

Earthquake In zipland™

Game Walkthrough

The following is a scene-by-scene walkthrough of the game, including which objects should be used where and the specific dialogue sequences which should be heard by the player in order to proceed with the game. It is recommended to keep this walkthrough handy in order to offer your child subtle hints whenever you feel it is necessary:

Island

1. Talk to Oyster
 - a. Dialogue sequence:
 1. And I have never met...
 2. I must have been...
 3. Haven't been doing...
 1. A grain of sand...
 - b. In the end the Oyster will move and you will be able to pick up the Lobster
2. Pick up Lobster
3. Take rope from Inventory
4. Combine the rope with palm tree
5. Take the lobster from Inventory
6. Put the Lobster on the rope

Mall Entrance

1. Enter Quest R Us Lobby
2. Press on Bell
3. Talk with Parrot
 - a. Dialogue sequence:
 4. Do you have any ..
 3. That's my greatest wish ...
 - b. In the end you will be able to enter elevator
4. Pick up bamboo stick
5. Enter Elevator

Mall Elevator - Part 1

1. Press on Elevator Buttons (Talk with Robot)
 - a. Dialogue sequence:
 1. How do you...
 3. Why is it stuck?
 1. Oh man, I wish
 - b. During the talk with Robot receive Toy Robot
 - c. Dialogue sequence (Press on Elevator Buttons again):
 1. How do you...
 3. Why is it stuck?
 3. Can you gloriously...
 2. Hello, am I even here?
 - d. During the talk with Robot receive mustard
2. Talk with Al
 - a. Dialogue sequence:
 1. or 2. or 3. All get to the same place
 - b. During the talk with Al receive ketchup
 - c. Dialogue sequence:
 2. Although he does seem...
 1. What words does he know..
 - d. During the talk with Al receive mayonnaise
 - e. Dialogue sequence (Talk with Al again):
 2. Although he does seem...
 2. That's a nice hat...
 - f. During the talk with Al receive Alice's hat
 - g. Dialogue sequence (Talk with Al again):

1. If you don't mind, I really need to get to the 3rd floor...
- h. In the end go out to second floor (Gym)

Gym (Second Floor)

1. Talk to hamster
 - a. Dialogue sequence:
 1. Can't you write...
 2. Look I don't know...
 1. That trampoline over there...
 2. Interesting gym/store...
 1. Well, actually I did have my eye...
 4. Maybe I should come back later...
 - b. In the end you will be able to press on the Trampoline
2. Press on trampoline
 - a. Dialogue sequence:
 3. You think you can stop...
 1. Why not
 1. Then sell it to me...
 3. Don't you ever get tired?
 - b. In the end you will be able to pick up trampoline
3. Pick up trampoline
4. Go back to Elevator

Mall Elevator - Part 2

1. After getting the trampoline, go back to the elevator
2. Create secret sauce (Combine Ketchup + Mayo + Mustard)
3. Put secret sauce on Window (animation of window being removed by the Dry Cleaning Elephant)
4. Put Trampoline on open window
5. Get out using open window

Dialogue with Messenger

1. Talk to messenger
 - a. Dialogue sequence:
 1. About as much...
 1. Why? What's wrong with...
 1. Oh alright, I guess ..
 - b. You will reach the map
2. Go to Mom's Castle
 - a. In the end Return to Quest R Us
3. Press on window

Mom's Castle - After messenger

1. Go through castle gate
2. Talk to Mom
 - a. Get sweater from Mom
3. Take the Bamboo Stick from Inventory
4. Give Bamboo Stick to Piranhas

Zipper Store

1. Knock on counter
 - a. Dialogue sequence:
 1. Oh, uh, this IS...
 1. What, the dust?
 - b. In the end get Ingredients list from Sly

Forest

1. Pick up Log
2. Walk in the forest till you get to the tower

Outside the tower

1. Talk with guard
 - a. Dialogue sequence:
 1. But it's an emergency...

2. All right, what's ...

- b. In the end hear how to open tower and get chili

Mom's Castle - After Forest

1. Take the Log from Inventory
2. Give Log to Piranhas

Fair with Closed booths

1. Talk with Bonbon
2. Pick up Girly doll

Dam

Pre Conditions: Talk with Bonbon in Fair

1. Go into beaver house
2. Talk with Mr. C
3. Pick up Carpet
4. Go to Mrs. C
5. Talk with Mrs. C
6. Right Click Dam Tap

Dad's Castle

Pre Conditions: Get Chili from Tower Guard

1. Talk to Dad
 - a. Dialogue sequence:
 1. Need a paw?
 2. Presents?
2. Talk to Humpford
 - a. Dialogue sequence
 1. Are you insinuating anything?
 - b. In the end Humpford will say he is hungry
3. Take the Chili from Inventory
4. Combine the chili with strange looking machine
5. Press On button (Humpford will eat and fly away)

Beaver Bridge

Pre Conditions: Have Bamboo sticks in Inventory

1. Give Mr. C the Bamboo Sticks
2. Pick Up Drinking Straw

Docks with Thirsty Camel

1. Take the Drinking Straw from Inventory
2. Give Drinking Straw to Humpford

Outside the Tower fully equipment

Pre conditions: Carpet, Girl Doll, Toy Robot, Clothes, Hat, Naked Scarecrow

1. Combine Hat, Clothes and Naked Scarecrow
2. Give the guard Girl doll, Toy Robot, Scarecrow with Clothes
3. Put Carpet on Moose
4. Enter Tower Door

Inside the tower

1. Take the Drinking Straw from Inventory
2. Give Drinking Straw to Humpford

Basketball - First Time

1. Take Grain of sand from Inventory
2. Combine Grain of sand with Moose

Basketball - Second Time

Pre Conditions: Orb of Self Confidence

1. Take Orb of Self confidence from Inventory
2. Combine Orb of Self confidence with Moose
3. Fly scene
 - a. Take Chopsticks from Inventory

- b. Combine Chopsticks with Fly
- 4. Fly in eye scene
 - a. Take positive thinking feather from Inventory (Tip - you can get it if you write in the diary)
 - b. Combine feather with Moose

Mom's Booth

- 1. Talk to Mom
 - a. Dialogue sequence:
 - 2. Let's have a look
 - 1. Wow! A whole...
 - 2. Well, I for one...
 - b. During the talk with Mom receive worm
 - c. During the talk with Mom receive deflated Balloons

Dad's Booth

- 1. Talk to Dad
 - a. Dialogue sequence:
 - 4. So what have you got there?
 - 1. Helium? ...
 - b. During the talk with Dad receive Worm radar
- 2. Talk to Dad again:
 - a. Dialogue sequence:
 - 3. So what have you been doing lately?
 - 2. Listen ... Does THIS ...
 - b. During the talk with Dad receive Helium Balloons
- 2. Pick up Worm and Worm radar

Dock ready for the race

Pre Conditions: Trophy, Helium Balloons, Worm radar, worm

- 1. Combine Worm radar and worm
- 2. Talk to elephant

Boat race 1

- 1. Take helium balloons from Inventory
- 2. Combine helium balloons with boat
- 3. Take Worm radar from Inventory
- 4. Combine Worm radar with boat

Boat race 2

- 1. Stand on Mrs. C

Boat race 3

- 1. Hold Oar

Boat race 4

- 1. Take positive thinking feather from inventory
- 2. Combine positive thinking feather and Moose

Cave

- 1. Put Worm radar in Dark Cave
- 2. Talk with Worm
- 3. Go in the caves pick up wall pictures
- 4. Go in the caves pick up ice picker head
- 5. Take picture of a worm from Inventory
- 6. Combine picture of a worm and mound
- 7. Press on lever
- 8. Go to Cave door

Penguins

- 1. Talk with penguin - Sing Rap
 - a. Dialogue sequence:
 - 3. You is up to no good!
 - 2. In this dangerous Hood!

1. It's the subzero WORLD!
 4. Or you'll catch a COLD!
 2. But it ain't all THAT!
 1. Is these HOMEBIRDS I got!
 4. Yeah, he got it RIGHT!
 2. We almost never fight
 5. When ya part of a circle
 4. Yea, without a DOUBT!
 4. Are ya In or ya OUT???
2. Talk with penguin

Punk penguin

1. Pick up stick
2. Talk to Punk penguin
 - a. Dialogue sequence:
 2. Why not?
 3. It's just that they keep ...
 1. Oh, just they think...
3. Combine helium balloon with punk

SuperMoose

Pre Conditions: Ice picker head, Stick

1. Pick up Crystal
2. Talk with SuperMoose
 - a. Dialogue sequence:
 1. Somebody pinch me, kick ...
 2. ... Pull my hair out ...
 2. Oh no, not you too!
 1. Oh... well... I'm so sorry...
 - b. In the end receive unpowered cell phone
3. Pick up unpowered cell phone
4. Combine Crystal and unpowered cell phone
5. Combine Ice picker head with Stick
6. Take Ice picker from Inventory
7. Combine Ice picker with wall
8. Take powered cell phone from inventory
9. Combine powered cell phone with phone booth



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