

Turtle of Wrath – Walkthrough

Game Design – Project 1

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Desert Scene

You have a few options here, but mainly you are going to want to make it to the road somehow.

If you cross the road before you eat the grape, then you are run over by the car. If you eat the grape, then the car is able to pass by and you can cross the road safely. You can try to go in different directions but they don't push you towards your goal. You can examine the grape.

Road Scene

You have a couple of options here. You can hide because you are a scared turtle, but this leads you to get picked up by the empathetic engineer. You can also cross the road just in time before the engineer's car comes. You can try to go in the other directions but your turtle instincts may prevent you.

Cactus Trap Scene

There isn't much for you to do here except escape, but it is pinnacle to learn how to use the eat action in the game because it doesn't always have to apply to food. If you eat the bolts then you get past the trap and into the Ventilation Shaft. You can try to go in different directions, but they will just comically tell you that you cannot do so. You can examine the bolts.

Ventilation Shaft

There are actually two different routes here. You can go straight and make it to the T-Junction or you can actually hide. If you hide then you fall down into the closet, which is next to the Control Room.

T-Junction

There are three ways to go from here. If you go straight into the fan, you obviously die. If you go east then you drop into the Kitchen, but if you go west then you drop into the Engineer's Workshop. You can examine the fan.

Engineer's Workshop

You can eat the wire here and turn off the lights, which can significantly alter the story line and tons of different dialogue appear and change from when the lights were on. You can examine the wires. You cannot go in any other direction other than east to go to the kitchen, but the other directions provide fun dialogue.

Kitchen

You have a bunch of different options here. You can eat the carrot, but that will kill you because the chef notices you and cooks you. But you can avoid the chef's gaze by turning the lights off first and then eating the carrot. If that happens though, he trips over you and flings his knife which kills the commander. Killing the commander significantly changes the story line and most of the rest of the dialogue in the game. You can also just eat the lettuce, but since no one is around you are left unnoticed. However, eating the lettuce entices the Control Room guard to want to feed you more, later when he sees you. If you eat the lettuce when the lights are off, there isn't much effect other than some changed dialogue because you now have some lettuce peeking out of your mouth. If you eat the bread then the commander sees you and remembers his childhood. This empathy is what triggers vast changes in storyline and dialogue throughout the game. You are unable to eat all three pieces of food in here, so choose them all in different games to see the effects. You can examine all the foods.

Closet

There isn't much to do here. However, if you dropped in here, then you are hiding already so the Control Room guard is empathetic towards you. If you walked in here by going through the Control Room then you need to actually hide to make this happen.

Control Room

This is where more storyline is altered. You cannot reach the buttons on the console if you aren't somehow placed up on there. Examining the buttons provides valuable descriptions. If you have lettuce in your mouth while you try to 'eat' the buttons from the ground (but they are too far away so image a turtle reaching up by not prevailing) then you can get picked up by the Control Room guard and placed on the console (and given more lettuce). If the guard finds you in the closet then he also puts you up on the console. If the lights were off, then get turned on by the time you make it in here.

President Button

If you try to eat the president button from being on the ground, then you are grabbed up by the guard and moved to the War Room. If you got onto the console another way and then tried to eat the President Button and had eaten the bread beforehand, then you save the world. If you got onto the console another way and then tried to eat the President Button but didn't eat bread beforehand, then the war ensues and millions die.

Enemy Button

If you try to eat the enemy button from being on the ground, then you are grabbed up by the guard and moved to the War Room. If you got onto the console another way and then tried to eat the Enemy Button and had eaten the bread beforehand, then the war ensues and millions die. If you got onto the console another way and then tried to eat the Enemy Button but didn't eat bread beforehand, then the war ensues and millions die there is just different dialogue. The

player would technically feel worse from the former (eaten the bread) because the dialogue makes it seem like the world was about to be saved but you accidentally messed up the peace talks.

Missile Button

If you try to eat the missile button from being on the ground, then you are grabbed up by the guard and moved to the War Room. If you got onto the console another way and then tried to eat the Missile Button and had eaten the bread beforehand, then the war ensues and millions die. The user would feel bad that they started a war for nothing. If you got onto the console another way and then tried to eat the Missile Button but didn't eat bread beforehand, then the war ensues and millions die but you feel good about it because you were defending your country (setup by previous dialogue).

War Room

There are no choices for you to make here, it's the end of the story no matter what but it depends on what you did beforehand that influenced the board in the room (commander or otherwise) to make their decision.

Eaten Bread

The commander is empathetic because he saw you eating the bread and reminded him of his childhood. The war is called off and the peace talks are successful.

Eaten Carrot

The war continues in the chaos of trying to figure out why the commander is killed. The user would feel bad here because they accidentally killed the commander, and thus continuing the war.

Not eaten bread or carrot

The war is started but it is for a good cause.