

TERRARIUM LAND



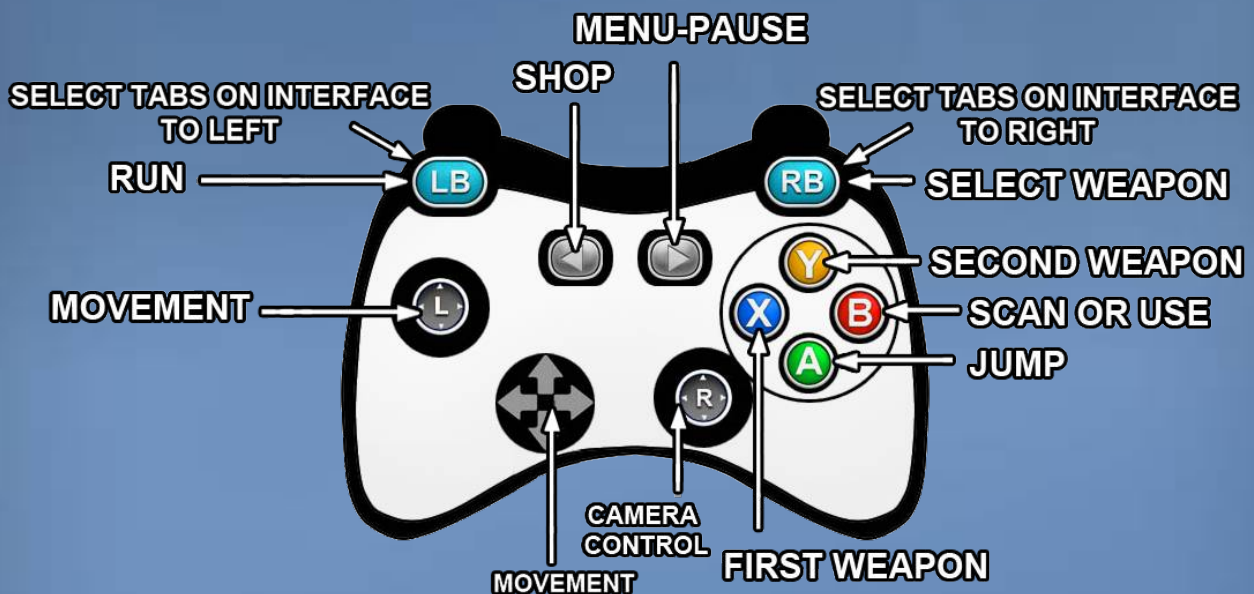
quick reference guide

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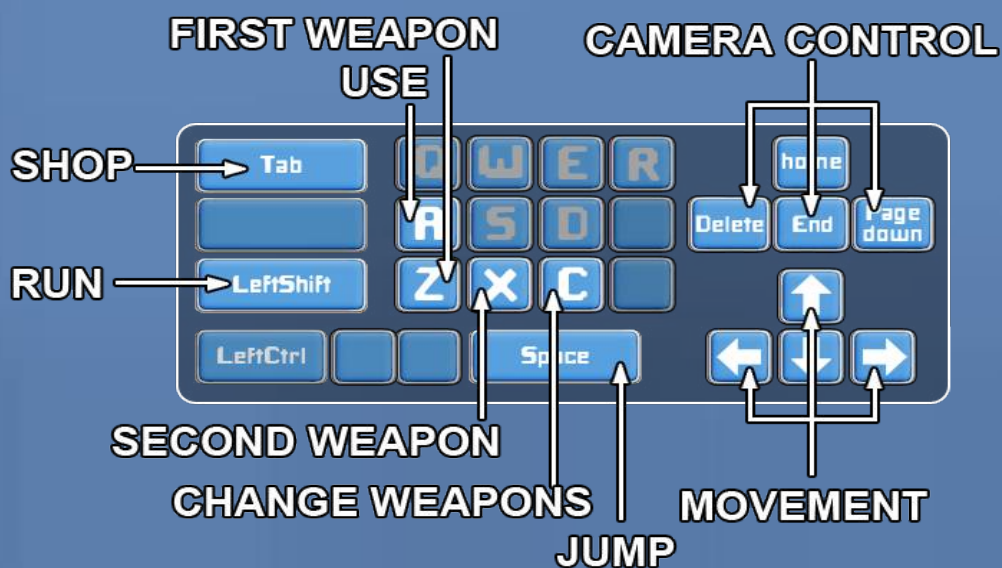
GAME CONTROLS

gamepad



Trick. To Drop bomb, take it and drop. **Press X** – Fast **press-release B** - **press B** again. After some time release bomb. (short keys are **X-B-B**). **Press B** at teleport to complete level, when mission successful done.

keyboard



Move and left click cursor with mouse on game Interface.



INTERFACE

START-MENU



Select item by press **A-button**.
To continue game select **Continue**. To start new game select **New game**.
Select **Options** to options. **Others** to Captions and Achievements
Exit to exit game.

Be careful. After New game selected all previous game progress will be lost.



Chose **graphics**, **Sound** or **Controls**. Press **A** to customize them.
Select **Language** and game **Difficulty**.

MENU - TABS



Worlds- Planets of the Terrarium Land system. Select planet- press **A**.
Landing -press **Y**. Press **LB-RB** -select tabs.

Levels. Levels on planets.

Items – items that was found on planets.

Robot - customize T.I.X. colors.

Terrarium- animals and enemies that was found on planets.

Menu- start menu.

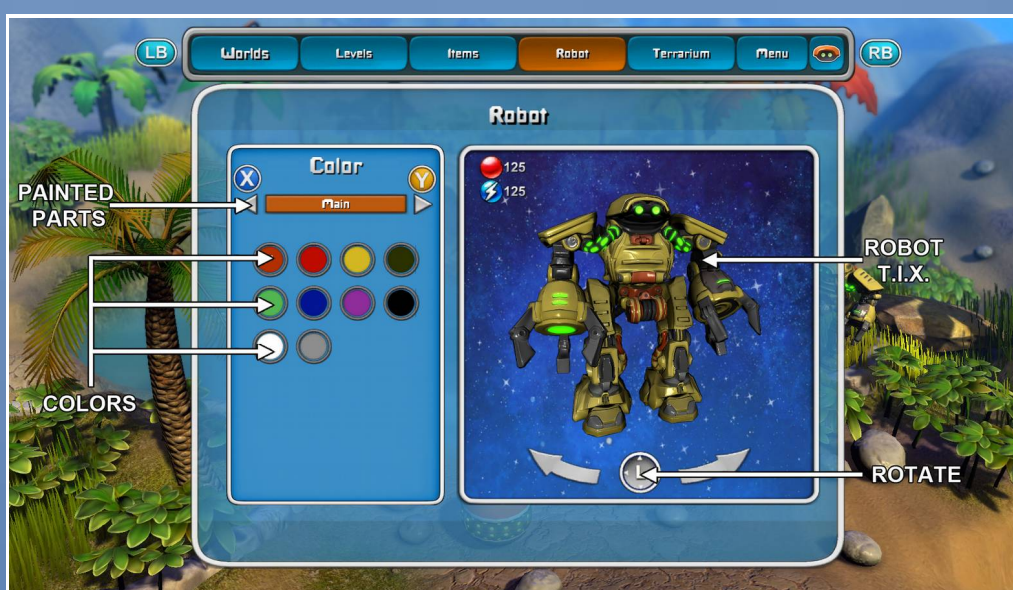
T.I.X. icon – press on it to hide all windows.



If **star** in the level description isn't 100% then not all additional quests was done.



Useful items that was found on levels of the planets and available in shop.



Player can find **barrels with colors** on levels, and use them in robot Tab. Select Main, Additional and glow colors. Press **A** – to Paint robot T.I.X.



Terrarium. Collection of the creatures from planets.

ON-SCREEN INTERFACE



Health of the player.
Number of lives.

0 (zero)- it`s last life and will need to **replay level after death**.



Energy of the player.

Energy will be **lost at running start**, running and objects moving



Stars.

5 Stars – is 1 life. At stars player can buy items.



Transport. When icon is red, transport can't bring items.



Teleport ready. Player can moving at teleport and complete level.

Attention icons:



Stunning. Robot can`t moving some time.



Water, be careful. T.I.X. engine will be broken under the water.



Slowdown. Slow moving.



Weapon. Weapon and number of ammo.
Weapon icon is gray when unavailable.



Red arrow – use this object.



Question – scan this object.

Quests - quests.

Mission status. Will be seen when mission completed.

SHOP

Press **Back** -button to enter at Shop.

Top part – six items. Double click on item to buy.

Bottom part. Selected item ready for buy. **Three** items available to buy at one time.



Press **A**– ready to buy. **X**– remove selected item. **Y**– buy items. **B**– cancel buy.



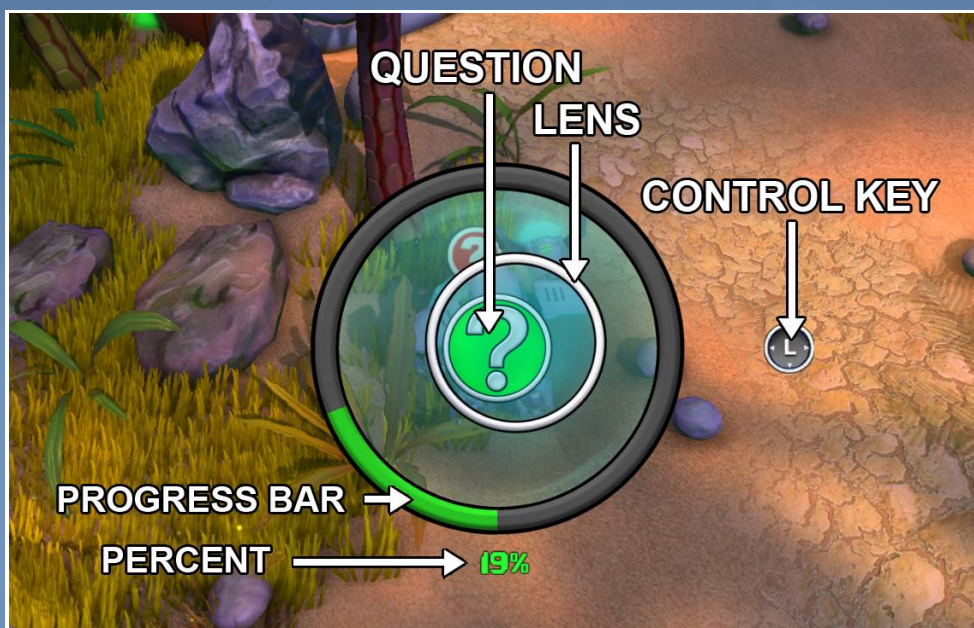
If items are grey then not enough stars, or transport is unavailable.

Transport will be unavailable after dropping cargo with items. Needs to waiting it some time.

The number of items in the shop is limited. If items sold out then they are unavailable.

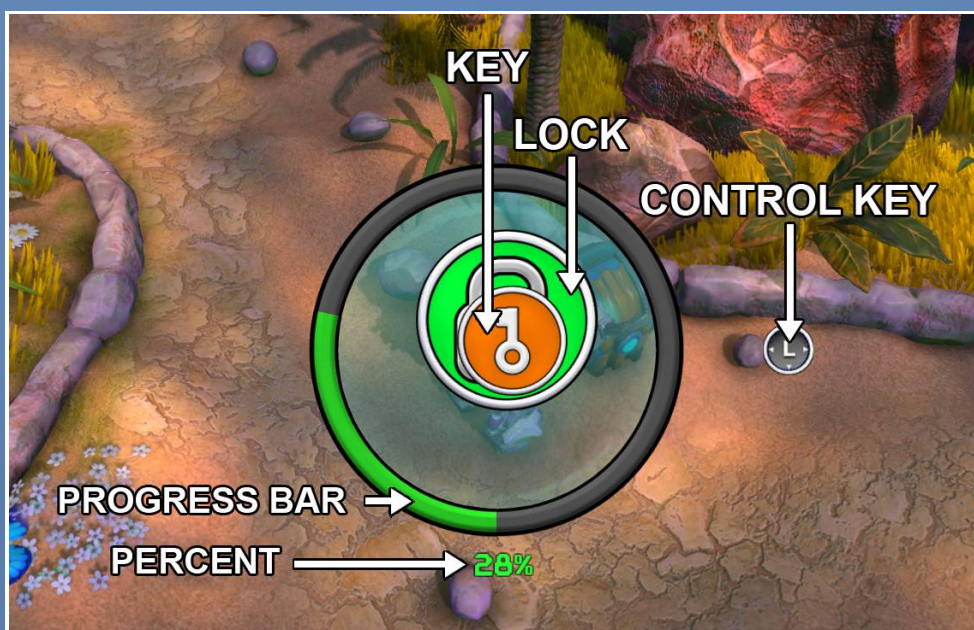
MINI-GAMES

MINI-GAME 1



Scan object. follow question icon by moving lens. Left stick controlled lens. When progress bar 100% - scan completed. If progress bar 0% - exit from mini-game.

MINI-GAME 2



Unlock coffer. Follow lock icon by moving key icon. Left stick controlled key icon. When progress bar 100% - coffer unlocked. If progress bar 0% - exit from mini-game.

Weapon select



Press **RB** – select weapon. Move **left stick** or mouse to chose weapon. Press **RB** again- hide weapon interface.
Weapons have their own characteristics.

Level complete



All results will be shown in LEVEL COMPLETE window. Collected stars, time of the level completing, killed enemies, etc.

New levels, found items, enemies, and explored animals are shown in next LEVEL COMPLETE window. Open.

Press X -Replay level

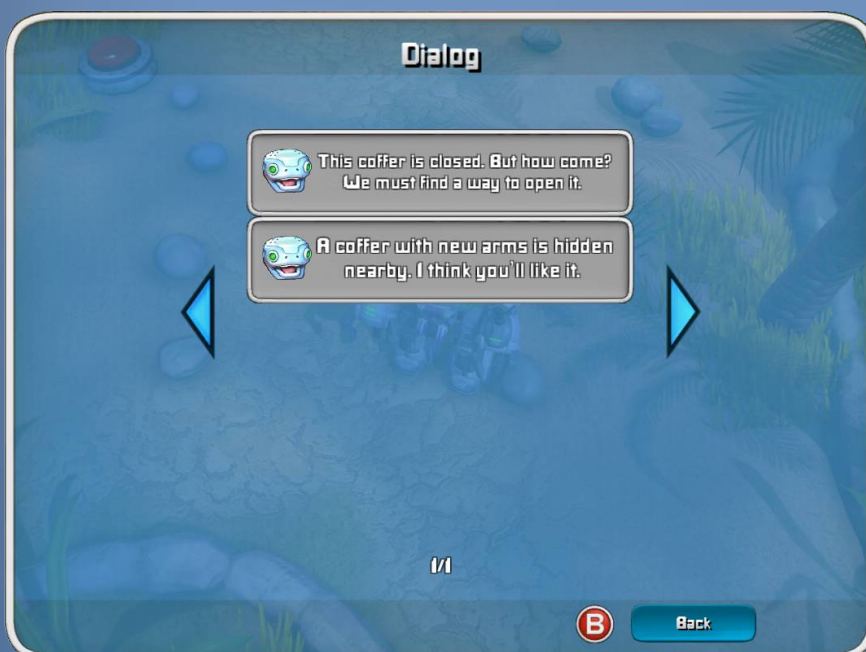
Press Y - Complete Level

Press B - Return at level



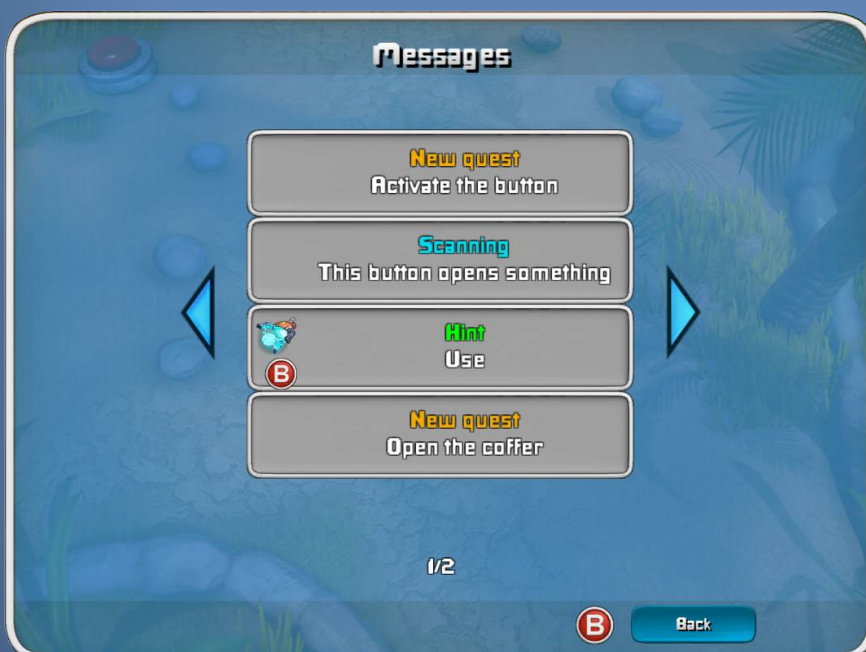
PAUSE-MENU

Press **START**-key to enter **Pause-Menu**.
 Select item by press **A**:
Restart -restart level.
Options-game options
Exit-Exit from game.
 Press **X** - select **Dialog**
 Press **Y** - select **Messages**
 Press **B** - **Back** to game



Dialog:

Available to read **Zorg`s dialogs**.
 Slide pages by move **left stick to right** and **to left**.
 Press **B** – **back**.



Messages:

Quests and actions
 Available to read.
 Slide pages by move **left stick to right** and **to left**.