Microodyssey – Complete Walkthrough – INDEX

(Official Guide by Nicola Mari)

PROLOGUE

- Microspace Corporation Laboratory

CHAPTER 1 – INSECT INVASION

- Mineral Caves
- Spider's Cove
- BOSS 1: Radioactive Spider

CHAPTER 2 – LOST JURASSIC

- Cell Chambers – Part 1
- Blue Globules Camp
- Cell Chambers – Part 2
- Cytoplasmic Ocean
- Professor Neuron's Laboratory
- BOSS 2: T-Rexoide

CHAPTER 3 – THE IMPOSSIBLE PARTY

- Dark Molecular Forest – Part 1
- Upper Molecular Forest
- Dark Molecular Forest – Part 2
- Protein Amusement Park
- BOSS 3: Killer Chicken

CHAPTER 4 – THE END OF A WORLD

- Atomic Clouds – Part 1
- Snowy Atomic Area
- Proton’s Military Base
- Atomic Clouds – Part 2
- BOSS 4: Proton Captain

CHAPTER 5 – ADVENTURE IN THE PARTICLE SPACE

- Subparticle Microcosmos – Part 1
- Asteroid Field
- Subparticle Microcosmos – Part 2
- Space Restaurant
- Black Hole
- BOSS 5: Sketchy Spaceship

CHAPTER 6 – SCHOOL NIGHTMARES

- Photonic Valley – Part 1
- Elementary School
- Sewers
- Photonic Valley – Part 2
- Ancient Fortress
- BOSS 6: Ritual Book & Black Cat

CHAPTER 7 – QUANTUM WEIRDNESSES

- Quantum Realm
- Quantum Computer
- BOSS 7: Quantum Glitch

CHAPTER 8 – COEXISTENCE

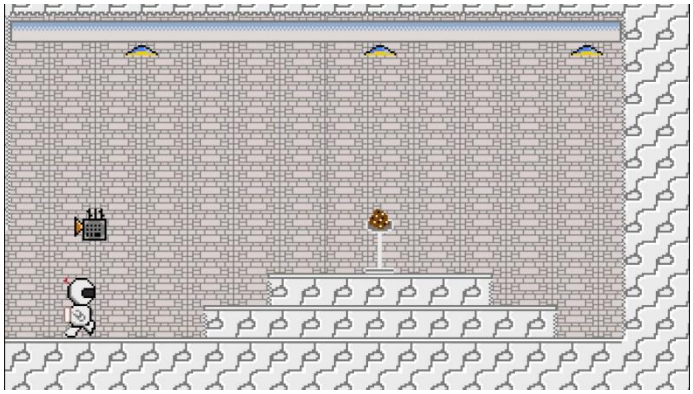
- Singularity
- FINAL BOSS: Anomalous Universal Singularity
- Ending

Microodyssey – Complete Walkthrough

PROLOGUE

Microspace Corporation Laboratory

After the intro cutscene, move on the right and jump on the first platforms. Use the Platform Gun to create blue platform and pass on the other side of the walls. Then, activate the lever to open the door. In the next room, shoot at the columns, then shoot at the red columns with a power bullet. Another cutscene will play, in which Axel will be scaled down into the matter.



CHAPTER 1 – INSECT INVASION

Mineral Caves

Go on the right, avoid the spikes then use your Platform Gun to shoot a blue platform and go up.



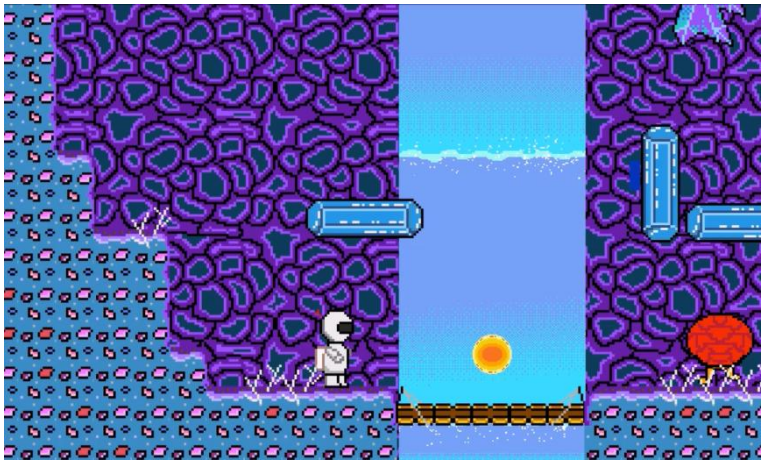
Shoot at the first enemy. Then, another cutscene will play, when you will encounter Oliv.

Use a power bullet to destroy the red crystal. Then, avoid the spikes and the enemies and go down. At the cross, go down and avoid the enemies and the bat, then go up and pull the lever, so that the door will open.



Now, go back. Destroy the red crystal so that you can jump back on the top. Pass through the open door and after the waterfall you will reach the Crystal House, where there will be a new cutscene.

Avoid the enemies, then destroy the red crystal. Then, use a power shot to destroy the red shield of the rounded enemy and then kill it with normal bullets. Further on, climb the stair and shoot a blue platform to go up. Pull the lever to open the door and climb the waterfalls.



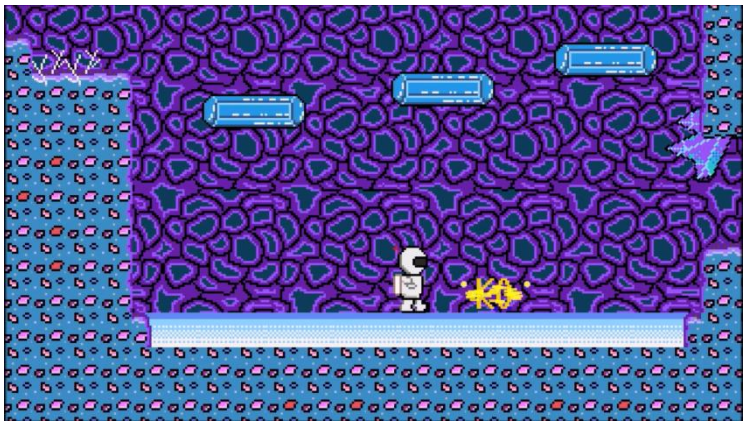
Then, use the moving platforms to pass through the void, but pay attention at the spikes. Then, you will reach a room where you need to kill all the enemies in order to open the door and proceed.

Go right and then down, paying attention at the projectiles of the shell. Then, kill the enemies and destroy the red crystal. You will need to create a blue platform, then go quickly up and jump on it to avoid the spikes.



Then, at the cross go down, avoid the bat, then destroy the red crystal and go left. Here, climb the stairs avoiding the bullets and find the lever to open the door. Come back and go left.

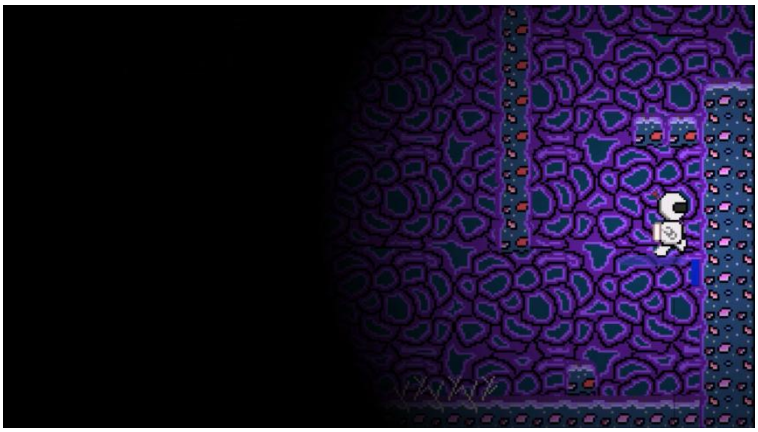
You will then encounter Magnetoide. Follow its instruction and go on the first cave. Pay attention at the ice, you can slide on it! Go left and then up. Avoid the enemies and the falling stalactites, then kill the shell and go up again. Then, go right and kill all the enemies in the room. You will reach a dead end. Then, you will need to go in the second cave (the one at the centre). Here, create a blue platform to go over the spikes. Then, use the moving platforms to jump on the other side of the waterfall. Then, avoid the projectile of the crystal enemy. Then, avoiding the bat, create a blue platform to jump over. You will reach another dead end. After this, take the third and last cave. Here, go down, climb the stair, avoid the projectiles (it is better to fall down in the ice and walk there).



Then go on the moving platform avoiding the projectiles of the shell and you will reach the cove of the spiders.

Spider's Cove

Move through the dark and kill the spiders. You will reach an apparently un-jumpable wall, but just come back and shoot a blue platform in order to hit the blue button on the wall and create a platform so that you can jump up.



Pass the waterfall and kill other spiders. You will then see an inaccessible lever, continue forward. Then, when you see the closed door, go down. Avoid the bat and go left. In the room with a lot of platforms go up to the centre and you will reach the lever that you previously saw. Now that the door is open, go back and up. Another cutscene will play.



Go on the right and destroy the big red crystal. Now, go back and then up. Avoid the projectiles and kill the shells. Go down and then right. In this room, pay high attention to falling spikes! And kill the enemies. Then, go up and right and kill all the spiders in the next room.

Go on the moving platforms avoiding the falling spikes. Then, climb the up right part in the next room to reach a point in which you can kill the crystal enemy. Then, climb the stairs at the centre and pull the lever to open the door. Continue on the right, use the moving platforms to go up. Then, kill the spider, avoid the projectiles of the shell and go down, then right. Another cutscene will play and the first boss is revealed.

BOSS 1: Radioactive Spider

Phase 1

The boss will jump at the centre of the room: stay on the side areas and avoid the green projectiles. Shoot at him.

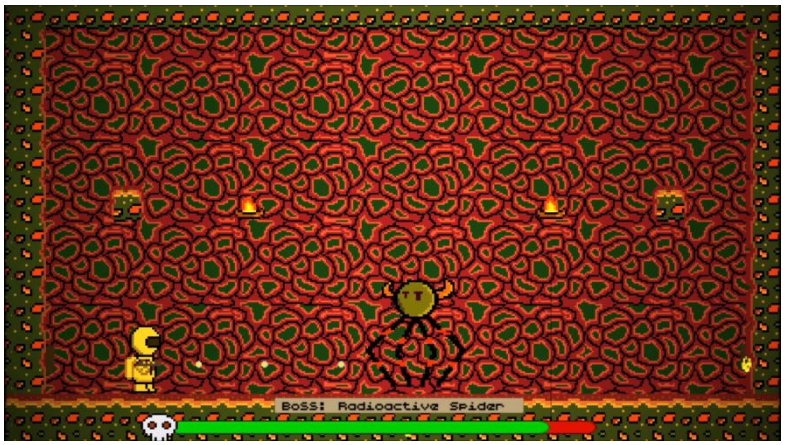
Phase 2

The spider will start to climb the ceiling of the room and then go down instantly, generating falling stalactites. Avoid them and shoot at him when he is down. You can use also blue platforms to go on the side areas of the room. The spider will change direction every time.

Phase 3

The boss will start to jump at the centre again, but quicker and with more projectiles and falling spikes. Stay on the very side of the room and jump to avoid dangers while continuing to shoot at him.

Eventually, he will be killed and Axel will take the energy he need to conclude the chapter.



CHAPTER 2 – LOST JURASSIC

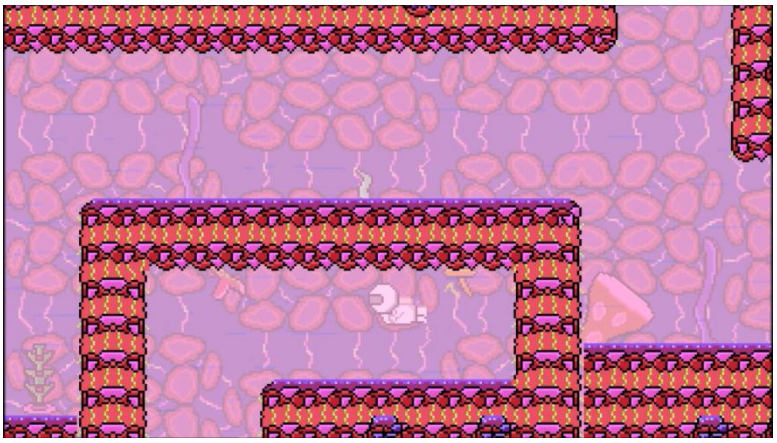
Cell chambers – Part 1

After the cutscene, go right and pay attention at the purple droplets that fall from the ceiling. Then, go down and swim in the cytoplasm – pay attention to not touch the green plants! Then, use a power hit to destroy the red membrane and in the nest room use a blue platform to go up. Then, you will encounter the first dinosaur – kill it while avoiding its bullets. The door will open.

Go right and kill the viruses. Then, jump and swim in the cytoplasm, and avoid the moving enemies and green plants. Open the red membrane with a power it, then kill the sponges. Now you will pass through a series of rooms with a bouncing ground (pink in color) – use the jumping physics to reach the platforms and continue left until you reach the Camp of the Red Globules. A cutscene will play.

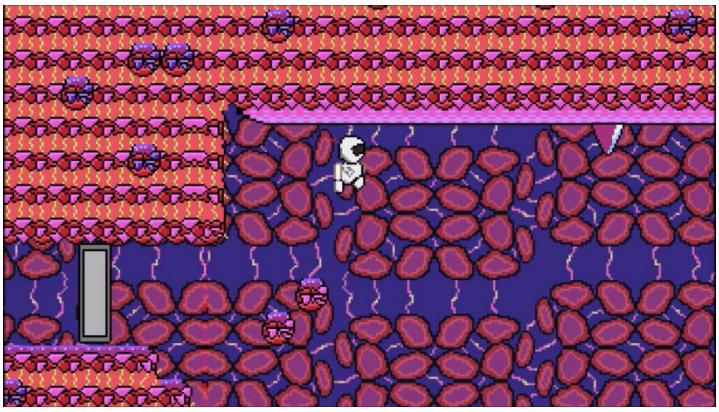


Kill the snakes and go down. Pay attention at the droplets in this room, then go down in the cytoplasm. Here, you will need to find a lever to open the door on the left: go left and pay attention at the jellyfish (that will follow you!). Then, go down and kill the sponges. Then, continue down and kill the viruses. You will need to create a blue platform and then, with a precise jump, to reach the platform on the other side. Then, go up, kill the viruses and you will activate the lever.



Now, go all the way back until the start of the swimming section and swim through the open door on the left, avoiding the enemies. In the next room, kill all the viruses to open the door. Then, use the bouncing surfaces to reach the lever on the ceiling and open the door. Then, you will encounter the second dinosaur – kill it as before and the door will open.

Kill the viruses and go down in the cytoplasm. Here, pass the underwater labyrinth avoiding the jellyfish (try to anticipate its movements) and go down. You will fall in a room with bouncing surfaces: go all the way on the left of the room avoiding the spikes, while you bounce. Then, reach the only platforms where you can stay on the ground as normal and jump from here on the bouncing surface.



By using the bouncing physics, and avoiding the spikes, you should be able to reach the platform where the lever is located: press it to open the door on the left. In the next room, kill the snakes. Then, jump very precisely from a column to another avoiding the green plants and the droplets. Then, kill the sponge and use a blue platform to pass a column. A cutscene will play.

Go left killing the snakes and viruses. When you reach a dead end on the left, you will spot a red membrane: use a power it to destroy it so that the green plant can fall down. Now, come back and go down in the hole. Here, kill the viruses and avoid the droplets. Go down and kill all the sponges, then use a blue platform to reach the lever. Now come back up and pass through the open door. In the next room, use the bouncing surfaces to reach the platforms with the virus and kill them to open the door. In the next room, avoid the moving enemies in the cytoplasm. Then, continuing on the left, you will reach the Camp of the Blue Globules.

Blue Globules Camp

Here, talk with the professor, then enter the tent. A cutscene will play into the tent. Then, you will need to go to find the two radio stations.

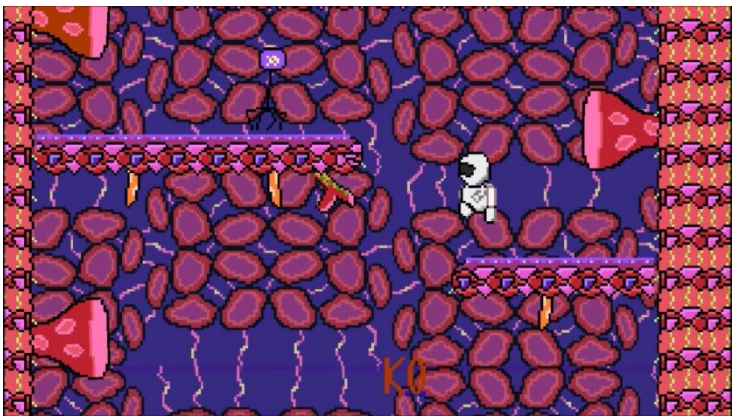


Cell chambers – Part 2

After you exit the tent, go left (you cannot go up for now). Avoid all the green plants. At the cross, go up and kill the snakes, then destroy the red membrane and pull the lever. Then, from the cross go left and avoid the bubbles coming from the volcanic vent underwater – then push the second lever. Now, from the cross, go down and avoid or kill the sponges, then pass the open doors on the left. Swim in the cytoplasm avoiding the moving enemy and the jellyfish, then avoid other bubbles and go up. Here, make your way through all the sponges and then avoid other green plants. Then go right and exit the swimming section. Here, use a blue platform to go up, then right.

Kill the virus and then fall on the bouncing ground. Here you will jump back and forth from the ceiling to the ground, while moving spikes will try to kill you – avoid all of them as you can! Then, use ablue platform to jump from higher grounds on the pink platform in order to go up. Then, go up and jump from the highest point on the second pink platform to reach the top of the room. Here, go up and swim in the cytoplasm, then go right. Avoid the two jellyfish, then all the droplets. You will reach the first radio station to activate. And also your first Skill: **the Double Jump**!

Go on the right and use the double jump to reach higher platforms. Then, go all the way up paying attention at the enemies and use the lever to open the door.



In the next room, kill the snake and the virus, then go right until another cutscene will play.

Go right and pass through the labyrinth with the snakes and falling droplets. Then, destroy the red membrane. Swim in the cytoplasm and activate all the four levers while avoiding the bubbles. Then, swim

up and avoid the moving enemy (try to hide in the small cove). Then, use a blue platform to pass the columns and avoid the green plants. You will then reach the second radio station to activate.



You will come back to the Blue Globules Camp, now destroyed. From here, go left. Now that you have the double jump you can reach the upper part of this area. Thus, go all the way up avoiding the enemies. When you reach the top, you will be attacked by a new version of dinosaur: a red dinosaur (more aggressive). Kill it as the previous one, also helping yourself with the double jump. Then go right.

You will reach the Red Globules Camp. Then, go right and you will find the Cytoplasmic Ocean.

Cytoplasmic Ocean

Swim into the ocean and avoid the moving enemies (wait for their movement to be safe). Go always down until you will reach a room with a door: from here go on the right and avoid all the bubbles and the green plants on the columns underwater. In the next room, go quickly toward the lever pushing back all the floating sponges: because a jellyfish will try to catch you. Then, come back and go down through the open door. Here, avoid other bubbles and go down. Then, avoid other jellyfishes and continue to go quickly down into the ocean deepness.

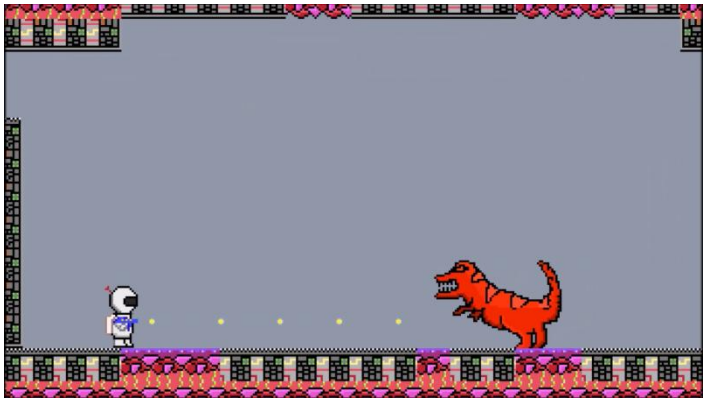
This next section is into the oceanic darkness. Avoid the moving enemies and the green plants attached at the walls and go always down. Then, avoid the jellyfish and find the only spot on the left where you can go down. Then, do the same in the next room. Then, avoid all the bubbles and go down. Now there will be more jellyfishes: go always down and you will finally reach the bottom of the ocean. Go right to enter the Laboratory.



Professor Neuron's Laboratory

Kill the sponges and the viruses and use the double jump to pass through the acid. Now, go in the lower part. Kill the snakes and avoid the acid to reach a lever. Come back and go to the higher area and pass the open door. Use the moving platforms to pass on the acid and go right.

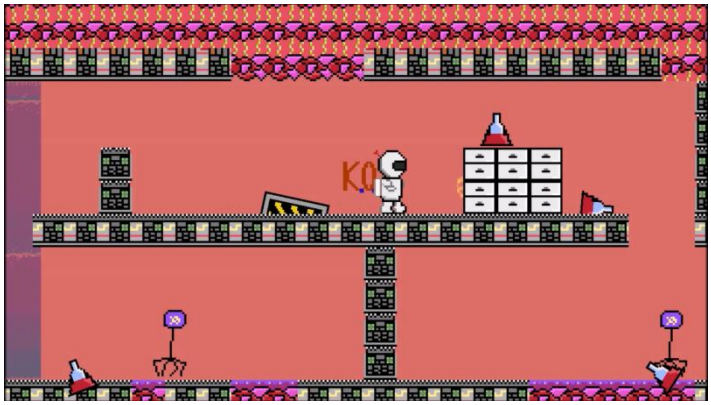
You will see three corridors: go on the one on the top and pull the lever. Now, go in the center and pass through the open door. Then, go up and reach the moving platforms – this area is plenty of deadly acid. Jump from one platform to another with timing precision and kill the viruses. After this room, kill the enemies and go up. Then, you will encounter a red dinosaur – kill it as always.



Then, push the lever to let free the blue globules and continue right.

Kill the enemies and go up, then kill the snake and avoid the acid. Then, go right and kill another red dinosaur – here pay attention at the acid pool into the arena. Then go right and a cutscene will play.

The whole laboratory is now in alarm and it is going to explode. Go on the right and the ground will break: you will fall down. Continue on the right, kill the viruses and go into the labyrinthic section avoiding the enemies.



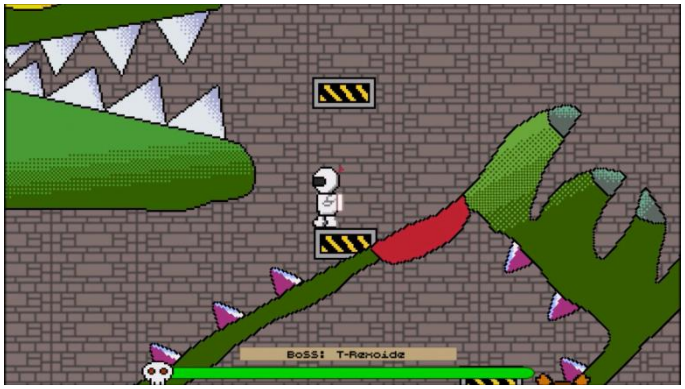
Then, the floor will break again and you will find in a large arena with two red dinosaurs – try to stay on the side of the room and kill both of them while avoiding all their bullets. Then, the door on the right will open.

Go right: the floor will break again and you will fall underwater. Swim down and, near the closed door, there is a sunken lever to open it. Then, continue swimming down into the floating debris and you will reach another room. Here a cutscene will play and the second boss will arrive.

BOSS: T-Rexoide

You will need to climb all the body parts of the mecha-dinosaur in order to reach its head on the top. When the fight start, go on the platform on your left and use a power hit to destroy the red membrane. Now you

can enter into its first leg. Into the leg, go up avoiding the spikes and destroy another red membrane in order to exit the leg. Now, jump on the platform to avoid the acid and you will reach another red membrane (to destroy) to enter the second leg. Go up again, destroy another red membrane, and exit the second leg. Use the platforms to go up. Now, jump into the stomach and swim into it, avoiding the spikes, in order to reach the exit on the top left. When you exit, destroy another red membrane to enter the first arm. Then, go up, exit the arm and go into the second arm. Avoid the spikes and exit the second arm. Now use the last platforms to reach the top of the head. Here, avoid the electric sparks and shoot all your bullets toward the antenna on top of the head. When the antenna will be destroyes, the mecha-dinosaur will be killed. And the second chapter will end.



CHAPTER 3 – THE IMPOSSIBLE PARTY

Dark Molecular Forest – Part 1

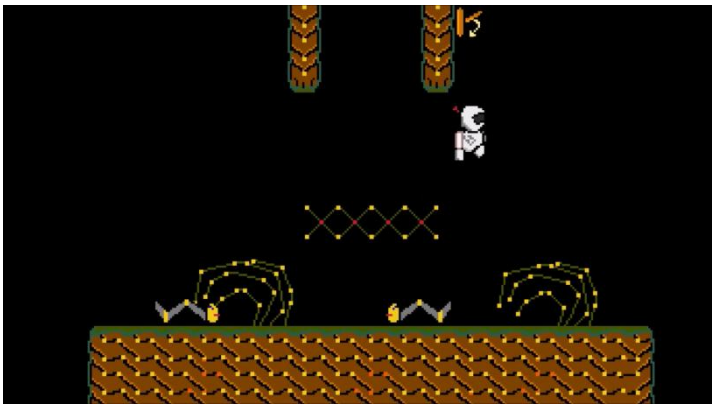
After the cutscene, go right into the dark forest: don't worry, the plants will not kill you. Kill all the snakes, then pay attention to the spring enemy and shoot a blue platform to pass on the other side of the column. In the next area, kill the rotating wheel and go right. Then, you need to kill the barrel in order to pass: avoid all its bullets.



Then, pass on the bridge and avoid the projectiles of the flower. Now, use the moving molecular platforms to avoid the void and then you will reach a new cutscene.

Avoid the moving enemy, then continue right and at the cross go down following the moving platform. Now, go right, avoid the moving enemies and the flower bullets, then go up and activate the lever. Come back at the cross and kill the snakes. Then go through the open door. Here you need to kill both wheels in order to proceed: but pay attention at the moving enemy. When you reach the two bridges, avoid the

spring enemies but, at the end of the first bridge, fall down because you need to activate a lever. You need to jump at the right moment using the moving platform in order to reach that lever (it is better to kill also the two snakes).



Now, come back up and go through the open door. Kill the snake and then try to catch Caffeine, but he will run away.

Go right and kill all the enemies, avoiding the spring enemies. Go up, then down. Then follow the path until you will reach another barrel: destroy it and go down. When you reach the flower, go behind the blocks on the left to use them as a shield for the projectiles, and at the same time kill the wheel – now run on the right. In the next area, shoot a blue platform to reach the lever on the higher ground and pass the door. Now, avoid the three jumping springs and go right. After the cutscene, jump up on the platforms.

Upper Molecular Forest

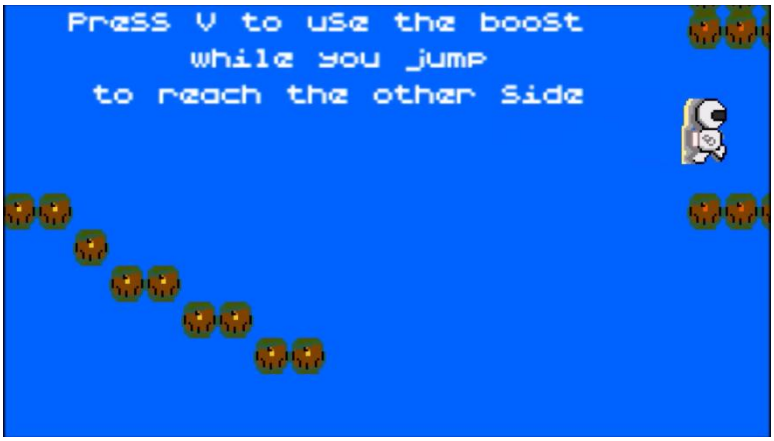
Continue going up avoiding the springs and killing the enemies, you will reach a ladder: use it to climb the platform but pay attention at the projectiles coming from the flowers; then, pay attention at the moving enemies. When you are out of the ladder, go up and use the moving platforms to reach the highest area. DO NOT try to jump on the right: you will need a special skill in order to do that later. Instead, go left. You will reach the Merchant Shop and a cutscene will play. After the cutscene, simply continue on the left (behind the merchant).



You will reach a new area in which there is a sort of 'Minigame': collect all 34 rubidiums in order to open the door on your right and to proceed. Thus, explore all the area and collect the rubidiums (the red dots): you will need to use moving platforms and to avoid moving enemies. Eventually, you will collect allthe rubidiums and pass through the open door.

Now, the whole Merchant Shop is destroyed but there is a present for you. And also a new skill: the **Boost**! With the Boost you can move very fast for a short time, even in mid-air.

Now, exit the shop and go right. When you reach the area where you went before DO NOT go down or you will die. Instead, use the boost to reach the previously unreachable platform and continue right.

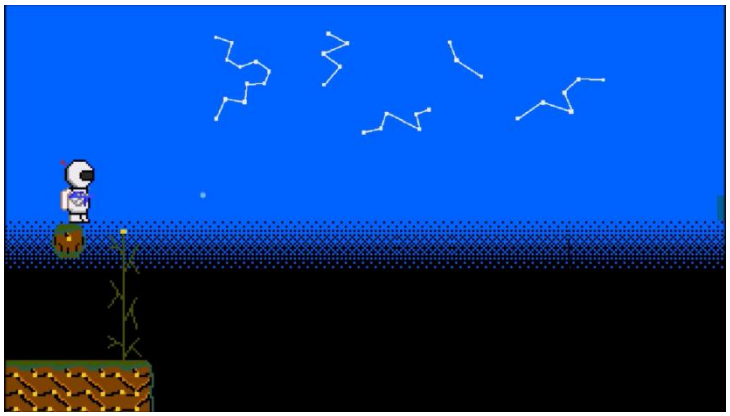


Use the boost to pass the void. In the next area, use the boost several times to fly on the platforms and avoid to fall. When you reach a dead end, just fall down.

Dark Molecular Forest – Part 2

You will fall in the dark forest again. Speak with Endorphin, then go right. Then, kill the snake and use the block to jump and use the boost to go right. Kill both barrels, then go down. Use the boost at the right time on the moving platform to avoid the enemies and reach the other side. Then, avoid the springs and the spikes (with the boost) and continue on the right. A cutscene will play.

Kill the snakes, then go right and jump on the block. Use a platform bullet and then use the boost so that you will reach the other side using your blue platform at the right time.



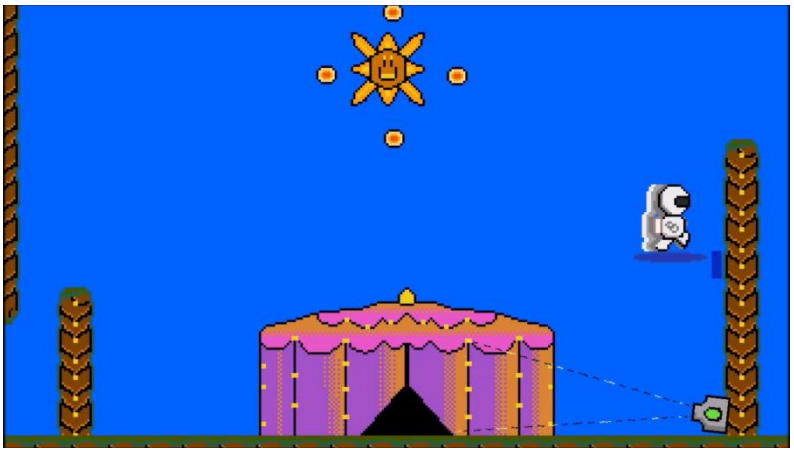
Then, kill all the wheels to open the door. Then, avoid the flower bullets and the springs. Avoid (or kill) the other flower and its bullets. Then, in the next area you need to really kill the flower and then use the platforms to go up. There, use the boost to reach the other side and then avoid the spikes and go down. Here, kill the snake and then the barrel: you will need to go very close to him because your shoots will be stopped by the spikes on the ground. Then, continue right and a cutscene will play.

Protein Amusement Park

After the cutscene, enter the park. Here you will need to go stealth: if a security camera see you, it will be a ‘game over’. Thus, avoid the first camera by jumping above it. Then, avoid the two cameras using a boost. Then, for the third camera jump up on the moving platform at the right moment. Then, in the next area you need to timely go to activate the lever and then pass through the door: follow the movements of the camera views in order to reach your goal.

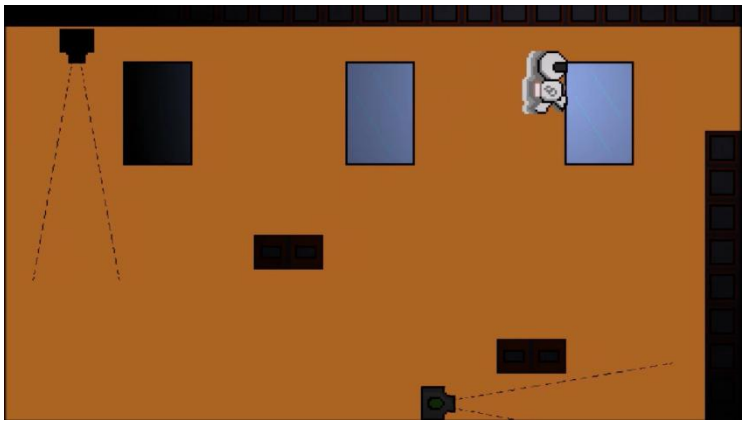


Go right, then jump on the camera (yes, you can jump on them) to reach the other side. Then, stay on the block to wait for the camera and then jump on the right. Kill the surprise-box enemy and go right. Kill another surprise-box enemy and wait for the camera to go right. In the next area, avoid the flower bullets while you shoot a blue bullet to create a platform: then, timely, use the boost to reach that platform and go up, but pay attention at the camera view movements.



Then, kill both surprise-box enemies and go right. Here, jump on the cameras and then use the boost to reach the window of the building in front of you. Now that you are inside the building, go near the computer and a cutscene will play.

After the cutscene, the computer will break and the door in front of you will open. Go right and jump over the first camera. Then, use the boost to reach the other side.



Then, wait for the movements of the camera view and climb the platforms. Then, jump (but not to high!) and use the boost to avoid all the camera views. Then, another cutscene will play and you will reach the third boss.

BOSS 3: Killer Chicken

Phase 1

The boss will use its machinegun to shoot at you. Jump on the platforms and use the opposite side of its location in order to avoid the bullets. Shoot at him frequently and quickly be prepared to change position accordingly to its movements.

Phase 2

The boss will re-charge its machinegun. But another threat is on its way. When you hear a weird sound, STAY AWAY FROM THE SIDES OF THE ROOM. Instead, stay on the table of the cake during this phase. Because, a train of balloons will try to kill you. When the balloons are close to you, jump quickly on the platform they carry with them and, from there, use the boost to avoid them. During this process, continue shooting at the boss.

Phase 3

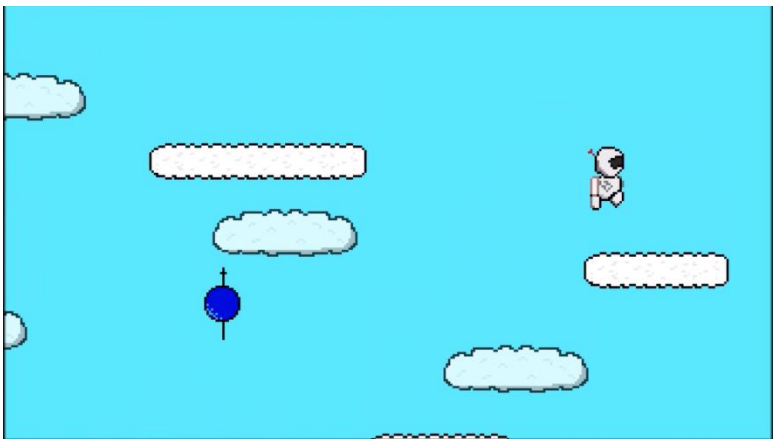
The light of the room will break and the room will be in complete darkness with only the two moving lights active. As in the first phase, stay on the opposite side of the boss and shoot at him. The boss will now shoot at you with a single (bigger) bullet and less frequently than in Phase 1: but the darkness in the room can make things very difficult. Eventually, you will kill it. Another cutscene will play and the chapter will end.



CHAPTER 4 – THE END OF A WORLD

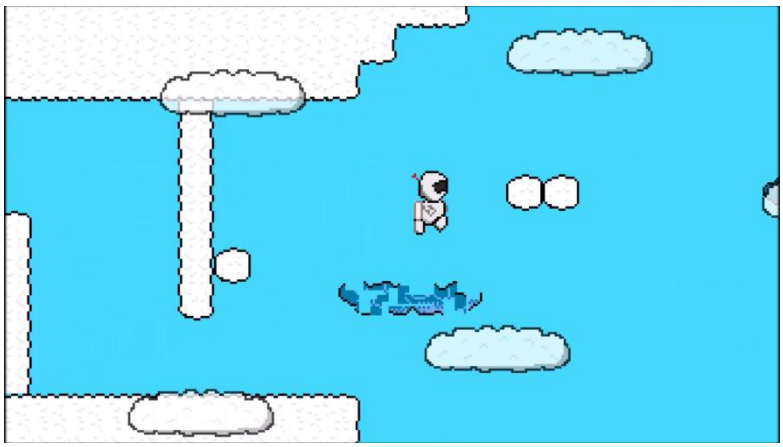
Atomic Clouds – Part 1

After the cutscene, go up on the clouds. Wait for the flying shark and then use the boost to reach the other side. Go up avoiding the moving clouds and other sharks. Follow the way up using also the boost where you need; there will be also tapis roulantes where you can walk. You will then reach a spinning blue particle that follow you – avoid it and go up.



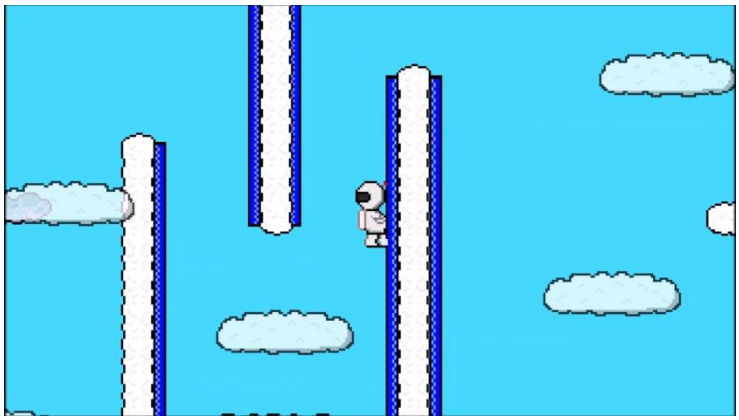
Continue going up avoiding moving clouds and sharks, then go right. A cutscene will play.

Go up avoiding sharks and moving clouds. Then, another blue particle will follow you – go up quickly, also using the boost. Then, go right and you will see a blue cloud – if you touch these blue clouds they will break after 1 second! Use them to go right and avoid to fall down. A cutscene will play, where you will encounter Ferdis.



Go right, avoid the moving clouds and use the boost to go on the other side. Use the blue clouds quickly to go right. Then, when you reach the shark, wait into the small cove in the cloud and after he pass away exit the cove and continue right. Avoid the blue particle and use the tapis roulantes to run on the right. Then, you will reach the gloves and a new skill: the **Wall-Jump**! Now you can climb the blue walls.

Thus, use the wall-jump to climb the first walls on top of you. Then, go left and climb the next wall and use the boost. Then, climb the wall and use the blue cloud to reach the wall to climb on the other side.



Then, go left on the tapis roulantes and avoid the moving clouds and sharks. Then, use the blue clouds to continue left and climb another wall. A cutscene will play.

Go up climbing the wall, then use a blue platform to go right. Use another blue platform and then a boost to reach the next climbable wall. Then, use the boost to go right. Use the boost to reach the blue wall, then avoid the shark and use the boost to reach the upper clouds, then go right. Avoid the blue particle in the cloud labyrinth, then use the tapis roulantes to go up. Then, use the blue clouds to reach another blue wall. A cutscene will play.

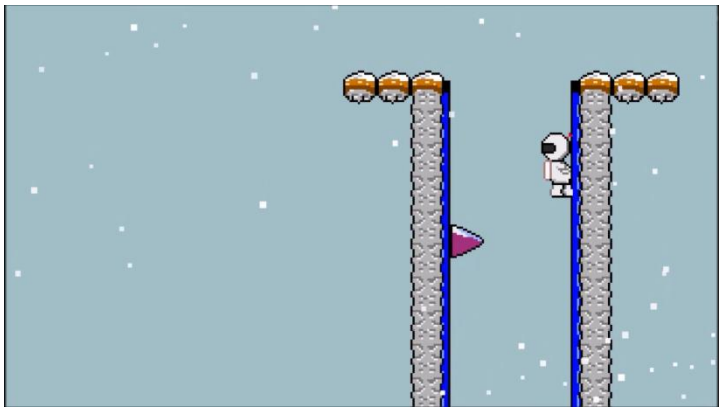
Snowy Atomic Area

Avoid the falling stalactites and kill the protons. Go right and kill other protons until you will reach an enemy made of ice blocks and protected with two shields: use a power-hit to destroy one shield so that you can shoot him with normal bullets. When you kill him, the door will open.



Go left, and then at the cross go down. Avoid all the falling stalactites and reach the lever. Now go up and pass through the open door. There will be other protons and another icy enemy (you can decide to kill him or not this time). Continue left avoiding other stalactites and then another cutscene will play.

Go up and kill the protons, then climb the wall and avoid the spikes. Pay attention at the double blue walls because there are spikes on the walls – jump from one wall to another to avoid them.



Continue going up, using the boost to reach the blue walls and climb them. Kill other protons and then go right. Here, use the blue clouds to make your way to the right. Then, you will encounter 2 icy enemies: this could be a long fight, but just stay calm and destroy firstly the shields of the enemies and then the enemies themselves. After this fight, the door will open and you can save the Electron Captain. A cutscene will play.

Proton's Military Base

Go left and reach the main gate of the military base. You cannot enter from the main gate, so go up and continue left until you will reach an hole to fall into the base: but avoid the two icy enemies – they are not compulsory to kill. Now, go right and kill the protons, until you will reach a lever.



Then, come back and go left. Avoid the stalactites and the protons, then fall into the hole.

Continue down, until you will reach the ice cavern. Pay attention while you slide on the icy grounds. Kill the proton and go left. Then, go down and avoid the falling stalactites, then go down, kill the protons and use the lever. Now come back up and pass through the door on the left. Pass the waterfall, then, when you see a void with stalactites, use a precision jump and at the same time use the boost to reach the other side.



Now, go down, kill the protons, then reach the lever to open the main gate of the military base. A cutscene will play.

Go left, kill the protons and use blue platforms to reach the other side. Then, when you see the ice enemy, kill him by paying attention at the ice on the ground and at the stalactites. Then, go left and you can push the lever to save Ferdis: a cutscene will play.

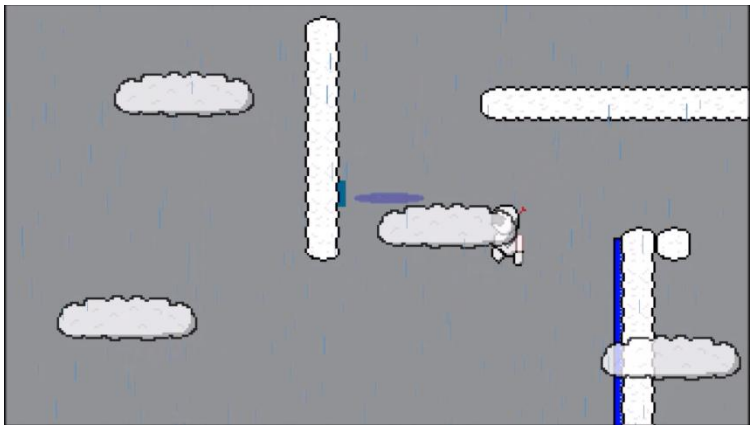
Atomic Clouds – Part 2

Exit the caverns, then go up on the clouds. Avoid the sharks and the moving clouds. Go always up, use the blue clouds and then you will reach Ferdis and a new long cutscene will play, during the night.



Go right and then up, avoid the flying sharks while you climb the blue wall. Then, avoid the blue particle using the boost to run away very fast. You will then encounter 2 spinning blue particles: avoid them and go up using the tapis roulantes.

Go up right, then jump with a boost on the wall. Then, shoot a blue platform on the left, jump on it with a normal (but precise) jump.



Climb the blue walls shifting from one to another avoiding the moving clouds. Then, use the blue clouds to go up, but pay attention to not touch them before using them or you will break the path! Then, go right and a cutscene will play, revealing the fourth boss.

BOSS 4: Proton Captain

Immediately, go up jumping on the clouds (because the boss is following you with the giant cutting machine). Climb the blue wall, then reach the second walls to climb. Then, there will be a third wall and other clouds. When the cutting machine will stop, stay calm because the boss will exit its position and start to shoot at you: in this moment you can damage it! Avoid its projectiles and shoot at him from the side. After 1/3 of its HP are down, the boss will re-enter into the cutting machine and you will need to climb the clouds again until he will stop for a second time. Pay attention: this time there will be spikes in your way. When he stop again, shoot at him. When the HP of the boss will reach 1/3, he will re-activate the cutting machine. Go up another time – this time there will be spikes also on the walls! When he stop again, its time to shoot at him until he will be destroyed. Then, after a cutscene, you will receive the energy and the chapter will end.

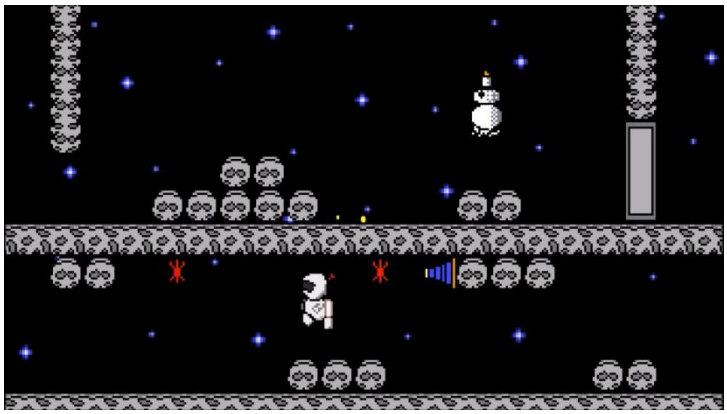


CHAPTER 5 – ADVENTURE IN THE PARTICLE SPACE

Subparticle Microcosmos – Part 1

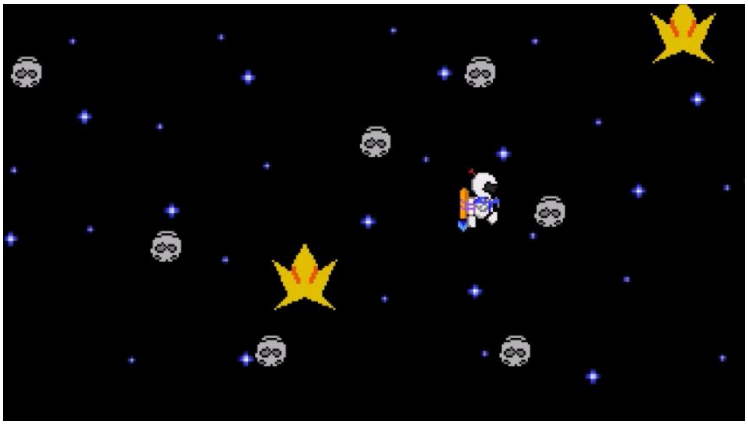
After the cutscene, go right. Note that the gravity in this chapter is different (much less than usual!) – thus, while you jump you can stay floating in the air for longer time. Pass the platforms and do not touch the red

asteroids. Then, kill the snowman and go right. Avoid the star that will fall. Then, avoid another star and go down – then right avoiding the moving asteroid. At the cross, go down first: avoid the projectiles by jumping at the right time and then push the lever.



Now, come back and go up. Kill the snowman and pass through the open door. Then, jump on the other side avoiding the gas coming from the asteroid. A cutscene will play and you will receive a new skill that will be used exclusively in this chapter: the **Jet-Pack**! Now you can fly and shoot in space.

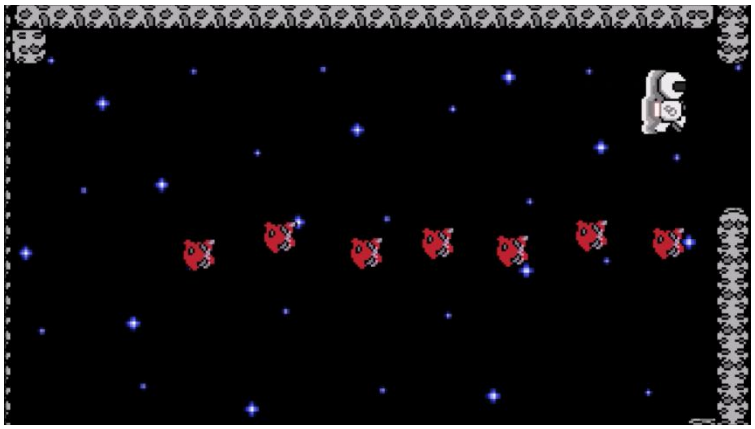
In the next two sections you have just to follow the moving screen and to avoid obstacles and enemies while you fly in space with the jet-pack. Pay attention at how to control the jet-pack movements: it is better to fly continuously 'in circles' for a better control of it. You will encounter also falling stars, space monsters that shoot at you (you can shot at them) and asteroids that emits gas: these are the most dangerous enemies. Eventually, you will reach the Space Restaurant and a cutscene will play.



Asteroid Field

Go right and shoot at the two snowmans. Then, use the boost (or jump) to reach the other side avoiding the bullets and then shoot another snowman. Now, go up, paying attention at the falling stars and shoot another snowman – now that the way is free, go right and then shoot another snowman. There will be a last snowman to kill, then jump on the blocks and continue right to reach another cutscene and you will find the first ingredient.

Go right and kill other snowmans. Then, avoid all the bullets and go up. Here, use a boost to pass above all the red asteroid and go right.



When you reach the big asteroid, go into it, kill the snowman and then pass at the right moment to avoid the gas. Go right and kill another snowman and avoid the falling stars by jumping into the void and then using the double jump to jump again into the ground (with less gravity you can do this!). In the next section, jump on every platform avoiding all the moving asteroids. Then, you will find the second ingredient.

Now, the gravity will be much much less than usual. Avoid the first stars, then go right. Pass the gaseous asteroids. Then, avoid the red asteroids. Now, there will be avoid – you really need to fall down! But pay high attention because it is all filled by red asteroids! Thus, while you fall down, use the boost very often in order to control your descent and avoid the red asteroids.



When you land on the ground, go right and avoid all the moving asteroids. Now, there will be a new void where you need to descend again – but this time there are both red asteroids and gaseous asteroids. Then, when you land on the ground go right and a cutscene will play, where you will obtain the third ingredient. A new cutscene will play in the Space Restaurant.

Subparticle Microcosmos – Part 2

You will go through other two sections using the jet-pack in space: do this as before. But this time they will be slightly harder, so pay more attention.

Space Restaurant

Now you will take control of …Oliv! It will be very hard to control this character, but also very funny! Go on the right and jump on the table. Then, jump on the two tables and continue right. Now, jump on the table and then use it to go up on the blocks and then jump on them to reach the upper right area of the room.



Go behind the table and push the lever to open the door, then go right. Jump on the other tables and continue right. Then, you will reach an open window – let yourself fall in space from there!

Black Hole

You will now enter the black hole's event horizon, a lot of weird draws are around you. Using the jet-pack, fly avoiding the enemies as always. Eventually, a cutscene will play and the fifth boss is revealed.

BOSS 5: Sketchy Spaceship

Phase 1

The boss will shoot big green bullets at you: avoid them by flying away and, at the same time, shoot as fast as you can toward him.

Phase 2

The boss will move at the centre, but asteroidal columns will move in the screen. Continue shooting at the boss when you can and avoid its bullets, while you avoid also the columns.

Phase 3

The boss will start to shoot mega-lasers at you. Stay away from its main view and continue shooting at him and avoid the lasers until he will be destroyed. Then, after a cutscene you will obtain the energy and the chapter will end.



CHAPTER 6 – SCHOOL NIGHTMARES

Photonic Valley – Part 1

After the cutscene, go right and kill the neutrino, then use the light platform to avoid the spikes. Go on the right, then avoid the moving spike and the falling spears.



Go down, then kill the two dogs. Then, go left and pay attention at the moving spike and at the spears: then go down. Here, go right and kill the neutrinos. At the waterfall, the black cat will appear and disappear after a second (don't worry: during these appearances he will not attack you!). Use the light platforms at the right time to create a blue platform and then use it to go up. Then, you will encounter a possessed helm enemy: firstly, you need to break its red shield with a power-hit, then you can shoot at him until you kill him. Then, the door will open. Go right and avoid other spears and spikes, then go down. Kill the dogs and use the light platforms and a boost to go right. Use the light platform to jump over the void and avoid the moving spikes, then avoid other spears and the black cat will appear again.

Go right and jump over the spikes. At the waterfall, pay attention because a ghost is catching you (it is semi-invisible and difficult to see) – avoid it.

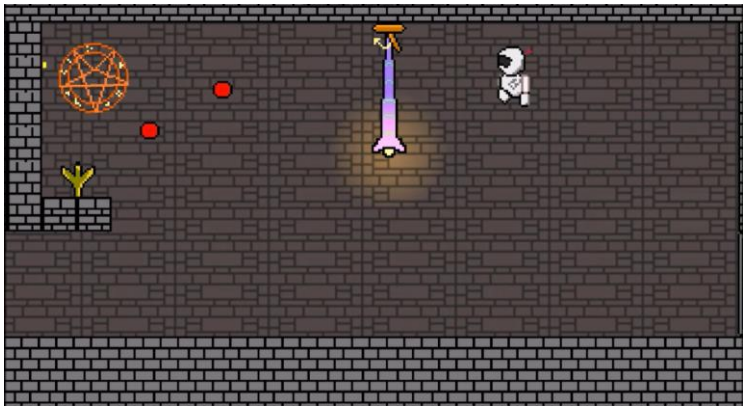


Avoid the bullets of the pentagram. Then, go down and kill the dogs, and use the boost to go right over the spikes. Pay attention at the spear and go right, but there will be also two ghosts here! Go down: here the black cat will appear several times, but you just need to go down, push the lever to open the door and then go right. Avoid other moving spikes and go down. Here, firstly kill the neutrinos, then the possessed helm and the door will open. Go right and jump on the columns, then on the light platforms at the right time, then you need to do a precise jump + boost to pass over the void but avoiding spears and the light platform, in order to reach the other side. Then, go right and enter the Elementary School.



Elementary School

After the cutscene, take the stairs and go right. Kill the neutrino and avoid the ghost, then avoid other moving spikes. In the next room, firstly take down the possessed helm, then use a blue platform to go up. Avoid the spears, then use the light platform at the right time (while the pentagram is not shooting at you) to reach the lever on the ceiling and to open the door.



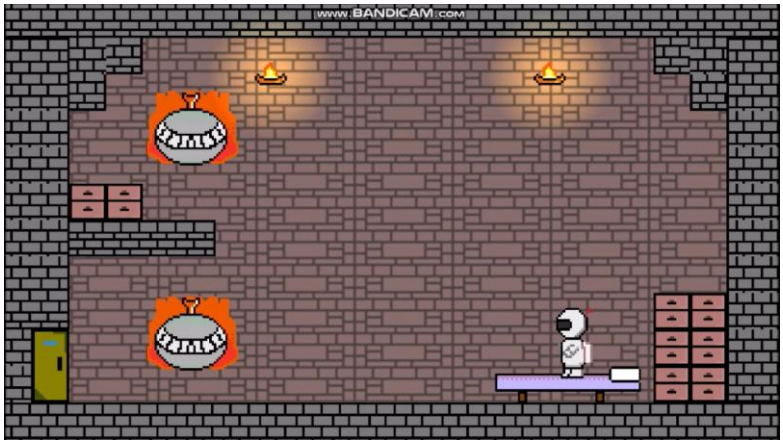
Then, go right and kill the neutrinos, then wait for the right moment to pass over the moving spikes and continue right. A cutscene will play.

Go left and activate the falling of the spears so that you can use the light platform to go up. Here, kill the dog and the neutrinos to open the door – but avoid the bullets of the pentagram. Pass through the columns avoiding the moving spikes. Then, go left and use the light platforms to shoot two blue platforms and to reach the ceiling of the room in order to activate the lever – but in all this, avoid the ghost. Then, go left, kill the dogs, and enter the classroom.

A cutscene in the classroom will play. After this, a cutscene in the canteen will play.



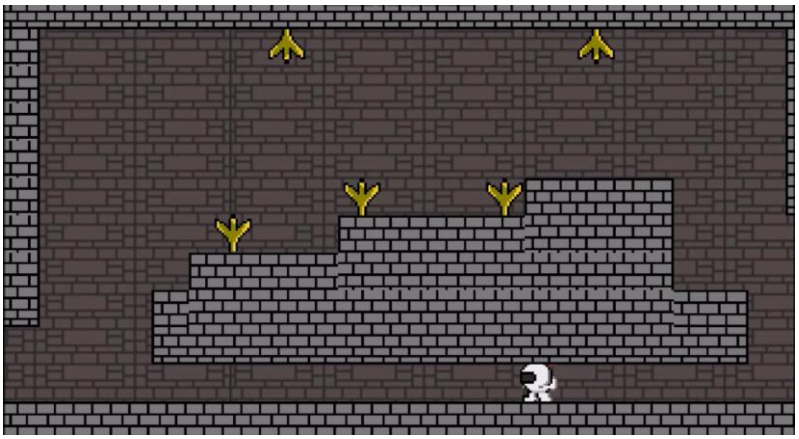
Then, go right, kill the dogs and use the light platforms to go up. Here, jump at the right time on the platforms avoiding the moving spikes. Use a boost to reach the next platform and go up. Here, use the light platform to push the lever on the ceiling and open the door: thus, go left. Avoid the spears, then avoid the ghost and spikes, kill the neutrino, then go left and you will reach the student accommodations. A cutscene will play and then you will enter your room: then, you will be attacked by two possessed helms: kill them.



Exit your room and go right following the same path, until the room in which you activated the last lever on the ceiling: now this room is changed; you cannot go down but you can go right – thus, go right. Kill the neutrinos, then avoid all the spears and continue right. Avoid all the spikes and kill other neutrinos, then avoid the ghost and the moving spikes. Now, enter the classroom and a cutscene will play – then, exit the classroom.

After the dialogue with Mike, take the stairs and go up-right. Avoid the pentagram's bullets, kill the dogs, and use the light platforms to reach the Restroom. Enter the Restroom and you will find a new skill: the **Crouch**! Now you can crouch in order to pass into small passages.

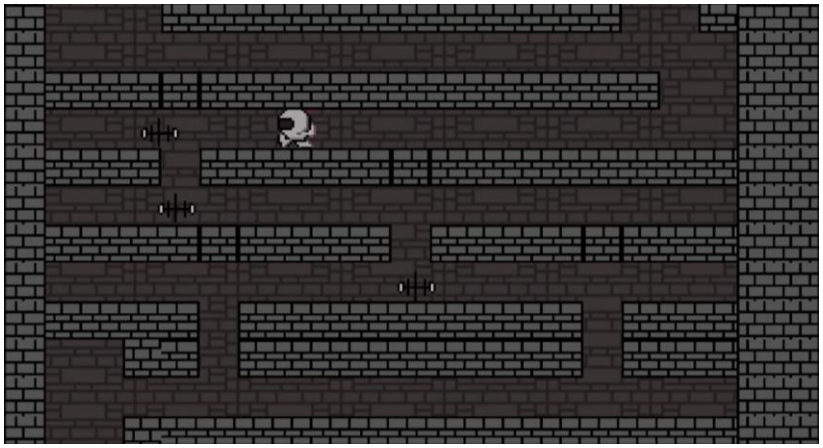
Now, exit the Restroom and go left. You will need to come back to the student accommodations, but now you can make use of the crouch to avoid a lot of obstacles in your way (the path is the same).



When you finally reach the Student Accomodations, look up to the Tias's Room: there is a small passage there. Use the crouch to enter it.

Sewers

Here the environment is darker. Go left and avoid the spikes. Use a jump + boost to push the lever (avoiding the ghost) to open the door. Then, go down, crouch yourself into the labyrinth, wait for the moving spikes to pass and reach the end of the labyrinth. Go left and kill the dogs. Then, push another lever avoiding the pentagram and go down. Crouch into another labyrinth, this time, go down at the right moment avoiding the moving spikes.



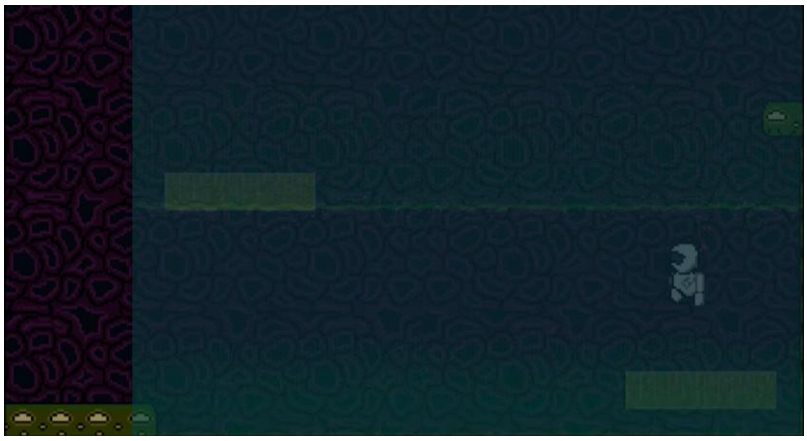
Then, use the boost to pass over the sewers water. Then, pass over the water using a light platform and crouch under the column. Then, kill all the dogs. Go right and use the right timing to jump on the light platforms and to crouch in order to pass the water. Then, go up, crouch under the walls, kill the dog and go up again. Then, stay crouch while moving under the spikes and go right. You will break into the Tias's Room and a cutscene will play.

Then, go downstairs and talk with Mike. Then, exit the School.

Photonic Valley – Part 2

Kill the neutrinos and go right. Avoid the spears, then at the waterfall the black cat will appear again. Go right and pass at the right time on the right by avoiding the moving spikes and crouching under the columns. Avoid or kill the possessed helm, then continue right avoiding the spears.

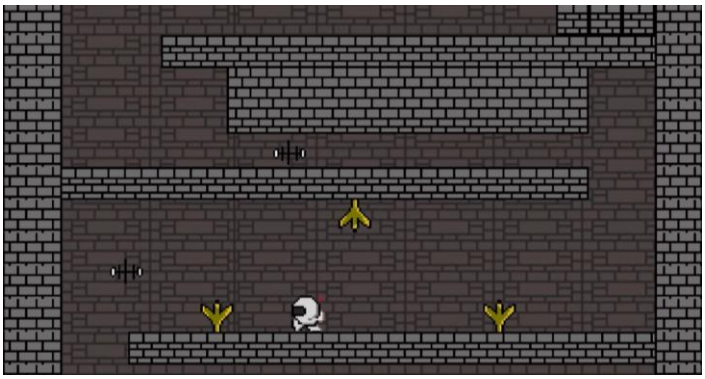
Avoid the spikes, then go right beneath the large waterfall and kill the neutrinos and avoid spikes and spears. Crouch under the ground and the black cat will appear again. Here pay much attention: firstly, use the boost to reach the light platform on your right and activate the falling of the spears. Now, come back quickly with a boost and reach the second light platform: from here, use a boost to reach the other side.



In the next section, fall down and use a boost at a precise time in order to avoid the spears and the light platform. When you reach the other side of the waterfall, enter the Ancient Fortress.

Ancient Fortress

Go right and kill the dog. Avoid all the spears (using a boost is the best option, but also dangerous). Then, pass through all the light walls at the right time but quickly because a ghost is reaching you. Now, shoot a blue platform to go up and jump timely on the light platforms before they disappear (using also a boost). Kill the dog, then go right and decide if you want to kill the possessed helm or just run on the right (but avoid the pentagram). Then, avoid the spears and the moving spikes over the normal spikes.



Then, kill the dogs and avoid the ghost. Then, you will reach another room where a mirror will break and a cutscene will play.

Go right avoiding the ghost. Kill all the dogs in the labyrinths and push the two levers to open the two doors. Then, go right, and then down. Continue down into the well. At the bottom, avoid the ghost and go right. Jump over the spikes. Then, crouch and jump over the spikes avoiding the moving spike; then crouch into the hole on the right and you will reach the room of the ritual. A cutscene will play in which the sixth boss is revealed.

BOSS 6: Ritual Book & Black Cat

Phase 1

The black cat will charge you during all the battle: but your target is NOT the black cat (you cannot damage it), but the Ritual Book! Thus, stay in an area where you can shoot at the Ritual Book without being disturbed by the furious Black Cat. The Black Cat will shoot at you, so avoid its bullets; it is better to stay on the opposite side of it. When you hear a strange sound, get crouched on the floor quickly because a giant spike ball is coming.

Phase 2

The Ritual Book will be protected by a magic shield and you cannot damage it. You need to destroy the two numbers '1' and '3' (composing the number '13') with a power-hit in order to de-activate the magic shield. Thus, use the light platforms at the right timing in order to charge a power-hit and destroy both numbers. When the numbers are destroyed, shoot the Ritual Book again. In the meantime, continue avoiding the attacks of the Black Cat.

Phase 3

A progressive number of dark ghosts will enter the room. And the Black Cat continue to shoot at you. Continue shooting at the Ritual Book as quickly as you can before the ghosts can catch you! When the Ritual Book is destroyed, also the Black Cat will be destroyed. And after a cutscene, you will receive the energy and the chapter will end.

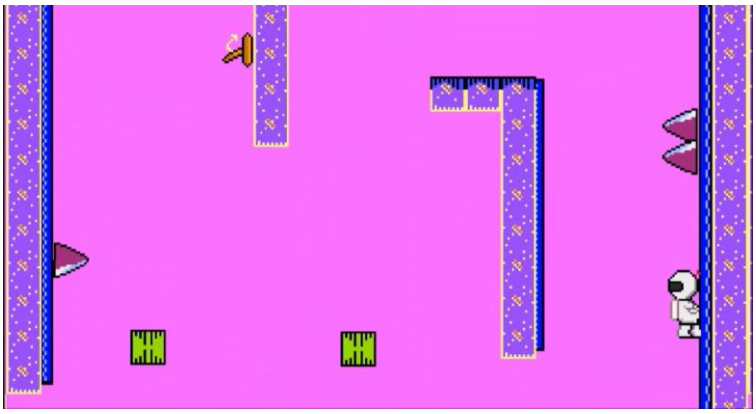


CHAPTER 7 – QUANTUM WEIRDNESSES

Quantum Realm

After the cutscene, go right and kill the red slimes. Kill the monster avoiding its projectiles (you can jump or crouch below them). Then, climb the blue wall to go up and here use the boost + jump to reach the lever and open the door (avoiding the flying enemy). Then, jump on the block at the right time (when it is not a spike) and go on the other side. Here, avoid the shell and use the moving platforms to go up. Use a perfect timing to go on the block and to push the lever and open the door. Go right and avoid the projectiles of the

smile. Then, avoid the flying enemies and climb the blue wall going up. Jump on the other blue wall avoiding the spikes.



Then, fall down on the changing blocks at the correct time and climb the other blue wall to reach the lever with a boost. Then, fall down and pass through the open door. A cutscene will play.

Go right and use the teleportation to teleport yourself on the other side. Kill the slimes and jump to the next teleportation, then go right. Kill the monster, then go up and use the teleportation and when you are teleported immediately use the boost to reach the lever and open the door.

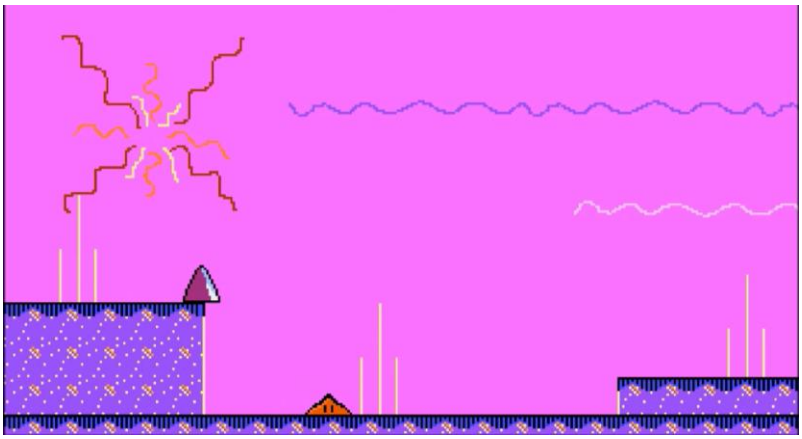


Go right and use the next teleportation paying attention at the shells on the exit. A cutscene will play.

Go right and use the teleportation at the right time when the moving platform is close at the exit. Avoid the projectiles of the two smiles and use the crouch to go in the hole. Kill the red slimes and use the teleportation avoiding the smile. Here, avoid the flying enemy while you jump on the changing block when it is safe and at the same time quickly shoot a blue platform on the wall – in order to go up. Then, use the series of teleportations to go right avoiding the shell. Another cutscene will play.

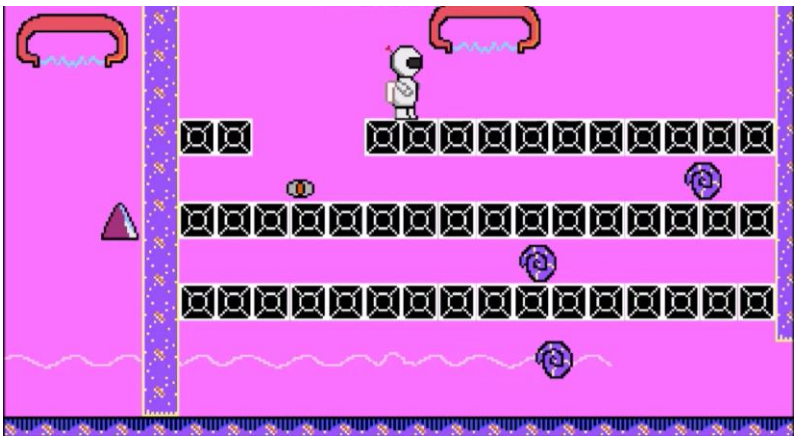
In this section, you need to find the right teleportation in each area in order to proceed in the next areas. Firstly, go in the teleportation in front of you. Then, chose the one at the centre. Then, kill the slimes and chose the one on the left. Then, avoid the shells and chose the one on the upper left. Then, chose the one on the left corner. Then, chose the one on the upper right. Another cutscene will play.

Surprise! You are now a …spike! Move (it is harder to move) and jump the first platforms. Don't worry for the enemies – since you are technically an enemy now, they cannot kill you.



Continue jumping on the moving platforms and then go right to find a teleportation. At the exit of the teleport, you become Axel again and a cutscene will play. Also, you will receive your last skill: the **Bombs**! Now you can place bombs to destroy the black blocks in your way.

Go right and place the bombs near the black blocks to destroy them, then crouch and continue right. Kill the monster and bomb another block. Then, bomb other blocks and go into a teleportation. At the exit, bomb the way to create a passage avoiding the shells, then go right.

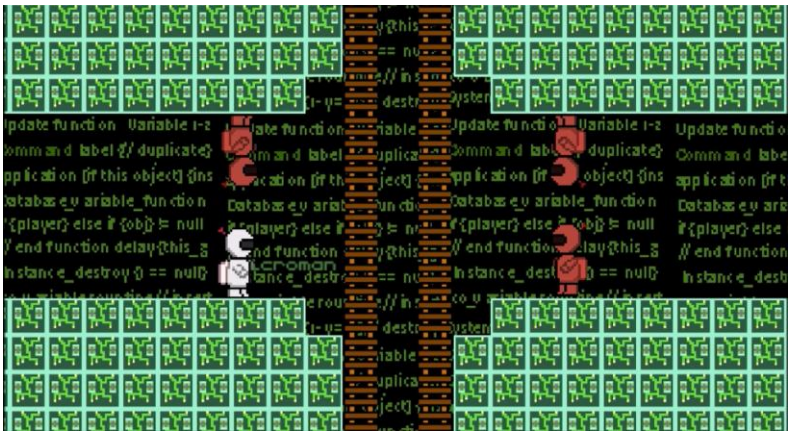


Avoid the projectiles of the smile and bomb the way. Then, go down and avoid the flying enemies. Use a boost to jump over all the changing blocks. Then, Teleport into the box and use the bombs avoiding the shell, then teleport yourself out and go right. A cutscene will play.

Go right and bomb the way. Avoid the smile and jump over the changing block. Then, teleport down at the right time on the moving platform and crouch during the travel. Bomb the passage avoiding the smile's bullets and the red slimes. Continue right and kill the monster standing on the moving platform. Go right and enter the building. A cutscene will play and you will be teleported into a Quantum Computer.

<u>Quantum Computer</u>

Go right and avoid the electric monster while you bomb the way, then go down. Kill the numbers, then avoid the shells and teleport up. Bomb the way and avoid the glitching spikes. At the cross with the three red Axels, climb the stair to go up, avoid the spikes and push the lever. Now come back at the cross and go right, pass the blocks at the right time and push the second lever. Now, come back at the cross and go down.



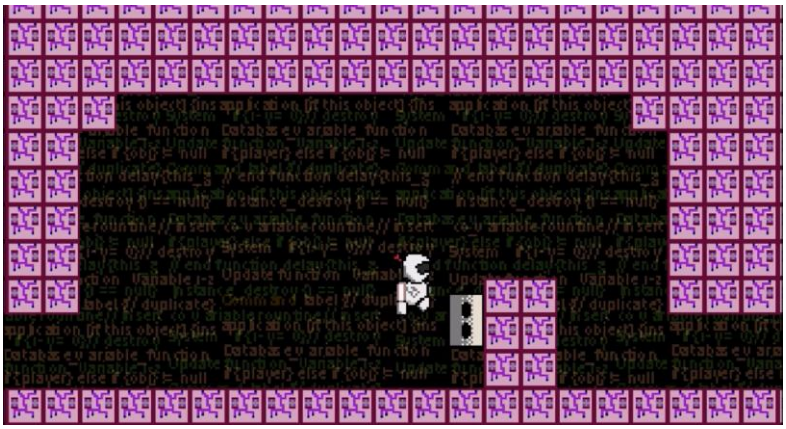
Kill the numbers and go left in the small hole. In this room, avoid the shell while yu bomb the way and then push the third lever. Now go all the way left – kill the monster if you want or just climb the stairs to go up. Avoid the electric enemy and pass through all the open doors. Use the teleportation.

Go right and avoid the shell. Kill the monster while avoiding the bullets coming from the smile, then go down. At the cross, go left and bomb the way avoiding the projectiles. Then, push the lever running away from the electric enemy (using the boost is perfect here). Now, come back at the cross and go right. Avoid the changing blocks and go right avoiding other shells and push the second lever. Now come back at the cross and pass through the open doors going down. In the labyrinth, use the bombs to make your way up and use the changing block at the right time, then go down.



Kill the numbers and avoid the flying enemy, then go right.

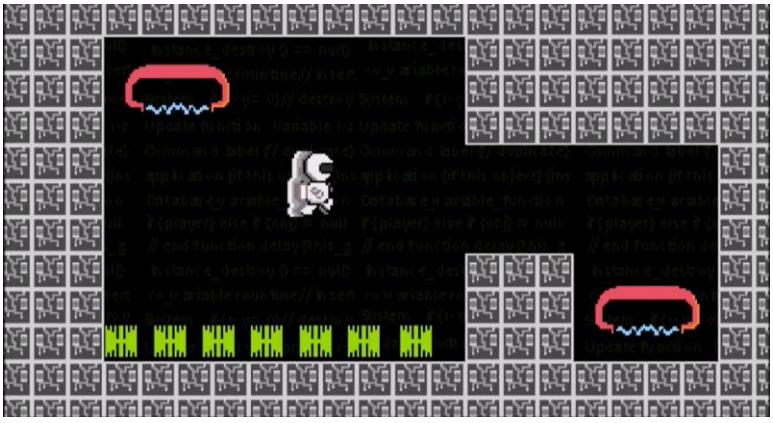
Go right into the teleportation. Then go left and avoid the enemies to reach the second teleportation. Go right and avoid the two electric enemies. Then, bomb the way avoiding another electric enemy. Go down avoiding the shells, also make use of another teleportation. Kill the number and run quickly to avoid the projectiles of the two smiles. Now you reached the first graphic setting to de-activate and a cutscene will play.



Kill the numbers and avoid the smile and shells. Crouch and go right. Avoid the flying enemy while you try to create a blue platform to go up in the teleportation, then go right. Avoid all the spikes with precise jumps. Then, avoid the smile and you will reach the second graphic setting to de-activate.

Go right, avoid the two electric enemies. Bomb the way down, then go left avoiding the shells. Then, go up and jump on the other side. Go into the teleportation. Now, in this room make use of the changing block to shoot some projectiles at time to the number enemy (but pay attention to not stay on the block for too much time!). Go right and then down. Here you need to kill both monsters in order to push the lever and open the door (stay crouched a lot to avoid the projectiles). Then, go right and de-activate the last graphic setting – a cutscene will play.

Go right into the teleportation. Kill the numbers and go into the next teleportation. Quickly, place a bomb to reach the next teleportation before that the four electric enemies reach you. Wait for the shell and go crouched into the next teleportation. QUICKLY use a boost to go right and enter the next teleportation.



Go into the next teleportation. Avoid the flying enemy and go into the next teleportation. Go crouched into the small passage and jump when you can to avoid the shell, then go into the next teleportation. Avoid the glitching spikes and go into the next teleportation. A cutscene will play and the seventh boss will be revealed.

<u>BOSS 7: Quantum Glitch</u>

Phase 1

The boss will stay at the center of the room – shoot at him avoiding its electric attacks. Pay attention because big lasers will pass through the room: run on the opposite side to avoid them.

Phase 2

A timer will activate, and four batteries will appear. Quickly, use the bombs to destroy all four batteries before the timer reach the 'zero'. Then, the shield of the boss will be down. Shoot at the boss again avoiding its electric bullets.

Phase 3

The screen will be affected by continuous interferences. Make use of the platforms to run away from the boss, since it will now try to reach you! At the same time, while you run away from him, you need to shoot at him. Continue doing this until he will be destroyed. A new cutscene will play and you will be teleported out of the Quantum Computer, with the energy you need. And the chapter will end.



CHAPTER 8 – COEXISTENCE

<u>Singularity</u>

After the cutscene, go right into the emptiness until you reach five red lights and a cutscene will play. You will now need to pass through five ultra-difficult rooms in order to activate the lights.

First Room

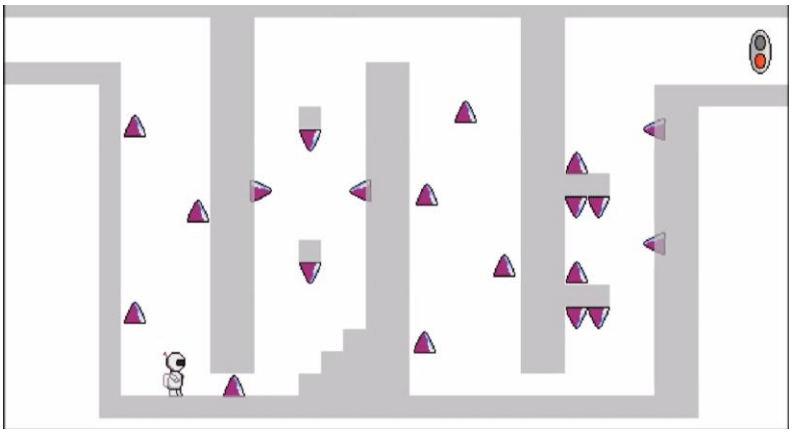
Crouch to avoid the spikes. Then, shoot two blue platforms one just after the other and quickly use them to reach the other side on the left. Then, go down and jump precisely to avoid the spikes. Go right to activate the first light.

Second Room

Avoid the moving spike, then use a blue platform and use a boost to reach the other platform on the left. Then, use another blue platform and reach it to go up and activate the second light.

Third Room

Fall down avoiding the spikes and the moving spike. Then, go up with precise jumps. Then, go down again avoiding other spikes. Then, go up with very precise jumps and avoid other spikes. Then activate the third light and a cutscene will play.



Fourth Room

Go down and avoid the moving spike. Create a blue platform and reach the block on the upper right. From there, jump on the platform with the spike: but do not touch it. Then, jump and create another blue platform to reach with a jump + boost. Push the lever and the door will open. Go down and activate the fourth light.

Fifth Room

Go right and very precisely jump on the blocks to avoid the spikes. Go down and jump on the left before it is too late. Go left and then down, and avoid the train of moving spikes by jumping on the floor when you find it is safe. Activate the last light.

Now that all the lights are green, go right to reach the Centre of the Singularity and the final boss.

<u>FINAL BOSS: Anomalous Universal Singularity</u>

Phase 1

The boss will continuously charge at you during the whole fight – stay away from him. At the same time, find the right positions where you can shoot toward him. He will shoot power-hits at you, so avoid them.

Phase 2

Several copies of Dark Axels will jump through the screen. You cannot destroy them, so avoid all of them. When you think it is safe, shoot at the boss as much as you can.

Phase 3

The power-hits of the boss will be faster and the environment will be darker. As always, stay away from him and continue shooting him from a safer distance.

Phase 4

There will be almost complete darkness and a rain of red light particles is falling from above. Avoid all the dark particles and always stay away from the boss. When the rain finishes and you are at a safe distance and in the right position, shoot at the boss with all the bullets you have. Eventually, he will be killed and a cutscene will play. You (and your partner) will go out of the Microworld.



Ending

A cutscene will play outside of the Microworld, in the laboratory where the game started. After this, a final cutscene will play where you are sitting in front of the sea. Finally, the credits will play and you finished the game.



Congratulation! You finished ‘Microodyssey’!