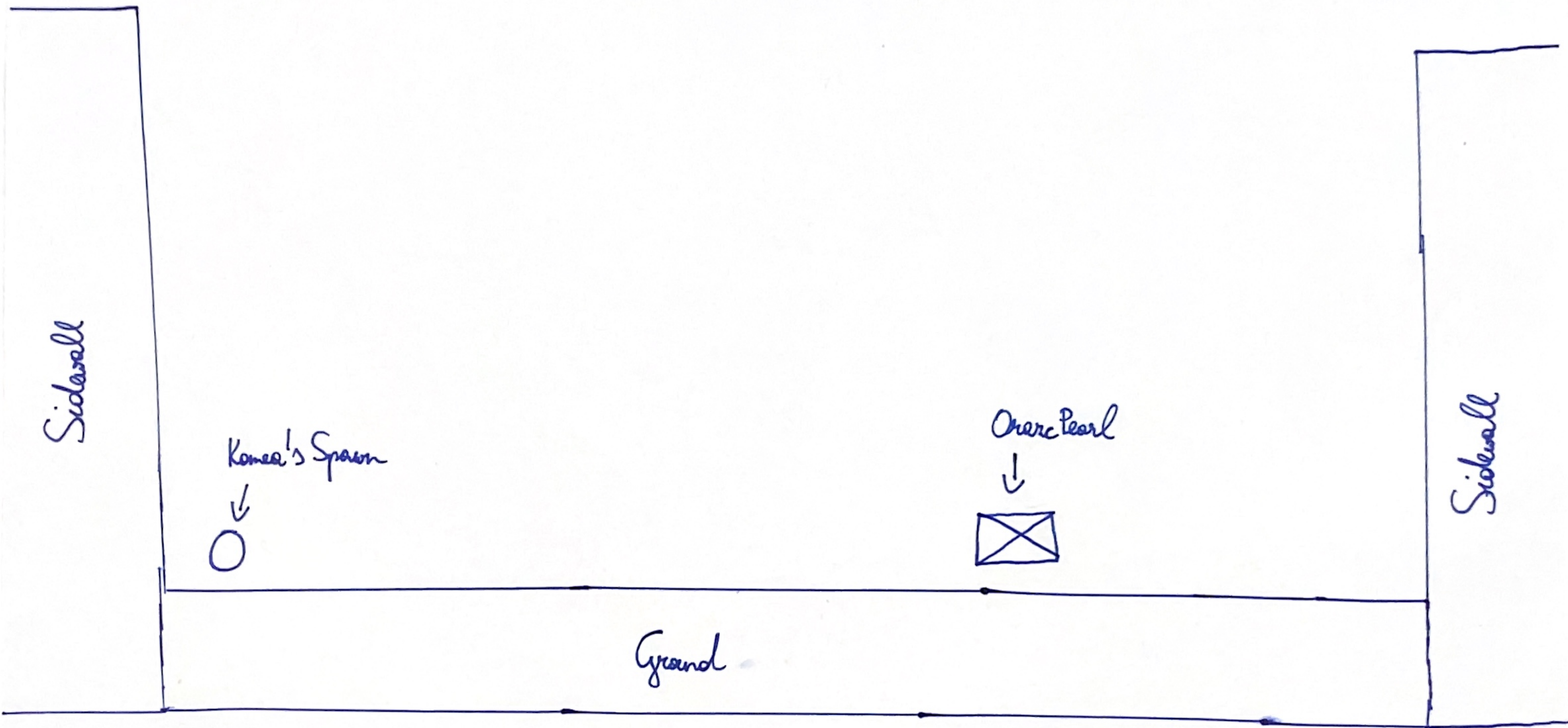
All Merfolk Scouts need to be defeated for the gate to unseal. Gate leads to Orange Axiend (level 3). Water slows down speed.

Orarc Ascend (level 3)



All Merfolk Scouts need to be defeated and the Merfolk Gatekeeper needs to be defeated for the gate to unveil. Gate leads to the Merfolk's Treasury (Ending).

Merfolk's Treasury (Ending)



Interacting with Orarc Pearl triggers End of the Game and stops the timer of the run.