

# SPIDERBRO WALKTHROUGH

## OVERVIEW.

- You play as a purple spider known as Spiderbro.
- Using the arrow keys on the keyboard will move you in the directions you choose.
- Pressing space will make Spiderbro interact with an object.
- Pressing space will also advance speech dialogues.
- Save points are available at some in-game PCs by running **savegame.h**.
- To see what is in your inventory is also available at some PCs by running **inventory.h**.
- Cutscenes where the player has no current control over Spiderbro will be marked with a purple eye at the top left corner of the screen.
- In order to keep this walkthrough spoiler free, cutscenes will not be described.

## LEVEL 1.

Walk right until you get to the next room. Go to the **Mirror** then interact with it. *A cutscene will play.* Walk right and collect the **Purple Key**. Go back to the first room and go through the **Purple Door**.

## LEVEL 2.

*A cutscene will play.* Walk left into a new room. Pick up the **Floppy Disk** and return to the bridge room. Use the **PC** and run **bridge.h**. *A cutscene will play.* Walk right over the bridge, past the **Purple Door** and into a new room. Use the **PC** and run **hammer.h**. Now go to the **Key Cabinet** and interact with it. *A cutscene will play.* Now walk left back to the bridge room and walk through the right hand **Purple Door**.

## LEVEL 3.

*A cutscene will play.* Go down to a room with coloured doors and a **PC**. Use the **PC** and run **web.h**. Use the **PC** again and run **pinkkey.h** from the keys folder. Now go through the **Pink Door**. Interact with the **Gap** ahead of you. Now interact with the **Gap** to the right of you and pick up the **Extra Web**. Interact with the **Gap** to get back to the junction and now interact with the **Gap** to the left of you. Pick up the **Blue Key** and then leave the room. Go through the **Blue Door** then pick up the **Extra Web** and leave the room. Go up back to where the level started and interact with the **Gap**. Walk right past the **Crack** and the **Purple Door** to the next room. Interact with the **PC** and run **unlock.h** from the admintools folder. Now return to the room through the **Blue Door** and use the **PC** to run **chisel.h**. Return to the **Crack** and interact with it. *A cutscene will play.* Interact with the **Hole**. Get the **Purple Key** and then use the **Ladder**. Go through the **Purple Door**.

## LEVEL 4.

*A cutscene will play.* Go left into a new room. Interact with the **Gap** and collect the **Blue Key**. Use the **PC**. Run **unlock.h** from the admin folder. Return to the gate room and now go down to a junction room. Go right to a new room. Interact with the **Water Dispenser**. *A cutscene will play.* Return to the junction room and go through the **Blue Door**. Interact with the **Plant**. *A cutscene will play.* Return to the junction room and now go right to a room with a large **Trash Can** in it. Interact with the **Trash Can**. *A cutscene will play.* Now get the **Pink Key**, return to the junction room and go through the **Pink Door**. Use the **PC** and run **greenkey.h**. Return to the gate room and go through the **Green Door**. Interact with the **Crack**. *A cutscene will play.* Interact with the **Hole**.

## LEVEL 5.

*A cutscene will play.* Go right to the next room. Pick up the **Battery** and return to the previous room. Interact with the **Dead Robot**. *A cutscene will play.* Go right to the next room again. *A cutscene will play.* Go through the **Open Door**.

## LEVEL 6.

*A cutscene will play.* Go down to a **Desk** with a bottle on it and interact with it. Now go to the **PC** and run **unlock.h** from the root folder. Go on the **PC** again and run **requestaccess.h**. *A cutscene will play.* Go through the newly opened **Door**. Interact with the **Robot**. *A cutscene will play.* Now use the **PC** and run **requestaccess.h**. *A cutscene will play.* Do not go through the newly opened door. Go back to where the level started and use the **PC**. Run **lock.h** from the root folder. Now go through the two doors you opened. Use the **PC** and run **requestaccess.h**. *A cutscene will play.* Go through the opened door.

#### **LEVEL 7.**

*A cutscene will play.* Go to the **PC** and run **purplekey.h** from the items folder. Go to the **Hole** and interact with it. Interact with the **Button**. *A cutscene will play.* Go through the **Purple Door**. Interact with the **Rope** and go right to a new room. Interact with the **Desk**. Return to the lift and use the **Button**. *A cutscene will play.* Interact with the **Hole**. Walk to one of the **Boxes** and interact with it. Now go through the **Door** just to the right of **PC**. Interact with the **Battery Charger**. *A cutscene will play.* Return to the previous room and interact with the **Barrel**. Now interact with the **Dead Robot**. *A cutscene will play.* Now interact with the **Robot** you just fixed. *A cutscene will play.* Now go to the **PC** and run **requestaccess.h**. *A cutscene will play.* Leave through the newly opened **Door**.

#### **LEVEL 8.**

Use the **PC**. Check out **code.info** and remember it. Now walk right. *A cutscene will play.* Go through the right **Door**. Use the **PC** and run **requestaccess.h**. *A cutscene will play.* Go back through the **Door** and interact with the **Hole**. Now go left to a room with four doors. Use the code on the **Doors**, going through the fourth from the left, then the third, then the second and finally the first. *A cutscene will play.* Use the **PC** to get back your **Floppy Disk**. Go through one of the **Doors** and then go right until you reach a room with five **Boxes**. Use the **PC** and run **crate3.h** from the grabber folder. *A cutscene will play.* Go to the **Box** and interact with it. Return to the shadow world through the **Hole** and back to the room where the **Dead Robot** with it. Interact with the **Dead Robot**. *A cutscene will play.* Now go to the **PC** to run **requestaccess.h** once again. *A cutscene will play.* Go through the newly opened **Door**.

#### **LEVEL 9.**

**This is the final level. It has three endings.**

Walk right and use the **Button** to call the **Lift**. *A cutscene will play.* Go right to a room with a **Gate** in it. Go to the **Podium** and interact with it. Return to the previous room, use the **Button** again. *A cutscene will play.* Go through the **Door** just right of the **Lift**. You will now be in a room where it is raining. Interact with the **Desk**. *A cutscene will play.* Return to the gate room and interact with the **Podium** once again. *A cutscene will play.*

This is where the level branches out to three possible endings. If you intend on trying out all of them, it is recommended you save at this point by using the **PC** in the raining room.

#### **ENDING 1.**

Use the **PC** in the gate room and run **web.h** from the micropayshop folder. Go left and leave the room. *A cutscene will play.* Interact with the **Trash Pile**. *A cutscene will play.* Keep going left. *A cutscene will play.* Go through the open **Door**. Interact with the **Gap**. Use the **PC** and run **web.h**. Return to the boss room and interact with the **Gap**. *The ending cutscene will now play.*

#### **ENDING 2.**

Use the **PC** in the gate room and run **sword.h** from the micropayshop folder. Go left and leave the room. *A cutscene will play.* Interact with the **Trash Pile**. *A cutscene will play.* Keep going left. *A cutscene will play.* Go through the open **Door**. Interact with the **Dead Robot** and then with the **Torch**. Return to the boss room and go through the **Webbed Door**. *The ending cutscene will now play.*

#### **ENDING 3.**

Use the **PC** in the gate room and run **cookies.h** from the micropayshop folder. Go left and leave the room. *A cutscene will play.* Interact with the **Trash Pile**. *A cutscene will play.* Keep going left. *A cutscene will play.* Go through the open **Door**. Interact with one of the **Boxes**. Return to the boss room. Interact with the **Gap**. *The ending cutscene will now play.*