



Wiki Guide PDF

- Characters
 - Adventurer
 - Hillbilly
 - Knight
 - Monk
 - Scientist
 - Time Traveller
 - Twins
- Universe

Walkthrough

Welcome to the **Walkthrough** section!

The Cave gives players the opportunity to play through the game with any three of seven different Characters, with the game experience changing depending on which characters are chosen. Some areas of the game are played regardless of who is in the party, and some areas can only be accessed using a specific character's special ability.

- **Common Areas**

- Intro
- Gift Shop
- Mine Carts
- The Zoo
- The Island

- **Character Specific Areas**

- Castle - **The Knight**
- Carnival - **The Hillbilly**
- Mansion - **The Twins**
- [1] - **The Adventurer**

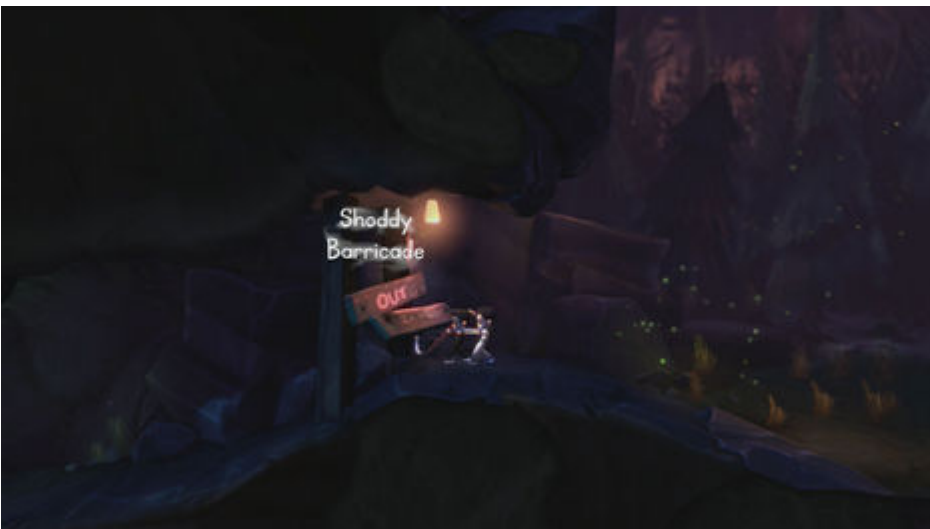
Intro

The **Intro** section of the game introduces players to the seven different characters, makes the player choose three for a journey, then gets them on their way.



When the narrator has finished his spell, cycle through the seven characters, hearing each of their back stories and hopes for the cave. It is important to note that the game experience will depend on which specific three characters are chosen. While there are some areas that are featured in every playthrough, each character has an area that requires their specific special ability to access.

Select a character and venture to the right. Using the interaction button, pick up the crowbar once it is highlighted (this is possible once the name of any interacted object appears). Take the opposite path from the beginning and head on to the left past the other characters. Once the barricade is highlighted, interact three times on the boards to clear the path forward. Once finished, **DONT DROP THE CROWBAR** - it will be needed again shortly.



Head left, getting used to the various controls the game has to offer (action/interact, powers, jump, drop item). Once past the first barricade it will be time to pick a second party member, take them through, then choose a third party member.

Head on down the tunnel to a large, non-climbable ledge. Go right here and using the action button on the crate to move it under this ledge.

As the narrator humorously suggests, all three party members will be needed here to break the bridge and venture onward. Place all three party members on the bridge, causing it to break and leading

them to the Gift Shop!



Gift Shop

The **Gift Shop** is the entry area to the cave. It is not a character specific area and will be encountered on all playthroughs.



Head right to the gift shop clerk. After hearing him spout about needing attractions for the shop (isn't that his job?), pretend to walk away. He will call you back and suggest trading three trinkets in exchange for entrance to the cave. Take the over-sized Novelty Key, head left past the pool, and use it on the Employees Only door.

Head past the door and descend down the long ladder. Ignore the broken well for now and go left to a lever in front of a closed gate. Use a party member to pull this level and then switch to another, allowing the lever to be held down for the time being. Using another character, descend down the platforms adjacent to the well and pull the lever at the bottom. Make note of the empty fuse box next to the hot dog machines. (Hint: The Time Traveler can be used to obtain the cave painting on the inaccessible side of the broken well early).

With both levers pulled, the gate will open. Use the last party member to jump the spikes and pull the lever over the other side to allow the gate to permanently stay open. Head on through to a series of platforms leading up, and go up with the crowbar in hand. On the way up there is a **Cave Painting** - interact with it to get a piece of a storyboard with background on a character. Head forward to the well, then use the crowbar on it to obtain a useful crank. (If the crowbar was dropped before the party fell into the pool earlier, it will have followed behind and can be found on the shore.)

Head back to the broken well and use the crank on it to obtain the bucket. This will simultaneously destroy the well and reveal another **Cave Painting**. Travel back to the platforms leading upward with the bucket, and head up to the left past the now crank-less well. Here you will see a sparking fuse box with controls for a claw, which will eventually be used to catch a monster. Place the bucket on top of the fuse box in order to remove it safely.

Now travel that all familiar route back down to that empty fuse box mentioned earlier. Place the fuse into it and grab a hot dog from the now powered up machine. Take it to that staircase of platforms, but this time head past it and the bell. Place the hot dog on the spike pit by interacting with it without falling in.

Trophy hint: Well Done: After placing the hot dog on the spike, jump across the other side. This will cause the beast to emerge spraying fire, cooking the hot dog, but destroying yourself in the process. (If the knight's power is used, you may survive).

Use a second character to grab the previously used fuse and place it in its original fuse box next to

the control panel, and wait by the control panel. Using the character near the pit, ring the bell which summons the monster. He will become entranced with the Hot-Dog-On-A-Stick and start eating it. Switch over to the character near the controls to lower the claw, rendering the monster helplessly suspended in the air.

Continue past the monster's emerging point on the other side of the pit, and find the next **Cave Painting**. Continue on to the cliff then dive on in!

Emerge out of the water and climb down the ladders to obtain dynamite. Climb back up to the top and interact with the flame on the left hand side, lighting the fuse. Jump back over to the right and drop the lit dynamite near the rubble, getting out of the way before it explodes.

Venture through the previous rubble and hop onto an upper ledge. Snatch up the first **trinket**! Head forward and switch to another party member. Go underneath the ledge, swimming through the tunnel of water to obtain the second **trinket**.

Keep moving forward to a pressure plate puzzle. Use a character holding a souvenir and place them on the plate. Then once the gate opens switch to another and place them on the next one. This allows the other two characters to pass through the gate with ease, solving the puzzle!

Take control of the character with an empty hand, move onward to the ladder, and climb up for the final **trinket**!

Traverse the last leg of this tunnel to reach an elevator button. Gather the trio together on it and take the lift back to the awfully familiar soda machines. Return the trinkets to the ungrateful gift shop clerk (more like jerk!), and finally enter the cave.

Achievement/Trophy Alert: Shoplifting: Simply take a postcard from the stand next to the clerk and walk out the door with it.

Trophy Hint: Remorse: Once you steal your postcard for the Shoplifting trophy, you must take the same one through the entire cave until you return there much later in the game. You must then place it back in the postcard stand from which it was originally taken.

Navigate down the path to a rope connected to a weight. Use a character to grab the rope, shifting a weight across the cavern. Use a second character to jump across the other side to find a **Cave Painting**. Head down to the floor from there and use the rope-holding character to release their grip, allowing the 2nd party member to pass underneath it. Pull out the crate here and place it in-between the two platforms above (that are between the weights), creating a safe place to drop down to. Place the trio on the pressure plate to be granted access.

Note: From here, the levels and order will change depending on which three characters are in play. As previously stated some levels will always be included, however the order of those stages will also be different due to character choices.

The Mine

The Mine Carts are one of the areas of the game that must be completed on any playthrough with any characters.

After dropping down, pull the two levers, causing an earthquake that will drop a large piece of rock into the spike pit. This rock will serve as a platform for the characters to jump across. Have the characters head down as low as possible and then head left.

Here the party meets the Miner, who is quite furious with them. As The Cave mentioned earlier, pulling those levers would have consequences and it looks like their actions have trapped three of the Miner's carts. As he'll repeat again and again, he'd like them back. The miner provides a shovel, a bucket, and a can of corn, as well as a never ending supply of live dynamite, because he's just that nice.

Trophy/Achievement alert: Fire in the Hole: Gather the three members of your party together and allow them to all be killed by the same stick of dynamite thrown by the miner. Rather than trying to get them all in the same spot on the bridge, it may be easier to put two of them in the same spot safely to the right of the Miner's dynamite-throwing radius, then have the third party member grab the bucket (before putting water in it), catch a stick of dynamite in it, then walk quickly walk over to the other two party members before it explodes.

Trophy/Achievement alert: Creamed Corn: Using the dynamite, destroy the first can of corn in the game. To complete this trophy/achievement, the can of corn found on the Island will also need to be destroyed.

Take the **bucket** and head back up the cave a bit to the **puddle of water**. Fill the bucket with some water and take it back to the bridge. This time when the Miner throws dynamite, catch it in the water bucket, creating a **bucket full of dynamite**.

Gold Cart

Take the bucket of dynamite up the ladders and ropes until the character reaches a ledge on the right. Jump up there to find some rocks that look like they could use some dynamite. Take the dynamite out of the bucket and use the torch to light it on fire. Blow up those rocks and head into that area.

CAVE PAINTING ALERT: In this area there are two machines and a mine cart. The machine across the way is a claw that picks up those fancy rocks and then drops them right back down into the pit they came from (don't miss the **Cave Painting**

Food Cart

Get another bucket of dynamite and head up the cave a bit to find some more rocks that need blowing up on the left. Blast those suckers to pieces and take all three characters into this area.

Here we have a mine cart full of food at the bottom level. The idea is to get the cart across the middle level so it will go to the Miner. The trick to this puzzle is that two of the platforms go up and down the three levels based on how much weight is on them.

First let's put a character all the way at the top, next let's put two characters on the platform closest to you so it goes to the bottom. Next let's move the cart on there. Then have one character go all the way to the top to join the character on that platform. This will put all the platforms in the middle. Push the cart into the middle platform and once again the weights will switch. Repeat the process and you'll be able to send the cart to the Miner.

Remember the cart is the same weight as one character.

CAVE PAINTING ALERT: There is a cave painting is in the top left of this room.

Ok so head up all the way up the cave until you see an area to the right where you can blow up some more rocks. After that's done you'll find an area with the third and final mine cart. This one is empty, and when you try to push it to the Miner it just comes right back. So what you need to here is take a character with the shovel ride in the minecraft. Have a second character push them and right before the cart goes through switch to the character riding. Use the shovel to hit the switch and the third cart will head to the Miner.

CAVE PAINTING ALERT: Once you blow up the rocks enter the area and jump across the gap

Once the Miner has all three carts just get all of your characters next to them and jump. The bridge will break and you'll head to the next area

Zoo

The Zoo

The Zoo is the second "Common Area" within the Cave, and will be encountered with any combination of characters. Simply head left until one of the party members is eaten by the Crystal Cave Monster. Continue descending into the Zoo until a cutscene with the Monster Hunter launches. After the scene, pick up the Tape Recorder that doesn't have any batteries, as it will be needed for the To Soothe A Savage Beast achievement.

After picking up the tape recorder head left, until the Crystal Cave Monster appears again. Drop the tape recorder before getting too close to the monster, and then run straight at him. He will grab the character and spit them out on the other side. Once there, climb the only ladder in the room and push the metal box off to the right, and then to the left, until it falls to ground level (Make sure none of the party members are below the box before it goes off the ledge!).

Now climb up the box, run past the lever, and hop up onto a ledge to grab the **Cave Painting** there. After getting the Cave Painting, keep heading left and down to find the Cave's previous explorers that the Cave has made reference to various times throughout the game - a Pirate, A Robot, and a Clown. Perform an action on the Robot to pry out his dead battery, as it will be needed for the tape recorder.

Easter Egg: Notice that an action may also be performed on the deceased Clown - his nose can be honked. Honk the Clown's nose rapidly around 15 times to see his name change.

Now, with the dead Battery in hand, head back to the chamber that the party members were first spit into. Switch to the character without the battery and climb up the box to where that lever is. Pull that lever and leave that character there, otherwise the now opened hole in the floor will close. The newly opened chamber holds one **Cave Painting**.

Now, depending on which characters are in the party, the third character may need to get into the mix to get through the barred door in this next lower chamber. However if the Scientist, the Time Traveller, or the Twins are in play, the third character won't be necessary (unless of course the other two characters aren't one of those three). If none of those characters are in the party, switch to the third character, who is still probably outside of the Monster's spitoon, and have him or her swallowed up and spit out to join the others. Use the newly arrived third member to pull the lever in the lower chamber granting sweet freedom to all.

Now to finally do something about that dead battery and the tape recorder. Climb back up through the zoo with the battery all the way to the top. Once there, head left to a large fish tank full of electric eels. Jump on in and the shock will instantly give the dead battery a new charge. Keep swimming through the tank of eels to find a **Cave Painting** on the other side.

With the charged battery in hand head, back down to where the Tape Recorder was left, and perform an action on it to put the battery inside.

Achievement/Trophy Alert: To Sooth A Savage Beast Take the tape recorder (with the charged

battery in it) back up to the Food Court just outside of where the Monster Hunter is camped. Some elevator-type music should be audible. Drop the tape recorder in front of that building and it should record the Elevator Music. Now take the tape recorder back to where the Cave Monster is laying down and drop it near him. The music should start playing and the Achievement should unlock.

Now pick up the recorder and set it down near the Crystal Cave Monster, and it should say "Tape Recorder(Recording)" over the item. With the tape recorder recording, run straight at the monster to get eaten and spit out again on the other side. The other two party members should each still be holding onto a lever. Head back down through the hole in the floor and backtrack to pick up the tape recorder. Take the recorder up to where the Hunter has her camp set up, and set the recorder down so that it plays the sounds of the monster.

The Hunter should leave to hunt the monster, allowing access to the Hotdog vending machine. Grab one and start heading back down to where the monster is sleeping. Get close enough and the Monster will start following. Lead him to the bridge on the right. After a short cut scene the rest of your party should catch up and be ready to Spelunk deeper into the Cave.

Area Shortcut #1: The Zoo is the only level within the Cave that can be skipped; however, to do so takes a little bit of planning. At the start of the game, after giving the Gift Shop Attendant the trinkets needed to gain access to The Cave, head back to the Hotdog Vending machine and grab another hotdog. Hold onto this Frankfurter throughout the whole game. (This may be tough iff trying to earn the Remorse achievement, otherwise it shouldn't be too hard.). Once in the Zoo area **DO NOT** lead with the person in the party who is carrying the hotdog, as the cave Monster is going to eat whoever enters the area first. Now simply descend into the zoo to where the Crystal Cave Monster is sleeping, and use the Hotdog to lead him to the bridge.

Area Shortcut #2: Another approach to skipping The Zoo area, is to use The Knight character. The Knight's special ability is to surround himself with a shield from the heavens.(Note: Once in the Zoo area **DO NOT** lead with The Knight.) As soon as you approach The Zoo area, head down towards the lady that drops the tape recorder. Once the cut scene is done, keep approaching the lady. At this point she will warn you about getting too close to her and threaten to shoot you. As soon as she fires, quickly use The Knight's ability to shield himself from the bullet. After you've protected yourself, she will proceed to reload her shotgun at which point you can quickly jump in front of the Hotdog Vending Machine. Protect yourself again from the bullet, and once she reloads, insert the coin into the machine, grab the hotdog, and quickly get out of her range. Now simply descend into the zoo to where the Crystal Cave Monster is sleeping, and use the Hotdog to lead him to the bridge.

Island

The Island puzzle in The Cave is all about the **Island Hermit**. This old hermit thinks that you are going to be his salvation of the island. What he doesn't know is that you are just trying to get from one side to the other. Most of the puzzles in this section are strait forward, but can be tricky if you don't use adventure game logic. Let's go through all of the steps.

THE PIPE PIECES

The first thing you should do when you get to **the island puzzle in The Cave** is lay the different pieces of pipe in the correct slots. The strait pipe is the first pipe you will come across. This pipe is right by the beginning starting area of the island. Grab this piece of pipe and head to the underside island to put it in the **strait pipe socket**. You will need to push the box from above the water mill to make a step so that you can go to the right side of the island. Once on this side, push the box from the right side coast to make a path to get to the underside of the island.

The **cross pipe** is pretty easy to miss if you are not paying really close attention. There is a waterfall that is spinning a water mill that you already pushed a box off of to get to the right side of the island. On a little platform above the Hermit and the dog there will be the **cross pipe**. Take the cross pipe to the underside of the island with that character and place it in the **cross pipe shaped socket**.

The **L shaped pipe** is already in the underside of the island. Directly to the right of the cross shaped slot for the cross shaped pipe there is a ladder with a special story piece as well as the L shaped pipe. Grab that piece and head left. There will be a couple of gaps, but if you just keep going left you will eventually run into the **L shaped pipe socket**. After you pop the final pipe in the puzzles actually start getting hard.

MOVING THE BOAT

Moving the boat on the underside of the island can be done easily once the pipes are set in place. Directly to the right of the L shaped pipe socket there is a ladder that goes down. Head down that ladder and hit the action button on the **water valve**. This will fill up this little moat area with water. Make sure to hold the action button down a couple times to fill it up all the way.

Head outside and grab the boat. Push it over the waterway and into the underbelly of the island. Eventually you will reach a door that can not be moved that is holding the water back. To finish this part of the puzzle you have to drain the water from this little dam area.

To get rid of the water in this area you have to use the **pirate flags**. Take two characters to the top side of the island and put one character on the furthest bottom part of the underside. The first flag is near the starting area, just after meeting the parrot. The second pirate flag is to the right of the water mill, just after jumping over the box. The **third pirate flag** is on the underside next to some skeletons. Hit all three of these flags at the same time and a door will open up.

These **powder kegs** will blow up the rocks underneath the dam area. Roll them out and space them evenly out like the picture just above. The first one you can put by the ladder until you have to use it. The second keg goes just to the left of the four rocks in the background (one is on top of three). Then

the third one goes just to the right of the wooden grate that is on the ground.

Grab the first barrel and pull it over to the right. When you get close to the lava the fuse will light. Push it to the left and down the incline. This will blow the rocks under the water and drain the dam. Now you can take the character that was on the first pirate flag around and hit the lever to lower the dam wall. Push your boat to the right until you get to an area over the lava. Hit the water pipe and steam will raise the boat on to the top side of the island. Move your character from the second pirate flag and have him/her push the boat to the right side of the island. Now all we have to do is figure out how to get everyone in the boat.

Getting the Hermit Out of the Boat

To get the **Hermit out of the boat** what you need to do is grab a **femur bone** from the same area that had the powder kegs. Take this bone to the top side of the island and drop it to the left of the water mill before the pond. Then with that same character, run back to where the boat now is. You will notice a box of crackers. Pick that up and head back to the bone.

To the left of this spot a parrot will be perched on a rock. Hit the action button when you get close to the parrot and you will give him a cracker. This makes the parrot sit on your shoulder and become your best friend. With the parrot on your shoulder head back up to the mill.

Pick up the bone and go up the ladder. Press the action button when you get close to the dog and you will tease him. The dog will bark and the parrot will then begin to imitate the sound. Carefully drop off of the platform. If you die, the parrot will stop barking and you will have to redo this section. Continue to the right and make your way to the boat.

When you finally get to the boat the parrot should still be barking. When the Hermit hears the barking he will remember that he has forgotten his beloved dog. The Hermit will run away to get him and you can get all of your characters in the boat. This will result in the end of this section and the end of **The Island Puzzles in The Cave.**

Castle

The Castle is the Knight's stage, and can only be accessed when he is in your party of three.

Head towards the left until you come across a narrow pit of fire leading down with a cave tours sign. Put the knight's power to the test by jumping directly above the flaming pit and using his invincibility power midair, allowing him to descend through the flames and land unharmed. Once at the bottom, head left until you reach the King. The King proclaims that you must earn his daughters amulet before you can attempt to remove Excalibur.

Once your conversation has ended, a gate will open outside to the right. This gate leads to the princess' tower, so let's head through this gate and start by climbing the rope near the tree to meet the princess. Once you reach the top, she will explain (in a dreary fashion) that you must retrieve the dragons treasure in order to win her amulet. The door to the castle will now be open to you.

Work your way back down, or sneakily use the knight's power to drift all the way down unharmed. Continue onwards to the right, following the princess sign instead of the dragon one for now. Head up the ladder into the tower. You will notice a guard on your way up, avoid these guards, they will kill you if you venture to close. Keep heading up and veer to the right, send the knight inside the lift. Take control of another character and take him to the lever just above this lift. Using this lever, send the knight down a level. Here you will find another **Cave Painting**.

Hint: *If you have the time traveller in your party, your next task is made easier. If you look to area above the guard you previously saw, you will notice an item (key) begging to be picked up. This area with the key is blocked by a gate, but using her power you can exploit this inaccessibility. Just warp through the gate, pick up the item, and warp back. If you're able to perform this, ignore the next paragraph.*

Once you obtained the painting, activate the knight's invincibility power and send him down another level. That troublesome guard will now concern himself with the invincible knight, allowing another character to climb up the ladder next to him and obtain the key.

Take this key back down to the base of the tower you climbed and this time go right instead of up, past the ladder and rope, and head down until you reach the large gate with the sign. Open it up but **DO NOT GRAB THE TREASURE!** Use a character to lower the Knight to the ground and travel down the same path, but go bellow the dragons gate recently opened. Underneath the dragon's chamber, you will come across another **Cave Painting**.

Continue on and do a U-turn, so you head up and around the opposite side of the dragons chamber. Push his food bowl all the way towards him. Time to take that dragon on! What you should attempt to do, is leap towards the beast while engaging his invincibility power. This will effectively distract the dragon, due to his ineffective attempts to roast you alive. So go ahead and grab the dragons treasure with another character and head up to the princesses room. You will hear the commotion around the palace caused by your leaving the gate open (Oops...). Climb those familiar ladders but instead head left going up. Take note of a room of the left with dynamite as you climb. When you reach the princesses room, use the treasure as a token in the coin slot. Now you see...the dragon...eating the

princess (Our bad!) Luckily for us, the amulet is left behind for the knight to retrieve.

Take control of the now safe knight, and go left out of the empty chamber heading towards the tower. Notice as you pass through the tunnels, the alternate "skull" path leading left, you will be heading here shortly. Grab the amulet with the knight and travel back to the very beginning with the fire pit to the King. The King is overjoyed by your return and promises you both a chance at Excalibur...and his daughter (hmmm). But try as you might, you cannot pull the sword out.

Use another party member to head to that dynamite location previously seen in the tower, and take it down that skull path underneath. Follow it all the way to the end to find a **Cave Painting**. Now light the fuse and place the stick under the Excalibur rubble. The knight can now pull the sword from the stone. Hooray! The King will ecstatically head off to see his (now dead) daughter.

Trophy Hint: Royal Buffet: Instead of going left and leaving the area immediately, head back to the princess' room in the tower where you picked up the amulet. You will find the King has met the same fate as his daughter.

With the Knight's chapter complete, continue left and jump off the cliff.

Carnival

The **Carnival** is a character specific area that may only be accessed with The Hillbilly.

Hop straight into the large pool and use the hillbilly's breath holding power to traverse the long canal of water. Once out of the water, grab a friendly stick of dynamite and use it to blow up the clutter of stones, clearing the way for the rest of the party. Journey down to the carnival entrance to meet the hillbilly's crush - the amazing two legged lady.

In order to impress her, the hillbilly must obtain a teddy bear. As luck would have it, a nearby booth has such a prize, at the cost of 5 tickets. To acquire the tickets, The Hillbilly and his partners must earn them at the various games around the Carnival.

Begin by getting the simplest ticket, the **first** one. This is just to the left past the deposit machine being held by a boy, Return this ticket to the machine and deposit it.

Dunking Booth

Head left, past a strength game and a rope, over to the dunking machine. Place a character on the top of the machine, and have another push the button. This releases the **second** ticket which can be deposited in the prize machine. While a character is in the dunking water, use them to swim around the back to obtain another **Cave Painting** at the top of the ladder. Take note of the narrow tunnel of water leading directly downward as it will come into play later in the level.

From here on out, it can be easy to be lost within the maze that is the carnival. The characters will be back and forth all of the area, so take note of where the various games and attractions are.

This time use the previously passed rope to climb up. Head to the left and note the location of the "Wheel of Misfortune", but pass by it for now. At the left dead end climb up and station a character with the wrench next to the generator truck. They will be interacting with the truck and the wrench itself several times.

Control another character and send them up the rope, this time head right. Go past the "Guess your Weight" game and Magnifico's tent, remembering their locations. Continue past Xavetar, and head up past the man of ordinary strength until you reach the ferris wheel. Notice on the far left of this top level past the wheel, there is a sledgehammer behind the carnies.

Ride the Ferris wheel up, on the way there is another **Cave Painting**. Continue riding it and jump off at the fuse box. Switch to the wrench holding character, and allow him to use it on the generator. This allows the fuse to be safely removed. Grab the fuse and climb up the ladder near the carnie folk. Use the wrench on the generator again, so the fuse to be placed inside, which removes the carnies in your way. Grab the sledgehammer and return all the way back past the tents and down to the strength game, it's just before the dunking booth. With this extra added strength, use it on the game and claim your **third** ticket prize, return the ticket to it's rightful place.

Now switch to your other (not used so far) character and have them climb back to the man of ordinary

strength on the top level. Pick up the barbell here and return down a level.

Trophy/Achievement Hint: Weight of a Beast: Gather all three characters holding the sledgehammer, barbell and wrench, on the "Guess your Weight" machine. Activate the machine, and the weight should equal 666. This collective weight results in the trophy.

Take the barbell to Magnifico, and allow him to make it invisible. Head over to the "Guess your Weight" machine and using the invisible barbell, trick him into coughing up the **fouth** ticket. Place it in the machine.

Remember where that fuse is, above the carnies? Yet again use your wrench character on the generator truck and remove the fuse. Take this over to Xavetar and place it in his fuse box. Once you interact with him, Xavetar will glow one of three colours. Remember this colour and go to the last game tent "Wheel of Misfortune". For the last ticket, simply head to the very right of the game and choose Xavetar's foretold colour. Spin the wheel and make the operator look like a fool. Grab that **last** ticket and return it.

Trophy/Achievement Hint: Don't Fill Up On Fortune Cookies

Make sure that each character in your party has his or her fortune read BEFORE Spinning the "Wheel of Misfortune" with the correct foretold colour, otherwise Xavetar will turn off and you will have missed a chance at working towards this achievement.

With the bear in hand, return to the hillbilly's dream gal. It seems the ordinary strength man has stolen his favourite lady. With vengeance in mind, head just past the ticket deposit machine (which now requires 1 ticket for a lighter) and steal that poor boy's ticket (...again). Retrieve the lighter, but have another character grab it and head over to the hay. Using the hillbilly, with the wrench in hand, place him over left on the dunking machine. A character should dunk him, and using the hillbilly's water breathing power, send him in that mentioned tunnel of water leading down. When you surface, head past the valve for a **Cave Painting**, then use the wrench on the valve.

Now the lighter can be used on the hay effectively, igniting the entire carnival! (pyromaniac much?) Head over to the left, surveying the damage. Go back to the hay and it should topple. Go on through to complete the carnival!

Lab

The Scientist's Quest in The Cave is all about launching a nuclear missile and killing off other scientists. To get into this area, first you have to hack a console to unlock a door. Then, after getting through this first door, head to the right. You will see a grog machine. Hack the grog machine with the scientist and you will go into a brand new area

Grabbing the First Launch Key

The first thing you need to do once you get into the launch area is get up an elevator. Swim across the pond that you come across to a fuse box. Grab up the fuse and then head back across the pond of water. Head up a ladder and plug the fuse into an empty fuse box. This will open up an elevator.

After taking the elevator up you are pushed into a room. Take the ladder up and hack the console with the **Scientist**. This will open the blast door so you can move forward. In the next room to the right there is a laser moving back and forth. Wait for the laser to start moving to the right, away from the console, and then hack the console with the **Scientist**. This will kill the scientist on the right and he will drop your first launch key. Run it over to the room to the left and put it in one of the **keyhole**.

Grabbing the Second Launch Key

Take one character past where the scientist died into the room to the right. You're going to want a character there. With the **Scientist**, hack the console next to the elevator to make the elevator work and then take it down. Take ladders down to the third level that will be marked with a 3 next to the ladder. If you head over to the left there will be a **wet floor sign**. This sign will make the floor slippery where ever you put it. Grab the sign and head up the ladder.

Head up to level one and then go right. Place the **wet floor sign** on the ground right by the warhead console. Hack the console and the scientist will come running. With the **wet floor sign** down he will slip, die and drop his key. Grab the key and take it back to the key room to put your second key in.

Grabbing the Third Launch Key

The third key is a lot more difficult to grab then the other two. Keep one character on the top floor in the room all the way to the left with the administrative console. Put one character on the second floor on the right, the break room, right next to the bulletin board. And put the third character on the bottom floor to the left in the kitchen. These characters need to work together to get this last key.

Use the character on the third floor to find out what food is on special for the day. Use the character in the break room to cross reference what day it is. Then use the character on the top floor to figure out what the password is on that day. Move the character on the third floor to the right and enter the code that you learned from the administrative panel. This will unlock the **knockout gas** room. Grab the **knockout gas** and take it to the second floor and head to the right where there is a vent blowing out air.

Now with your character on the top floor, go up the ladder to the right. In this room there is a switch called the **HVAC control switch**. Hit this switch and it will change the direction of the flow of air. With the character that is on the second floor, next to the vent and holding the **knockout gas** hit the drop button. Knockout gas will go into the vent and knock out a guard that was threatening to shoot anyone who came by. He will drop the third and final key.

Inserting the Monkey

The last thing that needs to be done is inserting a navigator. Take a character to the bottom third floor. In the cafeteria that is on the left side there is a **bowl of fruit**. Hit the action button to shift through the fruit until you find Bananas. Grab the bananas and head to the first floor where the guard was.

Go all the way to the right and feed a banana to the chimp. He will now start to follow you. Go down one level to the second floor. Head all the way to the left and you will get to a little pod that the **chimp** will go into. Head up to the top floor and turn the keys with all three characters. The nuclear rocket will take off and will clear your way to move on. You have finished the scientist's level in the cave.

Mansion

If you decided to play through **The Cave** with the Twins then you will come across the Twins House as one of your puzzles. The house is a little bit creepy and full of surprises. Here we will break down the easiest way to get through the Twins House so that if you don't feel like being scared, at least it will be quick.

Getting Into the Attic

The first thing you have to do is get into the attic. To get into the attic you have to find the umbrella. You can find the umbrella on the right side of the house by the twins father (which is also the exit). With the umbrella in hand, make your way up the zig zaggy stair cases to the top floor. Use the action button on the attic latch and a ladder will fall down, letting you up into the attic.

Once up here you have two objectives, get the fuse out of the fuse box, and getting the box of china out of the attic. Head over to the right side of the attic and you will see a box with sparks coming out form behind it. Pull the box to the left and then you can grab the fuse out of the fuse box. Take the fuse downstairs and there will be a room on the left that has an empty fuse slot. Putting the fuse inside the fuse slot will make it so the dumbwaiter will work.

The Hammer, The Box & The Dumbwaiter

Now you need to find a hammer. There is a hammer in the kitchen where the Twins Mother is making soup. Take the hammer to the attic and beat down the loose floor board. This will make it so the whole attic is a smooth surface that you can push the box across.

From here it becomes a bit tedious. Push the box of china that was once in front of the fuse box out of the attic and keep pushing it down the stairs for a while. Eventually you will end up in the kitchen with your mother. Leave the box for a second in the kitchen area because you need to go up the dumbwaiter. Pull the lever and use the twins power to hold it open. Walk over to the dumbwaiter and it will suck you in and take you to the second level. Take the empty chamber pot from this room and head back down to the kitchen.

Once you are in the kitchen you can go up a ladder before making it close to the twins mom. This will take you into a bathroom. Fill the empty chamber pot up with water and go back down to the kitchen. Push the box of china now in front of the dumbwaiter and pull the lever twice. This will pop that box up on the third floor by a room that has a plant in it. Run upstairs with the pot to where the box is.

Push the box all the way to the left so that you can jump through the open window. This will lead to a couple of ropes and eventually the roof. Head to the right across the roof until you come to a chimney. This is where the chamber pot comes in handy. Press the action button while standing next to the chimney and the twins will pour water to put out the fire below. Take the ladder down the chimney and that will put you in a room with a skeleton key. The skeleton key opens up any door in the Twins house.

Poisoning the Twins Parents

Take the skeleton key to the basement. You have probably heard the Twins Mom every once and a while saying that you need to feed the dog. The skeleton key will open up the basement door that has the dog food. Grab the dog food and bring it back to the kitchen. There will be a dog bowl on the left side of the room that you can drop the food in. The dog will come over and eat the food.

For the first time in this whole part of this level you will need to use another character. Switch over to another character that is by the levers and go down immediately to the left of where you are standing. After a little bit you will come across a pile of bones. Hit the action button to pick up a bone. Take the bone downwards and then to the right and you will see the guard dog sleeping by the kitchen door of the Twins house.

Take your third character now and walk him back to the character with the bone by the dog. You will notice there is a little passageway under the house. Take that passageway and there will be a steam valve. Hit the action button to turn the steam valve and turn off the steam in the basement.

With the steam off take the twins into the basement. Go all the way to the right and there will be a bag of rat poison. Take this bag of rat poison up to the kitchen and stand to the right of the soup pot. Then switch to the character with the bone by the dog.

Hit the action button and your character will wave the bone. The dog will stand up and start barking. The Twins mother will then start to yell at the dog. This is your opportunity to poison the soup. Hit the action button and the Twins will pour rat poisoning into the soup. After poisoning your mother will tell you to wash up. Go up the ladder to the right and turn the faucet on. Afterwards the Twins Mother and Father will be dead and you will be able to use the key on the exit door.

Monastery

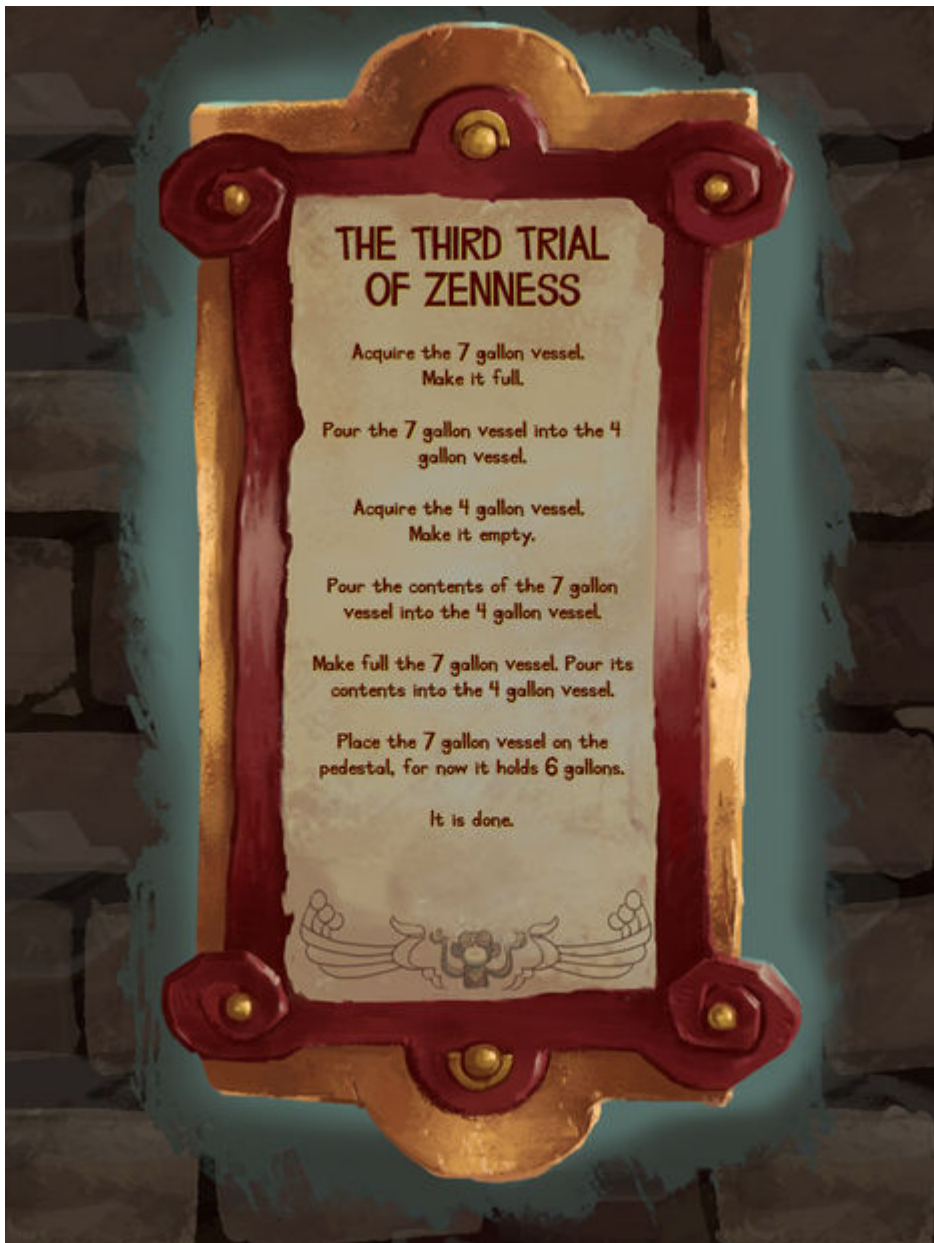
The Monk's Quest in The Cave is all about becoming a master of a temple. To get in the Monk's area, first you need to head up the rocky mountainside. Use your telekinesis to pull the support beams down to move on to the temple. Keep going to the left and you will meet the master. Use your telekinesis on the wind chimes above him. He will give you a feather. Head back to the right down the mountainside with the feather and stand on the rickety bridge. Grab your other two characters and stand them on the bridge. Jump with the character that has the feather and you will break the bridge leading to the **monk's challenges**.

The Lotus Flower

The **lotus blossoms** are a pain in the butt, but not too complex once you understand what you need to do. Make your way to the left from where the bridge broke. Head up the ladder and move over to the right. You will see the **lotus blossoms** sitting on a table. Use the **Monk's telekinesis** to grab the lotus blossoms from the table.

Now you need to walk slowly to the left. Keep an eye on the wind chimes above. They will start to sway when wind is coming. Turn and face to the right when the wind starts to blow hard. Keep going left when the wind stops until you reach an **open window** and **blossom pedestal**. Wait until a gust of wind stops and close the window with the **Monk's telekinesis**. Drop the **lotus blossoms** on the blossom pedestal and you will be able to move on to the next Monk trial.

The Balancing Monk Puzzle



Credit for this image goes to <http://www.monkpuzzle.com>. It is the website that the sign tells you to visit if you don't want to try to figure the puzzle out for yourself.

Riding the Magic Carpets

The next part is really easy as long as you know what is going on. To master this puzzle, all you have to do is not move. Even the slightest bit of movement will result in all of your characters falling to their death. If you are looking to grab all of the cave paintings, there is a section with a rope to the right that you will have to have the feather to break a second bridge. Breaking the second bridge also gives you an achievement or a trophy depending on which system you are playing on. Return back to the carpets, don't move an inch once they start and a rope will drop down leading you out of this area.

Becoming the Master of Zenness

You're almost done! Head up the rope from the floating carpets and then up the ladder. To the left you will see a **meditation statue**. Use the statue to make the picture of your environment bigger. Just outside you will see a **support bolt**. Use **the Monk's telekinesis**

to turn the support bolt four or 5 times until it falls off.

Now head to the right side of this room and use **the Monk's telekinesis** to break a support beam. Go down the ladder from here and to the right. A block will be on the ground that can be pushed to the right. Head up the rope and then go back to the Zen Master. Use **the Monk's telekinesis** on the wind chimes. This will give you master status. Head down the mountainside to the right and you will be able to open up the **Master's Gate**. Good job! You have finished **the Monks quest in The Cave**.

Museum

The Time Traveler's Quest in The Cave is all about shifting between the past, the present and the future to basically kill a line of people. The Time Traveler wants to be the best employee of all time instead of the guy that is standing on the desk in the future. To get this whole thing going all you have to do is go up the first ladder once you get into the area. Head to the left and there will be a fuse box. Move the rock so you can get to the fuse. Remember this area because you will have to come back here.

Once you have the fuse head down back to the start. Then the next ladder over should go down. Head down to this part, and drop the fuse into the open slot. Now the time machine will be working and the fun can begin.

Killing The Dinosaur

Killing the dinosaur in the Time Traveler's Quest is a multiple stepped process. The first step is to make sure that all three of your characters can time travel. To do this, take the time traveler back to the past through the time machine. Head up to the area where you first got the fuse from. It is up an upwards ladder very close to the time machine. When you get into that room, there will be a block that you can push or pull, just like you did to jump up to the fuse box in the present. Pull that rock to the right until it stops the water dripping from the ceiling. This will make it so the rocks don't form that blocked your characters in the present and now they can get to the time machine.

Take one of your other characters into the future. From there go right, past the two ladders we have been using and go down the next ladder. Continue down and to the left. Eventually you will get to a gap and a ladder downwards that is just to the left of the gap. Go down that ladder and head to the right. There will be an exhibit that makes you smell like a dinosaur. Hit the button to smell like the dinosaur and then head back to the time machine. Join the Time Traveler in the past.

Take the Time Traveler, and your character that smells like a dinosaur, back to that exact same room that had the exhibit that made the character smell like a dinosaur while you are now in the past (the room that has a gap and a ladder going downwards from above). Now that you are back in that area, take the Time Traveler to the left and you will see a cave man trying to make a wheel. Leave her there.

Take the character that smells like a dinosaur down the ladder. When you go to the right there will be a sleeping dinosaur. The dinosaur will wake up when it smells you. Head to the left and make it chase you until it is standing underneath the gap. Switch to the Time Traveler, and have her push the misshapen wheel to the right. It will drop down on the dinosaurs head and it will die.

Getting the Oil

Grabbing the oil in the Time Traveler's Quest is a little bit tricky. For the first part, keep the time traveler in the past and head all the way to the right of this area. You will see a rock on a slope that is blocking water like in the picture above. Push the rock to the right, holding on to the action button and

switch to a different character. Now take any one of your characters to this same spot in the present and in the future.

For the character that is in the present there will now be a well. Hold the action button and the character will pull up the well and a bucket will be on the end of the string. While holding the action button on that character, switch to the character you have that is in the future.

Now that there has been a well, and the well string has been pulled up, this same spot in the future will have a bucket as an exhibit. Grab this bucket and head down to the exhibit that makes you stink like a dinosaur. You will notice that where you killed the dinosaur, there is now a puddle of oil. Grab up that puddle of oil with the bucket and head back to the employee desk.

Getting the Wheel

Getting the wheel in the Time Traveler's Quest is now pretty easy if you have followed the above steps. If you have the oil in the bucket and are good to go, keep reading. If you haven't gotten the oil or killed the dinosaur, please look to the two sections above. Alright, take the oil to the employee desk. Directly to the right of that will be a combustion engine and an elevator. Put the oil in the combustion engine and then take the elevator up. There will be a wheel up there.

Now it just becomes a pushing game. Push the wheel onto the elevator and ride it down. Then push the wheel to the time machine (to the right). Hit the time machine and bring the wheel into the past. From here, push the wheel to the right until it falls off of a ridge. The cave man will fall in love with the wheel and go stand by it. Take your character to the left where the cave man was sculpting misshapen wheels. Push the rock to the right and boom; it will hit the cave man on the head.

Now that the caveman is dead you can take the Time Traveler back to the future. She will now be the best employee of all time instead of the other guy. This means you can now grab anything you want in the future museum. You have probably passed the big key that they called the wrong name that is to the right and downward from the employee desk. Now that you are the best employee, you can grab the key. Take the key into the present through the time machine and then you will be able to exit the area through the door.

Pyramid

The **Pyramid** is an area that can only be accessed if you have the Adventurer in your party.

First enter the area and use the Adventurer's grapple ability to get over the spike pit. Then stand on the plate so you can get your two other teammates across.

Next scale the pyramid from the outside and run over it until you get to the other side. Once you get down from the other side enter the room and use the grapple ability again. This will trigger a cutscene where one of the Adventurer's teammates talks to her and about the location of the sarcophagus. You can then get your team across another spike pit harmlessly.

As you run through the first room you'll see the Sarcophagus itself. The problem is though if you go up there you'll reach a door which needs an Ankh to open it. Head down as far as you can go following the tour signs and you'll find just the Ankh you're looking for. Once you get it head back up to the top and use it. The room above the sarcophagus will open and you can enter it.

Here you'll see a floor button with a bunny. Basically in order to open doors you either need to match the animals, or have your teammates stand on the ones that the door needs to open it. Have the Adventurer stand on the first bunny button. (It sounds so cute doesn't it) Then have your two teammates use the ladders until they find a room on their right that has cat statues in it. They'll drop down and behold there is the other bunny button. With the Adventurer standing on the other one there will be a gap in the floor for your teammates to jump in. Once they are in the floor closes.

Have the Adventurer jump up on the ledge to her right and she will see a door. To unlock it the other characters must use the snake and the lion buttons. Have a character stand on each of those and the adventurer will be able to move on.

Next the Adventurer needs to find a way up to the ledge. There is a symbol for a dingoish creature so have one character stand on that. Nothing's happening right? Well we need that cobra to pop out of the wall above the dingy thing. Notice that the dingo is glowing? That means it's part of a set. The thing is that the set is the dingo twice so have BOTH your characters stand on it. Swing up to the ledge with the Adventurer

Now for this next part you need to slow the spikes down so the Adventurer can get across. You'll need another character to stand on the flamenco in order to slow them down. Do so and have the Adventurer run across. Now you'll notice the spikes at the bottom of the pit to your left. Looks like you need both characters to stand on the cobra so the Adventurer can get down.

Once the Adventurer jumps down she'll step on a plate that causes spikes to come from the ceiling of the plate room. (What a jerk, right?) Now keep using the other characters to get the Adventurer through but take note that as she moves on she'll step on more plates that put the spikes closer to your other characters. Use your other characters to slow some spikes down so the adventurer can run across, use her ability and get to the sarcophagus.

Now make sure the Adventurer jumps over the spike button so she doesn't kill the other characters.

Now have your other characters open the door for you so you can push the mummy tin out of that room. Next put the coffin on the elevator plate where the picture is and start to follow it down.

This next part can be annoying so pay attention. In order to get the coffin down you need to trigger the floor plates of each level so it can keep going. Now the tough part is switching to other characters and making them open the areas for you.

Once you get down to the bottom you'll see one of your old partners. He's trying to disable a spike trap so you guys get move the coffin forward. Do the noble thing and just use the coffin to push him in there. (Sucker). Keep pushing the coffin until the floor goes out from under you and the coffin disappears in the sand.

Now we're in trouble the Adventurer is alone, sarcophagusless, and trapped. We need to free the others. Head to the left and you will see three buttons to stand on, some unlit torches, and pictures behind them. Use the pictures to match the three plates and light the torches. Once all three are lit your other characters will be free.

Use the block that fell on the ladder plate and have the Adventure join the gang again. Have all three characters stand on the plate to light the torches and you can move on leaving the Pyramid behind.

Cave Paintings

Cave Paintings are found on the walls throughout the game. When activated they reveal a comic-style panel that offers some back story on one of the characters in play. The Cave Paintings that have been collected may be viewed at any time from the pause menu.

The locations of the painting do not change, but the characters they represent may change based on which characters are in play.

Gift Shop

1

On the left side on the way up to the Old Well and the Fuse Box.

2

To the right of the Broken Old Well. To access it, destroy the well by getting the crank from the other well (see Gift Shop Walkthrough for details).

3

To the left of the monster. See Gift Shop Walkthrough for details on getting past the monster.

Characters

The seven characters available in [[The Cave]] and their descriptions from Ron Gilbert are listed below.

The Monk – Searching for Master and is on a journey of peace and enlightenment

The Adventurer – Searching for two lost companions and some ancient treasure

The Hillbilly – Seeking Love.

The Scientist – On the Cusp of a great discovery for all mankind.

The Twins – Searching for their Parents

The Knight – Looking for a sword of unequaled power.

The Time Traveler – Is a female who “is there to undo a wrong that is a million years in the making.”

During your adventure you can die an infinite amount of times as the narrator, The Cave, does not want you to die. It wants you to finish your adventure. Together in your group of three you'll solve puzzles and encounter unique situations depending on who is included in your group.

Adventurer



According to a description by Ron Gilbert, the **Adventurer** is "searching for two lost companions and come ancient treasure." The Adventurer's special ability involves her use of a grappling hook/rope combination allowing her to swing over wide expanses (often lined with spikes) or to climb in areas where there is no other rope available. There must be a hook point present in order for her to use her special ability. The Adventurer's whip ability is probably the least useful out of all 7 Spelunkers.

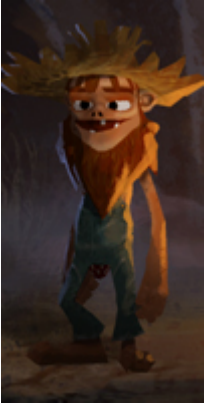
In Game Description:

"Ohh The Adventurer. She is hot on the trail of her lost companions, and on unequalled ancient treasure....But not necessarily in that order."

In order to play the Pyramid level you need to have the Adventurer in your party. The Pyramin/Tomb level is one of the more time consuming/dangerous levels within the cave. When attempting to clear all achievements be sure not to miss the "**Walk Like an Adventurer**" achievement when you first get your party within the pyramid as it is missable.

Object of Desire: Minature Sarcophagus.

Hillbilly



According to a description by Ron Gilbert, the **Hillbilly** is "seeking love." In The Cave he will have the ability to infinitely breath underwater. This unique ability is only useful within the Hillbilly's unique level, you can attempt to swim of the Castaway's Island if you wish to see for yourself.

The Hillbilly's unique area within The Cave is the Carnival level. The Carnival is one of the more time consuming (but incredibly entertaining) areas within the Cave. There are 2 missable achievements within the Hillbilly's level. Be sure to go after "**The Weight of the Beast**" (10) achievement when the Knight and the Time Traveler are present within your party. Also, each time you descend into the cave with the HillBilly be sure to visit the Xavetar Fortune Teller machine with each member of your party to work towards gaining the "**Don't Fill Up On Fortune Cookies**" (15) achievement (Each of the 7 Spelunkers needs their fortune read for this achievement).

In Game Description:

"The Hillbilly, on this fine night he searches for his true love. But does this desire burn to brightly in his heart?"

Object of Desire: An Oversized Pink Teddy Bear.

Knight



According to a description by Ron Gilbert, the **Knight** is "looking for a sword of unequalled power." In The Cave the Knight will have the Guardian Angel ability making him able to fall from great distances, and be protected from damage. This "Guardian Angel" ability is extremely useful when attempting the "**Who Wants To Live Forever**" (40) achievement. Also, the Knight's castle level is one of the faster areas within The Cave and there are very few opportunities for you and your party to be killed.

In Game Description:

"Hmm! The Knight. He is on a quest for a sword of unequalled power and prestige, but will he find it before anyone else gets hurt?"

In order to play the castle level you must have the Knight in your party. There is one miserable achievement here, "**Royal Buffet**" (10). Just make sure that after you pull Excalibur from the stone you return to the princess's room to see how she took the good news.

Object of Desire: Excalibur.

Monk



According to a description by Ron Gilbert, the **Monk** is "searching for his master and is on a journey of peace and enlightenment." The Monk's special ability is "Telekinesis". With this ability the Monk is able to move nearby objects to him, often times when they are behind walls (For example the bucket required on first entering the Cave.). The Monk's ability coupled with his unique Temple level make him a good choice for the "**Who Wants to Live Forever**" (40) Achievement as there are few opportunities for you and your party to die.

In Game Description:

"Ahh The Monk. He seeks his master so he can become the master. It a journey filled with peace and enlightenment... AND MURDER hahahaha, Oop sorry."

In order to play the Temple level you have to have the Monk in your party. There is one misable achievement within the Temple area, "**Embrace Impermanence**" (10). Just remember to take the feather with you until the magic carpet challenge, while floating up the chamber exit early to the right with all three members of your party, you will find a Cave Painting there and the Bridge you need to break for the achievement.

Object of Desire: Sacred Monkey Statue.

Scientist



According to a description by Ron Gilbert, the **Scientist** is "on the cusp of a great discover for all mankind." Her special ability in The Cave, is hacking consoles which you find across your journey.

In Game Description:

"The Scientist. She is on the cusp of a great discovery for all of humankind, and a hundred million lives hang in the balance."

Time Traveller



According to a description by Ron Gilbert, the **Time Traveller** is a female who "is there to undo a wrong that is a million years in the making" Her special ability in The Cave, is teleportation across a small distance often through objects. This enables her to obtain Cave paintings early, as well as skipping certain parts of the stages. The Time Travelers ability is useful outside of her unique area and her hoverboots (activated whenever she moves) allow you to run across small areas of water instead of having to swim through them.

In Game Description:

"Ahh, the Time Traveller. She is here to right a wrong, a million years in the making. Fortunatley for her, yesterday is a new day."

In order to play the past/present/future "Museum" level you must have the Time Traveller in your party. This unique level probably takes the longest to complete. It offers one of the more original puzzles within the Cave and houses 1 missable achievement, "**Smells Like Team Spirit**" 10) where your entire party must be assembled in front of the "stinky old dinosaur" dinosaur exhibit.

Be advised, one puzzle which requires all three members to be in a different time period (Past/Present/Future) but in the same location has been known to cause a great deal of frustration; just make sure that you hold the action button (rolling the boulder) while you change party members.

Object of Desire:

Twins



According to a description by Ron Gilbert, the **Twins** are "searching for their parents." Their special ability in The Cave, is to place clones of themselves performing tasks. Such as using it to pull a lever, then place a clone copy so it continues to be held for some time. This is a useful ability outside of the Twin's unique level.

The Twins unique area is an English manor house within London...within the cave. The Twin's are pretty much on their own in this level and only require help from the rest of the party towards the end of their puzzle. There is 1 missable achievement in the manor house; the "**Such Bad Children**" (10) achievement. Also one of the more hidden Cave Paintings (a Twins Painting Behind a book shelf) is found in their house.

The Twin's level can be completed rather quickly once you figure out all the correct steps and order in which to complete their puzzle. They may be a good choice for your party on attempting the "**Who Wants To Live Forever**" (40) Achievement as there are only a few places where you might meet your demise and they are all avoidable.

Taking an extra Femur (Found outside the house and required to complete the Twins Area) with you may be a good idea as that item is useful again later (On the Castaway's Island) and can shave a few moments or a shard of frustration off of your run.

In Game Description:

"The Twins. They just want to go outside and play, what could be more innocent than that?"

Object of Desire: Rodenticide (Rat Poison).

Achievements and Trophies

This is the complete list of Trophies and Achievements for The Cave.

25G

What You Always Wanted

Reached the bottom.

40G

Who Wants to Live Forever

Nobody died.

5G

Shoplifting

Stole.

5G

Remorse

Remembered it's wrong to steal.

40G

Win-win-win-win-win-win-win

Everyone reached the bottom.

88G

Redemption

Saw the good in everyone.

88G

Corruption

Saw the darkness in all our hearts.

88G

The Whole Story

Collector of forgotten dreams.

88G

Well Done

Sacrificed oneself for ultimate flavor.

88G

Royal Buffet

Where did the King go anyway?

88G

Weight of the Beast

The scale reveals a baleful figure.

88G

Fire In The Hole

3 die by the Miner's hand.

88G

Walk Like An Adventurer

Pantomimed an ancient hieroglyph.

88G

Such Bad Children

Broke things.

88G

Smells Like Team Spirit

Everyone is gross.

88G

To Soothe A Savage Beast

Captured crusty melodies.

88G

Hazardous Work Environment

Slipped, where wet.

88G

Embrace Impermanence

Broke bridges.

88G

Creamed Corn

Food-based destruction.

88G

Don't Fill Up On Fortune Cookies

Peered into everyone's fate.

Creamed Corn

- Achievement/Trophy: **Creamed Corn**
- Destroyed both cans of corn.
- 10G
- Bronze Trophy

Use dynamite destroy the can of corn in the Mine Carts area, and an exploding barrel to destroy the can in the Island area.

Fire in the Hole

- Achievement/Trophy: **Fire in the Hole**
- All three characters killed by one Miner's dynamite.
- 10G
- Bronze Trophy

In the Mine Carts area (does not require a specific character), gather the three members of your party together and allow them to all be killed by the same stick of dynamite thrown by the miner.

Rather than trying to get them all in the same spot on the bridge, it may be easier to put two of them in the same spot safely to the right of the Miner's dynamite-throwing radius, then have the third party member grab the bucket (before putting water in it), catch a stick of dynamite in it, then walk quickly walk over to the other two party members before it explodes. This could also be done after the bucket has water in it, it would just require that all three characters be near one of the flame sources.

Shoplifting

- Achievement/Trophy: **Shoplifting**
- Saw a postcard stolen from the Gift Shop
- 5G
- Bronze Trophy

Pick up a postcard in the Gift Shop and take it out the door into The Cave.



Such Bad Children

- Achievement/Trophy: Such Bad Children
- Watched mummy and Daddy's furniture get broken all to bits
- 10G
- Bronze Trophy

During the twins story, once you enter the Parent's bedroom via the dumbwaiter (part of progression can't be missed) jump on the bed a few times in order to break it.

To Soothe A Savage Beast

- Achievement/Trophy: To Soothe A Savage Beast
- Recorded and played back the elevator music from the Zoo food court
- 10G
- Bronze Trophy

Once you meet the Hunter chasing the Crystal Monster you need to charge a the battery found on the Dead Robot, which can be done in the electric eel tank. Take the battery to the sound recorder found near the Hunter then run to the left and find the speaker playing music, drop the recorder and once its recorded pick it back up and subsequently drop it and the music should play.

Walk Like An Adventurer

- Achievement/Trophy: Walk Like An Adventurer
- Pantomimed an ancient hieroglyph
- 10G
- Bronze Trophy

During the Adventurer's path, once you enter the pyramid climb up the ladder to the left and position each character in front of the painting of the Egyptains.

Remorse

- [1][2][3][4][5][6][7][8][9]Achievement/Trophy: **Remorse**
- bring the postcard from the shop through the whole Cave and then return it to the shop.
- 5G
- Bronze Trophy

To do the other task you need to bring the postcard through the whole Cave and then return it to the shop. This can be pretty annoying, to ease the pain you choose characters that don't require alot of action. These include The Hillbilly, Twins, Knight and Adventurer.

Note: This has to be done before or after you give the shop keeper the items or you'll need to start a new cycle.



The Royal Buffet

- Achievement/Trophy: **Royal Buffet**
- Where did The King go anyway?
- 5G
- Bronze Trophy

Follow The King after The Knight's story.



Hazardous Work Environment

- Achievement/Trophy: **Hazardous Work Environment**
- Slipped, where wet.
- 5G
- Bronze Trophy

Slipping off the edge from the wet floor sign on The Scientist's level. You will have to move the wet floor sign closer to the edge which is a bit hard because you slip when you get close to it. Attempt creeping slowly from behind.



Redemption

- Achievement/Trophy: **Redemption**
- Saw the good in everyone.
- 5G
- Bronze Trophy

After getting the item of desire from the shopkeeper. Talk to him 3 times more and he will leave the character empty handed. Climb to the top of the ladder to freedom and claim your trophy.



Corruption

- [1][2][3][4][5] Achievement/Trophy: **Corruption**
- Saw the darkness in all our hearts
- 5G
- Bronze Trophy

Finish the game with all characters and climb up the ladder with each of the characters' desire.



Weight of the Beast

- Achievement/Trophy: **Weight of the Beast**
- The scale reveals a baleful figure.
- 5G
- Bronze Trophy

Select the Time Traveler, Knight and Hillbilly. Then get to Hillbillies' section, and go on the weight machine with the SledgeHammer, Barbell and Wrench.



Unlockables and Secrets

The **Unlockables and Secrets** section collects The Cave's secrets, like Easter eggs, references to pop culture and more.

Unlockable Endings

There are a total of 14 different Endings in The Cave, two for each of the 7 Characters. Each ending grants you the final cave paintings for each respective character (2 Paintings for Good and 2 for Bad). One version of a character's ending can be seen by carrying the character specific "Object of Desire" up the ladder and out of the cave in the final sequence. The other can be seen by returning the "Object of Desire" to the gift shop clerk *and then* climbing up and out of the cave.

There are actually 3 separate ways that "The Cave" can end depending on how you exit the cave in the final sequence. The Cave has 1 commentary when no items are returned, a separate commentary when 1 or 2 items were returned and one was taken out, and a final commentary when all three characters return their "Object of Desire". It is interesting to note that when you attempt to leave the cave carrying your Item you never actually get to leave the cave, where as when you exit without an item you actually return to the camp fire back outside to the fresh night air. A thematic decision without a doubt. Happy Spelunking.

Endings

There are a total of 14 different **Endings** in The Cave, two for each of the 7 Characters. One version of a character's ending can be seen by carrying the Object of Desire up the ladder and out of the cave in the final sequence. The other can be seen by *not* carrying it up the ladder.