

Early Poptropica Island

Guide: First, go to Early Poptropica Island (if you are not already on it). You should be on Main Street. (Remember that if you're not sure where you are, you can check your Map!) Go all the way to the right until you come across a sign that says "Early Poptropica". Click on the sign to go there. Go right again and you should arrive at Early Poptropica. Go to the right where you should pass by 3 very pixellated-looking men. Talk to the third one you see. He will say that his pig was stolen by a sneaky spider. Next, keep going to the right again until you see another pixellated man by a well. Talk to him, and he will tell you that someone stole their bucket. Now next to the man you just spoke to, there should be a rope. Climb it, and when you reach the top you should see another pixellated man. Talk to him and he will tell you that they lost their flag. The Glow Stick Go back to the man who lost a bucket. Next to him is a well. Go down the well. Well Then go down the rope you are on. You should arrive in the Storage Cavern. Move a little to the left, and jump downward, to the left side. (To do this, move the cursor to the lower-left corner and click.) You should arrive onto a green platform. Now jump to another green platform on the top left side of the platform you are on. Move a bit to the left, then jump to the brown platform located on the left side of the platform you are currently standing on. Climb up the rope on the brown platform, then jump onto another brown platform located to the right of the rope you are holding. Now jump up to the platform above you. You should see a glow stick. Walk over to it to get it! Glow stick You should have gotten a Glow Stick. Now exit the

Shark Tooth Island

First, go to Shark Tooth Island (if you are not already on it). You should be on Main Street. Move to the right and talk to the person wearing white and blue. He will give you a Shark Fin. You can go to your inventory and wear the fin, but note that this is optional – you do not have to wear the fin. Now keep moving right until you come across another man, this one wearing a pink flower necklace and a ukelele. Talk to him, and he will give you Carbonated Coconut Milk. Keep moving right until you see a sign that says "Ancient Ruins." Click on the sign to come to a grass road, move right again and you should be at the Ancient Ruins. (Remember that if you're not sure where you are, you can always check your Map!) Professor Hammerhead's Journal Page At the Ancient Ruins, move all the way to the right until you see a square-shaped rock. This rock is movable. Push it until you see a tree trunk next to you and the rock. Beware of the bouncing coconuts, as they will knock you over if bumped into! Now jump onto the square rock, then climb all the way up the dangling vine above. Land on the first wooden platform, and from there, hop onto the second wooden platform (the one above the first). On the second platform, jump to the left with all your might, and you should land on the roof of the temple. If you don't, just try again until you do. Once on the temple's roof, move around until you see a piece of paper lying on the surface. Walk over to it to pick it up. You should have acquired the Translation Key. This is the translation key from Professor Hammerhead's journal. In the Temple Temple Entrance Now jump off the roof and go inside the temple. You should now be on a small gray platform. Below you should be several other platforms like the one you are standing on. Jump down to the last platform at the bottom and click on the bottom of the gamescreen to go deeper into the temple. You should be standing on a

Time Tangled Island

First, go to Time Tangled Island (if you are not already on it). Wa woman in front of the lab. Now, go inside Pendelum's Lab. Once ramps and then go all the way to the left and push the big plug to Future Machine. Next, jump onto the plug, and then up again to to the woman you met outside the lab, and she will give you a Mi the printout, you may read it by going to your inventory. Now, ent in a dystopian world of either orange-brown or murky green color polluting the space. Go all the way to the left, where you will see on whether your character is a boy or girl) that looks like your ch he/she will introduce him/herself as you, but 50 years older. Ask past, ad he/she will give you an item which helps you travel thou time device is in your inventory now, but it can also be used by cl now located at the bottom left corner of the game screen for easi time device. In order to save the future, you must travel to the dif find the missing artifact of another time period, and then return it can do this in any order. Here's a quick look and what you need t period, but note that these are not the only items you'll need to fil Statuette of Liberty / give Goggles Statue of Liberty (1882): get N Liberty The Graff House (1776): get Salt Rocks / give Declarator (1387): get Declaration of Independence / give Salt Rocks Edison of Stone / give Phonograph Aztec Empire (1519): get Goggles / c Vinci (1516): get Peace Medal / give Notebook Lewis & Clark Ex give Peace Medal Great Wall of China (1593): get Amulet / give : Golden Vase / give Amulet Ancient Greece (328 BC): get Phono start by clicking on the icon of a man in a blue hood with black ge time in the past it is by looking in the middle of the time device. Ir knob on the left will turn green. Press the knob to travel throug t areas are in A.D. time, except Ancient Greece, which is in B.C.) I arrive in an icy area. Welcome to Mount Everest. Where you arriv a place to walk on the right side. Keep following the "path" (you s which way you should go). After some jumping and climbing arou end with a rope above you. Go up the rope. Now, you should hav platform. Move to the left, where you will see a man in a blue coe there, and he will tell you he lost his climbing goggles. Move to hi small icy platforms hanging above you. Keep jumping higher unti You should see a rope hanging above you. Go up on it. Now you Move to the left, where you will see some small icy platforms har jumping higher until you get to the last icy platform. Beware of th one will knock you over, which will slow you down. After a bit of j another platform, covered in snow. Move to the right, and take th Now, click on the time travel device. Choose the icon with a man moustache (1882 AD), and press the knob! Statue of Liberty, 18 place with a lot of wood. This is the workplace where the Statue o left, and enter the house marked "Gadget, Gauthier et Cie." Go to there. Choose the third chat option to give the man the Statuette Everest. (To do this, tell him, "I found your study model!") When y period (for 1882) will be repaired! Now exit the house. Go to the man next to a box and a barrel. Jump onto the box, then to the r Cie" house. Move along the roof, and jump onto the chimney. No the right. Then jump up to the wooden ledge above, then another with all your might! When you've landed, you should have acquir again until you do! The Graff House, 1776 Click on the time devic

Storage Cavern. If you don't know how, just follow the same steps above that showed you how to reach the glow stick, but backward! Prized Porker Now go back to Main Street. Go left until you see a manhole on the ground next to the Soda Pop Shop. Click on the manhole to go down. You should be clinging onto a rope. Climb all the way down to get inside the pit. Once inside, jump down to the left where there should be a woman wearing a skull shirt. Go past her and jump on the platform there. On the right there should be a moving platform. Jump onto it when it gets close. Watch out for the little purple spiders hanging above you! If you touch them you will get knocked over. At the end of the ride, jump down to another platform. Then on that platform, there should be another platform next to it – jump onto that. From there jump onto the platform you see on your right. Now jump to the platform on the left, then onto the platform to the left of the one you are standing on. That platform should have a rope below it. Climb down that rope. Now wait for a moving platform to get near, then jump on it! At the end of the ride you should see a pixelated pig. Jump down and grab it. You should obtain the Prized Porker. Beware of the huge spider guarding the pig, because it will knock you over if you bump into it! Now stay where you are and follow the next set of instructions! Golden Egg You should still be in the pit, where you'd just grabbed the pig. From the bottom of the pit (where the pig was), go all the way to the left until you reach the end. Click on the end to "Go Left." You should appear in a tunnel. Go left again. Now you should be in a dark place. You can only see by using your Glow Stick. Start at the place that says 'Darkness Awaits.' Now go all the way to the left until you see the first rope. Climb up the rope until you reach a place where you have to go either left or

small gray platform again. On the left, there should be a gray platform that swings. Wait for the swinging platform to come by, then jump on it. At the end of the ride there should be another small gray platform. Jump on that. Now jump down from that platform and you should land on another platform. On the platform you are currently on, move left and jump down to go onto another small platform, and from there, move right and jump down to the water. Swim left until you reach a stone block that you can't go past. Beware of the tiny purple bats, because they will knock you over if you bump into them! Nearby should be a wooden log floating in the water. Jump on that and then jump onto the stone block. Now jump into the water on the other side. Swim all the way to the left until you can't go any further. There should be a wooden log floating nearby. Jump on that and you should see a gray platform above you. Jump to that platform, and there should be a moving platform on the right. Wait for it to come by, and then hop onto it. In the middle of the ride, you should see a platform above you. Quickly jump on to that platform. Now you should see a swinging platform above you. When it comes by, quickly hop onto it. When it swings to the most left, jump off to land on a stone surface with a green thing on the wall. Now click on the green thing, and a code keypad will pop up. Use the translation key to help you figure out the code. The code is the word "OPEN," but with the symbols shown on the translation key. Once you enter the code, click on the triangle above, in between the circles. If the code you entered was wrong, the lights will flash red and you can try again. If the code you entered was correct, the lights will flash green and you can pass to the left. Temple Dungeon Now go left. You will appear in a tunnel. Go left again and you should appear in the Temple Dungeon. Jump onto the vine on the left. Climb all the way down the vine and plonk into the water. Swim all the way to the left, where you should find a statue with a huge caterpillar crawling around it. Climb up the statue until you reach the top of the statue. Beware of the caterpillar, which will knock you over if

icon of a man with a brown pigtail in his hair and is wearing a blue shirt and a black hat. Jump on the right, and try to avoid the hedgehogs as they will knock you over (they will arrive in front of the Graff House, a very huge red house. Jump up using the window ledges). On the roof, look for the chimney with the red roof and grab the Salt Rocks! Now use your Time Device and click on the icon of a woman with a white turban and blue robe (Mali Empire, 1387). You should be in some very brown surroundings. Move to the left of the second green bush. Above it there should be a little ledge. Jump onto the building on the left. There should be some green leaves platform. Then jump to the building on the right, then to the building above it. You should see a person with a white turban and blue robe talking to you ("I found your salt rocks!") The bag of salt rocks will be removed from the scene (that person you were talking to), and the Mali Empire's time period will be repaired. Back down to the building just below the Poptropican who you'd grabbed the salt rocks. There should be a snake there. Move all the way to the right, avoiding that snake (it will knock you over!). On the right you will see a small ledge above you. Jump onto that ledge, and you should see another ledge just like the one you were on, too, and move to the right as much as possible without falling. Jump onto the stump to your right. Jump to it, and hopefully you will land on the ground again. If you do, continue on with the next set of directions. Make your way to the bottom. If you aren't, just jump down. You should see a building with a door with round metals on it. Go inside the door. Once inside the building, you should see a small silver ledge. Jump on it to jump to the big brown ledge. You should see a man wearing white. Talk to him, and you will be talking to you on the bottom left corner. Click on him to move forward. Now a jigsaw puzzle will appear in front of you. Piece together the puzzle (it's hard, and it only has 18 pieces!). The picture, when completed, should show the Declaration of Independence. You're done, just click anywhere on the screen. He'll give you the Declaration of Independence. Now go back to the Graff House, 1776. Once there, move to the right. You should soon be in front of the Graff House, a big red house. Jump up using the window ledges. Go the way to the right (until you can't go any further!), and jump onto the roof. You should see a man with a black hat. He is Thomas Jefferson. Talk to him. He will give you the Declaration of Independence! The "Declaration of Independence" will be removed from the scene and the time period of 1776 will be repaired! Edison's Workshop Now go to Edison's Workshop. Use your time device again. Select the icon with a man with brown hair (Edison's Workshop, 1879). You should have arrived in Edison's Workshop (check your map if you aren't). Go to the far left side where you should see a vehicle which sort of looks like a car. Click on the circle on top of the bigger wheel, and the car will start moving. If it stopped, make sure you are still on the vehicle; if not, jump on! Jump onto the car. Then jump to the branch above the branch you are already on. You should see a gray roof of Edison's workshop. Run along the roof until you see a chimney. Jump to it, and grab it! When you've landed, you should see a stone. If not, just try again until you do! Aztec Empire, 1519 AD Now go to the Aztec Empire. Choose the icon of a person wearing a leaf hat. Press the knob on the time device. Move to the right until you see a long set of steps. Jump onto the steps. You should see 2 Aztec people. Talk to the one wearing a leaf hat like the one you saw on the time device. Tell him you have the sun stone piece, and you will be talking to you. He will give you the sun stone piece you found at Edison's workshop. The Aztec time period should be repaired. Now go to the building with the long set of stairs and move to the right again. Stand on the statue. Jump up to the top of the building next to the statue (not too high) until you see an old lady. Talk to her, and she will give you the sun stone piece. Put it on, then jump off the building. Now move to the left, and jump onto the steps. He will give you Goggles. (Make sure you have the War of 1812 time period repaired. Use your time device again, and go back to Mount Everest, 1953. Go to the top of the mountain. If you don't know the way, go to the section above labeled "Mount Everest, 1953". Talk to Edmund about the goggles! The item "Goggles" will be transferred from your inventory to the scene. The time period will be repaired. Leonardo da Vinci, 1516 Go to your time

same to a vine. Now jump off of the vine, and you should land on some gigantic vegetables. Jump off of the vegetables and pick up the pixellated-looking bucket on the ground. You should acquire a Water Bucket. Signal Flag Now go to the right. Go right again and you should arrive in the Aircraft Graveyard. Jump onto the cans in front of you, then jump again onto the brown aircraft. From there, jump onto the red and white aircraft. Now jump off the white and red aircraft, and grab the Jet Pack on the yellow table. You can wear this item! When wearing it, you can fly. This item can only be worn on Early Poptropica Island. Now put on the jet pack and go left, back to the Giant's Garden. Stand on the shovel and fly over it to reach the hole in the clouds marked 'Exit,' and go down. exit You'll land on top of the water tower on Main Street, and behold... a pixellated flag! Fly over to it to grab the Signal Flag. Now go back to Early Poptropica. Returning the Items Go back to the pixellated man who said his pig was stolen. Talk to him, and the item "Prized Porker" will be removed from your inventory, and the man's pig will be returned. Now go to the pixellated man by the well. Talk to him, and the item "Water Bucket" will be removed from your inventory, and the well's bucket will be returned. Now go to the pixellated man who said the Early Poptropicans' flag was lost. Talk to him, and the item "Signal Flag" will be removed from your inventory, and the flag will be returned to the flagpole next to the man. Claiming Your Reward You've earned it. Now go get it. Climb down the rope near the man with the flag, and go right. There should be a boat at the very right with another pixellated person. Talk to the person on the boat, and he will reward you with a medallion! You can wear the medallion by going to your Early Poptropica Inventory and selecting the "Island Medallion"

rock, then climb all the way up the dangling vine above. Land on the first wooden platform, and from there, hop onto the second wooden platform (the one above the first). Now climb up the vine to your right. Climb up the long vine again and jump onto the lower wooden platform with glass jugs on your left. From there, jump onto the wooden platform above the one you're currently standing on (which also has glass jugs), then climb up the vine to your left. Now hop on to the platform on the right of the vine (which has glass jugs on it also) and climb up the vine on your right and jump onto the last platform, the one with Medicine Man on it. Talk to him, and he will make a Calming Potion for you to feed the shark with. Now go back down to Booga Bay. Feeding the Shark Once you arrive on Booga Bay, go all the way to the right until you see a cannon. Click on the wheel on the left of the cannon, and the things on the gamescreen will look smaller, but you can now see the water and the cannon. Now click anywhere above the water. The Calming Potion will shoot out of the cannon and splash into the water. Wait and watch the shark consume the calming potion. Now you will be back in the normal view. The shark will be asleep forever and it is now safe to swim in the water. The Reward Now go to the right, and swim through the water (which is now safe because the shark is asleep). After a bit of swimming you should have arrived on some land with 2 coconut trees and a box marked "Fragile." Go right and you should be on Castaway Island. Run to the right and talk to the man wearing yellowish-brown clothes and a huge gray beard. Now run right again and talk to the boy in the white shirt. Now click on the boy again, and he and the man will follow you. Slowly guide them back to Booga Bay, past the waters and the cannon. You should see a woman wearing purple waiting at Booga Bay. Talk to her, and she will thank you for saving her son (the boy). Then the man with the huge beard will give you your reward, the "Island Medallion." You can wear it by going to your inventory, selecting the Island Medallion card, and clicking on "Put On." You'll also be

Now, enter the cave. You'll have about 30 seconds inside the cave. Here's a map of the cave and the route you should take (S for Start, M for Moon! Viking cave After 30 seconds, the torch will burn out and you want to get the vase. You can try as many times as you like, so do it the first time! (Hint: The golden vase is at the bottom of the cave. Avoid the fire! Don't take your time because if you don't move quickly, the torch will burn out quick because you don't want to make mistakes and go to the wrong place. When you see the vase, go over to it to collect the Golden Vase. Ancient Greece Now open up your time device, and choose the image of a soldier with red feathers on the top. Press the knob and you will be transported to 500 B.C. Once there, move to the right and talk to the second soldier. "The Golden Vase!" The item "Golden Vase" will be removed from your inventory and added to the Treasury in Ancient Greece. The Treasury is the building that is standing in front of. The time period will be repaired. Now move to the right to meet a man. Near him should be a vase; jump on it. From there, jump on top of the vase you are standing on. Then jump on top of the statue, and then jump on top of the roof. You should land on the roof of the Treasury. Move around the roof to find the Phonograph. Move to it to take it. From your inventory, you can click on the phonograph item card to listen to Edison's actual voice singing "My Darling Clementine" back to Edison's Workshop, 1877. Once there, move along to the entrance door to Edison's workshop. Enter it. Once inside Edison's workshop, move to the left until you can't go any further. From there, hop on to a rickety platform on the lightbulb line on top. Next, jump up to get to the long platform where you see a man wearing a red vest. He is Thomas Edison. Talk to him and he will give you the Phonograph! The item "Phonograph" will be transferred from your inventory to the Future Time period will be repaired. Back to the Future Now that all the time periods are repaired, go back to the present by opening your Time Device and choosing the Future Time period. Pendulum's Lab, and enter the future again. (If you've forgotten the names of the time periods, see the sentences at the very top of this page.) You will now be in The Future. Have some fun exploring it! When you're ready, follow the instructions on how to claim your reward. Claiming the Reward Once you're in The Future, move to the right. From there, fly up to the Monorail Stop by using the blue platform. Wait there. Wait for the Monorail to arrive, and then get inside. Climb up the stairs. When you reach the end, and it will shoot you up to a place near where the reward is located. If you were landed on a blue building's platform, move to the right. Platform. If you were landed in a green grassy place, the Hovering Platform is gray colored, and small. Hop on to the Hovering Platform. That's where you get off. Jump onto the grass platform on your left. Tube there. You will now be in your Sky Home! At your Sky Home, there should come to a gap. Jump over the gap, and you should be on a similar platform standing on, except that it was on the other side. Keep moving along until you should see someone there – it's you, only 50 years in the future! Claiming your reward, the Time Tangled Island Medallion and credits to spend on your adventures, you've saved the ages!!

card, and clicking on "Put On."
You will also be awarded credits
which can be spent at the
Poptropica Store. Congratul-
ations!

awarded credits to spend at the
Poptropica Store. Congratulations!



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24 Carrot Island

Welcome to the dystopian world of 24 Carrot Island! (Fun fact: "24 Carrot" is a pun on "24 karat", meaning gold in its purest form.) Anyway, you'll la task is to return a missing cat (Whiskers) to her owner, Charlie. Whiskers the cat To find Whiskers, Charlie's cat, go left until you see a sign that sa sign to go there. Now, go left again and you will be at the Carrot Farm. Move a little to the left, and you should see a house with a door blocked with the ledge near one of the house's windows, then up again onto the blue roof. On the roof, jump near the chimney, and click on the chimney to ente house. Move to the right, where you will see a white Empty Bowl lying on the ground. Walk over to it to pick it up. Now leave the house by moving t fireplace (which leads to the chimney you entered from a while ago). Exit the Carrot Farm. Back on Main Street, go inside the building labeled "Car left, and talk to the lady with blonde hair holding a pitcher of milk. Ask her to help you fill your bowl with milk. The empty bowl will become a Bowl of Carrot Farm, and go inside the house where you found the milk again. There, you automatically will set the bowl down where you'd found it. Go all up to the second floor by climbing up the black rope holding the light. On the second floor, go all the way to the left, until you reach the bath tub on faucets, and Whiskers the cat will jump out of the bath. Now, herd (chase) the cat down to the bowl of milk which you set on the ground. Chasing t don't give up! Once the cat drinks the milk, it will follow you. Slowly, guide the cat back to the store on Main Street called "Charlie's Carrot Surplus". Charlie, and Charlie will give you a Crowbar. Outside the Factory Go back to Main Street. Move all the way to the right until you see a sign that say to go to the factory. Go right again, and you should appear outside the carrot factory. Climb onto the roof of the factory, where you should see a blu window. Jump to it and grab the Vent Blueprints! They'll help you navigate the vent system inside. Now jump down, and you should see some red c them. Jump on one of them, and near it should be a huge brownish-green pipe. Click on it to use your crowbar and pry open the pipe. You can now pipe again to enter it. Inside the Factory You should now be in the factory sewers. Move left and grab the colorful Carrot Transporter lying on the gi teleport yourself outside the factory. Above you should be a small ledge, jump on it. Now jump onto the platform to your right. Go across the red tra If you do, don't worry, just try again. Avoid the big brown rat by using the extra pipe above you. At the end of the pipe, go up. Master Engine Room master engine room. Pull the green master engine's middle lever down all the way, and pull the other levers only halfway. Now, climb up to a platf and a stack of boxes. Jump onto the stack of boxes, then wait until the claw comes around. When it arrives, jump onto the claw, but then jump onto the bottom of the claw, you can fall through its hole, so be careful. Ride the claw all the way to the far right platform. Enter the open vent at the end the vent system. Use the blueprint to help guide you to the Processing Room. Here's the full picture of the vent system schematic blueprint, courtes vents Along the way, you should find some Wire Cutters. Pick them up. Then continue working your way to the Processing Room. Jump to the gro system to automatically transport you to the Freezer. Freezer You should now be in the Freezer. (Remember, if you're not sure where you are, che small metal box on the wall labeled "Security System". Use the wire cutters to cut all the wires. Climb up to a high platform to enter the vent system help you get to the Printer Room. Printer Room Now go back to the vent system and get to the Printer Room. At the Printer Room, make sure you i because they will knock you over if you bump into them! Now disable the mind-controlled drone near the printer by distracting her (ask what's behir power button in the middle of her rabbot ears. She will give you a printout with the System Password on it – "fuzzybunny." Grab the paper and hear this time making your way to the Processing Room. Processing Room Now you're back in the Processing Room. Talk to all the mind-controlled pec the chat) to distact them so that you can press the power button in the middle of their rabbot ears. The mind-controlled people will now be free! Now metal doors. You will fall down in a trap and land into the Smelter Room. Smelter Room You should now be in the Smelter Room. Jump down the r conveyor belt. Move to the far right end of the conveyor belt and jump up onto the pipe. Now jump on top of the machine and grab the rabbot Dron and put them on. Now go back to the pipe and exit, and you'll be back in the Processing Room. Processing Room Make sure to have your rabbot E go back over to the big metal doors and click on them. You should now be in the Rabbot Room. Rabbot Room Talk to Dr. Hare. Climb onto the gial platform. Disable the mind-controlled drone there. Click on the computer to use it. Enter the password "fuzzybunny", then enter the command "laun evil Dr. Hare! Steer the rabbot into four meteors. When the rabbot hits the fourth meteor, it will be destroyed and Dr. Hare's plan will be foiled! You computer to exit, or use the Carrot Transporter to teleport yourself out of the carrot factory. With Dr. Hare out of the picture, the island can now retu head back to Main Street and go all the way to the left. Talk to the mayor – he's the one wearing a black top hat. He'll give you your reward: the Isl spend at the Store! Congratulations, you have completed 24 Carrot Island!



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