

Spiderbro 2 Walkthrough

Normal Ending

Awards Index – Page 2

Tutorial Room – Page 3

Level 1 – Page 4

Level 2 - Page 6

Level 3 (1) – Page 9

Boss 1 – Page 11

Level 3 (2) – Page 13

Boss 2 – Page 15

Level 4 – Page 16

Level 5 – Page 18

Boss 3 – Page 19

Video - Page 20

Awards Index

- **Tutorial Buster** - Complete the tutorial.
- **Caffine Addict** - Get the Coffee.
- **Super Consumer** - Get the Catalogue.
- **Technocrat I** - Install the PC-SPACE ROM onto your T-CARD.
- **Killer App** - Complete Level 1.
- **Bean Savior** - Give away the Coffee.
- **Technocrat II** - Install the GFX ROM onto your T-CARD.
- **Better Help** - Get a signed counselling form from Millie.
- **Development Hell** - Complete Level 2.
- **Soup Kitchen** - Make some Soup.
- **Technocrat III** - Install the MOD ROM onto your T-CARD.
- **Decommission** - Defeat the Purple Droid.
- **Dumb Stupid Owl** - Find Cedrick the Owl.
- **Bro Origins** - Watch the origins of Spiderbro cutscene.
- **Door Opener I** - Open the Pink Door.
- **Multiverser I** - Complete Level 3.
- **Not Great, Not Terrible** - Destroy the Nuclear Reactor.
- **Corporate Conspirator** - Refuse to defend Sawyer in court.
- **Union Agent** - Defend Sawyer in court and win.
- **Door Opener II** - Open the Green Door.
- **Product Delayed** - Complete Level 4.
- **Door Opener III** - Open the Blue Door.
- **Multiverser II** - Catch up to the Worm in the Minecart.
- **Dewormer** - Complete Level 5.
- **Timeloop** - Complete the Normal Ending.
- **Cycle Breaker** - Complete the Secret Ending.
- **Office Worker** - Install the OFFICE ROM onto your T-CARD.
- **Zero Deaths** - Complete the game without dying once.
- **Masochist** - Complete the game whilst experiencing every single possible death.
- **Refund Chaser** - Complete the game in under 3 hours.
- **Chicken Dinner I** - Complete the game without making use of the Cheat Sheet.
- **LOL YOLO** - Complete the game without using any Savepoints.
- **Boss Mode** - Complete Spiderbro 1 within Spiderbro 2.
- **Chicken Dinner II** - Complete the secret ending without making use of the Secret Cheat Sheet.

Tutorial Room

When you begin the game, Shadowbro is in a minecart. When the minecart reaches a station, it will stop and Shadowbro will get out.

The station room first is a tutorial. Here are the game controls:

- **ARROW KEYS or WASD** = Move.
- **SPACE or ENTER** = Interact.
- **P or E** = Open Pockets
- **ESC** = Pause/Back.

Your pockets will allow you to look at any of the items within once selected. There is also a second option which changes depending on what you are close to.

- When not close to any objects or NPCs the second option will be Merge. This will allow you to merge pocket items together.
- When close to an object, the second option will be Use. This will allow you to use your pocket items with world objects.
- When close to an NPC, the second option will be Give. This will allow you to give your pocket items to an NPC.
- Pay attention to the object highlighter at the bottom of the screen! It tells you what you are close to.

For now you are stuck in this room. The Mystery Bug is blocking the way and is asking for identification.

Interact with the Box to learn how the pockets work. You will be given Broken ID x 2, a Leaflet and a Cheat Sheet. Shadowbro will look at the Leaflet automatically. Use the Cheat Sheet anytime to look at puzzle solutions, though you wouldn't be here if that were enough.

To complete the tutorial, merge both pieces of Broken ID to form a Identification card. Then give the Identification to the Mystery Bug who will then move out the way, letting you past and into Level 1.

Level 1 – Administration Surveyance

The first level is the Administration Surveyance. There will always be a Sign somewhere on the level that identifies which level you are in if you're ever unsure which level you're in.

Danger Zones (use a save point often!)

- Walking between the Electrical Units whilst they are powered on will kill Shadowbro by electric shock. Avoid this area until they are turned off.
- Walking between the Electrical Units whilst they are turned off but whilst Lorne is still alive will make Lorne come kill you themselves.
- Interacting with the Pool will cause Shadowbro to jump in where they will drown. The Pool can be later crossed with a bridge.

Gathering Items

Upon entering, Taran will instantly chase you down with a sales pitch. Luckily they also hand over a Points Card which will be useful. After Taran is finished, go interact with to get another sales pitch and a Pen. Go interact with the Clothes Rack, and Taran will chase you down with yet another sales pitch and a T-Card. That is enough sales pitches for now.

Annoy Larry

Go downwards to a bigger room with Larry occupying both a PC and a Desk for their work. Use the Pen with the Desk to ruin Larry's work. Larry does not respond well to this, but will leave the PC, Coffee Machine, and Desk open for Shadowbro to use. Larry will also open the Barrier blocking off some of the level.

Getting Points on PC

Now use the T-Card with the PC. This will launch Command System OS! You will be greeted by a list of folders and an app called EXIT. Open the HAPPYSHOPPER folder and then run PROMOTIONS.C. It will add 1000 points to your Points Card. Use the BACK app to exit the folder and then use the EXIT app to quit the PC.

Repair the Droid

Give your Points Card to Taran. In exchange for some points you will get a Power Mitten. Move to the opposite end of the level to Cattie who is stood by a Chamber and a Pool. Cattie is looking for a way to get the Droid working. Give the Power Mitten to Cattie who will repair the Droid inside the Chamber. This will now unlock the applications in the DROIDUTILS folder on the PC. After repairing the Droid, Cattie will run to another room.

Build a Bridge

Use your T-Card with the PC and this time enter the DROIDUTILS folder. Be careful what you choose here as REBASE.C and DEBUG.C applications will kill Shadowbro via Droid gunfire. Choose MACRO.C and the Droid will make a bridge over the Pool, so you can now cross it. Leave the PC with the BACK and then EXIT apps.

Upgrading the T-Card

Return to Taran and give them the Power Mitten. They will be happy to trade it for other items. First are the Sunglasses. Give the Sunglasses back to Taran to get a TV Remote. Give the TV Remote back to Taran to get a Microfiber Cloth. Give the Microfiber Cloth back to Taran and you will get a PC-SPACE Rom. This is the item we need. Merge the T-Card and the PC-SPACE Rom to install the rom chip onto the T-Card.

Enter the Worm

Use the upgraded T-Card in the PC. Open the PC-SPACE folder and then run the PC-SPACE.C application. You will be taken to a virtual reality where Shadowbro is pink! Here you can leave anytime by looking at the Disconnect pocket item. Avoid the Spy Eye for now as it will also zap Shadowbro back into reality and instead go down to where a Guard will be paroling. The Guard will block your access. After this go left and you will find a Glitch Block has appeared. Interact with it and it will turn into a Bug. Interact with the Bug and a backdoor opens, revealing a Worm which quickly eats the Guard and wanders off. The Worm will be back. With the Guard gone, go down to where it was patrolling and interact with the Power Podium. This will turn off the Electrical Units in the real world, but that area is still a danger due to Lorne's presence. Look at Disconnect or walk past the Spy Eye to disconnect from PC-SPACE.

Move the Droid

Now that the Electrical Units are powered off, the Droid can safely be re-based. Use the T-Card with the PC and enter the DROIDUTILS folder. Run the REBASE.C application and the Droid will move to the second Chamber on the map behind the Electrical Units. Run BACK and then EXIT to quit the PC.

Trim the Plant

Walk across the bridge that now stretches across the Pool. Interact with the Box to get the Shears. Use the Shears on the Plant that Betty is stood by. Betty will get mad at you for ruining their plant and will attempt to set the Droid on you. If you have re-based the Droid, then Betty will fall victim to their own plot (as will Lorne, Roaachy and Roaachy). If you have not re-based the Droid, Betty's plan succeeds and Shadowbro will die.

Return the Mixtape

With the Music Box now cleared, you can interact with it to get the Mixtape. The Music Box grows a set of limbs and joins Roaachy near the Box. Go to Millie who is now near the Sofa and Server. Give the Mixtape to Millie and they will drop a key that Shadowbro will automatically pick up. This is the elevator key.

Onward to Design Ordinance

Use the Key on the Elevator to complete the level! The Worm you met earlier will break out of the PC. They will be back later. Before you reach Design Ordinance, you will be kidnapped to an alternate universe briefly. For the normal ending, these areas are not used. Walking past the Mystery Bug will eject you to Level 2.

Level 2 – Design Ordinance

The level will begin with a cutscene where Beety and Ant inform the team of a sequel to Spiderbro. It is to be called Spiderbro 2! Hooray for sequels!

Danger Zones (save often!)

- Once the Worm has dropped into the level, walking either side of it will result in Shadowbro's death.
- Using the T-Card with the Crunch Machine once the Worm is in the level will cause a Robot to kill Shadowbro.

Getting Started

Walk up to the Pipe on the right side of the narrow vertical corridor above where the PC is at. Use the Shears with the Pipe. This will be useful later in the level. Move to the left of the Trophy Cabinet and interact with the stationary Desk to get a Pen. Continue left into the board room. Down the bottom of the Meeting Desk is the Key for the Elevator. Alas when you go to pick it up, Beety interrupts you.

Making Spiderbro 2

Beety demands you do some work and gives you a Clipboard for all staff members to write a status update on. Beety will not let you reach the Key whilst they are on the level. Merge Clipboard and the Pen to get the Clipboard and Pen. Interact with the stationary Desk again to get another Pen. Interact with the Box nearby the Fence and the Cats. You will receive Metal Pins, Worm Plush, Emergency Hammer, Counselling Form and a Death Tarot Card. Now it is time to get those status updates for Beety.

Kermes Status Update

Kermes (found wandering between the Crunch Machine and the Power Booster) will just sign the Clipboard and Pen when it is given to them. No puzzles to solve here!

Chafie Status Update

Just like Kermes, Chafie will sign the Clipboard and Pen when given to them. Chafie can be found in office booth 1 (left).

Aphie Status Update

Aphie (found in office booth 2) isn't ready to sign the status update. They're stuck for ideas on game controls. Use the Leaflet with their Desk. Now with fresh inspiration, Aphie is ready to sign the status update. Give them the Clipboard and Pen.

Tillie Status Update

Tillie (office booth 3) has realised you are the Shadowbro, the enemy spider of Spiderbro 1. Due to this, they refuse to speak to you. Interact with their Desk to get the Shadowbro Plush Doll. Without leaving the office (Tillie will not allow you to leave with the Plush Doll), merge the Plush Doll and the Pen to turn a Shadowbro Plush Doll into a Spiderbro Plush Doll. Now either use the Plush Doll on the Desk or attempt to leave the office. With the Spiderbro Plush Doll on the Desk, Tillie now assumes that Spiderbro is the enemy spider and will talk to you. Give them the Clipboard and Pen.

Ichne Status Update

Ichne (office booth 4), will happily sign the Clipboard and Pen when it is given to them. After they have signed the Clipboard and Pen, give them the Worm Plush as they require inspiration. In return

Ichne will give you a Rom Part to dispose of. Instead of disposing it, merge the Rom Part with the Metal Pins to get a Graphics Rom. Then merge the Graphics Rom with the T-Card. This will allow you to play Spiderbro on the PC.

Ant Status Update and BLINDEYE.C

Ant (office booth 5 (right)) will ignore you until you use the T-Card with the Server nearby. In order for this to work, you must have the Graphics Rom installed on the T-Card. When the T-Card is plugged into the Server, Ant will assist you. The result is that you will be given a new pocket item for PC-SPACE. This will also enable web applications on the PC. Now with that out of the way, Ant is willing to sign the Clipboard and Pen.

Worms are the most chill folk!

Return to Beety and give them the Clipboard and Pen. Beety will begin to hate on the ideas for Spiderbro 2 and will call a crisis meeting. The meeting is interrupted by the Worm which kills Ichne, Tillie, Weevie and Chafie. Beety scapegoats Ant and then leaves the level. Going past the start of the Meeting Desk towards the Worm on either side will now kill Shadowbro.

Points and PC-SPACE

Go to the PC and insert the T-Card. Open the HAPPY-SHOPPER folder. Run PROMOTIONS.C for another 1000 points on your Points Card. Run BACK, open PCSPACE folder then run PC-SPACE.C. When you enter PC-SPACE you will notice a new application enter your pockets. This is the BLINDEYE.C and was what you installed from the Server with Ant. Use BLINDEYE.C with the Spy Eye. This will momentarily blind the Spy Eye, allowing you to walk past without being disconnected.

Nobody likes Larry

Interact with space Larry and select report and then report + block. Larry will take offence to this and run away. Follow them past a newly opened Barrier and interact with the Tuning Fork Podium. This will give you the TUNINGFORK.ZIP but Larry gets so mad at this that they will kick you from PC-SPACE. As soon as this happens, rejoin PC-SPACE again via the PC.

Tuning Forks, Tarot Cards and Hammer Charge

Get past the Spy Eye with BLINDEYE.C again. Use TUNINGFORK.ZIP with Decompress (between the Space Fish and the Plant) to get TUNINGFORK.C. Go straight up to the Sofa and interact with it. Shadowbro will receive a second Death Tarot Card. Still in PC-SPACE, go to Taran and give them TUNINGFORK.C. In return they give MIRROR.C. Give REFLECTBACK.C to the Guard blocking the way and they will move, allowing you passage to a functioning Charger. Interact with the Charger to get a charge dispensed to the Emergency Hammer. Disconnect PC-SPACE and give the Points Card to Thripy to receive a third Death Tarot Card.

Getting Counselling

To get counselling from Pinchie first requires a signed counselling form. Go to Aphie's office booth (booth 3 from the left), and use the T-Card with the PC that is in there. On Aphie's PC enter the STORAGE folder and then run EJECT.C. You will receive a Counselling Form that has Beety's signature on it. Give this signed Counselling Form to Pinchie to begin counselling. (A Counselling Form with Millie's signature will also work here, but using Millie's over Beety's will ruin your chance at the secret ending. Best to use Beety's Counselling Form.

Ruining Counselling

Whenever Pinchie asks you pick up a card, interact with the Desk to do this and you shall receive a Life Tarot Card. Whenever Pinchie asks you to put your card on the desk, use the Death Tarot Cards with the Desk. After three card pick ups and put downs, you should have swapped your three Death Tarot Cards for three Life Tarot Cards. You can mess this up by either walking away mid counselling session or by not having enough Death Tarot Cards. Any Death Tarot Cards you lose by messing up can be recovered from the Box behind Pinchie. After placing three Death Tarot Cards on the Desk, Pinchie will freak out and refuse any more counselling, leaving you with three Life Tarot Cards.

Kermes vs The Worm

Give all three of the Life Tarot Cards to Kermes. This seems to convince them that they can take on the Worm themselves. They request a weapon from Shadowbro. Give them the charged Emergency Hammer and they will gleefully set off to stop the Worm. Unfortunately in their eagerness, Kermes trips over the Shears that are wedged in the Pipe and falls unconscious. If the Shears are not in the pipe then Ant persuades Kermes to back off and the puzzle must be tried again (pocket items can be recovered from the Box above Kermes).

De-worming Design Ordinance

Go to the body of Kermes and interact with them to get the Emergency Hammer (now flat) and the Mirror. Use the Mirror with the top of the Desk that the Worm is on. Shadowbro will now throw the Mirror at the Worm, knocking out the Worm. Shadowbro will automatically grab the Key as Aphie saves themselves.

Onward to Resource Accountancy

Use the Key on the Elevator to complete the level! Before you reach Resource Accountancy you will be kidnapped to an alternate universe briefly. For the normal ending, these areas are not used. Walking past the Mystery Bug once again will eject you to Level 3.

Level 3 – Resource Accountancy (1)

The level will begin with a cutscene where Beety, Hercules and Sawyer are discussing why a Robot stopped working. Beety may not understand floating point but they understand Sawyer is probably best at repairs! Beety leaves the level as Shadowbro enters it.

Danger Zones (save often!)

- Re-entering the Scanner after going through it once will kill Shadowbro.
- Following the minecart tracks without being in a Minecart will kill Shadowbro.
- Stepping on the Acid (green puddle that is leaking from a Pipe under the PC) will kill Shadowbro.
- Once inside the Butterfly Universe, walking on the spider web whilst the big Spider is patrolling will make the big Spider kill Shadowbro.
- Once inside the Butterfly Universe, walking on the golden cable that surround the area will kill Shadowbro.
- After defeating the first boss, the Worm is hidden inside the Minecart that is full of plastic bottles. Going near the Minecart will trigger the Worm to kill Shadowbro.
- Level 3 contains 2 boss battles that can kill Shadowbro.

Finding Robot Blueprints

Walk through the Scanner. Hercules will talk to you, telling you not to go back through the Scanner or walk along the tracks or you may die. You should take this advice. Walk up through a narrow corridor that has Robots passing through it and to a Wall that has three different coloured cracks and one grey hole. Interact with the Wall where the grey hole is and Shadowbro will jump through it. Now you are in the Shadow Universe. Interact with the Cabinet to get the Floppy Disk and the Robot Blueprint. Jump back through the hole to return to the scanner room. Give Sawyer the Robot Blueprint and they will run back to the Robot to attempt repairs. (Sawyer has a cutscene when you first approach them.)

Points don't mean Prizes just yet...

Move to the other PC in the room, the one above the pool of Acid. Use the T-Card with the PC. Open the HAPPY-SHOP folder and run PROMOTIONS.C. As luck would have it, you're the 1000th visitor for a 3rd time in a row. 1000 points will be added to the Points Card. This isn't enough for the Happy Shopper item available in level 3, so the hunt for points will continue later.

Purple Pass

Run BACK and then enter the SPACE folder and run PC-SPACE.C. Once inside PC-SPACE, use BLINDEYE.C with the Spy Eye and move past it. The barrier beneath Taran is now open. Go past and to the three Cabinets. Interact with the middle cabinet (Sawyer will be blocking it if you've have not given them the Robot Blueprint yet) and you will be loaded into a new PC-SPACE area. Interact with the only app in this area and you will receive the Purple Pass. Leave PC-SPACE by either looking at DISCONNECT or moving under the Spy Eye.

Entering the Purple Universe

Interact with the grey hole on the Wall to return to the Shadow Universe. Interact with the Fridge to get the Broccoli and a Paper Plate. Use the T-Card with the shadow PC above the Cooker and Fridge. Run OPENBARRIER.C and provided you have the Purple Pass, the Barrier below will open up. Run EXIT to quit the PC then go down, past the open Barrier and interact with the Purple Hole. You are now in the Purple Universe. Walk along the passage to the Savepoint. **USE THIS**

SAVEPOINT. You are about to start the first boss battle of the game and you will most likely die at least once.

Level 3 – Purple Droid Boss

Warning

If you have not done so already, interact with the Savepoint. This boss will kill Shadowbro and you will be sent back to your last save, or even the beginning of the game if you have not saved at all yet.

Activating the Purple Droid

Go to the purple PC. Purple PC's don't have a T-Card slot and you will have to use the Floppy Disk with the PC instead. Run POWER.H and the boss battle will begin, activating a Purple Droid that will shoot you down on sight. Once the Savepoint has been destroyed, you have about 15 seconds to run through the door with a flashing cross above it before the Purple Droid will have recharged and will kill you. Attempting to backtrack to the Shadow World whilst the Purple Droid is active will also result in Shadowbro's death.

Understanding the Purple Droid

The Purple Droid will shoot Shadowbro on sight after it has recharged. This can happen in a few different ways:

Ways to die before Shadowbro enters the Cross room-

- If you remain in the same room as the Purple Droid after it has destroyed the Savepoint for about 15 seconds.
- If you attempt to leave the Purple Universe by backtracking to the Shadow Universe.

Ways to die after Shadowbro enters the Cross room-

- Attempting to backtrack to where the broken Savepoint is.
- If you wait between 20-60 seconds in the Cross room whilst the Purple Droid is recharging by the broken Savepoint.

Listen out for the sound of Droid footsteps! That means the Purple Droid has moved! It will first move into the Cross room. So be sure to have made it into one of the back rooms quickly!

Dealing with the Purple Droid after it has entered the cross room

Attempting to backtrack to where the broken Savepoint is will kill Shadowbro.

- Shadowbro entering the same room as the Purple Droid will kill Shadowbro.
- The Purple Droid entering the same room as Shadowbro will kill Shadowbro.
- The Purple Droid will move into a random room every 20-60 seconds until it is destroyed.
- The Purple Droid will never move into the room with the hanging Cages and Reflective Pool. This area is your only save zone.
- You can look at the Droid Tracker (found in the third back room) to see where the Purple Droid currently is.
- If the Purple Droid shoots Shadowbro whilst carrying the Plastic Explosive, Shadowbro will explode instead of bleeding.

Preparing to defeat the Purple Droid

Do the following in any order whilst avoiding the Purple Droid.

- In the cross room, interact with the Box to get Three Pins.
- Go to back room 2 and interact with all of the Boxes. You will get a Wooden Block, Ink and Plastic Explosive.
- Move onto back room 3 and interact with the Desk to get the Droid Tracker. Look at this item anytime to see which room the Purple Droid is in.

- Go to back room 4 and interact with the Box to get the Rom Part.
- In the hanging cage room (marked with a 0 on the door), interact with the Purple Crack to get a Power Mitten.
- Once you have both the Power Mitten and Plastic Explosive, merge them both together to make a Power Mitten filled with Plastic Explosive.
- Once you have the Ink, go to back room 1. Use the Ink with the Printer and then the Paper Plate with the Printer. Use the Floppy Disk with the nearby PC. Run PRINT.H and then run EXIT. Interact with the Printer once more to get the Paper Plate now with a face printed on it. (If you have the Pen you can skip this part of the puzzle by merging the Pen with the Paper Plate).

Actually defeating the Purple Droid

Enter the cross room whilst the Purple Droid is elsewhere. Use the Three Pins with the Wooden Cross. Use the Paper Plate with a face with the Wooden Cross. Use the Power Mitten stuffed with Plastic Explosive with the Wooden Cross. Finally use the Broccoli with the Wooden Cross.

If done right, the Purple Droid will enter the room and shoot at the Wooden Cross which now looks like a person. The Wooden Cross explodes due to the Plastic Explosive which then causes the Purple Droid to explode. The boss is over.

If you find the Purple Droid is not fooled by the Wooden Cross and shoots Shadowbro instead, you have forgotten to add a face to the Paper Place via the Printer or the Pen.

If you find the Purple Droid is fooled by the Wooden Cross but the Wooden Cross does not explode when shot at, you have forgotten to add the Plastic Explosive to the Power Mitten. In a pinch you can use the Plastic Explosive with the Wooden Cross after the Power Mitten has been attached to it.

Level 3 – Resource Accountancy (2)

Open the Purple Crack

Once the Purple Droid is defeated, interact with its remains to get Metal Pins and a Metal File. Merge together the Metal File and the Wooden Block to make a Chisel. Merge together the Emergency Hammer and the Chisel to get the Hammer and Chisel. Go to back room 4 and use the Hammer and Chisel with the Power Charging Unit. Now your hammer is charged up. Go to the room with the hanging Cages. Use the Floppy Disk with the PC and run TRIAL002.MOV to see the origins of Spiderbro (optional). Use the charged Hammer and Chisel with the Purple Crack. Once the crack is a hole, interact with it.

Sideloading Apps

Once you jump through the Purple Hole you are back in familiar territory, the Company Universe! Sawyer has fixed the Robot but sadly it doesn't last long as the Worm appears from the Minecart and takes it out. Avoid the Minecart that is full of bottles from now on as the Worm will kill Shadowbro. Merge the Metal Pins and Rom Part together if you have not done so already then merge the Mod Rom and T-Card. Go to the PC above the Server and interact with it (no T-Card or Floppy Disk needed). Open the SERVERUTILS folder and then run SIDELOAD-FORCE.C. Run BACK and then EXIT to quit the PC. Now use the T-Card with the Server. This will sideload the ANTIVIRUS.C app to your PC-SPACE pockets.

Charging the Hammer Again!

Go to the PC above the Acid puddle. Use the T-Card with the PC, open the SPACE folder and then run PC-SPACE.C. Once in PC-SPACE, the ANTIVIRUS.C app will be added to your pockets. Use BLINDEYE.C with the Spy Eye and walk past it. You may have noticed that giving REFLECTBACK.C to the Guard no longer works, the Guard has a new trick up its sleeve. Time to overcome that. Give ANTIVIRUS.C to Taran who will give you TUNINGFORK.C in return. Go down past the open Barrier and the three Cabinets and then to the left. Interact with the Lamp to get a Light Bulb. Use TUNINGFORK.C on the Crystal Podium and Shadowbro will receive SUDO.C. Merge together SUDO.C and REFLECTBACK.C. This gives RELECTBACK.C super user privileges. Now give REFLECTBACK.C to the Guard. The Guard will crash again and you can interact with the Charger to charge the Emergency Hammer. Look at DISCONNECT to leave PC-SPACE.

Butterfly Universe

Go to the white crack on the Wall and use the Hammer and Chisel on it. Now interact with the white hole and you shall enter the Butterfly Universe. Use the Light Bulb with the Lamp with the white lampshade. Then interact with the Lamp to switch it on. A white butterfly will fly to the bulb, followed by the Big Spider. With the Big Spider now distracted, you can go to the web unscathed. Step upon the Red Butterfly and you shall receive an Oil Can. Interact with the White Hole to leave the Butterfly Universe.

Another Hammer...

Another charge of the Emergency Hammer is needed. Return to the PC that is above the Acid pool. Use the T-Card with the PC. Open the SPACE folder then run PC-SPACE.C. Once in PC-SPACE, use BLINDEYE.C with the Spy Eye and walk past. Give REFLECTBACK.C to the Guard and then interact with the Charger to get a fresh charge applied to the Emergency Hammer. Look at DISCONNECT to leave PC-SPACE.

Jailbreak!

Interact with the grey hole to enter the Shadow Universe. Use the Hammer and Chisel with the one Damaged Bar amongst all the Bars. The Damaged bar will topple and interacting with the gap will allow Shadowbro to squeeze through. But don't do that just yet. Instead go to the PC that is above the cooker and use the T-Card with it. Open the POINTSGENERATOR folder. Run GENERATOR.C and you shall get 500 more points for the Points Card. Interact with the hole to leave the Shadow Universe and give the Points Card to Plumie. You will get a Flatpak Wrench and a lifetime ban from Happy Shopper for the fraudulent points. Plumie will take away your Points Card. Return to the Shadow Universe and squeeze through the gap in the Bars. Use the Flatpak Wrench with the Bed and you get a Ladder. Interact with the grey hole once more to leave the Shadow Universe.

Getting the Minecart running

Use the Oil Can with one of the Minecarts (not the one with the bottles). Shadowbro will oil all of the wheels. Use the T-Card with the PC above the Acid pool. Open the SYS-UTILS folder and then the CARTCONTROL folder. Run the POWERCART.C app then run BACK twice and then EXIT.

Onwards to the second boss...

Interact with a Savepoint here, the next boss is just round the corner!

Level 3 – Worm Boss 1

If you haven't already, use the Savepoint before you continue.
Use the Ladder with an empty Minecart. Shadowbro will climb in and the Minecarts will set off.

The Attack of the Worm

Whilst riding the Minecart, wait a few seconds and the Worm will appear. By interacting with the sides of the Minecart, Shadowbro can jump from Minecart to Minecart. The Worm will automatically move to your Minecart after 5-10 seconds. Jump to the final Minecart on the right. The Worm will have followed Shadowbro and you will have gained a Key, a Glue Stick, a TV Remote and a Wrapper. Whilst in the final Minecart, merge together the Glue Stick and the Wrapper. Then merge the Droid Tracker and the Wrapper to make a makeshift mirror. Use the modified Droid Tracker on the worm's Minecart, knocking out the Worm again. If you do this before the Worm consumes you, you have beaten the boss!

Onwards to Microfracture Assembly

When the Minecart stops at the end of the line, Shadowbro will leave the Minecart. Use the Key with the Elevator to complete level 3. You will be taken to another Universe. This is for the secret ending only. Interacting with the Cyan Crack will move you onto level 4.

Level 4 – Microfracture Assembly

Level 4 starts with a cutscene where a Beta Droid screens Shadowbro's pockets. Many pocket items will not survive this purge.

Danger Zones (save often!)

- Using a charged Hammer and Chisel with the Glass Cabinet will cause the Beta Droid to kill Shadowbro.
- When the reactor is destroyed and the Reactor Door is blown open, Shadowbro becomes Spiderbro as the level is flooded with radiation. Hanging about within the vicinity of the reactor for over 30 seconds will kill you.
- When in the room with the Elevator and Cat, interacting with the Purple Hole will kill Shadowbro.
- If you threw away the Identification during the second boss, the Beta Droid will kill you in the opening cutscene as it will assume you are not an employee.

Space Fish DLC

Use your T-Card on the PC. Open the COMPUTERSPACE folder and then launch PCSPACE-OPEN.C to sideload the OPEN.C app. After that launch PC-SPACE.C to enter PC-SPACE. Use BLINDEYE.C with the Spy Eye and walk past as always. Walk down past the Cabinets and to the Closed Barrier. Use OPEN.C on the Closed Barrier and walk past it. Take the right passage, go through the arrow and then take the passage to the left. Go through another arrow and go all the way to the left and then go up to Cattie. Interact with Cattie. You will be given DLC. Walk to the right into the upwards facing arrow. You will be warped to before the Closed Barrier.

Space Fish Game

Go to the Space Fish and interact with it. You will have to answer some questions in the Space Fish game. The first question is $4 + 6$ which is 10. The second question $418 + 676$ which is 1094. The final question is $4 / n = 1 / a + 1 / b + 1 / c$ which is $4 / (L / A + L / B + L / C)$. You will receive CLOCWISE.C.

Space Maze

Return to the Closed Barrier that guards the arrow maze and use OPEN.C with it. The arrows will only let you pass if they are facing the correct direction to where you are going. Look at CLOCKWISE.C to spin the arrows. There are several possible routes to the desired location, here is one of them. Take the right passage and go through the arrow facing down. Take the passage to the right and then look at CLOCKWISE.C to make the arrow face right. Pass through it and look at CLOCKWISE.C twice to make the next arrow face upwards. Pass through the arrow. Take the next passage downwards after turning left. Look at CLOCKWISE.C three times to make the arrow face downwards. Pass through the arrow. Finally look at CLOCKWISE.C once more to make the next arrow face downwards and then pass through it to the Closed Box. Use OPEN.C with the Closed Box to receive XENONPOISON.C.

Hammer Time

Before leaving PC-SPACE, give the Emergency Hammer a charge by giving RELECTBACK.C to the Guard and then interacting with the Charger. Look at DISCONNECT to leave PC-SPACE.

Chernobyl Time

Use the T-Card with the PC. Enter the REACTORCONTROL folder. Here are the controls for the nuclear reactor. Try running LIVEFEED.C to see the reactor interior if you would like to. Open the

MACROS folder and run DECREASEPOWER.C twice to get the power output down to 700mw. Run BACK and then open the REACTORSETTINGS folder. Run CUSTOMMOD.C and then when prompted select to mod the reactor with XENONPOISON.C. The reactor will now complain about a xenon spike and that the core is poisoned. Power output is now at 500mw. Run SAFETYTOGGLE.C to disable the reactor safety controls. 20mw. This will result in further xenon spikes. Reactor output is at 20mw. Run BACK and then enter the RODCONTROL folder. Run RODSUP.C. The reactor's moderator rods will rise and power will rocket up to 6400mw. Run BACK and then enter the REACTORSETTINGS folder again. Run ES1.C. Enjoy the show.

Spiderbro Time

With the reactor in ruins and radiation flooding the place, Shadowbro becomes Spiderbro. You no longer have use of your pockets like in the first game. Players must be quick whilst near the reactor or Spiderbro will die of radiation poisoning. After Spiderbro has picked up the Key, interact with the Reactor Door to walk through the reactor. Once at the other side, interact with the Purple Crack and Spiderbro will hammer it into a Purple Hole. Interact with the purple hole and walk to the right until you find another Purple Hole. Interact with that hole too. In the next room, Spiderbro becomes Shadowbro and you are safe from radiation. Do not re-enter the Purple Hole or Shadowbro will die.

Court (Optional: skip this part if you just want to go straight to Level 5)

Interact with the Door to enter court. Here you will be defending Sawyer from being prosecuted. Beety and Millie are keen to make Sawyer the fall guy for everything. From these you can get one of two awards, CONSPIRATOR or UNION AGENT.

For the CONSPIRATOR award, simply select GUILTY when asked how Sawyer will plead.

For the UNION AGENT award: select NOT GUILTY, then RAISE OBJECTION, then LARRY, then DEPARTMENT.

Once court is concluded, Shadowbro will be back in the previous room with the Purple Hole and Elevator.

Onwards to Subsidiary Refinement

Use the Key with the Elevator to complete level 4. A familiar enemy shows its face.

Level 5 – Subsidiary Refinement

The final level sets you against the Worm one final time.

Danger Zones (save often!)

- Running down the Minecart tracks without being in a Minecart will kill Shadowbro.
- Selecting either GO RIGHT or GO AHEAD when controlling the Minecart will kill Shadowbro.

Getting Moving

Interact with the Clothes Rack to get the Time Travelling Trousers. Sadly they need water to work but we will get back to that. Interact with the Box to get the Battery. Merge the Hammer and Chisel with the Battery. This will charge the hammer. Use the Hammer and Chisel with the Purple Crack. Interact with the Purple Hole to enter the Purple Universe. Interact with the Control Panels to get a Control Panel. Interact with the Purple Hole once more to return. Use the T-Card with the PC. Open the CONTROL CART folder and then run POWERCART.C. Run BACK and then EXIT to quit the PC. Use the Glue Stick with the Minecart to make the side of it sticky. Interact with the Savepoint, this will be the last time you get the chance save for the rest of the game. Interact with the Minecart to get going.

Worm Reunion

Move to the right side of the Minecart and use the Control Panel with it. Now interact with the right side of the Minecart to use the control panel. Select to GO LEFT. You will eventually be reunited with the Worm, it will get you through those tough Red Crack.

PC-SPACE but in Real Life

We're back in PC-SPACE! But this time it is real life! The wheels on the Minecart need oiling before Shadowbro can catch up to the Worm. Interact with the Photo Booth to get the Photograph. Interact with the Sofa to get the Paddle. Interact with the Space Fish to get the Fish. Interact with Decompress to get the Clamp. Merge the Fish and the Clamp to get the Fish Grease. Go to the working Charger and use the Hammer and Chisel with it. Now use the Fish Grease with the Minecart to lube the wheels up. Now interact with the Minecart to proceed to the final boss battle!

Level 5 – Worm Boss 2

This boss battle is similar to the previous one, except now you are confronting the Worm instead of running away.

Defeating the Worm

Once you have travelled through the multiverse and caught up with the worm's minecart train, use the Clamp with the right side of the Minecart to prevent coming loose again. Now interact with the right side of the Minecart to jump to the next one. Do this twice so now you are face to face with the Worm. In one of the Minecarts you will find a Glue Stick. Before the Worm has chance to consume Shadowbro, merge the Glue Stick with the Photograph then merge the Photograph with the Paddle. This will create a makeshift mirror. Use the Paddle mirror with the right side of the Minecart to stun the worm once more. Before you can do anything else, the Minecart train will fall off the end of the tracks.

Final Stand

The Worm is knocked out right now but that will not last long! Use the Hammer and Chisel with the Worm to finish it off! Shadowbro will be blasted into the water and then sent back in time thanks to the Time Travelling Trousers. If Shadowbro drowns in the water that means you did not get the Time Travelling Trousers at the start of the level and will be sent back to your previous save.

Finishing the Game

Now back in the Purple Universe, walk right and it will start raining. The irradiated rain will cause a switch to Spiderbro again. Continue walking right and Spiderbro will be taken to the beginning of the first game. Walk right once more and interact with the Mirror to complete the game.

Video Walkthrough

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