



## **TerraTopia Productions**

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### **TERRATOPIA CD-ROM GAME "Cheat Sheet"**

This Cheat Sheet has two sections. PART I describes where to find the constant activities. PART II describes how to progress through the story – where to find the totems and what to do with them.

#### **PART I: THE ACTIVITIES – Where to find them**

*Note: Use of the word "node" refers to a major activity associated with a particular round of the game. There are six nodes in total.*

##### **Bone Puzzle**

To get to the bone puzzle from the beginning of the game, go FORWARD two clicks. You will be in the desert and there you'll find the bones scattered on the desert floor. When you hear a bell "ding", turn to the RIGHT.

For each type of skeleton that you put together, there are three different audio clues that it cycles through for the reward.

##### **Talking Stones**

These are east of the Ancient Place ruins, south of Crystal Cave, and north of Laughing Waters. For each "node" there are multiple messages on the Talking Stones.

From the ruins, head EAST. Right after you pass under the waterfall, turn LEFT. You'll hear a "ding". Click FORWARD once and you'll be at the Talking Stones.

From the Crystal Cave, turn so you are facing SOUTH. Click FORWARD four times traveling through Rainbow Glen. When you hear the "ding" after the fourth click, TURN around. (You'll hear a ding after your first click but that's for the Photo puzzle.)

From Laughing Waters, click FORWARD nine times and you'll run right into it.

##### **Maze**

A maze map has been included as Exhibit 1.

The maze is pretty easy to find. From the start of the game, the easiest way to go is to click FORWARD three times so that you are at the base of the ruins. Then, click LEFT. Click FORWARD twice. Click RIGHT. You will be facing the southern entrance. Click FORWARD twice to enter the maze.

To avoid the maze, go up into the ruins until you are one click past the waterfall. Turn LEFT and head into Rainbow Glen. Continue until you are right in front of Crystal Cave. Instead of entering the cave, turn LEFT and head WEST. You'll go up a mountain and back down again. Once you reach the bottom, you will pass the northern entrance to the maze and will be at the base of the Lake of the Moon.

##### **Constellation Game**

A guide to the stars has been included as Exhibit 2.

This game is inside the crater. You need to enter the crater and then turn AROUND. Right before you leave the crater, you'll see this puzzle in the sky. To get to the Lake of the Moon, either pass

through the maze in Minotaur’s Veldt or follow the directions above for avoiding the maze. The constellation game has three different audio clues for each constellation. Also, it shows the moons. If you copy down the positions for the moons relative to the bright star in the center of the screen, you can enter their positions into the calendar in the room in the ruins and get an additional clue there.

The positions for the six nodes are as follows. S is the small moon, M the medium, L the large. The numbers are standard hour-hand positions on a clock.

Node 1	Node 2	Node 3	Node 4	Node 5	Node 6
S:8	S:10	S:12	S:12	S:6	S:10
M:2	M:8	M:6	M:12	M:2	M:6
L:8	L:2	L:2	L:12	L:4	L:4

### Photo Puzzle

The photo puzzle is an image that has been “torn up” and placed on a rock in Rainbow Glen. When you solve it, you hear an audio confirmation that the puzzle has been solved. Then it rescrambles.

To get to the photo puzzle: from the South, get to the Talking Stones. Then, click FORWARD four times. When you hear the “ding”, turn RIGHT. From the north, find your way to the entrance of the cave. Turns so you’re facing SOUTH. Click FORWARD once and then turn LEFT.

### Ice Floe Game

The ice floes game is played in order to get across to Walking Ice Island. From the entrance to Crystal cave, turn LEFT so that you are facing WEST. Click FORWARD three times. Turn to the RIGHT so you are facing NORTH. Click FORWARD four times.

### Laughing Waters

Laughing Waters is an audio joke and clue teller. There are multiple audio files for each “node”. From the Talking Stones, turn around so that you are facing SOUTH. Click FORWARD once. Click LEFT so that you are facing EAST. Click FORWARD nine times and you will end up at Laughing Waters.

Or, from the beginning of the game, turn around and click FORWARD once. You will be facing the volcano in Dinotropics. Turn LEFT. You will see footprints heading over a sand dune. Click in that direction to go over the sand dune. On the other side, turn around. Then click FORWARD twice.

### Calendar Puzzle

In the ruins of the Ancient Place is a room with a calendar on the wall. For each “node”, there is a new configuration of moons seen at the Constellation Game. Rotate the moons on the stone calendar and a message will appear in TerraFont. To get to this room from the start of the game, click FORWARD until you no longer can go forward (three clicks). Turn LEFT and climb the ladder in the Ancient Place ruins. Turn RIGHT so that you are facing SOUTH. You will see a doorway. Click FORWARD twice and you will be facing the calendar. On the wall to the right of the calendar is a key for deciphering the names of the animals that surround the calendar. This is important for one of the later nodes in the game.

## PART II: PROGRESSING THROUGH THE STORY – Solving the “nodes” and Playing TerraTopia from Start to Finish

The main game play is centered around major puzzles or “nodes”. All of the above activities give clues which help solve the current major puzzle. Once a major puzzle is solved, the activities update.

### Node 1: Get past the dinosaur into Dinotropics

To do this, you need Sketch’s totem which is hidden in the Lake of the Moon. After you get it, return to the point where the dinosaur attacks you. Instead of clicking on the dinosaur, click on your totem (which will be glowing.)

**Node 2: Get into the secret part of Crystal Cave**

You need Max's totem. It's in the redwood forest. Climb up the rim of Lake of the Moon heading North and continue until you climb down the other side and end up at a dead end on the north shore of TerraTopia. Turn around. There's a fork in the road – head right. As you hike up into the redwoods, you'll see the totem resting towards the bottom left of one of the screens. It's green so look for it against the grass. When you have it, re-enter Crystal Cave. When the totem glows, click on it.

**Node 3:**

Get the dolphin totem. It's part way up Vulcan's Vent when you're circling it from the north towards the south. Then, head up to Walking Ice Island. After getting across the ice floes, click forward once. Turn right so that you are facing east towards the Kingdom of the Frost Giants. Click forward between the two geysers. Click on the glowing totem.

**Node 4:**

Open the door in the Ancient Place. You don't need a totem. Head in the room with calendar in the Ancient Place. Align the moons so that they are in a vertical line above the center star. When all of the animals light up around the edge, click on the TARSIER, GIANT SQUID, and OIL BIRD. They are roughly 2 o'clock, 7 o'clock, and 10 o'clock.

**Node 5:**

Enter the maze and head towards the Minotaur. When the totem glows, click on it to jump over the Minotaur. Then continue toward until you get to the door to Chief Sequoia. You will need to answer questions in order to get past the door.

Age of a tortoise	150
Sea birds that die	1,000,000
Longest worm	22
Oldest living thing	4,700
Deepest roots	400
Aluminum can	500
Blue whale	150
Winter rye roots	387
Insect percentage	99
Rainforests	40
Trees saved by recycle	4
Bamboo growth	3
Make a difference	1

**Node 6**

Node six requires finding Foxfire's fox totem and using it to scale Totem Rock. The fox totem can be found at Laughing Waters. Then, go to the slippery log and when the totem glows, click on it. On the other side, you will see a wall covered in TerraFont characters. You must click on them in the correct order to climb up. Click on the 9, 8, 7, 6, 5, 4, 3, 2, 1 starting from the base to the top.

### **The Final Challenge**

Once inside Totem Rock, there's one last challenge – the totem challenge on the blanket. You must place all twenty (20) totems on the blanket in such a way that:

- No two of the same color appear in the same square
- No two TerraTroopers appear in the same square
- Totems only go into trait-areas that they belong in

One correct solution is as follows:

<b>WISE</b>	<b>STRONG</b>	<b>FREE-SPIRITED</b>	<b>CLEVER</b>	<b>PRECEPTIVE</b>
Spider	Mountain Lion	Dolphin	Fox	Eagle
Buffalo	Elephant	Horse	Coyote	Bat
Whale	Gorilla	Kangaroo	Wolf	Tiger
Snake	Bear	Sea Lion	Raven	Shark

EXHIBIT 1  
Maze Map

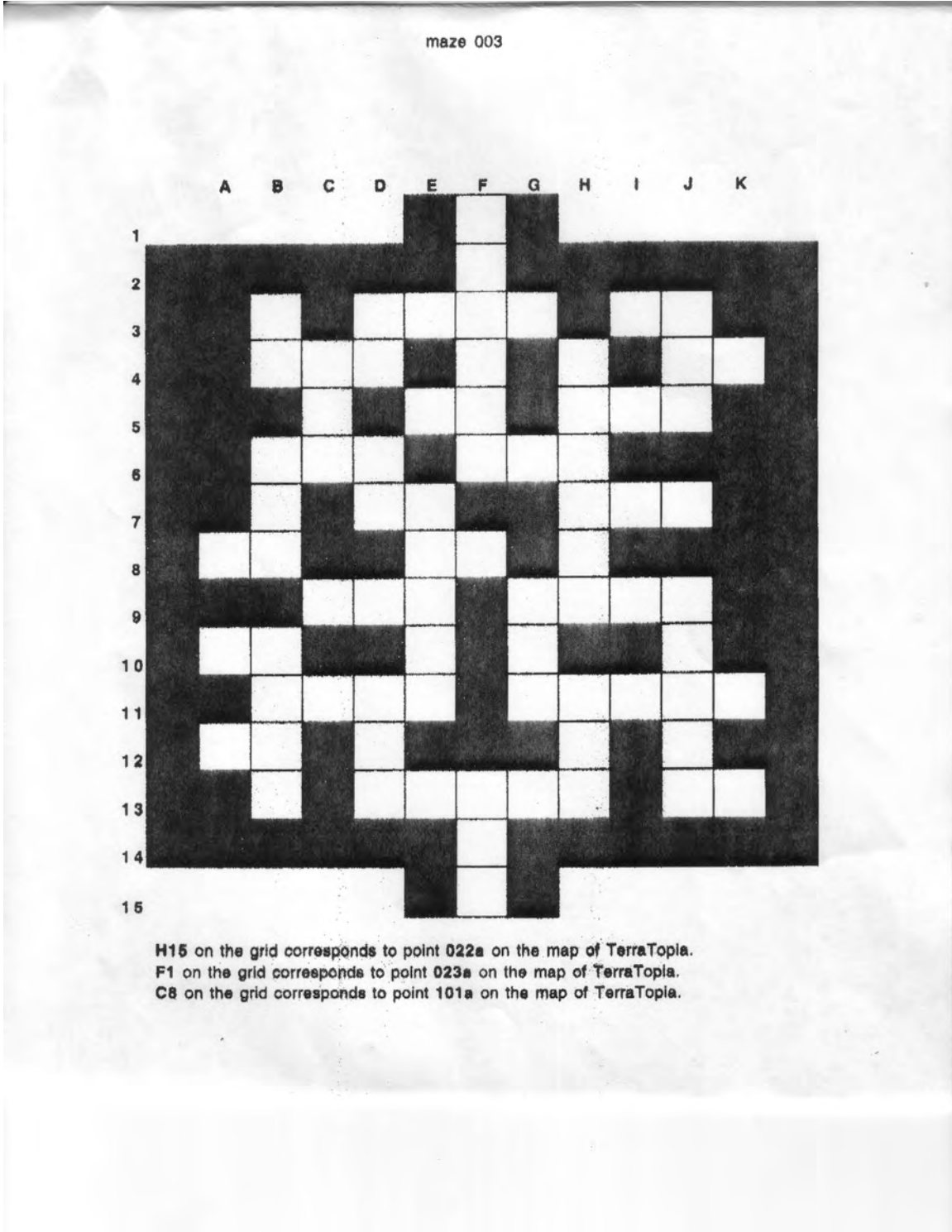


EXHIBIT 2  
The Constellation Game Guide

