

A Adventures WITH Fido

Walkthrough Guide

A Text-Based RPG adventure from the eyes of a whimsical Corgi, as created and programmed by Lucas C. Wheeler.

A perpetual system of gameplay with procedurally-generated content. Exploration, Quests, Achievements, Currency, and Secrets.

INTRO

This game first took shape in November 2017, and was developed and written in Twine. The basic version that this guide covers was completed in September 2018.

I made this game as my first learning experience in regards to code and interactive fiction. I wanted to build an explorable world with perpetual gameplay with a relaxing, whimsical feel.

As of this guide, the game has three explorable zones outside of the backyard and neighbors, and each zone has a three-part main quest. There are plenty of NPCs and repeatable mechanics in each zone.

- 9 Quests, 4 Minigames, 12 Achievements, 3 Explorable Zones, 10+ Items, 3 Quizzes

Even after all the quests and achievements are completed, the game can still be played and bones accumulated and secrets discovered with procedurally-generated content and repeatable games and quizzes.

More content is planned in the future in the form of new zones, quests, achievements, and expansions to previously available minigames.

I hope you enjoy taking an adorable Corgi on a daring, whimsical adventure, and exploring the modest world I've had the pleasure of building.

- Signed, Lucas C. Wheeler

SAVING YOUR GAME

A quick note on saving. When you first start the game, the very first prompt will be the name of your Corgi. This is what determines the name of your save file as well. Twine saves all your game data as cookies in the browser you use, so make sure to not clear them, and to always use the same browser (if you want to access that save file).

You can save by clicking on the Save Game link in the left hand column. You can do this wherever, and it freezes the state of your variables (and may or may not save the exact page you are on). Many times, when loading a save, it brings you to the backyard, whether you were last there or not. It is generally good at saving the important stuff, like whether or not you completed a quest, how many days you've been exploring, and how many bones you have.

In order to Load a save file, the game has to detect a Corgi name with save data. If you close and come back to the game later, just open like you did before and enter in the same Corgi name as you did previously. It has to be spelled exactly the same. Once you have, you're brought to the backyard in a "new game", but if the Corgi name has a save file, there will now be a Load Game prompt beneath the Save Game one. Click that, and your game data is restored and you may continue playing.

HUMBLE BEGINNINGS

“You are a Corgi in a sunny backyard.”

Some of the early areas that you’re likely to explore first include the flower bed, garden, lilac bushes, pool, and gardening shed. These are the immediate areas, and are used as a bridge to other areas, or have their own self-contained functions.

Gardening Shed

After you gain your first bone (the currency), this becomes the Bone Shed, where you track your currency, quests (started and completed), and achievements.

The text changes based on certain bone milestones you hit, so be sure to check back often. Can you reach 1 million bones?

Tip: If you head over to Timmy’s yard and Play Fetch, you can get one daily bone easily.

Flower Bed

Found via the *Sniff some Flowers!* link, this passage is a bridge to some other places, like the Garden. You can also find your way to an Oak Tree, but there’s not much there yet besides a cantankerous squirrel. If you choose to *Boop the Strange Rock*, you can find your way to a new area by squeezing through the fence.

Discoverable Areas: Garden, Timmy’s Backyard

Garden

Found via the *Sniff some Flowers!* option, but it will be added to the main page once visited. Once you gain all the necessary equipment, you'll be able to do three gardening actions daily. Eventually with diligence, you will see the quality improve. Raising the garden to Exquisite status unlocks an achievement.

Answer Key: Reaching Exquisite status unlocks an achievement. Watering Can - Pool, Fertilizer - Lilac Bushes, Trowel - Gardening Shed.

Timmy's Backyard

Timmy, your neighbor lad, needs someone to play fetch with: Can you think of any qualified candidates? You can play each day until you find the bone, and then you have to wait for the next day. There's also a trampoline here to play on, which may lead to another place...if you figure out how.

Tip: Come back after you've tasted some coffee.

Lilac Bushes

Found via the *Lilacs smell nice!* link. There's an item here to pick up, and only one real option that will tire you out. However, if you keep digging, perhaps you'll find a new area to explore.

It's time to test that patented Corgi persistence!

Tip: Do this action near the end of your day, after priorities.

Pool Area

Found via the *Go for a Swim!* link. There's an item here to pick up, and you can take a dip. However, even just splashing around in the shallow end will tire your Corgi out. Perhaps this will lead to something later.

What's really the draw here is the *Search Nearby* link, which can lead to two new areas. Which your Corgi notices is random, and you may need to explore here multiple times.

TRAVELING MERCHANT

Sometimes, after a restful night in the hammock, a traveling merchant can appear in your backyard. Things that she's willing to buy change from time to time, so if you have excess of a certain material, don't wait to trade them in for bones.

She may buy any of the following: Ectoplasm, Star Fruit, Ruby, Sapphire, Emerald, Garnet, Peridot, Turquoise, Platinum, or Diamonds.

The bones she offers for each tends to fluctuate, and your prestige level may influence her to raise some of her offers.

EXPLORATION ZONES

An Introduction to Exploring

As of the latest build, there are three exploration zones that are meant to be whimsical additions to your Corgi's normal habitation area. Each one has to be unlocked in different ways, and each offers a main quest with three parts and various side quests. ***Beware Spoilers Ahead**

Haunted House

Most likely the first exploration zone you'll come across, you find this randomly via the *Search Nearby* link from the Pool Area. You have to *cross the street* and brave the dilapidated house. Once inside, you'll see that the Haunted House has many passages and rooms. This is easily the largest zone, and has a main quest, a quiz side quest regarding History, a large concentration of the achievements, minigames, and a secret. To find out the details of this zone, head to page (8).

Tip: Lest you get lost, feel free to draw a map by hand and take notes of notable objects/choices in each room.

Cloud Kingdom

Found via the trampoline via Timmy's Backyard. The trick is to drink some coffee within the same day (sleeping in the hammock resets your coffee status). The Cloud Kingdom has a main quest, and a quiz quest regarding Geology, a fun minigame post-quest, and a citizen to befriend.

To find out more details, head to page (14).

Mole Kingdom

Found via digging in the Lilac Bushes for three days, this zone has a main quest, a side quest regarding a Math quiz, a mining quarry that rewards gems, and a dark tunnel to repeatedly explore.

To find out more details, head to page (18).

HAUNTED HOUSE

A derelict house can't be as scary as it seems, right?

Foyer

The very first place you find yourself as soon as you enter the Haunted House. Surely, it can't be that bad right? Except perhaps for the Destroyed Painting that greets you...

This is the epicenter of navigating the House, which is easily the largest of the zones. There are many rooms and items to explore, but if you want to get right to the quest, head to the Library via the Living Room.

Living Room

Not of consequence at the moment, there are a number of interactable items here. Explore if you want, but clicking on them repeatedly may be time well spent elsewhere.

Just how old is this house anyways? It doesn't look like anyone has lived here recently enough to even have a television—yet one exists in the room.

Library

Finally, we're getting somewhere. Look for the quill, but beware where it takes you...

Also, after the main quest is completed, you might want to explore here for a side quiz that opens up. A discoverable secret yields an achievement.

To read about the main quest, go to page (12), or to see the quiz answers, go to page (23).

Kitchen

There's not much going on in here that could interest a Corgi, but there are a few rooms available here, including the downstairs bathroom (is that awful smell coming from there?) and the basement. One item of note is a cup of coffee. Perhaps you could find a way to burn off the extra energy from a fresh cup... Maybe some exercise on a *trampoline*?

Downstairs Bathroom

There's not much to do here besides cringe. There's a number of interactable items if you wish to brave them, but you'll most likely only come here after the main quest is completed.

Basement

Beware of the dark...a little Corgi like you won't be able to brave the spooks that lurk within unless you have some light to guide the way. Perhaps you can find a light source in another room, but if you try to venture down here without it, you're likely to be scared straight home!

There's a few interactable items, and one of them leads to a ghost with a crossword puzzle. At first, you only have to complete a portion of the puzzle, but you can come back later to complete the whole thing for an achievement.

Tip: To see the answer key for the Crossword Puzzle, go to page (22).

West Staircase

Not many things here in the West Wing, but what there is, they are noteworthy. There's a Crooked Painting, and an antique end table that might be worth exploring.

Master Bedroom

One of the largest and most ornate rooms in the house, there's plenty to look at in this room. You might notice a large trunk at the foot of the bed, but what could a corgi do with that?

Upstairs Bathroom

Not much is found here, but it's definitely more well cared for than the bathroom downstairs. What is up with that, anyways?

Guest Bedroom

There's a few objects in here that may make a corgi curious about the previous residents, but the one that stands out is a Rustic Painting. It's nice to gaze upon a more idyllic time, isn't it?

East Staircase

Leading to the smaller East Wing, you can only see a few things here. A suspicious suit of armor, a locked door, and a Dainty Painting.

Locked Door

You won't be able to get in here until you find a good old-fashioned skeleton key...if such a thing even exists.

Attic

This will be one of the last places to hold any significance for you, but you'll be coming here as a part of the main quest. Not much is here at first, but you might be able to unlock a secret...

Tip: To see the achievement, go to page (24).

MAIN QUEST

Spectral Masterly Duties

Once you head to the library and interact with the quill, you'll be taken to face the Master of the house, a ghost known as Willie. He'll ask you to help three of the house's citizens. Once you accept, you might notice that some items around the house will be more hospitable...including the locations of the three ghosts.

Antique End Table in the West Wing— This is where you can find Cass, who will alert you to the presence of the paintings and the secret they hold. There are four different paintings throughout the house for your inspection. The trick is to click on them in the right order. Once you think you have, head to the attic and see if anything unusual stands out... if not, you'll have to traverse the house and try again.

Locked Trunk in the Master Bedroom— Cole greets you with a lock-picking minigame. It remains simple until after the main quest, when a new mode opens up. Aside from working towards the main quest, this is a repeatable minigame that accrues towards unlocking an achievement, and perhaps another secret...

Rocking Horse in the Basement— Cris has a crossword puzzle for you, all based on phobias. For the main quest, there's a shortened version available. After the main quest is completed, you can attempt the full puzzle to unlock an achievement.

Master Willie— Once you help the three citizens above by excelling at their tasks, come back to Master Willie in the library to complete the quest. Once you have, you unlock the Haunted Hunt, a repeatable scavenger hunt that utilizes all the objects in the mansion and awards ectoplasm (for future use or bragging rights). There is also now a misplaced book in the library that leads you to a hidden room, where a history quiz awaits. Read more about the Haunted Hunt on page (13), and the History Quiz on page (23).

To see the solutions for the painting, crossword, and lock-picking puzzles, head to page (22).

HAUNTED HUNT

After the main quest is completed, Master Willie introduces you to the Haunted Hunt. In the foyer, you can meet Chuk, who will guide the hunt. Visit him to turn the Hunt On or Off. When On, all of the items around the house become capable of either hiding ectoplasm for you to find, or concealing a scare!

There are different levels of difficulties for the Hunt, each unlocked by participating in the previous one. Each has a different number of allotted scares until the Hunt is declared over, and you are scored. You can also end the hunt early by talking to Chuk.

Once you check an item and collect its ectoplasm, it won't have ectoplasm again for the remainder of the hunt, and checking it again (when leaving and re-entering the room) will always give you a scare.

Hunts

Hunt: Unlocked at Beginning, 20 Scares

Skilled Hunt: Unlocked at 1 Hunt, 8 Scares

Elite Hunt: Unlocked at 2 Hunts, 4 Scares

Treacherous Hunt: Unlocked at 10 + Hunts, 1 Scare

Treacherous...

So, if you're paying attention, it may look like that the treacherous hunt is unfairly hard, especially since it's the one you have to excel at in order to unlock an achievement by gaining 10 ectoplasm with only one scare. Often, it will be the very first item you click on, and then boom, your hunt is over.

However, there is a methodological approach to completing this. If you've been paying attention, you may have noticed that some items always have either ectoplasm or scares at the same time as each other. That's because all 40-some items in the Haunted House are placed into four different, but evenly-displaced groups, and one group is selected to hold ectoplasm.

If you can determine which group has the ectoplasm using your one scare, then you should be able to hunt and select the right objects. You may need to use notebook paper and a pencil for your own notes as you explore. Or you can skip to the answer key at the back of the guide, but where's the fun in that?

***Will be added to a later version of the guide.*

Ghostly Remains

There is one quest to complete here. Chuk would like 25 pieces of ectoplasm, which can be gathered around the house during the Hunt. Should be an easy, if not time-consuming quest to complete.

CLOUD KINGDOM

A paradise in the sky. Idyllic, isn't it?

Finding the Kingdom

There's a bit of a trick to getting here. First you have to find the Haunted House, and head to the kitchen to take a *sip* of coffee. Then you have to go back to the Foyer and select Head Home for More Adventuring! There are a few things in the Haunted House that can send you back to your hammock, but sleeping will negate the active effects of the coffee. It needs to be fresh to give you that extra boost. Once you have your coffee, head over to Timmy's backyard (Sniff some Flowers > Boop the Strange Rock > Squeeze Through, if you've never been there before), and jump on the trampoline. Now, instead of your usual tired option, you have a new option to jump higher than any Corgi has ever dared! Clicking this will take you to the Cloud Kingdom where you will see the following options.

Grove

Not much to do here yet, you meet Lance, who runs the Cloud Orchard. You may learn a little bit about Star Fruit, the indigenous crop to the Cloud Kingdom, but there's nothing to do with it yet.

Cloud Hedges

Behind the hedges, you'll come to the Cloud Cottage (as is revealed now), where you'll meet Bellamina, one of the many unique residents of the Cloud Kingdom. She has a Geology Quiz ready for you, and unlike some of the other quiz sidequests, there are no prerequisites to unlock it. You can attempt it as soon as you arrive.

Tip: To see the answers to the quiz, head to page (23).

Cloud River

Following the river will lead you to Cloud Town, where you are greeted with a stunning view. You might get a sense that the residents are a little "out of this world". This is the main area of the Cloud Kingdom, and where most of the adventure takes place.

From here, there are three options: Enter the Strange Building, Explore the Town, and Leave the Town.

If you want to get right into the main quest, Enter the Strange Building and head to page (15).

MAIN QUEST

Lofty Mayoral Duties

Once you enter the Strange Building (which turns out to be Cloud Town Hall), you'll enter the office and meet Mayor Benji, who asks that you help three of the citizens of the Cloud Kingdom. All three of the citizens are found by Exploring the Town, conveniently in the Town Square. Help them in any order.

Light-hued Female— In order to help Sherry, you need to find her bracelet. Head back to Cloud Town, and click on *Check it Out?*² in order to find it. Then you can immediately click on Sherry to give it back to her. One down, and that was easy! Once you complete the main quest, feel free to come back and visit. You'll be able to converse with Sherry, and level up her friendship. She's one of two current characters that converse, and maxing her friendship unlocks an achievement.

Medium-hued Male— Maxwell is looking for a story-loving Corgi (is there any other kind?) and once you look at his *cards*, you'll be able to pick out some adjectives for his story. Pick whichever one you want from each group. You can change your mind and select more than one from each group, the last one clicked will be the final choice. Pick a word from every group, and Maxwell will be pleased to have something to work with. Maybe one day you'll be able to see the story you helped produce.

Bronze-hued Female— Penny needs some help with her wardrobe. Once you *wag*, you'll be given some options of clothes to pair with her vest. They can change each time you visit her, so if you make a wrong selection, never fear. Just return and try again!

Mayor Benji— Once all three citizens are helped, go back to Mayor Benji to be awarded the quest completion, which unlocks the Cloud Kingdom tourist attraction, Pegasi Racing! This is a daily, repeatable event that you can play to unlock achievements, earn bones, and have fun. To read more about it, head to page (16).

To see the solutions for Penny's challenge and Sherry's friendship, head to page (22).

PEGASI RACING

Mayor Benji leads you and introduces you to the Cloud Kingdom sport, but after the main quest is completed it can also be reached just outside of town via *Races*.

You can race *three times a day*. After all, those diligent steeds need some rest, don't they? There's three different cups (difficulties) for you to race your way through. Each is unlocked by getting a decent score in the previous cup.

However, before you can do any racing, you need to *pick your Steed*.

Stables

Thunderhead, aggressive, steel grey coat, raven black mane, elliptical wings, draft body, agi & str

Phoenix, elegant, chestnut coat, flaxen mane, long soaring wings, sport body, end & spd

Tundra, timid, cremello coat, white mane, broad soaring wings, sport body, str & spd

Dragonfire, strong, midnight black coat, dusty black mane, high speed wings, pony body, spd & agi

Reaper, smart, dapple grey coat, light grey mane, elliptical wings, pony body, agi & agi

Solarflare, wild, buckskin coat, black mane, long soaring wings, pony body, end & agi

Cups

Feather Cup

Decent Score: 1000 +

Top Score: 1470 +

Bridle Cup

Decent Score: 2000 +

Top Score: 2940 +

Cyclone Cup

Decent Score: 8500 +

Top Score: 10,000 + (*Unlocks Achievement*)

Obstacles

Each obstacle has a preferred action that gives you the most meters ahead of your opponents, as listed below.

Left Turn --> Lean Left

Sharp Decline --> Slow Down

Lightning --> Sprint Left

Hedge Jump --> Small Jump

Cloud Wall --> Large Jump

Abyssal Gap --> Flare Wings

Right Turn --> Lean Right

Storm Pond --> Speed Up

Wind Funnel --> Sprint Right

CLOUD ORCHARD

Now that the main quest is completed, you can visit the Cloud Orchard and Lance will open up the Deeper part of the Orchard for you. Here you will be able to help find some star fruit, and even earn some of your own. Once you start, you'll be faced with a small scenario that presents different places to look.

There are a few different scenarios you can come across, and they may repeat. Each option may or may not give fruit each time you choose it, so there's no harm in trying every option each time if you want. It depends on how lucky you feel! Every time you choose an option that doesn't give you fruit, you lose one energy. When all your energy is gone, Lance will guide you back to the front of the orchard, and score your efforts.

The amount of energy you receive is augmented by your prestige level, as is the percentage of the fruit you get to take for yourself. It may seem discouraging at first, but even a few pieces of fruit a day are better than none.

Like most of the repeatable minigames, there's a daily limit of three trips into the Deep Orchard. After all, you want to leave some fruit for tomorrow, right?

Fruit of the Stars

There is one quest available here. If you talk to Lance before you go into the orchard, he'll recount the tale of the Golden Starfruit he came across as a young pup. Sadly, he was unable to obtain it, but he's kept an eye out for a piece like it since.

If you're lucky, you might spot it when you venture into the Deep Orchard yourself. Each new day is a new chance to find it, so don't give up hope. Finding the fruit and giving it to Lance after you exit the Deep Orchard completes the quest for you.

MOLE KINGDOM

A lilac bush was hiding all this!?

Finding the Kingdom

You can get to the lilac bush via the *Lilacs smell nice!* link in your own backyard. Once there, you can dig. It will take three days to make any significant progress, and you have to rest immediately after each dig, so it might be best to leave this for the end of your Corgi's day for efficiency.

Deep Tunnel

Once you make your way down this long path, you'll meet Soyle. As one of the most valued miners in the Mole Kingdom, she has a math quiz to offer you. There are no prerequisites to unlock.

For answers to the quiz, turn to page (23).

Dark Tunnel

You can't traverse the dark tunnel right away, and if you try, you'll quickly see that you need something called Fuel. You won't get this until after you start the main quest for this area.

Mole Castle

A large, brooding, mud castle sits in the middle of an underground moat, buried leagues beneath the backyard of your home. Inside is where the main quest will start if you can face the intimidating glower of Chief Durt, the King of the Mole Kingdom.

To read about the main quest, head to page (19).

MAIN QUEST

Subterranean Chiefly Duties

Head over to the castle, and go up to the *throne* to meet the Chief of the Mole Kingdom. With the two warriors at his side, Chief Durt is an imposing figure. He asks that you help three of his miners in the kingdom (do you see a pattern yet?), and the quickest way to do so is outlined below.

Leave Castle— As soon as you step out of the castle, you see a distressed mole sitting there. Engage in some light conversation, and you soon learn the plight of his lost daughter. Rahk gives you his lantern with flammable moss for fuel, and directs you towards the Dark Tunnel. Now, once you're inside, you'll face a scenario and two choices. Generally, one choice will lead you to finding fuel, and the other will lead you to wasting it. The more fuel you have, the more rooms you can clear, and the better you can score. You'll find the little mole randomly, and can lead her outside to safety.

Mole Castle— In order to do the next two parts of the quest, head back into the Mole Castle and you'll see two moles. Approach both (one on the left, and the other on the right) and you'll see that they both ask a different ore of you. You can find each of them by mining in the Quarry's Lower Mine with a decent score. Once you get both, return to the Mole Castle to give them the ores.

Chief Durt— As soon as you find Pehbul and return her to her father, and give Tite and Mite their respective gems, head back to the throne in the castle and Chief Durt will congratulate you on finishing the quest. Like in all other quests, you'll be awarded a level of prestige and some bones. Afterwards, you can visit the moat that rings the castle.

You'll see Rahk and Pehbul on the way out of the castle, and now that they're recovered, you can continually get some fuel from them to explore the Dark Tunnel on your own for bones and fun. Fun is important, right?

You might also see Tite and Mite outside the castle...wonder what they're arguing about?

QUARRY

Lower Mine

The lower mine is the easier of the two mines, and gives the common gems needed to complete the main quest. All of the questions are simple multiplication problems, and can reward you with any of the following depending on your final score: Ruby, Sapphire, Emerald, or Garnet.

Upper Mine

The upper mine is full of advanced math questions (high school and college level), and you'll likely need to refer to the Tips, Tricks, and Solutions portion of the guide. Sometimes the format of the correct answer can be tricky, so take care on submitting your answer. The gems and materials you can find here (depending on your score) are: Turquoise, Peridot, Platinum, and Diamond.

What to Do with Them?

There is a traveling merchant that occasionally cuts through your backyard (rude, much?) and she'll buy some of the gems. Her requests change, so keep stocking up and checking with her when you see her cart. She'll trade you a fluctuating amount of bones for a set amount of goods. If you want a better deal, be sure to work on your prestige!

MOAT

Hungry, Hungrier, Hungriest Hippo

Once you get to the moat, you find that the resident Hippo, Big Bertha, is struggling with boredom of her diet. Her caretaker, a mole named Stohn, laments at his failure. He hints that an exotic food from a far-off place might help.

Where else could he be talking about except the Cloud Kingdom, and its mascot fruit, Starfruit? Bring back some to get Big Bertha's attention, and Stohn will tell you that 25 pieces should do it. If you don't have that many already, go get some (may take several days) and bring them back to Big Bertha.

Completing the quest puts both of them at ease. You can come back to visit, of course, but there's likely not to be anything new for a while. There's always a possibility of that changing in the future, right?

TIPS, TRICKS, & SOLUTIONS

All the Answers You Seek

With all the puzzles, minigames, quizzes, and more found within this game, you'll need a concise place to find all the answers. You'll probably feel better about yourself if you don't use this section, but if you want everything handed to you, consider this your silver platter.

Painting Puzzle: Rustic, Dainty, Crooked, Destroyed

Lockpicking Puzzle: Hit the First Tumbler once, the Second Tumbler twice, and the Third Tumbler thrice.

Accuracy Lock: 1, 4, 2, 5, 3

Speed Lock: Random, but same method as the first lock-picking puzzle as part of the main quest.

Crossword Puzzle: 1 Across, ornithophobia; 4 Across, cyclophobia; 7 Across, pedophobia; 9 Across, claustrophobia; 11 Across, ecclesiophobia; 12 Across, neophobia; 14 Across, peladophobia; 16 Across, xenophobia; 17 Across, bibliophobia; 18 Across, nyctophobia; 19 Across, vestiphobia; 22 Across, hygrophobia; 24 Across, ailurophobia; 25 Across, hobophobia; 26 Across, motorphobia; 27 Across, cryophobia; 29 Across, taurophobia; 30 Across, oneirophobia; 2 Down, ballistophobia; 3 Down, textophobia; 4 Down, cyberphobia; 5 Down, chronophobia; 6 Down, hemaphobia; 8 Down, aviphobia; 10 Down, agoraphobia; 13 Down, dentophobia; 15 Down, apiphobia; 20 Down, xylophobia; 21 Down, coulrophobia; 23 Down, pyrophobia; 27 Down, cynophobia; 28 Down, zoophobia;

Penny's Challenge:

Evaluate $[5 - (2 - 4(6 - 7) + 5)] + 7$, 1 Evaluate $[7 - (4 - 7(4 - 2) + 6)] + 4$, 15 Simplify $6(6x - (5 - 2y + 5x) + 4y)$, $6x + 36y - 30$ Simplify $3(4x - (4 - 2y + 6x) + 2y)$, $-6x + 12y - 12$ Solve $[(x - 3) / 2] = [(x + 2) / 3]$, 13 Solve $[(x + 5) / 6] = [(x + 5) / 6]$, -47 Solve $-35x + 7y - 63 = 0$ for y , $y = 5x + 9$ Solve $40x - 5y - 35 = 0$ for y , $y = 8x + 7$ Solve $7[4 - (7x - 8)] + 7x = 0$, 2 Solve $4[3 - (3x - 5)] + 7x = 0$, $32 / 5$ The local supermarket has reduced prices by 8%..., \$2.75 The local supermarket has reduced prices by 16%..., \$2.51 Solve $|-10x - 20| = |-6x - 60|$, $\{-5, 10\}$ Solve $|-10x - 53| = |-8x - 73|$, $\{-7, 10\}$ Solve $-69 < 8x + 3$ 27, Express your answer in interval notation., $(-9, 3]$ Solve $27 < 12x - 9$ 39, Express your answer in interval notation., $(3, 4]$ One positive number is 18 times ..., 8, 144 One positive number is 12 times..., 84, 7 Find the distance between (5, 0) and (2, -3). Round your answer, if necessary, to 2 decimal places., 4.24 Find the distance between (4, 0) and (-5, 1). Round your answer, if necessary, to 2 decimal places., 9.06

Sherry's Friendship:

Brown Beret

Level 0: "You peer more closely at a tattered leather-bound book propped up on a stand."

Level 1: "You gaze over Sherry's photo at a framed photograph."

Level 2: "While visiting, you waddle over to an open trunk and peer inside."

Level 3: Maxed, achievement unlocked.

Cecilia's Friendship:

Level 0: "You yip excitedly to the stuffed alligator on your right."

Level 1: "You look adoringly at the stuffed panda on your right."

Level 2: "You place one paw on Cecilia's small hand and flash her a wide, canine smile."

Level 3: Maxed, achievement unlocked.

Pegasi Tips: The highest score achieved in Beta during the Cyclone Cup was with Reaper at 10,560 points.

QUIZ ANSWERS

Study Up!

Every exploration zone comes with its own quizzes concerning different subjects. It's nice to study each topic on its own, but if you want the quick answers, look below.

History Quiz

"The Magna Carta was signed in Rome." FALSE
"Marie Antoinette was married to Louis XVI." TRUE
"Sir Winston Churchill was a Labour Prime Minister." FALSE
"Joan of Arc fought at the Battle of Agincourt." FALSE
"Custer was defeated at Little Bighorn." TRUE

Math Quiz

"The slope of a vertical line is undefined." TRUE
"The product of two positive numbers is NOT positive." FALSE
"The absolute value of a real negative number is negative." FALSE
"30% of x is equal to 0.03x" FALSE
"The additive inverse of -10 is 10." TRUE

Geology Quiz

"Geology is the study of solid terrestrial features on planets or natural satellites and how they change over time." TRUE
"The three main classifications of rocks are: igneous, sedimentary, and metamorphic." TRUE
"Luster is the measurement of light reflected from a mineral's surface." TRUE
"Minerals are generally not grouped by color." FALSE
"Minerals can't have a distinctive odor." FALSE

ACHIEVEMENTS

Unlockables and Secrets...

Below is a list of the possible achievements in the game and a summary of how to get them. When unlocked, you can see the achievements listed in the Bone Shed in your own backyard.

- “Green Thumb” - Raised garden to //Exquisite// status
- “Bookworm” - Found a hidden room in the library
- “Cloud Companion” - Maxed Friendship with Sherry
- “Tea Party Enthusiast” - Maxed friendship with Cecilia
- “Pegasi Jockey” - Earned a top score in the Cyclone Cup
- “Wordsmith” - Completed the Crossword puzzle
- “Thief-in-Training” - Completed a Lockpicking minigame
- “Thief Apprentice” - Completed 10 Lockpicking minigames
- “Elite Thief” - Completed 25 Lockpicking minigames
- “Lore Chaser” - Uncovered the Family Portrait in the attic
- “Lore Master” - Unlocked a secret using a Skeleton Key
- “Huntermaster” - Gained 10 Ectoplasm during a Treacherous Hunt

If all three actions are done daily on the Garden, it will take 30 days to reach Exquisite status, or 90 cumulative actions (fertilizing/watering/weeding) taken over any number of days.

The hidden room in the library is via the Misplaced Book after the main quest is completed.

To see more about friendship, go to page (22).

To see more about Pegasi Racing, go to page (16) or (22) for an exclusive hint.

To see the answers for the full crossword puzzle and lock-picking puzzles, go to page (22).

The skeleton key is released upon achieving Elite Thief, and can be found on the suit of armor in the Haunted House’s East Wing.

To read more about the Haunted Hunt, go to page (13).