



- Like any “level introduction level” from any video games. It’s true “Out of the Woods” is a good example of it. Showing a scenario of a typical forest with a bright atmosphere on it and some memorable and/or annoying enemies (depending on your point of view). (*I.E: Spearhead, Silky, Appleby, etc...*).









But some elements on the level can annoy you like some unbreakable blocks and some inaccessible keys chests around the level because you don’t have the power-up necessary and others can be pleasant (*I.E: To access the green chest, you need to jump at falling leafs, one by one, if you failed at the jump or attacked by a Webber, you’ll be lifted by the water stream and start over again. In my opinion, it’s challenging but can be entertaining as the same time.*)

As for the difficulty, it can increase, the grey & red chests are (as the first level of the game) the easiest of all, the grey key can be found at the second area where you need to jump vine by vine and the chest the door of the third area. And the red chest, you need to ground pound a mole-like creature to go down and getting the red key, doing a minigolf game and get to the red chest. (**NOTE:** *the player needs the power-up “Lead Overalls” which can be found in “The Volcano's Base”*).


As for the green & blue chests, the green chest consist to jump on of an enemy’s head to get the green key on the third area and going to the second area and jumping leaf by leaf (*Like I written in the second paragraph and you also need the treasure “Eye of the Gentle Wind” in “The Stagnant Swamp”*.) And finally the blue chest which you need to enter inside the tree’s mouth where you can find the key & the chest (*while escalating, you can get it outside on the left of the tree where’s a hole to get it, after getting it, you need to climb all over again and you can wrestling the boss Anonster, who guards the blue chest*).

In short, as the debut level of the game, it’s a funny level who has some diversities which I love, but it’s this is far from my favorite levels of the game.

## “Enemies”

	Spearhead
	Appleby
	Webber
	Bird
	Silky
	Grab-bot
	Count Richtertoffen
	Tree Bug

## “Boss”

	Anonster
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## “Treasures”

		Ax of Destruction
		Raincloud Jar
		Frog Prince's Gloves
		Fifth Music Box