

## **Spiderbro Walkthrough**

<b>Controls</b>	– Page 2
<b>Level 1</b>	– Page 3
<b>Level 2</b>	– Page 4
<b>Level 3</b>	– Page 5
<b>Level 4</b>	– Page 6
<b>Level 5</b>	– Page 7
<b>Level 6</b>	– Page 8
<b>Level 7</b>	– Page 9
<b>Level 8</b>	– Page 10
<b>Level 9</b>	– Page 11
<b>Level 10</b>	– Page 12
<b>Video</b>	– Page 13

## **Controls**

**Arrow Keys** – Move  
**Space** – Interact  
**Q** - Back/Pause/Menu

## **Level 1**

Move to the right, the next room will have a Mirror in it. Walk up to the Mirror and interact with it. Spiderbro will sprint through the Mirror, revealing Shadowbro! Shadowbro runs away without talking. Interact with the Key to the right to collect it. Return to the left room and enter the Door to complete the level.

## Level 2

In this level Shadowbro has raised the Bridge on you. Walk to the left and into another room. Continue left and interact with the Floppy Disk to collect it. Return to the Bridge room and interact with the PC. Run `bridge.h` to lower the bridge. Walk over the Bridge, past the Door and to the room to the right. Interact with the PC and run `hammer.h`. Spiderbro will now get an Emergency Hammer. Interact with the Cabinet that contains a Key. Spiderbro will use the Emergency Hammer to smash open the Cabinet and grab the key. Now go through the Door on the right side of the Bridge to complete the level.

### Level 3

In this level, Shadowbro will drop a Bomb that blows a gap in the path. Take the downwards path. Interact with the PC and run `web.h`. Interact with the PC once more, open the keys folder and run `pinkkey.h`. You now have some Web and a Pink Key! Enter the Pink Door and interact with the gap. Spiderbro will use the Web to cross the gap. Interact with the gap to the left and interact with the Web. Now take the right path to get a Blue Key. Backtrack and enter the Blue Door. Collect the Web. Now you have enough Web to cross the gap that Shadowbro created. Interact with it to cross using the Web. Walk to the right to the next room and interact with the PC. Open the `admintools` folder and then run `unlock.h`. The app lock is now disabled. Return to the room behind the Blue Door. Interact with the PC and run `chisel.h`. Now you have a Chisel! Return to the large Shadowbro gap, cross it and then interact with the Grey Crack. The Crack is now a Hole! Interact with the Hole, you're now in a Shadow Universe! Interact with the Purple Key and then the Ladder. Enter the Door to the right of the Hole to complete the level.

## Level 4

Shadowbro will lower a Gate in front of you and run off. This guy probably doesn't want to talk but we're going to persist anyway. Walk left and interact with the Gap. Collect the Blue Key and then interact with the PC. Open the admin folder and run `unlock.h` to switch off the app lock. Return to the Gate room and then go downwards. You're now at a junction room. Go right and interact with the Water Dispenser to get the Water. Return to the junction room and enter the Blue Door. Interact with the Plant and Spiderbro will water it. You now have an empty Plastic Bottle. Return to the junction room and go left. Interact with the Trash Can to dispose of the Plastic Bottle. Sadly you've overfilled the Trash and it falls over revealing a Pink Key. Collect the Pink Key and then enter the Pink Door. Interact with the PC and run `greenkey.h` to get the Green Key. Return to the Gate room and enter the Green Door. Interact with the Grey Crack to make it a Hole. Interact with the Hole to complete the level.

## **Level 5**

After a long drop, you're stuck in the Shadow Universe. Walk to the room on the right and interact with the Battery to collect it. Return to the left room and interact with the Robot. Spiderbro will insert the Battery and the Robot will boot up. Follow it to the right room and the Robot will open the Door for you. Enter the Door to complete the level.

## Level 6

Go to the lower desk and interact with it to get the Lubricant. Interact with the PC, open the root folder and run `unlock.h`. Then interact with the PC once more and run `requestaccess.h`. A Robot will come open the blocked Door for you. Enter the newly opened Door and interact with the immobile Robot to lubricate it. Now the Robot is moving, interact with the PC and run `requestaccess.h`. The Robot will open the blocked Door. Do not enter the Door yet. Go back to the previous room and interact with the PC. Open the root folder and run `lock.h` to switch the app lock back on. Now you can go through the newly opened door and interact with the PC there. Run `requestaccess.h` and the Robot will open the Door for you. Enter the Door to complete the level.



## Level 7

Shadowbro returns, but quickly runs off! But he opened a Hole back to the Purple Universe. Don't enter it just yet! Go to the right side of the room and interact with the PC. Open the items folder and run purplekey.h to get the Purple Key. Now jump through the Purple Hole. Interact with the Button on the wall and Spiderbro will ride an Elevator. Enter the Door to the left. You're back in Level 4! Interact with the Rope and it will fall. Go to the room on the right and interact with the Desk to get the Battery. Return to the Elevator, interact with the Button. Spiderbro will be forced to use his web to go to the lower floor as the Elevator breaks. Return to the Shadow Universe. Go to the right side of the room. Looks like the fallen Rope has confused the Robot's walkpath. Interact with either of the Boxes to get a Plastic Bottle. Now enter the door just left of the PC. Interact with the Charger to charge the Battery and return to the big room. Interact with the Lubricant Barrel to fill your Plastic Bottle with Lubricant. Interact with the Robot twice, once to put the Battery in and once to apply the Lubricant. Now with the Robot moving about, interact with the PC and run requestaccess.h. The Robot will open the blocked Door for you. Enter the Door to finish the level.

## Level 8

Walk to the right to see the pile of Plastic Bottles. Enter the door above you. Interact with the PC and run `requestaccess.h`. Sadly, this doesn't go to plan, Shadowbro returns to take your copy of BugOS from you and take the Battery from the Robot. You can no longer use any PCs. Return to the Plastic Bottle room and walk to the left until you reach a new Purple Hole. Interact with the Purple Hole to get to the Purple Universe. Go left to a room with four Doors. Starting on the right and going left, enter each Door. This will take you to a room where Shadowbro is using a PC. He will run off. Interact with the PC to get your copy of BugOS back. Now you can use PCs again. Enter either door and then go right until you reach a room with four unreachable Boxes in it. Interact with the PC, open the grabber folder and run `crate3.h`. The box will be placed in a reachable place. Interact with the Box to get the Battery. Now return to the Shadow Universe and use the Battery on the broken Robot. Interact with the PC and run `requestaccess.h` to have the Robot open the Door for you. Enter the Door to finish the level.

## Level 9

You're now on the other side of the Bottle pile! Walk right and interact with the Button to use the Elevator. Now on the lower level, walk right into a new room blocked by a gate. Interact with the Podium to get the Glass Jar. Now return to the upper level and go through the Door to the right of the Elevator. You're now in a rainy room. Interact with the Desk and Spiderbro will place the Glass Jar on there and let it fill with Water. Go back to the Gate room with the Podium. Interact with the Podium and Spiderbro will put the full Glass Jar on there, opening the Gate. Interact with the PC. Open the micropayshop folder. This is where the level splits in to three possible routes.

### **web.h**

Running web.h will give you some web. Return to the Plastic Bottle room and Shadowbro will appear but run away once again. Follow him, interacting with the Plastic Bottles to go through the newly opened Hole through them. Keep walking left until you reach a stuck Shadowbro being threatened by a giant Trash Fish. Enter the unblocked door above. Cross the gap to the PC and interact with the PC. Run web.h to get more Web and return to the Trash Fish. Interact with the path edge to save Shadowbro and complete the level.

### **sword.h**

Running sword.h will give you a Sword. Return to the Plastic Bottle room and Shadowbro will appear but run away once again. Follow him, interacting with the Plastic Bottles to go through the newly opened Hole through them. Keep walking left until you reach a stuck Shadowbro being threatened by a giant Trash Fish. Enter the unblocked door above. Interact with the broken Robot and then interact with the Flame Torch. Now your Sword is flaming! Return to the Trash Fish and enter the blocked Door to complete the level. Spiderbro will cut through the web with the flaming Sword, leaving Shadowbro to save themselves.

### **cookies.h**

Running cookies.h will give you Cookies. Return to the Plastic Bottle room and Shadowbro will appear but run away once again. Follow him, interacting with the Plastic Bottles to go through the newly opened Hole through them. Keep walking left until you reach a stuck Shadowbro being threatened by a giant Trash Fish. Enter the unblocked door above. Interact with either Box to get a Catapult. Return to the Trash Fish. Interact with the path edge to save Shadowbro and complete the level.

## Level 10

It is recommended you save here by interacting with the PC and running `savegame.h`. It will be your last opportunity to do so.

The final level is one big loop. Following Shadowbro will loop you round and round. The aims of this level are as follows:

- Repair each Fan by replacing a part in each and lubricating each.
- Fill the hole in the ground with Reflect Drop.
- Trap Shadowbro in the fan room.
- Power on the fans and join Shadowbro in the fan room.

Follow Shadowbro on the path on the right. No need to interact with the PC here yet, but it is worth noting that using the PC to close the barrier acts as a puzzle reset if the puzzle is not properly set up and completed. Take the path to the left and interact with the broken Robot. This will give you an Electric Motor. Return to the fan room either by backtracking or following Shadowbro (you will have to interact with the PC to open the Barrier if you choose to follow Shadowbro). Interact with the Fan on the left to replace the Motor in it. Return to the room with the broken Robot and this time interact with the broken PC to get the Cable. Now return to the Fan room and interact with the Fan on the right to replace the Cable. Return to the broken Robot room and this time interact with the Box to get the Plastic Bottle. Go to the room to the right and interact with the PC there. Open the liquid dispensary folder and run `lubricant.h`. Now your Bottle is filled with lubricant. Return to the Fan room and interact with one of the Fans to lubricate it. Now return to the liquid dispensing PC and run `lubricant.h` again. Lubricate the final Fan. Return to the liquid dispensing PC and this time run `reflectdrop.h`. Spiderbro should comment that he can see his reflection in the Bottle now. In the Fan room, interact with the hole to fill it with reflect drop. Make sure Shadowbro is in the broken Robot room before continuing, if not, chase him there. Use the liquid dispensing PC and run `closebarrier.h`. This will prevent Shadowbro from leaving the Fan room straight away. Go to the right to enter the broken Robot room to chase Shadowbro into the Fan room. Interact with the PC and run `fanstatus.h` to double check that everything is ready. If both Fans are ready to start, run `powerfans.h` to power the Fans and then `togglebarrier.h` to open the Barrier. Enter the Fan room to complete the game.

### **If the Fans do not power on!**

Ensure you have repaired and lubricated both fans!

### **If Shadowbro just leaves the Fan room and doesn't return!**

Make sure you close the barrier so he cannot leave! Use `closebarrier.h` on the liquid dispensing PC before chasing Shadowbro into the Fan room and powering on the Fans.

### **If Spiderbro and Shadowbro bounce off each other!**

The Hole in the Fan room is missing reflect drop! Whilst carrying a Plastic Bottle, run `reflectdrop.h` and then interact with the Hole.

## **Video Walkthrough**

<https://www.youtube.com/watch?v=2nL6YdUEaoc>