KODOS

Cave Level
Designed by André Araújo

1 - The players need to break the wall and enter the ancient building.

2 - The players need to jump on higher ground to evade the beetles below. They should jump the gaps and take care not to fall.

3 - After passing through the beetles, they have to ground pound and break the fragile floor.

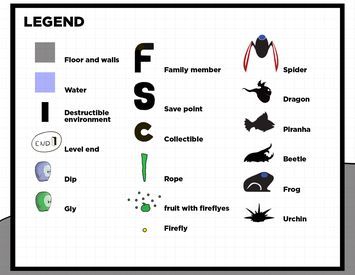
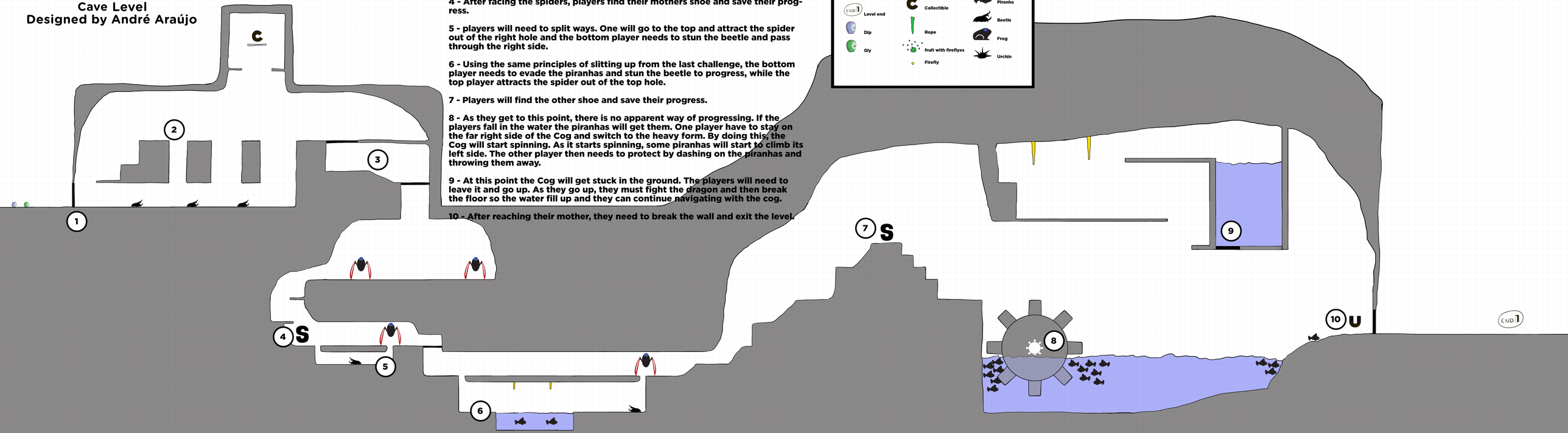
4 - After facing the spiders, players find their mothers shoe and save their progress.

5 - players will need to split ways. One will go to the top and attract the spider out of the right hole and the bottom player needs to stun the beetle and pass through the right side.

6 - Using the same principles of slitting up from the last challenge, the bottom player needs to evade the piranhas and stun the beetle to progress, while the top player attracts the spider out of the top hole.

7 - Players will find the other shoe and save their progress.

8 - As they get to this point, there is no apparent way of progressing. If the players fall in the water the piranhas will get them. One player have to stay on the far right side of the Cog and switch to the heavy form. By doing this, the Cog will start spinning. As it starts spinning, some piranhas will start to climb its left side. The other player then needs to protect by dashing on the piranhas and throwing them away.

9 - At this point the Cog will get stuck in the ground. The players will need to leave it and go up. As they go up, they must fight the dragon and then break the floor so the water fill up and they can continue navigating with the cog.

10 - After reaching their mother, they need to break the wall and exit the level.