

Spiderbro 2 Walkthrough

Secret Ending

How? – Page 2

Tutorial Room – Page 3

Level 1 – Page 4

Sub Level 1 – Page 5

Level 2 – Page 6

Sub Level 2 – Page 7

Level 3 - Page 8

Sub Level 3 – Page 9

Level 4 – Page 10

Level 5 – Page 11

Secret Ending – Page 12

Video Walkthrough – Page 13

How?

- Use this guide to complete the Secret Ending of Spiderbro 2.
- Use this guide in combination with the Normal Ending guide.
- This guide will inform you on what to do different or in addition to the Normal Ending guide.

Tutorial Room

Complete the tutorial exactly how it is detailed in the Normal Ending guide.

Level 1 – Administration Surveyance

During Upgrading the T-Card

When Taran gives Shadowbro a Microfiber Cloth, do not trade it back straight away. Instead use it with the Coffee Machine. Shadowbro will clean the Coffee Machine and shall get a cup of Coffee in return. Now continue as normal, trading the Microfiber Cloth with Taran.

Anytime before Trimming the Plant

Attempt to exit the map back to the tutorial room. Taran will stop you and give you a sales pitch. Keep doing this for about 10 times, with Taran giving a new sales pitch each time. Taran will eventually run out of products to push and will give you a Happy Shopper Catalogue.

Sub Level 1

PinkKey.exe

Interact with the Mystery Bug and then give them the Coffee. Once the Mystery Bug is out of the way, interact with the Entity. Now use the Catalogue with the Entity. In return you get a Pink Key and then will be ejected to Level 2.

Level 2 – Design Ordinance

Anytime after Tillie Status Update

Return to the stationary Desk and get another Pen. You will need this later.

Between Ant Status Update and Worms are the most chill folk!

Instead of going to Beety straight away with the status updates, use the T-Card with the PC, open the PCSPACE folder and the run PC-SPACE.C. Use the BLINDEYE.C on the Spy Eye and walk past it. Go interact with Millie who is nearby the Sofa and Water Cooler. Millie will sign your Counselling Form for you. Do not use this Counselling Form for therapy, use the one signed by Beety instead.

Sub Level 2

GreenKey.dll

Interact with the Mystery Bug and then give them the Counselling Form that has been signed by Millie. Once the Mystery Bug lets you past, you have 60 seconds to complete the next bit, or you are kicked out to Level 3.

Interact with the Entity to get the Floppy Disk. Use the Floppy Disk with the PC. Run EJECT.C to get the Battery. Use the Battery with the broken Robot to repair it. Once the Robot has finished booting, interact with it to get the Plush Doll. Now merge the Pen and the Plush Doll together to make it purple. Use the purple Plush Doll with the Entity go get the Green Key. You will now be ejected to Level 3.

Level 3 – Resource Accountancy

Anytime before activating the Purple Droid Boss

In the Shadow Universe, interact with the Cooker to get the Pot.

During the Purple Droid Boss

In the room with the Cages and Reflective Pool, use the Pot with the Reflective Pool. Before putting the Plastic Explosive in the Power Mitten, use the Plastic Explosive with the Pot. Merge together the Broccoli and the Pot.

Anytime before Getting the Minecart Running

Use the Pot with the Pipe to get some acid in the Pot. In the Shadow Universe, use the Pink Key with the Pink Door. Interact with the Entity to get the Mystery Item 1.

Just before Getting the Minecart Running 1

Merge the Pot and Oil Can to put some oil in the Pot. Return to the Cooker in the Shadow Universe and interact with it to switch it on. Use the Pot with the Cooker to begin cooking Soup. Leave the Soup to cook for 10 seconds and then interact with the Cooker to get the Soup. Taking the Pot from the Cooker too soon will cancel the cooking and you will have to try again. Leaving the Pot on the Cooker too long will burn the Soup. Using the wrong ingredients will still give you Soup, but green Soup which is bad and cannot be used later. If your Soup is orange, you have cooked the good Soup.

Just before Getting the Minecart Running 2

Use the T-Card with the PC near the acid pool and then enter the SPACE folder and then run PC-SPACE.C. Use BLINDEYE.C with the Spy Eye and walk past it. Give REFLECTBACK.C to the Guard and then interact with the Charger to get the Emergency Hammer charged up.

Sub Level 3

BlueKey.bat

Use the Hammer and Chisel with the Cyan Crack and then jump through the Cyan Hole. Interact with the Entity then use the good Soup with the Entity. In return you will get a Blue Key and then sent to Level 4.

Level 4 – Microfracture Assembly

During Spiderbro Time

After opening the Purple Crack into a hole and entering it, interact with the Green Door and Spiderbro will use the Green Key with it automatically. Enter the Green Door then interact with the Entity. Spiderbro will get the Mystery Item 2. Quickly leave and continue out of the Purple Universe until Spiderbro is no longer irradiated and turns back into Shadowbro or you may die.

Level 5 – Subsidiary Refinement

At the start of the Level

Use the Blue Key with the Blue Door. Enter the Blue Door and interact with the Entity to get the Mystery Item 3.

During PC-SPACE but in Real Life

Interact with the other Charger at the top of the map to get the Rom Part. Interact with the Cabinet on the right to get the Metal Pins. Merge together the Rom Part and the Metal Pins to get the Office Rom. Merge together the Office Rom and the T-Card.

After Defeating the Worm and Final Stand

Do not walk too far into this room or the rain will begin and you will become Spiderbro, which will prevent access to the secret ending. Use Mystery Item 1, Mystery Item 2 and Mystery Item 3 with the Wooden Cross in any order. The blocked door will now open, walk through it. Interact with the Mystery Bug to get a bunch of bottles and then use the T-Card with the PC. Run SECU-SIGN.C followed by TRANSPORT.C. Shadowbro will be taken to the Secret Ending.

Secret Ending

You have about 5 minutes to complete this or the multiverse will collapse upon itself. You must find a way of sealing all of the open holes to different universes.

Welcome to the multiverse! Here you can jump to any universe available!

Find the Blue Hole and interact with it. Use the Empty Bottle with Millie. Leave via the Blue Hole.

Locate the Purple Hole and interact with it. Use the final Spray Bottle in your pockets (filled with Millie's blood) with the Reflective Pool. Leave via the Purple Hole.

Locate the Cyan Hole (directly left from the Purple Hole) and then interact with it. Use the final Spray Bottle in your pockets (still red) with the Blue Liquid. Finally you have some purple fluid in the bottle. Interact with the Cyan Hole to leave.

Now back in the multiverse, use the coloured bottles with the coloured holes ie. Cyan Spray Bottle with the Cyan Hole, Purple Spray Bottle with the Purple Hole etc.

Close all of the holes with the Spray Bottles to complete the Secret Ending.

Video Walkthrough

<https://www.youtube.com/watch?v=nOv1sgehBd8>