



Limbo Guide

by [Dan Engel](#)

LIMBO tells the timeless tale of a boy trying to find his lost sister, only with more decapitations, brain-eating slugs, gigantic spiders and hair-trigger traps than you can shake a severed limb at. With our help we'll make sure that you can survive all of these and more, and conquer any dream. Yes, even that one where you're writing a final exam in your underwear and everyone is talking backwards.

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Walkthrough

CHAPTER 01



Walk left once you stand up and touch the glowing egg on the ground to get the **Wrong Way Achievement**.

Achievement



Go right and walk up a fallen log, then slide down a hill on the other side and jump over a pit of spikes. Keep right as you reach a **Box** attached to a rope, then hold your Action Button and pull the Box left until the rope is tight. Jump and climb on top of the Box, then climb down another rope dangling to your right (unless you want to drop down to your death).

Climb down to a platform at the bottom of the rope and jump left to a ledge, then leap right over a pit of water to avoid drowning. Keep right through a short tunnel and jump onto a boat to ride it across some water. Jump off of the boat once you reach the other side of the water, then pull the boat right to the wall.

Climb onto the boat and jump right to the next ledge, then climb up a tree and leap left to a rope. Scale the rope and climb to the next ledge, then walk right through the forest and look at the ground for what look like small rows of short spikes.



These are actually **Traps** and you want to drag them with your Action Button so that you can jump over each one. Keep right as you see some flies buzzing on a mysterious carcass. Walk underneath and look for a Trap to your right, then drag it under the flies. Go left to the ledge and jump above the flies to trigger the Trap below and make your rope a bit lighter.

Go right down a hill and jump onto a log, then quickly jump back left over the ledge as it shifts and a boulder tumbles down towards you. Climb to the top of the log and continue right to start the next chapter.

CHAPTER 02

Head right a bit more until you reach some more flies near a Box and some water. Grab the Box and push it left to climb up a vine by the second tree on your left.

Swing from the bottom of the vine in order to jump to a branch on your right, then jump back left and right to work your way up the branches.

Achievement

Look for a vine among the leaves up high and jump left to it from the right branch. Swing left from the vine to get the **Altitude is attitude Achievement**.



Swing back right and jump to the branch once more, then push the broken piece of the tree off into the water down below. Climb back down the branches the same way you came up and go right to see where the tree piece landed. Push the piece right into the water and climb on top to reach the other side of the water.

Go right as you spot a Trap sitting on a branch above, then keep right to reach the next chapter.

CHAPTER 03

Move right as you see a giant spider reveal itself. Watch for the one sharp leg that's tracking your every move. Bait that leg by waiting in one spot until it rises up, then run like hell before it spears you. Repeat this once more as you hear the clang of the Trap falling, then go left to find it.

Jump left over the Trap and push it right towards the spider, then bait it into raising the leg once more. Move the Trap to the spot where the leg will hit, then quickly leave it as you run left. If done correctly the leg will cause the Trap to snap closed on top of it.



Repeat this for 2 more legs (watch out for a revenge stab after the first of these 2 remaining legs) to get the spider to see things your way, then go right into a tunnel and follow it until the spider gets his revenge. Wiggle back and forth until you break free of your hammock, then jump your way right (hold the jump button for longer jumps) and be sure to leap over the hole in the ground to reach the next chapter.

CHAPTER 04

Carefully slide down the next hill and jump quickly, before you land in another pit. Push the boulder right until it rolls on its own, then jump back left before you get squashed flat!



Go right across the new path and wait on a large boulder, then move left on top as it starts to roll. Even though your old friend the spider is trying to chase down his escaped meal, stay on the boulder until you are really close to the next ledge. Jump right to the ledge and tumble down the hill to finally lose your sticky cocoon.

Run right to a decoy as you crash into a cavern below, then jump to the next rope and quickly jump off as the Trap tries to cave your head in. Jump back to the rope and jump to the next ledge once the Trap has fallen past you to the ground.

Run down the next hill and jump across a few gaps to reach the next chapter.

CHAPTER 05

Take a look at the broken tree with some spikes in it, then jump on the branch propping it up. Quickly jump left as the branch breaks, then go right after the spikes miss you. Ride the ledge as it falls right, then jump to a narrow platform.



Jump straight up as a ball swings down at you from the right and crashes through a few ledges. Take a breather before sliding down the next hill, then jump over the spikes at the bottom and keep right to find a suspicious spider. Run under the leg when it rises to see the puppeteer on the other side.



Jump over the water on your right and run back left to jump over the water when you hear a rolling tire coming your way. Jump back right and quickly jump the smaller debris as you go under the fire for the first ladder. Jump left at the top to reach once more ladder to climb, then go right at the top to see a hanging body as you enter the next chapter.

CHAPTER 06

Carefully walk right until you're close to a pair of wooden boards in the background. At this point a Trap swings right from your left side and should just miss you if you don't walk any farther. As soon as the first Trap swings past you, then you should rush right a bit, because a second Trap swings left from your right side.



Climb the dangling rope left behind from the second Trap and jump two gaps up here, as the next rope is pulled up. Drop off the right side of this ledge so you don't land in the Traps off the left side. Go right to reach a small log as that damn spider surfaces, then push the log into the water and climb on top.

Jump to a small ledge in the water and another log beyond, then run right to a log that's

balancing like a see-saw. Wait on the right side of this log until the spider puts his foot on the other end, then jump to the next ledge while you're up in the air.

Push the next log over and jump the gap beyond it, then run right to a boulder that's propped up by a tiny twig. Jump on the twig to release the boulder, then run left towards the spider and hug the right wall. This lets the boulder roll harmlessly over you and right into the spider.

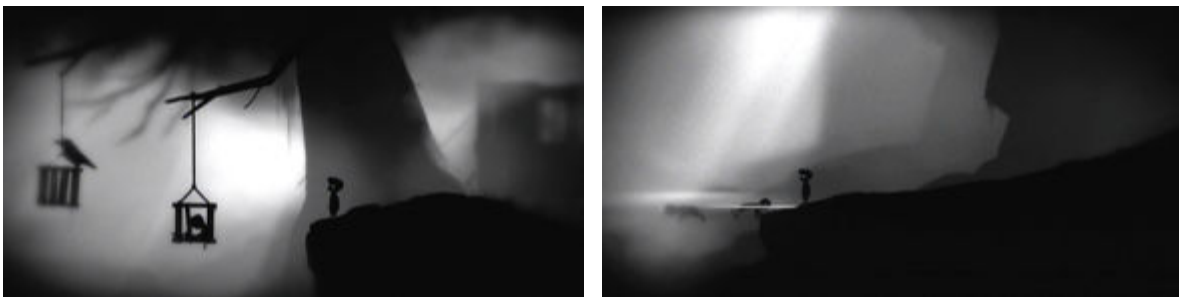


Jump the gap and cross a larger log, then slide down a hill just beyond it. Go right to reach some spikes and turn around to see the remains of the spider. Dodge one last strike from his only remaining leg, then grab the end of it and rip that leg right off!

Push the body of the spider right into the spikes and jump to the other side, then walk past a bird and some hanging Boxes and the next chapter.

CHAPTER 07

Slide down the hill and climb a ladder, then jump left to the first Box and over to the second one. Jump straight up to break the rope holding this Box, then push it right down the hill and against the wall. Jump up the next ledge and walk right to some water.



Jump on the body floating in the water and wait for the next guy to dive in the water, then jump off his back to get across. Drag the last body with you and push him right into the next pit to disable a big Trap. Keep right and go down a steep hill, then walk right as you see a big Trap above you.

Jump onto the small rectangle underneath the Trap to safely avoid it, then jump again to the other side. If you step on either of the lower spots beside this middle section, then you'll get crushed in no time ...flat. Just to be extra cruel, the next Trap behaves in the opposite way, you DON'T want to touch the middle section.



Jump over it and leap some spikes, then wait on the left side of the body as the darts from the enemies fall short. Jump back over the spikes as the enemies chase you and jump over the middle section of the first Trap once more.

Quickly jump over the sides of the next Trap as they crush the 2 remaining enemies, then go back right to the spikes. Jump the spikes and head right to a ladder and the next chapter.

CHAPTER 08

If you want to get **Secret Egg #1**, then you can do the following. Hang off the rope above a pair of gears and climb up as it sinks. Now jump left and climb up the ladder to the top. Run quickly left to see that the small pit of spikes doesn't have spikes any more. Drop and grab the Secret Egg, then jump back out of the pit before the spikes return. This Secret Egg doesn't give you an achievement, but will give you an extra 1% above and beyond the normal 100% in the game.

Secret Egg



Go right and climb down the ladder once more to pull a cart out from the left alcove. Push it right as far as it will go and climb up the ladder once more. Jump right to the rope above a pair of gears, then keep climbing up the rope as it sinks and causes a gate to rise off-screen.

Once the rope stops sinking you can take a quick break, this means that that the first gate is raised as high as it will go. Now jump left run left off the ledge and run right at the bottom to the cart that you pushed earlier. Quickly climb on top and jump to the bottom of the rope before it gets pulled up through the gears.



Now you can take another rest before you swing right and jump to the next rope. Weigh this rope down until the second gate is high enough and the first gate is not yet low enough that you can jump off and run through both gates. Go down the next hill and keep right until a glowing brain slug falls on your head.

The slug is now controlling your walking, so enjoy the ride as it forces you to walk left and then right down a hill. Jump the gap at the bottom and jump over the Box until you start walking left once more.

Push the Box left this time and climb on top when the Box is just to the right of the trio of hungry creatures above. Finally jump up to have them devour the evil brain slug. Keep right as you come to a **Lever** and reach the next chapter.

CHAPTER 09

If you want to get **Secret Egg #2**, then you should go back left to the box and push it left so that it's hanging about 1/3 over the water.

Secret Egg



Now go back right and continue the walkthrough below until it starts to rain. At this point return to the box to see that rain has knocked the Secret Egg loose above and it is now waiting on top of the box.

Walk right past a creature and climb up the ledge on your right, then jump left to the platform with the glowing things under it. Jump on the right edge of this platform to shake loose some glowing food, then drop down on the right side of the creature as he comes out of hiding.



Chase the creature left into the wheel to get it spinning, then push the Lever left until it starts raining. Climb the right ledge and keep going until you drop into a small hole. Grab the log on the right side and pull it left to about the middle of this hole.

Jump left and climb the rope against the wall to get back out. Look left between the two legs of the water pipe and hang off the rope to connect the pipe above. Wait for the hole to fill up with water, then quickly jump right across the floating log that you positioned earlier.

Leap to the right side of the water and continue right until you see some liquid pouring up ahead. Climb the dangling moss instead and go right down a slippery hill. Push the Box right at the bottom to reach the next chapter.

CHAPTER 10

Look up for a gap in the ledge above and leave the Box at the left side of that gap. Climb the ladder and pull the object right so that it fully opens the gap. Drop down and pull the nearby Lever left to flood the room, then climb the ladder quickly and jump left to your floating Box as it rises through the gap.



Jump to the next ladder and quickly climb up, then rush right and pull a second Box left so that it can float in the open room. Ride the Box until the water starts to reach the top of it, then jump up to the next ledge and slide down the next hill a little bit.

Jump to the second ledge so that you don't drown below, then run past the ladder and pull back the cover to let the ball reach you from below. Quickly push the cover back right as the ball rises and lands on top, then push the ball right down the hill.

Run back left and jump up the ladder, then jump right at the top and wait on top of the Box. The ball will rise under the Box and help you all float up to the next ledge. Go right past the light and pull the bottom Lever left to balance the water above. Push the Lever right to drop the block a little, then climb the ladder and jump across to the second Lever.



Pull the second Lever left to drop another block, then jump right across the blocks to the other side of the water and keep right to the next chapter.

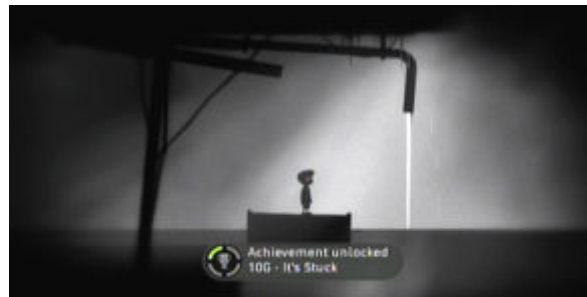
CHAPTER 11

Jump the small gap and carefully pull the Box left as the brain slug swings right. Go right and accept your fate from the brain slug, then jump over the Box to the ledge above until the slug reaches the light. Walk back right and jump over the Box, then climb the first ladder and jump to the second when the water isn't falling between them.



Climb down the second ladder and jump across the water as a water pipe breaks. Keep jumping right until the slug turns you back left, then jump back to the ladders, over the Box to the high beam of light again. Go back right over the Box and up the ladders, then wait at the top of the right ladder.

Wait for a pipe to surface as the water rises, then jump to it when the water covers the spikes. Leap to the next ledge and let the creatures above you swallow your brain slug. Pull the broken piece of pipe out of the water and push it as far right as it will go, then jump left from the pipe to reach a rope.



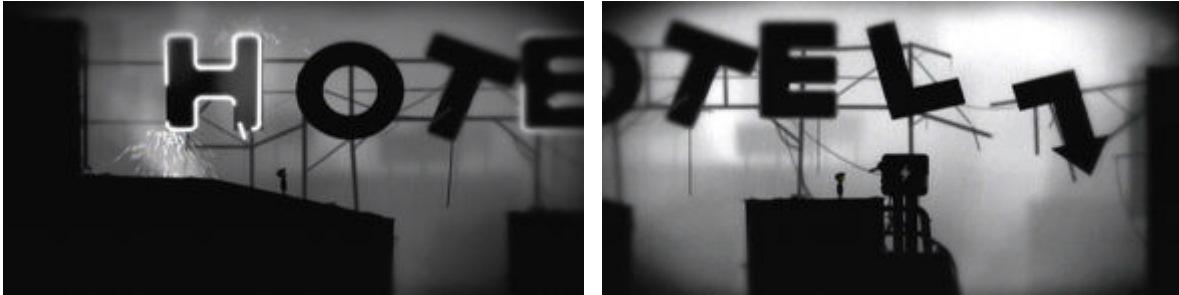
Drop from the rope and pick up the **It's Stuck Achievement** that landed on the pipe from above. Climb the ladder and go right to a wide gap, then take a careful running jump across the gap and slide down the next hill.

Achievement

Jump the gap at the bottom and leap right to a pipe above some water. Climb up to the top of the pipe for the next ledge and keep right to find the next chapter.

CHAPTER 12

Carefully watch the timing of the letter H lighting up, because you will die if you touch the lit areas. Time your jump so that you land on the left side as the light is switching off, then quickly jump to the right side and the letter O which will deactivate the letter T as well.



Drop down and swing across the rope to clear the gap, then jump to the **Power Switch** to shut off the rest of the sign. Swing back left and climb the pipe on the wall.

If you want to get another secret egg, you can do half of that task in this chapter now. Notice that the letter O spins as you weigh it down on the upper corners or walk slowly along these same spots? You want to do this so that the small bump on the outer edge of the letter O is facing right. At this point you can continue all the way to Chapter 23, or use the menu if you've been there before.



Now that's done, you can use jump across the HOTEL sign and watch for the turning of the letter L.

Leap to the arrow and quickly to the next ledge before the arrow falls. Keep right as you cross a glass dome and pull a small cart away from the wall. Get on the right side of the cart, and push it just enough that it starts to roll down the small hill. Quickly climb to the top of the ladder and wait for the cart to get close to the dome.

Jump off into the glass to crash right through and slide down a hill. Quickly jump across a pair of hanging lights as you reach a rope. Ride the rope as it descends and drop safely to the ground and the next chapter below.

CHAPTER 13

Go left first and touch the standing post, then run right a bit before you get crushed by the debris. Now that it's safe, go right to get cerebral bored by a brain slug. Prance to the left until the slug points you in the right direction, then shamle right like the salivating dream zombie that you are.



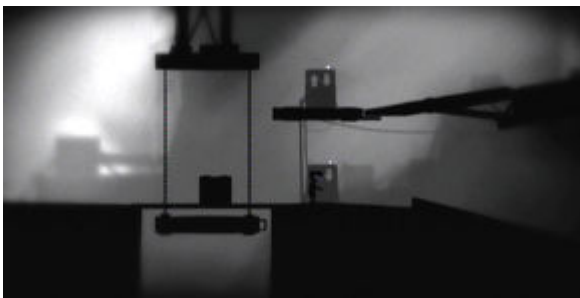
Keep right past the elevators and do a running jump across a wider gap, then jump two more gaps and step on a **Button** that activates a deadly saw and slowly releases a Box above. Hold left to walk slower and give the Box more time to fall in front of you, then quickly climb on top and take a running jump over the saw. Just don't wait too long or your Box will get split apart, followed by your body.

Quickly climb the next ledge and jump up to serve the brain slug to his hungry friends, then jump back left over the saw as it approaches the wall. Jump left to the next platform and get ready to move. You want to wait on the right edge for it to dip and begin to rise, then run and jump over to the left edge until it dips down and begins to rise again.

Repeat this about 6-7 times to get the platform moving more and then when the right side starts to dip, jump your way to the left edge and jump to the next platform. Pull the left platform of the pair as far right as you can, then let it go. Quickly jump on and run to the left edge before you leap to the next ledge and go left for the next chapter.

CHAPTER 14

Go past the elevators to a Box and pull the Box left to the elevator and hit the **Switch** to make the elevator rise, then ride it up with the Box. Push the Box right beside the top Switch and leave it close to the left edge.



Hit the Switch to lower the elevator, then hit it again to make it rise. Quickly jump on top of the elevator from the Box and wait near the left side. Jump left to a rope before you get crushed against the ceiling, which releases the glowing **Urban Exploration Achievement**.

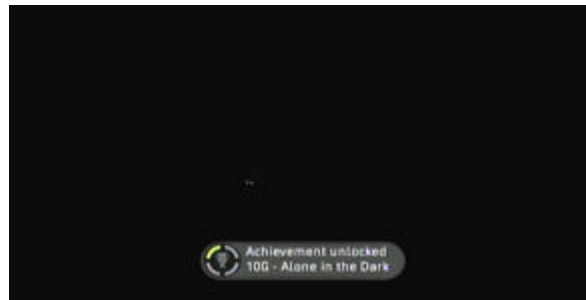
Achievement



Jump right to the Switch and back left to the ground, then go left to pick up the achievement. Take the elevator back up and push the Box onto the left side of the nearby seesaw. Make the elevator go down and grab the right side of the elevator bottom. Drag this left onto the seesaw as the top of the elevator descends.

Now the seesaw is weighed down by the elevator, so you can push the Box up towards a new Lever. Go right and pull the Lever to lower a rope, then push the Box close to the rope. Push the Lever right and jump from the Box to the rope. Ride the rope up and use it to swing to the next ledge on your right.

Hit the first Switch to start releasing the first Box and press the second Button after the first Box starts to fall. Quickly pull the first Box right under the second one so it drops directly on top, then climb up both without pushing the top Box left and quickly jump over the saw to the ledge above.

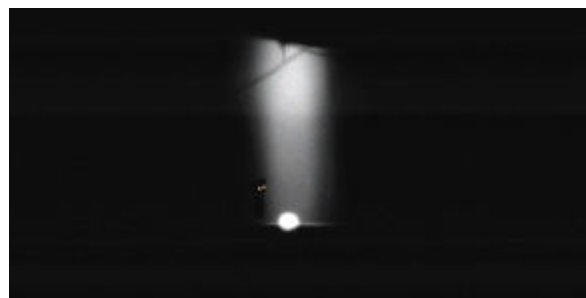
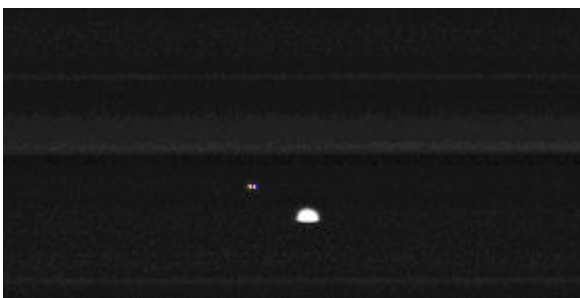


Walk right past a ladder and jump right at the water in the dark tunnel to get the **Alone in the Dark Achievement** up on a ledge.

Achievement

Now you can go exploring down here for three more Secret Eggs. Walk right to the wall and realize that it's actually a box in your way, then pull the box left enough that you can climb on top of it. Jump right from the box to reach another ledge, then continue right for **Secret Egg #3!**

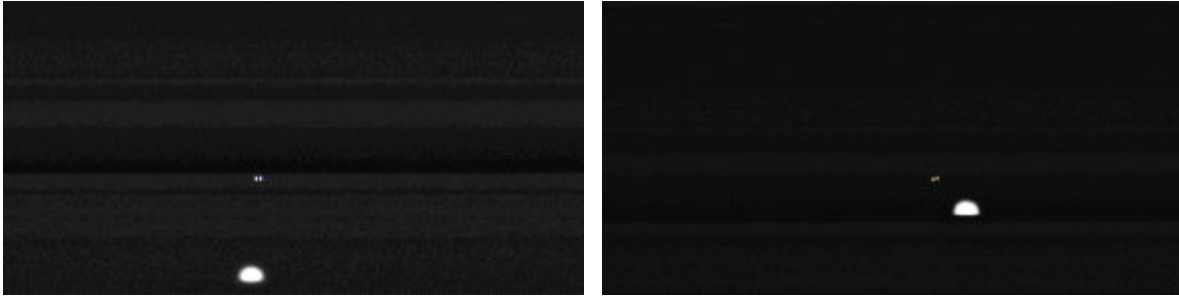
Secret Egg



Keep right to a real wall this time and jump to climb over it, then do a bit of back and forth as you work your way down until you fall down a larger shaft and break through the ground at the bottom. Go right once you break through, to find **Secret Egg #4** waiting under a beam of light.

Walk right to what appears to be another wall, but this time climb down the ledge that you're standing on and go right under the wall. Go right to the next wall and climb over it, then walk right across a metal surface as you spot a Secret Egg below. Drop down on the right side of the metal surface and face left. Pull an object to your right and jump over it to get **Secret Egg #5** inside!

Secret Egg



Go back left to the ladder or just save and restart from the last checkpoint, then climb to the top and head right for the next chapter.

CHAPTER 15

If you missed the Alone in the Dark achievement or any of the 3 Secret Eggs near it, then you can climb back down the ladder and jump right through the dark tunnel as detailed at the end of the previous chapter.

Walk at a slow pace so that you don't scare off the large fly, then wait as you reach the debris in front of him. Run from here and jump to grab one of the legs of the fly and let him carry you up to the ledge above the ladder. If you missed his leg, just go back left until he settles down and repeat your sneaky jump.



Head right after you land up on the ledge to find the next chapter.

CHAPTER 16

Go right until you hit a Pressure Switch that opens a door, then jump right and go under the platform with that door. Climb the first ladder and pull the Box left a bit, then climb the second ladder above and head left. Pull the first platform right so that you can jump over

the handle, then pull it all the way left.

Pull the next platform right so that you can jump over and hit the panel to release a wheel below. Quickly jump right and push the platform left to meet the wheel, then pull it all the way right to meet the next platform. Push that platform right to carry the wheel down a shaft.



Climb back down both ladders and push the Box left to the door, then go left at the bottom to meet up with the wheel. Pull it right to the **Pressure Switch** and jump right through the open door, then quickly pull the Box left to jam the door. Push the Box left through the door and push it right along the bottom and jump to the Lever by the large gear.

Ignore the Lever for now and take a running jump from the right edge of this platform to climb onto the nearby tooth of the gear. Continue over the gear and fall down the right side to get the **Climbing the Cog Achievement**.

Achievement



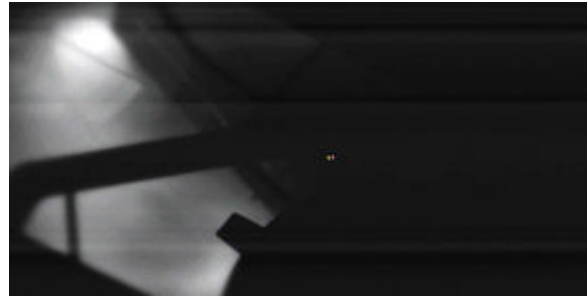
Climb the ladder and go back left over the gear, then pull the Lever to start it moving. Push your Box right onto the gear and ride the gear across, then continue pushing the Box right past the gear and past the Pressure Switch on the other side until it touches the next wall.

Go left and climb the ladder to find a second Box and push it left onto the gear. Follow the Box down and push it right onto the Pressure Switch, then jump right from the Box to reach the ledge that rises from the Switch. Finally use the Box that you placed here earlier to reach the ledge above.

Ignore the panel and swing on the rope to your right until you can't swing any higher. Jump left and quickly use the panel to start the rope moving right, then run and jump to the rope when it swings close to your side. Swing across the electrified floor section and drop down to a small gear and the next chapter below.

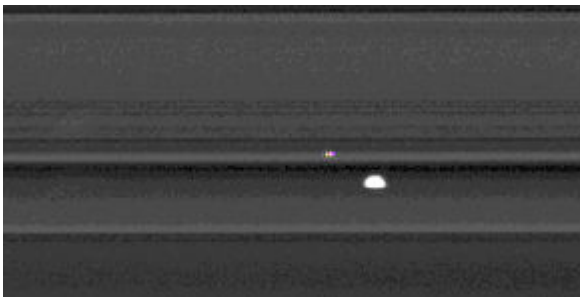
CHAPTER 17

Push the small gear right so it connects with the larger one and starts the whole area moving, then position yourself towards the left edge near the electrified floor as the ground flattens out. This way you won't get squashed by the wall that was in front of the gears.



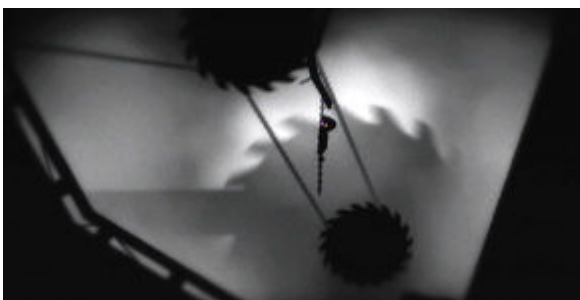
Run right to the next big gear and ride the teeth up then be sure to hold right as you enter the shadowy passage in the wall. Keep moving right and jump as needed to find **Secret Egg #6!**

Secret Egg



Head back left afterwards now that this gear has stopped moving and jump to the next ledge on your left, then ignore the panel and drop down to a Box and a **Magnet Switch**. Hit the Magnet Switch to deactivate it and push the Box right to the wall, then run left and activate the magnetic field.

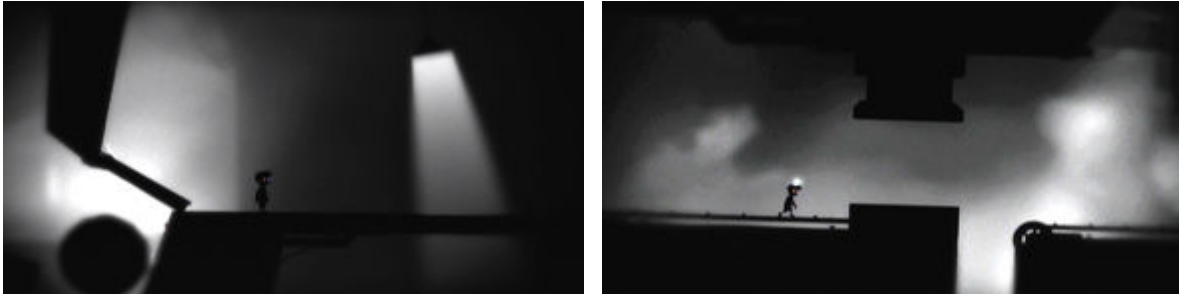
Jump right from the Box to reach the first panel and use it, then run left and jump from the Box to the ladder before the door closes. Go left and pull the Box under the chain, then climb the chain and hang on as the room spins. Drop back onto the Box when it stops under you, so that you miss the electrified floor.



Ride the Box left and jump over the saw to the next rope before the Box is destroyed by the saw. Drop down the hill and jump over a boulder to reach the next chapter.

CHAPTER 18

Push the Lever right to start the room spinning once more, then wait for the Box to drop to your level. Push it right to the ledge and climb on top, then quickly jump to the next ledge. Keep running so that you don't get squished into chunky mustard by the flap above, then go right across a large gear until you get invaded by another brain slug.

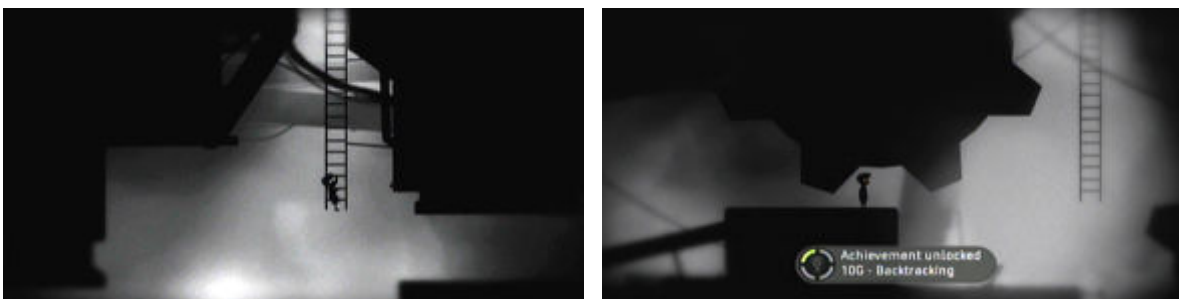


Climb back left over the gear and carefully jump from the tooth of the gear to the ledge, then run left like a moth to the flame. Once the slug decides to move you back right, you can jump over the gear once again and jump to a conveyor belt just ahead.

At normal walking speed you're slowly moving left on the conveyor, so use that and your run to get close to the Trap, then jump into it as it rises and quickly leap the next gap. Approach the next Trap and carefully jump to the left side so that you hang off of it, but don't climb up yet. Wait for the Trap to hit the ceiling, then hold up to climb as soon as you are able to do so.

Run like hell and jump the next gap, then keep jumping over a few Boxes in your way. Leap from the top of one of the Boxes to rip the brain slug from that big, meaty, chess club brain of yours.

Now that you're back in control of your actions, push and pull one of the Boxes so that you can climb on top of it and hang off the right side of the Trap to your left. Sneak through as it starts to sink once more and jump to the ladder on your left.



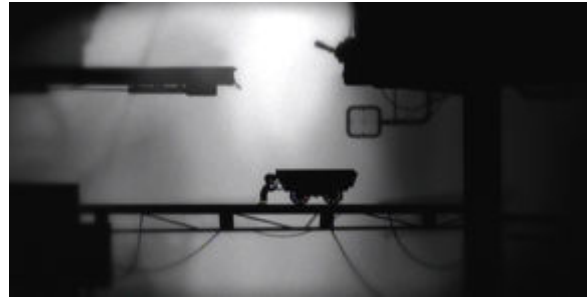
Climb to the top and head right to pick up the **Backtracking Achievement** between the teeth of the gears and reach the next chapter.

Achievement

CHAPTER 19

Push the Lever left to reverse the direction of a few gears, then push it right again when the top corner of a tooth on the right gear is level with the ground that you're standing on. This

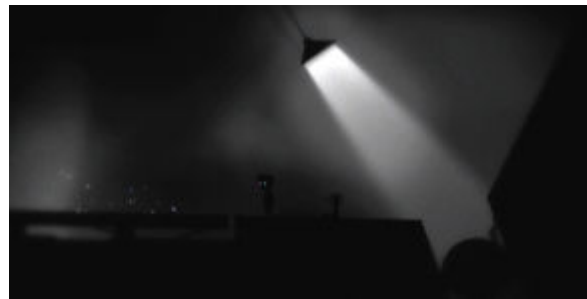
should let it rise just a bit more as it pauses for a second, allowing you just enough time to jump right on top of the tooth and back left to the next ladder before the right gear starts spinning down again.



Climb the ladder and jump left to ride a tooth up to the next ledge, then go right to a small cart with a ladder on it. Ignore the ladder-cart and jump to the next ledge, then pull a bigger cart so that its right side is under the Lever above you.

Go back left to push the ladder-cart to the right side and climb the ladder, then jump off at the left edge (first pass with the cart) and wait by the Switch. Press the Switch when the cart comes back left (third pass) and gets about halfway to you. Quickly jump to the top of the ladder and leap to the ledge up high when the ladder takes you close enough (fourth pass).

Run to the right end of the ledge and jump to the Power Switch, pulling it as you fall onto the cart below. This electrifies the tracks and sends you rolling right to a ladder. Climb up and keep the card ahead of you by a bit, then run right. Jump over the saw that's destroying your ledge and land back on the cart below.



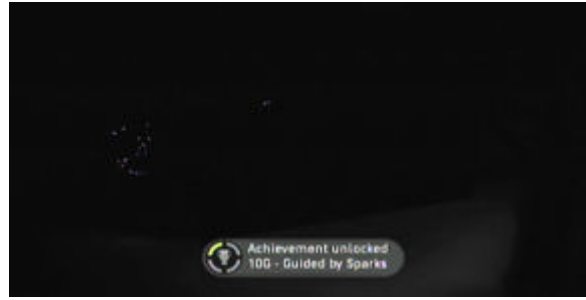
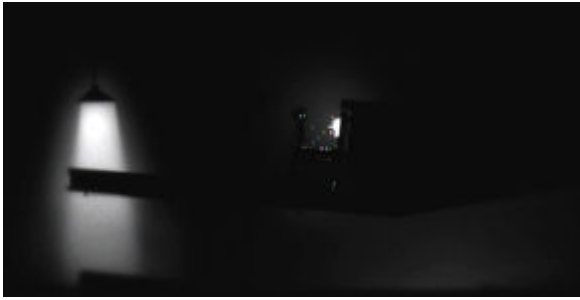
Wait until the cart approaches another ledge and drop off the left side of the cart before you touch the ledge. The cart hits a Button that electrifies the ledge above. *Push* the cart left away from the Button until it's far enough that you can just jump to the right ledge from it. Climb onto the cart and quickly jump to the ledge, then run like hell as it rolls towards the Button once more.

Leap into the air before the cart touches the button and hope that you land clear of the electrified track. Push the Lever right as the room starts to spin and the light starts swinging, then walk right past the boulder and over a small bump. Wait here as you spot a ladder on the wall to your right and jump across the gap to the ladder when you hear the boulder start rolling.

Jump the next gap as the room stops spinning and a Box falls to your right. Push the Box right to the wall of sparks and climb on top, then jump

Achievement

left to a hidden platform in the air. Do a running jump right from this platform to jump over the sparks and get the **Guided By Sparks Achievement**.



Push the Box left over the edge as it slides along an electrified floor, then climb down the left end of your ledge to drop on the Box below. Walk right as the area gets a bit brighter and you reach the next chapter.

CHAPTER 20

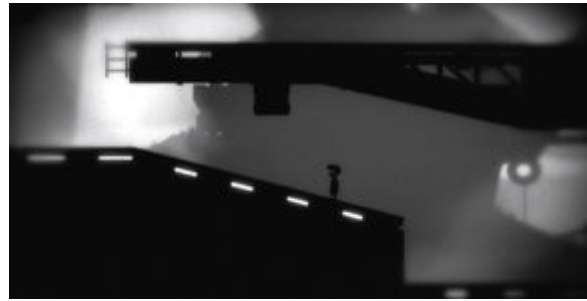
Go right and jump the gap, then notice two sets of beams, one vertical and one horizontal. These beams trigger machine guns to fire at you if you touch them, so dig deep and jump right so that you touch the vertical beam in the air, then quickly jump back left to the platform as both guns fire.



This gets the top gun moving so go left and wait on top of the left gun. Trigger the top gun here and run out of the way so it shoots the bottom gun. Repeat this once more and the bottom gun is trashed, then jump right past the other gun and keep right and walk down the hill to a pair of Boxes and the next chapter.

CHAPTER 21

Push the right Box over the Switch and up into the corner until the gravity field switches off. Now run left and jump over the Switch as you push the other Box and climb up the ledge.



Wait for the Box to fall back down and push underneath the ladder at the top of the hill.

At this point you can get a Secret Egg if you want. Go back down the hill and push the bottom box to the left, then jump up the ledge and return to the top box. Push this box back down the hill and over the other box so that they have effectively switched places. Now use the box to the right to get the left box up the hill and under the ladder.



Make sure that the bumpy side of the box is facing up and push the box left towards the remaining gun above. Stand on the box to trigger the gun and run as it gets shot. Repeat this a couple of times and push the box right to get **Secret Egg #7** from inside.

Secret Egg

Return one of the boxes under the ladder before you climb up and head right to climb down a different sinking ladder. Push this Box right into the corner like the last one, then run left and climb up the ladder. Rush left and pull the first Box onto this ledge while it's up high.

Make sure the box doesn't bean you in the head on the way down from the ceiling or you might get killed. Push the Box so that it's just left of the ledge above, then activate the gravity field below just like before. This time you want to stand on the Box after climbing up the ladder so that you rise with the Box and the gate, and can jump right through the open gate.

Walk right and make sure that the elevator is up high, then crawl down under it and drop to get the **Under Ground Achievement**.

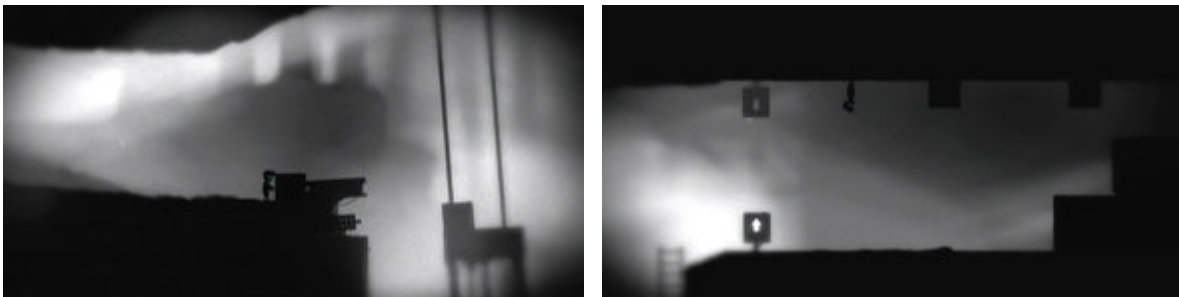
Achievement



There's no way back up from down here so just exit the game and resume it to return to the ground above. Use the panel to lower the elevator, then use the panel once more to ride the elevator up. Hit the next panel to lower the elevator once more, then use the panel again and jump on top of the elevator.

Run right as you touch the beam of the machine gun, then watch as it helps release the Box for you. Lower the elevator and push the Box to the left edge of it, then the panel and ride the elevator up. Climb on top of the Box and jump left to the ledge above the machinegun, then go left until you see a panel.

Hit the panel to deactivate the gravity field and let a Box fall, then the trick is to let the Box slide right a bit and start to raise it with the field, but don't let it hit the ceiling or the ground just above you. It will take a few tries and some juggling until you get the hang of it. This way the Box keeps its momentum from sliding down the hill and lands at your feet.



Now you want to push this Box as far right as it can go and jump the gap to meet up with the first Box. Drop down and lower the elevator, then push this Box all the way right to block the beam of the next machine gun. Climb to the top of the nearby ladder as you speed past some more machinegun shots.

Hit the **Gravity Switch** up here to end up on the ceiling then walk left to find the other Box that you released earlier. Push both Boxes right so that one will land on the right end of the moving ledge below. The other Box you can move to the left of the Gravity Switch.

If you want to get another Secret Egg here, then you will need a *lot* of patience and a few precise moves. So if it's too tricky right now you can always replay the chapter later for it.

Wait for the ledge to begin moving left, then hit the Gravity Switch to drop down and pull the lower Box so that your back is right up against the moving ledge. Keep doing this until the second Box falls and stacks on top, then hold the bottom Box as the ledge pushes you all left.

Push both boxes left slowly and notice that the slower your moves, the less the top box slides. A sudden brief pull in either direction on a flat surface helps to line up the top box as it will slide in the opposite direction of your shift. Push the lined up stack left of the Gravity switch on the flat ground. Walk to the right side of the Gravity Switch so that you're as far away from the stack as you can be, then hit the Gravity Switch to keep them stacked as you all hit the ceiling.



Moving the stack to the ceiling is the first hard part in this process, so congratulations on making it this far. Now you just need to keep the Boxes stacked as you push them all the way left to the wall. It helps to start slow and gradually go to a medium speed, this way you won't get stuck as easily and the boxes shouldn't slide much. Any corrections are easiest to make on flat ground.

Once at the wall you want the top box to be a bit more left than the right, but not enough to fall over. This way the Boxes form steps of sorts that you can climb up. Jump left from the top Box to reach the ledge, then stroll left and pick up the well-earned **Secret Egg #8!**

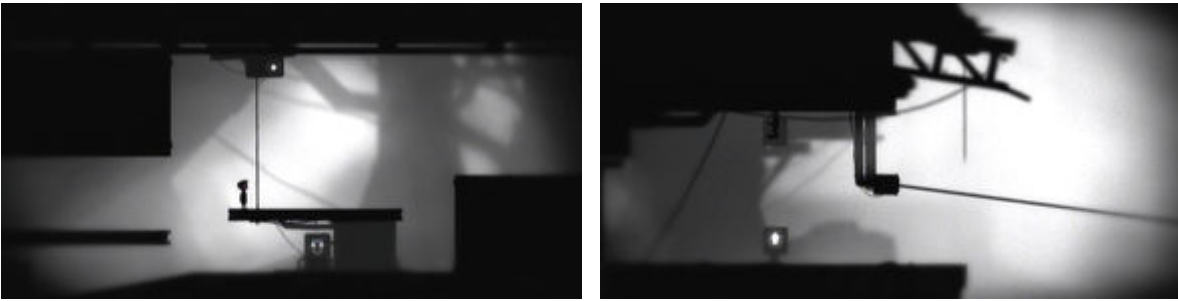
Secret Egg

Now that you've done all that to get the Secret Egg, or if you skipped it for later move both Boxes back right to the area with the moving ledge. Push both Boxes right so that one will land on the right end of the moving ledge below. The other Box you can move to the right of the Gravity Switch above the bigger rock on the ground. Wait for the ledge to begin moving left, then hit the Gravity Switch.

Quickly push the closer Box right into the moving ledge so you can climb up onto it, then push the second Box right to reach the next ledge. Finally climb down the ladder and walk right to reach the next chapter.

CHAPTER 22

Turn the Magnet Switch on to magnetize the ceiling, then turn on the Gravity Switch until the first block touches the ceiling. Quickly turn off the Gravity Switch before the second block reaches the ceiling to send it back to the ground.



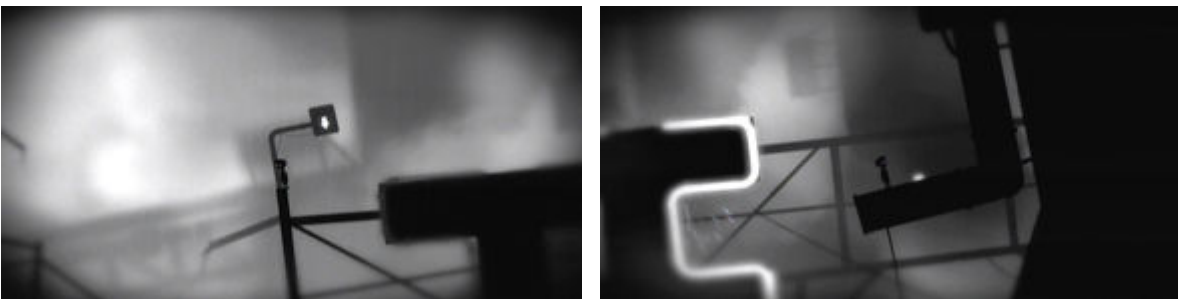
Now you should be able to leap to the left ledge and on top of the right block. Go right and use the next Gravity Switch to end up on the ceiling, then listen for a cart with a rope travelling up to you. Hit the Switch when the cart has about half a cart length between the right end of the cart and the right edge of the screen, then drop down and do a running jump to the rope.

Watch the ground as you speed right and drop off to the roof by the smoke, just before you get impaled. Slide down the roof and hit the sideways Gravity Switch in the air to reach the next chapter.

CHAPTER 23

Run up away from the saw and wait for the sign to light up, then jump off and hit the downwards Gravity Switch. Quickly run right while the letter H sign is off and jump to the safe section in the middle,

From here you can get another Secret Egg if you want it. Wait for the saw to start moving down again and jump left from the letter H to land on top of the pipe. Stand on the right edge and count to 6 or so once the saw leaves the bottom of the screen.



Do a big running jump left and hit the Gravity Switch on your way down. As you're now flying right make sure to land above the saw. If you land below, then you'll need to restart. Now play like normal and jump back to the safe spot on the letter H by using the next Gravity Switch. Jump to the next ledge on your right to see **Secret Egg #10** fall out of the pipe above.

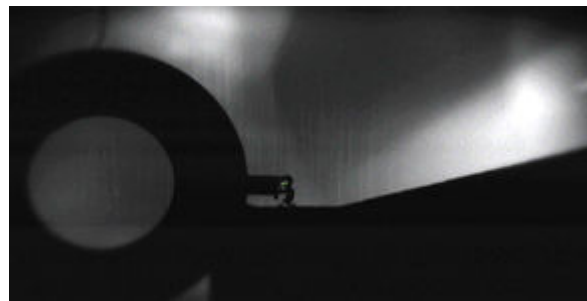
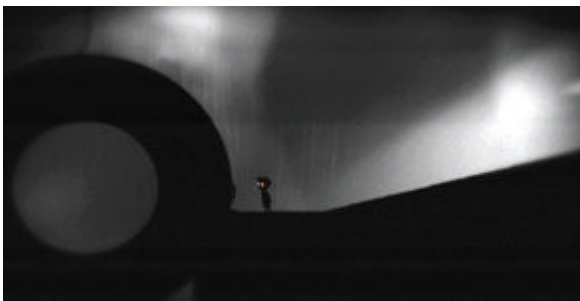
Secret Egg

If you skipped the Secret Egg then you want to run and jump right to a ledge when the sign turns off.



Wait for the sign to light up and jump left from this ledge so that you land as the sign is off. Quickly jump back right to grab a rope, then climb down to the letter O at the bottom.

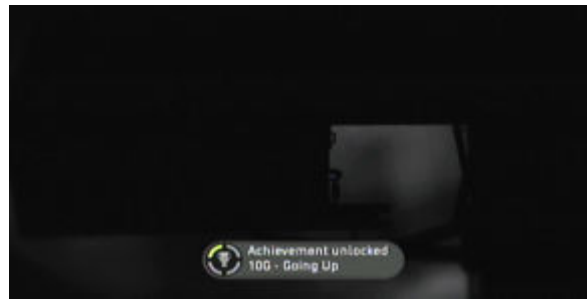
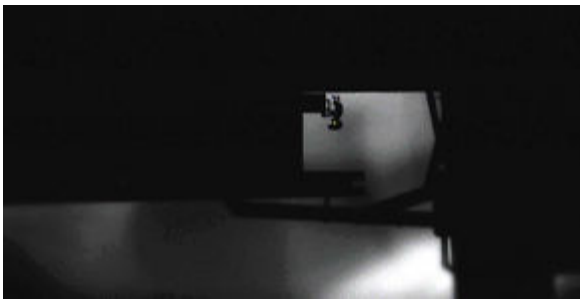
If you want a Secret Egg and have already spun the small letter O back in Chapter 12, then you should now see a handle on the right side of the large letter O here.



Pull that handle and collect **Secret Egg #9** from inside.

Secret Egg

Walk right to jump and activate the timed Gravity Switch, then jump back left and drop to a passage in the ceiling.



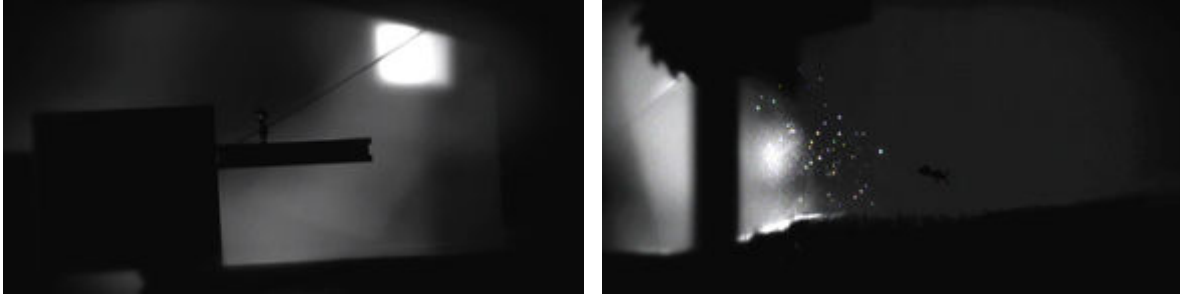
Quickly pull the left wall to release the **Going Up Achievement**, then pick it up and drop back down. Activate the timed Gravity Switch about three more times as you push the Box farther right each time and wait on the left ledge before the field deactivates. Just be sure that the Box falls down long enough, and that it doesn't cave your head in as it rises up each time.

Achievement

Once the Box is close enough to the right wall, you want to use it to climb up onto the ledge and walk past the saw. Wait here until you fall and start to slide down the hill. Carefully jump and use the next Gravity Switch, then run right to the ledge and the final chapter.

CHAPTER 24

Listen to the speeding up sound of beeps for the timed gravity switching here, then leave yourself enough time (about 7 beeps) to jump right and deactivate the Magnet Switch, jump into the air and get pulled to the ceiling as the gun fires. Run right as you and the block fall back down, then jump onto the block before you get shot into pieces.



Run across the block and wait on the right end of the ledge until the gravity is close to sending you up (about 7 beeps). Drop down to the next gun beam and quickly jump left into the air, so that you land on the underside of your former ledge. Don't blink as you bolt left to the gap so that when the block falls, you slide safely down the hill.

Make sure that you're not under the big saw down here, or it'll slice you when the gravity shifts once more. Instead do a running jump right when the gravity is close to changing from normal to inverted (about 9-10 beeps), so that you don't quite land on the bottom saw, but still fly up past the top saw after the change.

Wait for a fresh timer on the ceiling and wait for about 7 beeps before walking right. Line yourself up with the right Gravity Switch but don't hit it just yet. Wait for gravity to send you falling back down, then hit the right Gravity Switch to dodge the final saw and go crashing through the barrier.

Finally walk right a bit farther to finish the game!

Now have fun trying to get the **No Point in Dying Achievement** by doing the whole game all over again in one sitting, while dying 5 times or less.

You can also try hunting for the Secret Eggs in the game, to raise your completion above 100%.

Secret Eggs

Secret Eggs look just like the glowing eggs that you pick up to get most of the achievements in the game, but these ones give you an extra 1% above and beyond the normal 100% in the game. You earn 100% by completing the game and getting all achievements.

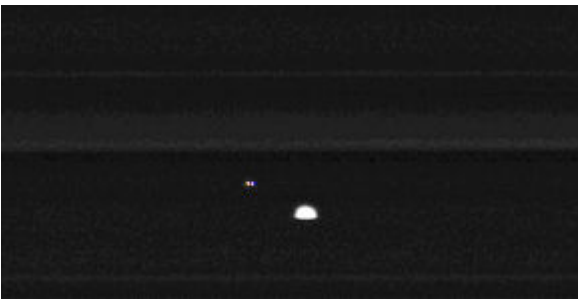
There are 11 Secret Eggs hidden in the game, which makes 111% the maximum possible percentage.

Secret Egg #1: [See Chapter 08 for details.](#)



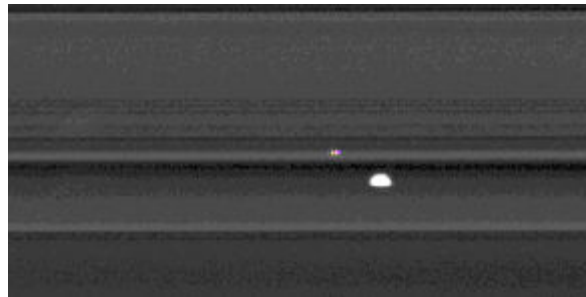
Secret Egg #2: [See Chapter 09 for details.](#)

Secret Egg #3: [See Chapter 14 for details.](#)



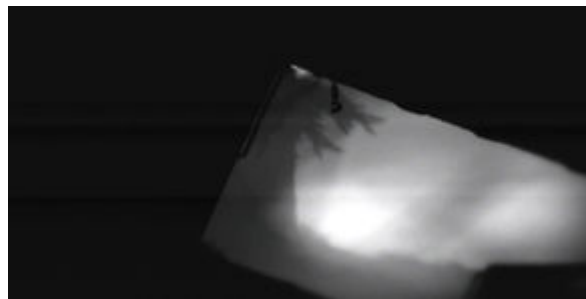
Secret Egg #4: [See Chapter 14 for details.](#)

Secret Egg #5: [See Chapter 14 for details.](#)



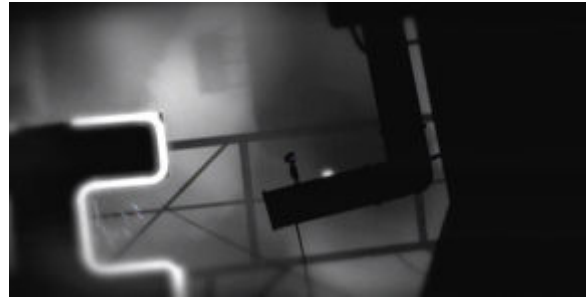
Secret Egg #6: [See Chapter 17 for details.](#)

Secret Egg #7: [See Chapter 21 for details.](#)



Secret Egg #8: [See Chapter 21 for details.](#)

Secret Egg #9: [See Chapter 12](#) and [23 for details.](#)



Secret Egg #10: [See Chapter 23 for details.](#)

Secret Egg #11: This one is a real doozy. Remember getting the No Point in Dying achievement by completing the game in one sitting with five or less deaths? Well it gets worse, you now need to do that again with *ZERO* deaths!

You will know best which parts of the game give you the most trouble so practice those areas first with the chapter select.

Once you manage to reach the ending area after breaking the glass, go left to a small area and back right. In here the egg will fall from a tree near the top of the hill for you to pick up.

LIMBO Achievements

10G

Alone in the Dark

Beneath the arthropod.

IGN GUIDES SAYS...

Check out the [Walkthrough for Chapter 14](#) to find this Achievement Egg.

5G

Altitude is attitude

Exploration off the ground

IGN GUIDES SAYS...

Check out the [Walkthrough for Chapter XX](#) to find this Achievement Egg.

10G

Backtracking

Ride the crates.

IGN GUIDES SAYS...

Check out the [Walkthrough for Chapter 2](#) to find this Achievement Egg.

10G

Climbing the Cog

Don't pull the lever just because you can.

IGN GUIDES SAYS...

Check out the [Walkthrough for Chapter 16](#) to find this Achievement Egg.

10G

Going Up

Don't let gravity keep you down.

IGN GUIDES SAYS...

Check out the [Walkthrough for Chapter 23](#) to find this Achievement Egg.

10G

Guided by Sparks

The crate is key.

IGN GUIDES SAYS...

Check out the [Walkthrough for Chapter 19](#) to find this Achievement Egg.

10G

It's Stuck

Prepare a dry landing.

IGN GUIDES SAYS...

Check out the [Walkthrough for Chapter 11](#) to find this Achievement Egg.

10G

No Point in Dying

Complete the game in one sitting with five or less deaths.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

10G

Under Ground

Vertical passageway.

IGN GUIDES SAYS...

Check out the [Walkthrough for Chapter XX](#) to find this Achievement Egg.

10G

Urban Exploration

Involves heavy lifting.

IGN GUIDES SAYS...

Check out the [Walkthrough for Chapter 21](#) to find this Achievement Egg.

100G

Where Credit is due

Persistence has its own reward.

IGN GUIDES SAYS...

Check out the [Walkthrough](#) to get this Achievement.

5G

Wrong Way

That's not right.

IGN GUIDES SAYS...

Check out the [Walkthrough for Chapter 1](#) to find this Achievement Egg.

LIMBO Awards

You can equip the following awards to your Xbox Live Avatar.

- **White Logo LIMBO T-Shirt** - Get the Wrong Way achievement.
- **A Creature from LIMBO** - Complete the game.

