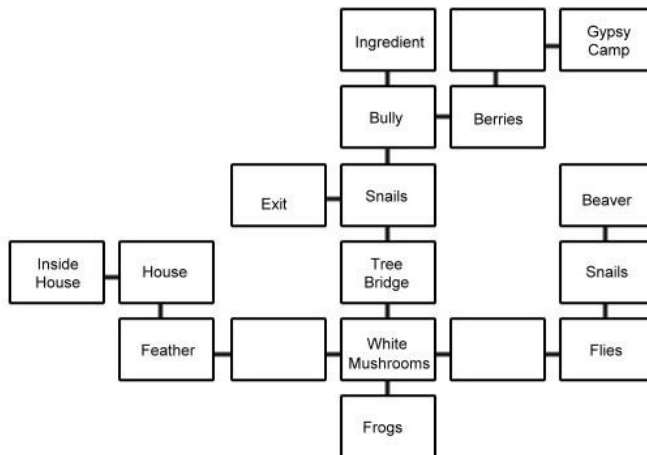


Tarthenia walk-through

- **NOTE:** There are places to die in here, but it is set up so that you can restore the game to just before you died.
- **NOTE:** To by-pass any cut-scene, just hit the escape key.

Swamp

Swamp



After talking with the old man in the house pick up the feather then go see the beaver. He will tell you that he needs to find a tree marked with an X. After that, pick up some white mushrooms then continue up one screen where you will see an old tree by the river. To convince the beaver that this is the tree he wants, go back down two screens to where the frogs are having a concert. Go over to the tree marked with an X and use your tongue to wipe it off. While here, also look at the sign and talk to the female groupie (she will give you cd that she wants auto-graphed) before going over to talk to the band leader. Next, go back up to the old tree and make an X with the white mushrooms. It's time to let the beaver know you found the tree he's looking for.

Once you have the tree cut down, pick up the stick on the ground then continue to the other part of the swamp and dip the feather in the ooze from the tree. Go up one screen and talk to the thug that's guarding the ZaaZaa. From there, continue to the gypsy's camp where you will see a lizard in a cage. After the gypsy returns, try and get the key to the cage and when she hears it, you can either hide again in the bush or quickly make your way to the next screen.

- **If you go out too far into the room and she sees you, there will be a new lizard on the menu....YOU!!**

Go back down to the singing frogs and give the band leader the feather to sign the cd. Also, ask him about playing a gig and he will tell you what the payment is...one orange snail, two snails any color and 6 flies. Give the signed cd to the groupie and she will give you an empty jar. For the orange snail, go back up past the thug and you can use the stick to knock him out of the tree. While here, also grab some berries from the bush. For the other two snails, they are random and you can

get them from either right after you crossed the river or near where you first saw the beaver. The flies can be caught only after you have the jar and they are two screens from the white mushrooms. This is a quick reflex type of puzzle and will take patience in order to get the required amount. After that, grab a thorn from the prickly bush.

Take your complete payment back to the band, then head back up to the gypsy's camp and enjoy the show. Now that the gypsy is entertained, you can sneak back and grab the key. But now you have another problem...a snake ate it!! Follow the snake and interact with him to get him to eat you (if you don't have the thorn, you can get it before doing this). Once in the snake's belly, grab the key then make a hasty retreat by poking him with the thorn. Go back to the camp and release the lizard. Once he is free, he will grant you a favor...if you've talked to the thug, he will help you right now, if not, you can find him later on where the snails are. Go inside and get the orange ZaaZaa.

After you have the ingredient, go back to the old man and he will make your potion. It works very quickly and you are back to your original form. He hands you a map and tells you that there is an entrance somewhere in the swamp.

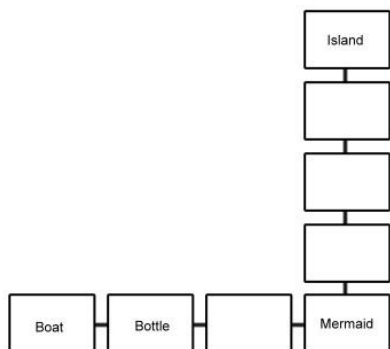
- **NOTE:** There are several places in the game where you can not use the map.

After you leave his house, cross the river once more then head one screen to the left. Here, you will see a stone head set in the wall and it looks hungry. Feed it the berries and you will meet the person responsible.

After swamp

Once you get out of the swamp, head to the town and ring the bell for the gate guard. He won't let you in because he thinks you are a troll and will need proof that you are human. Now, head on over to Candyland and go into the bakery where you talk to Loretta. She would love to make you a cupcake, but she's out of eggs and Farmer John's hens aren't laying. Next, head on down to the farm to find out what the problem is. After he tells you about his rooster, go to the henhouse and talk to the hens. When you find out a possible location for Rocky, head out of the henhouse and grab the pail and rope. Next, go back and talk to Farmer John about somebody having a boat. He has one but it can't sail because of a big hole in the bottom.

Beach



Go down to the beach and grab the bottle from the ocean. Open it up to get a cork, an empty bottle and two pieces of paper (which is a puzzle).

- You can do the first part of that puzzle at any time, but in order to do the second part, you will need to go under the water...SEE OCEAN SECTION.

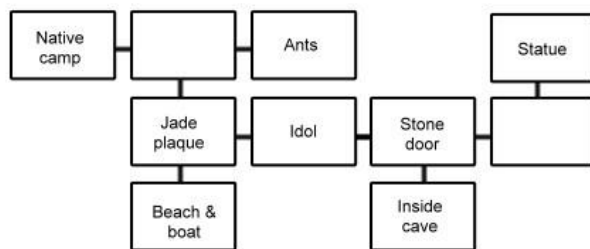
Head back to the swamp and use the cork on the sticky ooze from the tree. Also, grab a few more berries to feed the statue head to get out.

- **NOTE:** Once an area is completed, that area will disappear from the map.

Go back to the beach and interact with boat to go to close-up. Use the cork with ooze in the hole and now you are able to head off in search of Rocky.

Native Island

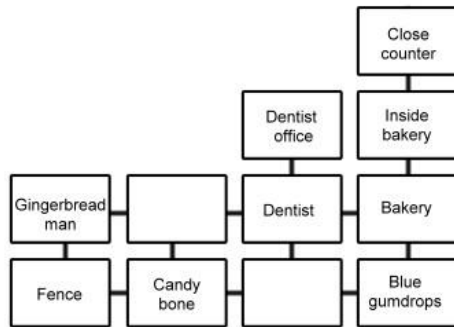
Island



After arriving on the beach, go up one screen and find the jade flower hidden in the grass. Go up two more screens then one screen to the right and you will see the natives looking to feast on Rocky Rooster. When done, go two screens to the right and try to get the jade plaque hidden in the log. Go back to the place where you found the first plaque and go one screen to the right. Interact with the big stone head and take the bowl from the table. Next, go one more screen to the right and you will see a stone door set in the mountain. Interact to go to a close-up and you can place the plaque you found in the niche. Go back to the beach and interact with the boat to sail it back to the mainland.

After arriving back on shore, go back to the farm and pick up the axe that Farmer John left lying around. Next, go to Candyland and talk to Loretta about the ants and the natives.

Candyland

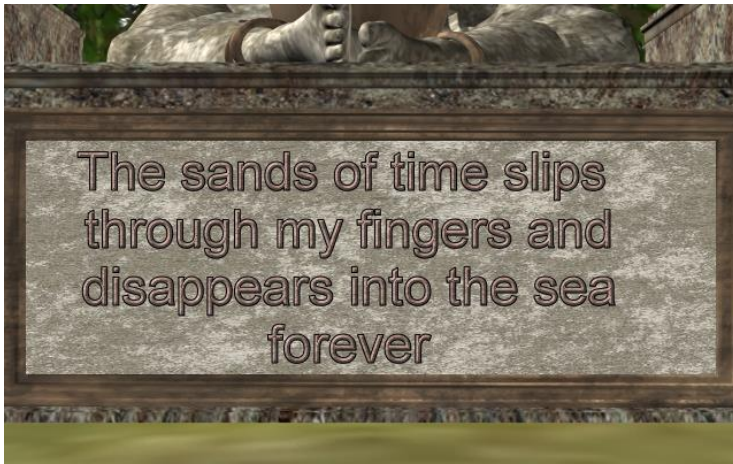


She will trade you honey for some blue gum drops, but when you try to get some from the bush, the dog barks to let his owner know you are there. You will need to get a candy bone from the tree with the guy raking the lawn. Also, while here, grab some oreo filling from the house next door. Go talk to the gingerbread guy that is sitting in the chair and see that you need to find something to fix his leg. Go back to the room with the candy fence and use the axe to cut off a piece. Combine the fence and oreo filling then give it to the gingerbread man. For helping him, he lets you take some of his air candy. It is now time to give the candy bone to the dog and when he is quiet, take all the blue gum drops. After giving them to Loretta, she will give you the honey. Next, go the forest and find the cave that is to the far left. Inside, chop off some crystals then head back to the boat and to the island.

When you are back on the island, use the bottle to scoop up some sea water and the pail to get some sand.

- **Can use the bowl to get sand or the pail with water. Can also get it on the main land.**

Go back to the ants and use the honey on them. Step out of the room and when you come back they will have left the log. You can now reach in and get the jade butterfly. Head to the stone door and continue over one screen then up one screen until you reach something hiding behind a bunch of bushes. Use your axe on the bushes. When that has been cleared away, click on the sign to bring to close-up.



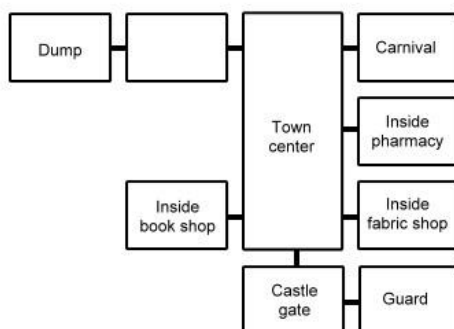
First, pour the ocean water into the bowl then pour the sand through the statue's hands. When done correctly, his eyes will flash green and a secret compartment will open. Take the jade plaque and head to the stone door. Place all into their correct places and the door will open up. Go inside and click on eyes to go to close-up. Use crystals, then go to the offering table and play the drum to call the natives.

After the tribe has released Rocky, go back to the boat and talk to him. He is ready to go home. Ride the boat one last time and when you get back on shore, click on the boat to take the cork.

Head back to the farm and he will go in and see the hens. After talking with Farmer John and the hens are ready to begin laying, you can collect some eggs (will need an empty pail). Go back and give the eggs to Lorretta in Candyland. Step out of the bakery for a moment and when you head back in, the cupcakes will be ready. She will ask you what kind you want and if you don't remember, you can always go back to ask the gate guard again....it is a banana kiwi with chocolate icing and a pink butterfly. When you have the cupcake, go back to the guard and he will try to con you into getting another one. After getting tough with him, he will open up the gate.

Town

Town



Head into the bookstore and talk to the owner. He will trade you a book for help with solving a puzzle which is sitting on his desk. Also, grab one of the free newspapers.

There are three different versions of this puzzle, but they are solved in the same way. Each one has a specific theme and you have to figure out what each word is by substituting the correct letters for the ones that are there. If you figure out that an X actually means B, that code will be the same though the whole puzzle. Each of the three puzzles has their own code.

Bug Me

R	O	A	C	H
Q	F	J	P	R

T	I	C	K
X	B	P	Z

S	P	I	D	E	R
N	U	B	H	K	Q

M	O	S	Q	U	I	T	O
G	F	N	V	A	B	X	F

L	I	C	E
E	B	P	K

A	N	T
J	W	X

C	R	I	C	K	E	T
P	Q	B	P	Z	K	X

W	O	R	M
Y	F	Q	G

F	L	Y
T	E	C

L	A	D	Y	B	U	G
E	J	H	C	M	A	O

Flower Power

T	U	L	I	P
G	R	Z	N	M

C	O	L	U	M	B	I	N	E
H	X	Z	R	O	V	N	T	B

Z	I	N	N	I	A
E	N	T	T	N	P

I	R	I	S
N	K	N	A

O	R	C	H	I	D
X	K	H	J	N	S

P	A	N	S	Y
M	P	T	A	F

R	O	S	E
K	X	A	B

M	A	R	I	G	O	L	D
O	P	K	N	L	X	Z	S

D	A	I	S	Y
S	P	N	A	F

S	N	A	P	D	R	A	G	O	N
A	T	P	M	S	K	P	L	X	T

Birds of a Feather

P	A	R	A	K	E	E	T
R	F	A	F	E	M	M	N

R	O	B	I	N
A	Z	Y	S	C

E	A	G	L	E
M	F	T	B	M

B	L	U	E	J	A	Y
Y	B	G	M	X	F	P

R	A	V	E	N
A	F	I	M	C

F	L	A	M	I	N	G	O
W	B	F	K	S	C	T	Z

P	A	R	R	O	T
R	F	A	A	Z	N

P	E	A	C	O	C	K
R	M	F	Q	Z	Q	E

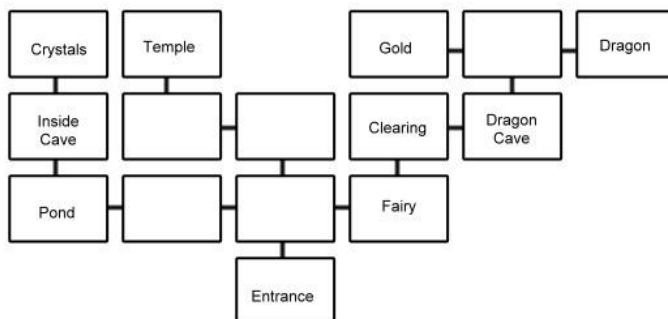
Q	U	A	I	L
H	G	F	S	B

H	A	W	K
D	F	O	E

After you have completed the puzzle, give it back to the bookseller, then grab the book you need from the shelf. Read all the pages and you will find that you need to get in contact with spiritual beings that represent earth, air, wind and fire, but it's going to take money. Head to the town dump and scavenge around in the trash, here you will find a mirror, a wishbone and a basket.

Forest

Forest



Head to the forest and talk to the fairy. She will need your help in locating all the things she lost. Click on the bush to go to close-up. This is basically a hidden objects type of puzzle:



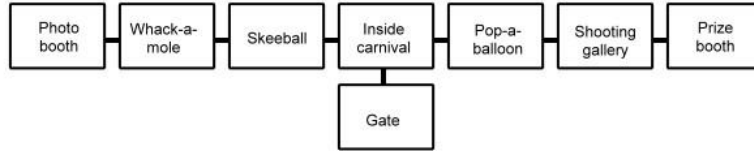
When you are done, she will give you some fairy dust. Next, head up to the dragon cave where you will pass a clearing...(perfect place to set up a hot-air balloon). Inside the cave, talk to the dragon to see why she is sad. Give her the wishbone. After the treasure vault is opened, go grab yourself some gold (**it is an unending supply, so you can always come back when you run out**). After filling your pockets, go back to mama dragon and see one of her scales lying on the floor. Now, head back to town.

Town

Go into the fabric store and talk to the owner. Here, you will need to purchase some fabric and a pair of scissors. Next, go into the pharmacy and purchase some Zom-B-Gone (**may need to get more gold**). If you want to, can go to carnival now or wait until later. Also, the Elemental areas can be done in any order.

Carnival

Carnival

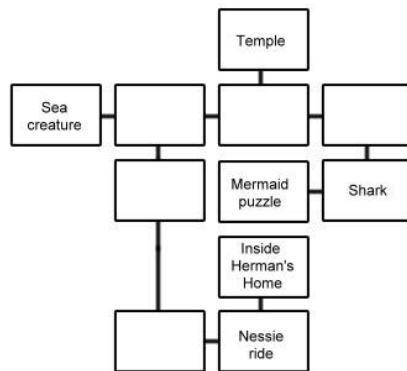


For this part, you will need to play all the games in order to get enough tickets to trade for the two items that you will need. You won't know which items they are until you have actually visited those areas...(star after you have gone up in the sky & boat after you have gone under the water). All the games are set to be random and you can keep playing them until you have won the required amount for each.

- **Shooting gallery & Whack-a-mole:** Trick is to stay in one spot rather than trying to aim at different targets.
- **Hitting balloons:** Sometimes your dart will miss a target. This is purely random. There is no pattern to where the high ticket stars are. Just keep trying!!
- **Skee-ball:** This is completely random and there is no trick as to the best place to roll the ball.

Ocean

Ocean



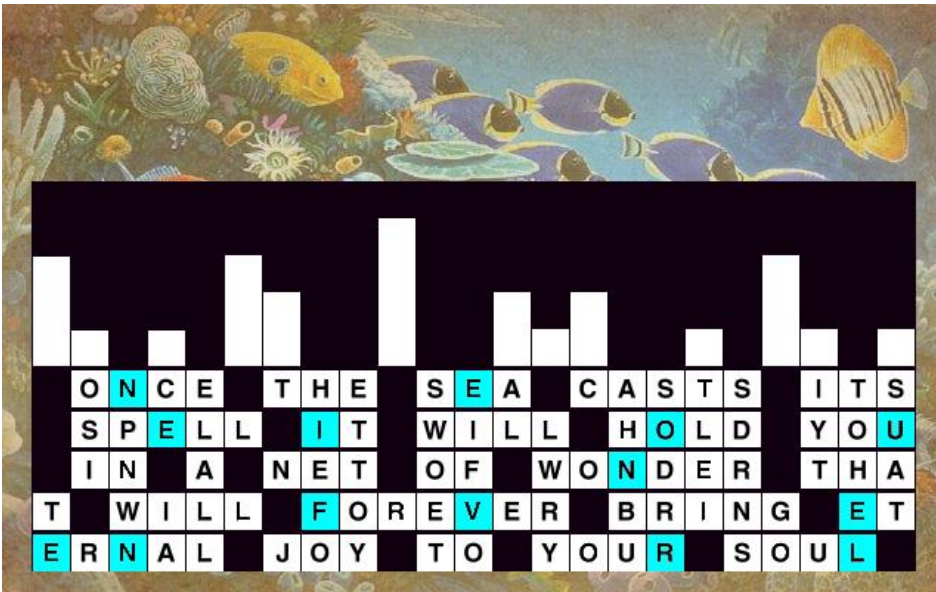
Head to the beach and as far right as you can go and talk to the mermaid **(if she isn't there, walk out of screen and come back)**. Give her the mirror and she will give you a golden shell. Walk out of the room then come back and cross the stones to the small island. Once on top, blow the shell and your ride will appear. If you haven't done so, get the air candy from Candyland (see above).

- **If you try to go down under the water without the air candy, you will die.**

Get on Nessie and after arriving underwater, talk to Herman the Merman. He will help you if you find his horse. Swim out of his house and all the way to the left then all the way up. Go one screen to the left and you will find that a sea creature has captured Herman's horse. He needs your help getting the mermaid's chalice. Swim all the way to the right and go down one screen. There, you will see a hungry shark that will chase anything that moves.

- **If you try to go past him without some kind of distraction, he will eat you.**

Time to go back on land....just swim back to Herman's home and blow the shell once more. Nessie will come and take you. After you are out of the water, travel to the carnival and see the boat in the prize booth. You will need 600 tickets to get it **(see carnival above)**. After you trade in your tickets and get the boat, travel back underwater and use the boat with the shark. He will chase it and you are free to head over to the mermaid's statue. This is where you will need to complete both sections of the puzzle that you had gotten out of the bottle. In the first one, you will have to put the together a quote by filling in the correct spaces.



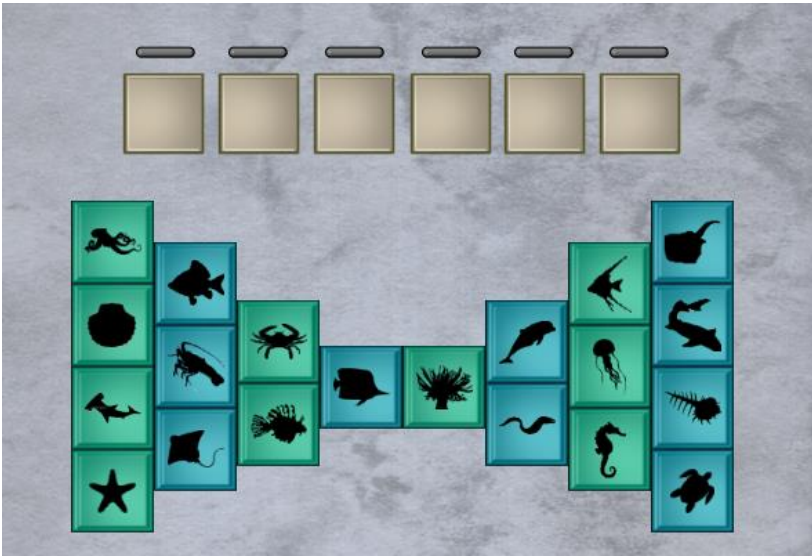
The second one is the combination for the dials on the mermaid puzzle. Mix the letters around until they spell the numbers.....

1. ELEVEN
2. FOUR
3. NINE

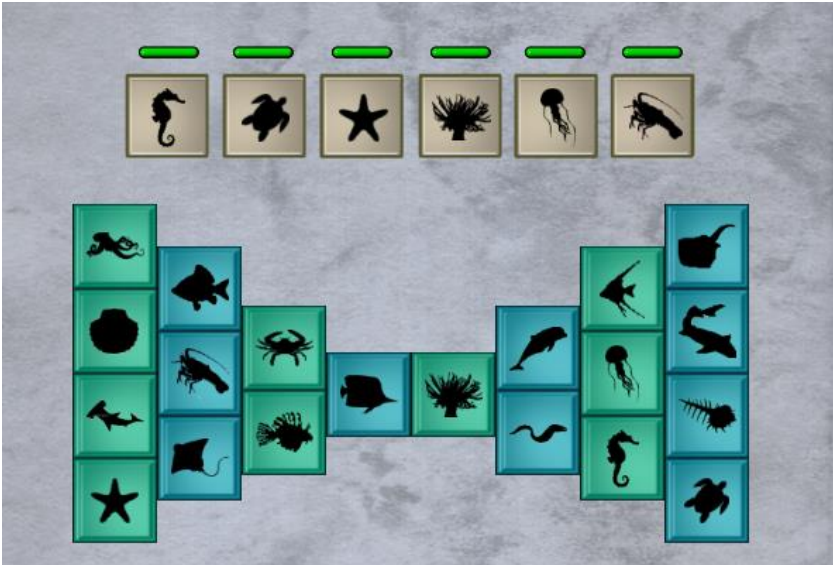
Click on the mermaid statue to go to close-up and turn the dial so that the large, outer one is to the 11 or **XI**. Turn the middle dial to 4 or **IV**. Lastly, turn the small dial to 9 or **IX**.

- **It doesn't matter which dial you turn first as long as the sequence is the same.**

After you have put in the correct numbers, a secret compartment will open and you can retrieve the mermaid's chalice. Go back and give it to the sea creature and he will release Herman's horse. He will now help you with the Elemental stone by giving you some missing tiles. Find the altar by swimming to the room just before the sea creature then turning right one screen and up one screen. Click on the board near the back to go to close-up. Place the missing tiles into the board....



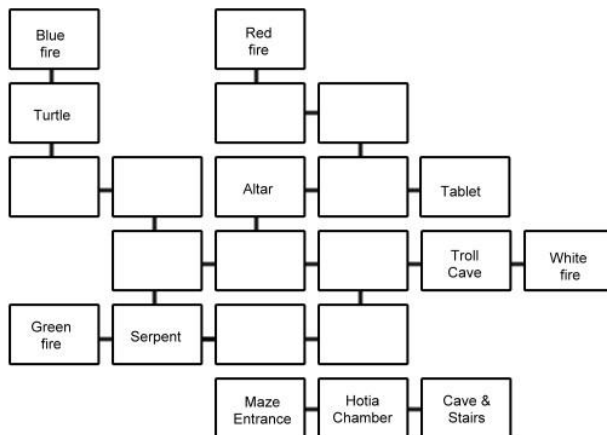
Next, click on the buttons so that the gold squares contain a sequence. If you have a picture in the right place, it will be green. If the picture is correct, but not in the right place, it will be red. If the picture is not in the sequence then no color will appear. Hitting reset will clear all buttons.



Once you have the right sequence, the altar will open up and you can take the Element Stone. Ride Nessie one last time to get to surface.

Fire

Fire Maze



Enter the cave entrance and head down the stairs to Hotia's chamber. After the initial cut-scene, head to Candyland and talk to the dentist. If you already have the fairy dust and the dragon scale (**see forest above**) you will automatically give it to him, if not, you can come back with them later. Once the dentist has fixed Hotia's pet, you now have access to the rock maze. Before entering, spray yourself with Zom-B-Gone then use the empty bottle on one of the steam vents to catch some hot air.

- **In here you will encounter zombies and if you have not sprayed yourself with the Zom-B-Gone, they will turn you into a member of the undead.**

Go inside and to the left where you will encounter a monster when you get too close to his lair. Use the fairy dust on him, then go inside and grab the green fire.

Next, continue straight up and to the left until you have reached the lava lake. Look at the blue fire on the little island and talk to the turtle about taking you there. He needs something to give him a little energy. Head to the beach and see a lady staked out on the beach. Try taking her charcoal then talk to her about it. She won't let you have it but maybe you can try a little diversion. Go back to the carnival and as far to the left as possible. Talk to the guy taking pictures. For what he needs, use the scissors on the newspaper to cut out the picture of Heartless. Give him the picture and he will let you have the cut-out of Dirk. Go back to the beach and use the cut-out in the screen where the log is. Let the woman know you have seen Dirk and she will run off, leaving you alone with her stuff. Take the charcoal, then head back to the fire turtle. After he has eaten his fill, he will take you over to the island. Grab the blue fire.

Next, continue around the maze until you come to a cave with a big, troll-like creature. In order to get the white fire from him, you need to win the board game.

- **There is no trick to winning as the roll of the dice is completely random.**

After getting the white fire, find the altar and go all the way to the left where a zombie is wandering around. Grab the tablet lying on the ground, then find the gargoyle-type statue. Click on the board on the wall to bring to close-up. This is just following a set of directions....when the right ones have been crossed off, the red flame will light up.



Grab the red flame then head to the altar. Place the correct flames according to the color:

1. Green
2. White
3. Blue
4. Red

When all four have been placed, a secret compartment will open and you can take the Element Stone.

Air

Sky



To get up to the realm of air, you will need to construct a hot-air balloon. To do this, go to the clearing that is in the forest and lay down the basket that you got from the dump. Next, use the scissors to cut the fabric and the rope. Lay them down and when your balloon is constructed, add the hot air that you got from the fire area. Click on the completed balloon to rise into the sky. Once there, walk over two screens until you meet Airlina. She will trade you the Element stone for a star.

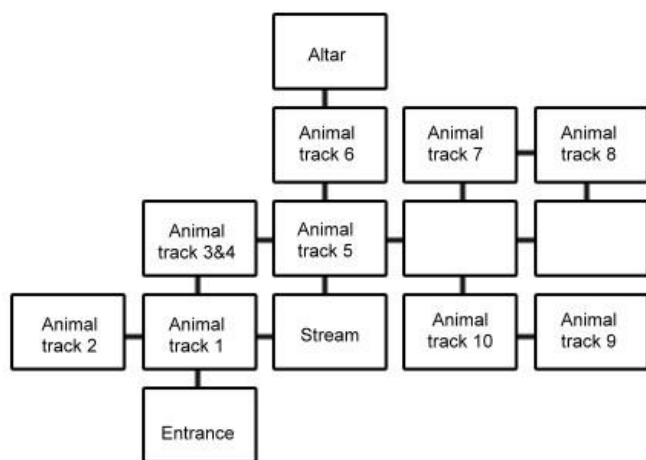
Ride the balloon back down, then go to the carnival. You will need 200 tickets to be able to get it at the prize booth **(see carnival above)**.

Before heading back up to the sky, make a quick trip over to the rock canyon and grab the red material hanging on the bush. Continue around the area until you come to a large pile of rocks and interact with it to sit on. It is the Earth Elemental and he is very grumpy. Ride the balloon again and pick up a small cloud. Go give the star to Airlina and the Element Stone is yours.

Earth

After meeting with the Earth Elemental **(see air above)**, give him the cloud and he will reveal the ten animal plaques. They are placed in several locations around the area and you will need to open all to get the pieces for the altar. It's just a matter of matching the animal's print to its name.

Rock Canyon



- There is a book in the bookshop that you can go to for help.

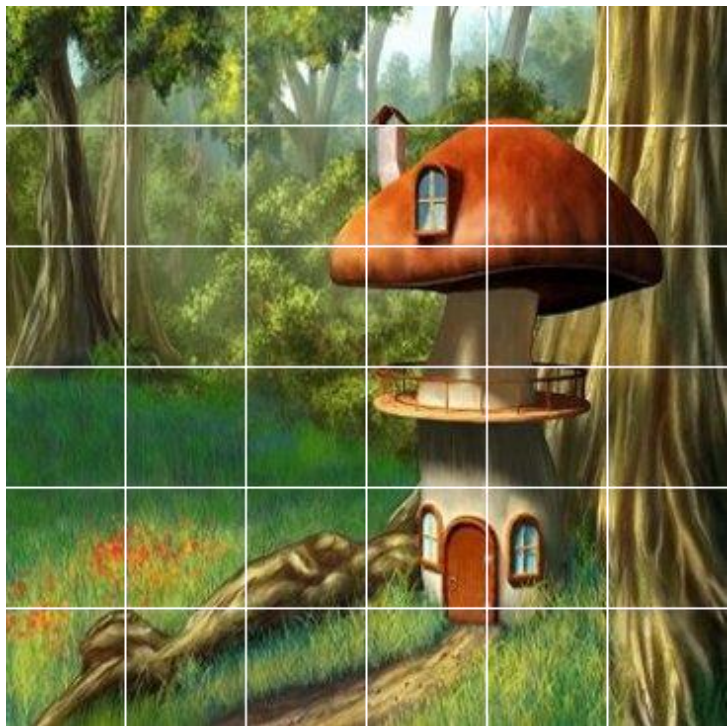
Answers:

1. Bear
2. Coyote
3. Skunk
4. Beaver (behind bush)
5. Goat
6. Raccoon (hidden in tree)
7. Mink
8. Bobcat (behind rock)
9. Opossum
10. Badger (up high...use fairy dust)

For the two dirty ones (coyote & mink): you can either fill your empty bottle with water then combine that with the rag or dip the rag into the stream. When the rag is wet, just wipe the plaque to clean.

For the one hidden behind the rock (bobcat): You will need a small rock from near the stream and log that is lying on the ground by the big old tree. First place the small rock on the ground, then add the log. Interact with it to fling the large rock out of the way.

Once you have opened all the animal plaques, head to the altar. This is a basic jigsaw-type puzzle.



Once it is completed, a secret compartment will open up and you can take the Element Stone.

Eurestes Temple

Once you have all the Element Stones, travel to the forest and find the temple. Click on the large tile on the floor to go to close-up and take each one of the twelve zodiac plaques. You will need to place them in the altar to match which element they go with (**see picture in book**). You will also need to place the Element Stones in the correct locations as well.

- **There is no specific order as to what you put in first. As long as everything that belongs with a certain element is in that slot, it will be correct.**

Air:

White stone

Aquarius, Gemini, Libra



Earth:

Green stone

Taurus, Virgo, Capricorn



Water:

Blue stone

Pisces, Cancer, Scorpio



Fire:

Red stone

Aries, Leo, Sagittarius



When everything has been entered correctly, the temple will create a portal that you can step through to see a small cut-scene. When control is returned to you, pick one of the elements to fight the warlock.

- **It doesn't matter which one you choose, they all end up at the same place. But if you want to see each different way that the fight goes, make sure you save it before going into the portal.**

Watch the end cut-scene....HOPE YOU ENJOYED IT!!!!