

TERRAMEX WALKTHROUGH



TERRAMEX

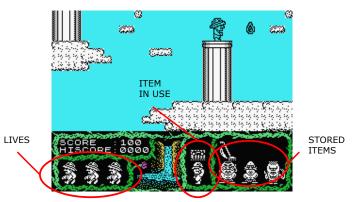
GAME SOLUTION POWERED BY



HERE, WE WILL PROVIDE YOU A COMPLETE WALKTHROUGH OF TERRAMEX, WITH A BRIEF DESCRIPTION OF THE ITEMS AND ENEMIES YOU MAY FIND DURING YOUR QUEST TO SAVE THE EARTH.

I – SCREEN

FIRST, WE WILL PROVIDE A COMPLETE EXPLANATION OF THE GAME SCREEN, WHICH WILL MAKE IT FAMILIAR, ALSO, IT WILL BE EASIER TO ENJOY THIS FANTASTIC GAME.



FROM THE START SCREEN, YOU HAVE OBSERVED THE KEYS ASSIGNED TO THE GAME.

- Z LEFT
- X RIGHT
- **O** UP K - DOWN
- SPACE JUMP
- S SWAP ITEM IN USE WITH CARRIED ITEM
- 1 SCROLL CARRIED ITEMS TO THE RIGHT
- 2 SCROLL CARRIED ITEMS TO THE LEFT
- T THINK ABOUT THE BEST ITEM TO BE USED IN THE SOLUTION OF A SCREEN

II - ITEMS

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- Con













ACME EXPANDING







MEDIUM GUNPOWDER

SMALL GUNPOWDER



LARGE GUNPOWDER

BRIDGE N. FLUTE

UMBRELLA

FLASHGUN

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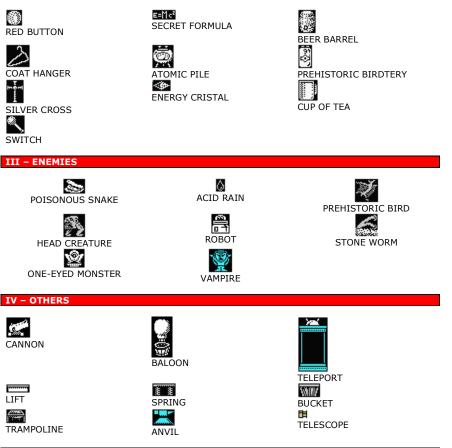
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V - CHEATS

IF YOU ARE USING A .DSK FILE AND BLUEMSX TO RUN THE GAME, A CHEAT IS AVAILABLE FOR YOU TO PLAY HAVING INFINITE LIVES. HERE IS THE CHEAT (THIS CHEAT IS ALSO AVAILABLE WITH THE LAST VERSION OF BLUEMSX - FOLDER ... \TOOLS \CHEATS):

!CHEATS FOR BLUEMSX :TERRAMEX

!(C) 2005 ALBERT BEEVENDORP AND (C) 2005 PATRICK VAN ARKEL 0,23444,25,0,UNLIMITED LIVES

VI - SOLUTION

SO LET'S START OUR OUEST TO SAVE THE EARTH. FIRST OF ALL, YOU WILL HAVE TO DECIDE WHICH CHARACTER YOU WILL REPRESENT IN THIS JOURNEY. DEPENDING ON WHO YOU CHOOSE, THERE WILL BE A SLIGHT DIFFERENCE IN THE GAME. BUT THIS WALKTHROUGH WILL COVER THE SOLUTION FOR ALL CHARACTERS. SO, DO NOT WORRY.



SMYTHE



8 CANE



HENRI

BEAUCOUP



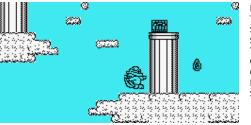
KRUSCHE

YOU WILL HAVE TO FIND THE PROFESSOR EYESTRAIN, WHICH IS THE ONLY ONE WHO CAN DESTROY THE ASTEROID WHICH IS GOING TO COLLIDE WITH THE EARTH.

WE DEEPLY ADVISE THAT THIS WALKTHROUGH BE USED WITH THE RESPECTIVE MAP WHICH YOU MAY FIND AT MSX SOLUTIONS - HTTP://MSXSOLUTIONS.MSXBLUE.COM



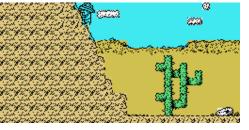
GO TO THE RIGHT. WAIT FOR THE STONE WORM TO APPEAR. THEN JUMP OVER THE STONE AND GET THE VACUUM CLEANER. THE VACUUM CLEANER WILL BE AUTOMATICALLY SELECTED. GO UP. TAKE CARE TO BE NOT HIT BY THE PREHISTORIC BIRD.



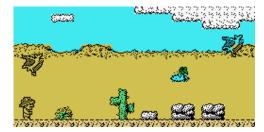
HERE, CONTINUE GOING UP AND GET THE ACME EXPANDING BRIDGE. SELECT THE VACUUM CLEANER BY SWAPPING IT WITH THE BRIDGE. THEN, FLY TO THE LEFT, TO THE UPPER CLOUD AND SWAP THE VACUUM CLEANER AGAIN. CONTINUE TO THE LEFT UNTIL YOU GET TO NEXT SCREEN.



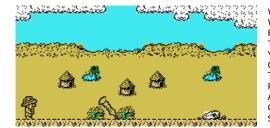
IMMEDIATELY WHEN YOU ENTER THIS SCREEN, GO TO THE LEFT AND JUMP FROM THE LOCATION ILLUSTRATED HERE IN THE SCREEN. BEWARE OF THE PREHISTORIC BIRD. GO TO THE LEFT AND GET THE MEDIUM GUNPOWDER. FROM OVER THE CLOUD WHERE YOU ARE, JUMP TO THE LEFT. YOU WILL FALL INTO THE SCREEN BELOW.



GO DOWN, WITHOUT JUMPING, THEN GO TO THE RIGHT AND YOU WILL RETURN TO THE FIRST SCREEN OF THE GAME. CONTINUE GOING TO THE RIGHT AND ACCESS THE NEXT SCREEN.



GO TO THE RIGHT, BUT TAKE CARE WITH THE STONE WORM, LOCATED IN THE SMALLEST STONE, AND THE PREHISTORIC BIRDS. ACCESS THE NEXT SCREEN.



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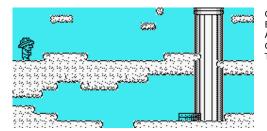
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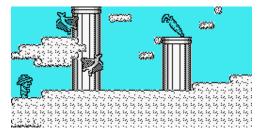
WALK TO THE RIGHT, BUT TAKE CARE WITH THE ACID RAINS THAT FALL FROM THE SKY. GET THE FLUTE. WALK TWO SCREENS TO THE LEFT TO WHERE YOU FOUND THE VACUUM CLEANER. GO UP, USING THE VACUUM CLEANER. THEN, TAKE CARE WITH THE ACID RAINS AND GO TO THE RIGHT TO ACCESS THE NEXT SCREEN OF THE GAME. BUT BEFORE YOU HAVE TO SWAP THE VACUUM CLEANER.

HERE, GO TO THE RIGHT AND GET THE PARTY MANIFESTO. CONTINUE TO THE RIGHT.



GO TO THE RIGHT AND THEN DOWN BY THE PILLAR. TAKE CARE WITH THE ACID RAINS. GET THE SILVER LINING. GO UP AGAIN AND TO THE RIGHT TO THE NEXT SCREEN.

 GO TO THE RIGHT AND JUMP. GET THE UNICYCLE. CONTINUE TO THE RIGHT. TAKE CARE WITH THE ACID RAIN JUST ABOVE THE UNICYCLE.



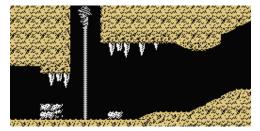


JUMP TO THE RIGHT AND PLACE YOURSELF BESIDE THE PILLAR. WAIT FOR THE LOWER PREHISTORIC BIRD TO GET TO THE LOCATION INDICATED AT THE LEFT SCREEN. THEN GO TO THE RIGHT AND UP THROUGH THE SECOND PILLAR. GET THE UMBRELLA AND GO TO THE RIGHT.

GO TO THE RIGHT. THE UMBRELLA WILL BE ALREADY SELECTED. DO NOT WORRY.







YOU WILL FALL IN THIS SCREEN. JUST GO TO THE LEFT.

HERE, GO TO THE LEFT AND GET THE CRICKET BALL. CONTINUE TO THE LEFT. TAKE CARE WITH THE STONE WORM AND WITH THE ACID RAIN JUST BESIDE THE WELL. POSITION YOURSELF IN FRONT OF THE WELL AND JUMP INTO IT.

GO DOWN USING THE ROPE AND TO THE LEFT. TAKE CARE WITH THE WORM STONE.





GO TO THE LEFT AND TAKE CARE WITH THE ACID RAINS THAT FALL FROM THE STALACTITES.

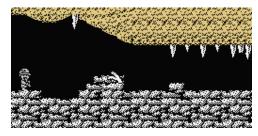
GO TO THE LEFT AND GET THE

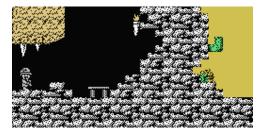
FLASHGUN. TAKE CARE WITH THE TWO

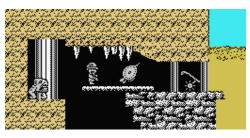
STONE WORMS THAT ARE LOCATED IN

THE FIRST TWO STONES. WAIT FOR THE TWO TO APPEAR, BUT NOT SYNCHRONIZED, AND GO QUICKLY TO

THE LEFT.











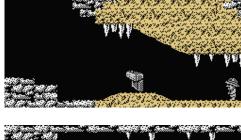
HERE, TAKE CARE WITH THE STONE WORM. GO TO THE RIGHT UNTIL YOU REACH THE NEXT SCREEN.

GO TO THE RIGHT AND POSITION YOURSELF IN FRONT OF THE SPRING. JUMP AND YOU WILL BE THROWN TO THE UPPER SCREEN.

GO TO THE RIGHT AND GET THE BELLOWS AND THE SPURS. SELECT THE FLUTE. JUMP TO THE PLACE WHERE THE HEAD CREATURE IS. DO NOT TOUCH IT OR YOU WILL DIE. A ROPE WILL APPEAR. GO DOWN AND TO THE LEFT FOUR SCREENS (STOP IN THE SCREEN WHERE YOU HAVE THE ROPE TO THE OUTSIDE OF THE WELL). GO UP THROUGH THE ROPE AND TO THE RIGHT TWICE.

GO TO THE RIGHT BUT TAKE CARE WITH THE PREHISTORIC BIRD AND THE STONE WORM THAT IS LOCATED IN THE LITTLE STONE.

SELECT THE BELLOWS AND ENTER THE BALOON. WITH THE BELLOWS, YOU WILL BE ABLE TO CONTROL THE BALOON. THE PARTY MANIFESTO ALSO MAKES THE BALOON LIFT BUT YOU CANNOT CONTROL IT. SO, DO NOT USE IT. GO TO THE RIGHT AND UP TO NEXT SCREEN.

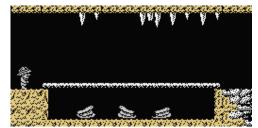




TAKE CARE WITH THE ACID RAINS THAT FALL FROM THE TWO BIGGER STALACTITES. CONTINUE TO THE LEFT AND GET THE SMALL GUNPOWDER. GO BACK TO THE RIGHT TO THE SCREEN WHERE THE ROPE IS. THEN, GO TO THE RIGHT AND JUMP OVER THE LITTLE STONE. TAKE CARE WITH THE ACID RAIN.



HERE, YOU WILL HAVE TO USE THE ACME EXPANDING BRIDGE YOU HAVE COLLECTED. SELECT IT AND GET CLOSE TO THE PIT. A BRIDGE WILL COVER THE PIT. WALK OVER IT TO THE OTHER SIDE. TAKE CARE WITH THE ACID RAINS.



NOW, SELECT THE FLUTE FROM THE ITEMS YOU HAVE. JUMP OVER THE BAR AND GET TO THE OTHER SIDE. AGAIN, TAKE CARE WITH THE ACID RAIN. GO TO THE RIGHT. IF YOU DO NOT USE THE FLUTE HERE, THE POISONOUS SNAKE WILL KILL YOU.

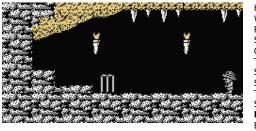


CONTINUE ALL WAY TO THE RIGHT. DESELECT THE BELLOWS AND THE BALOON WILL GO DOWN. NOW, GET OUT OF THE BALOON AND TO THE RIGHT.

GO TO THE RIGHT AND GET THE ANTI-RADIATION PILLS. NOW SELECT THE

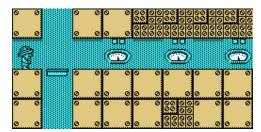
UMBRELLA AND GO RIGHT AND DOWN. GO RIGHT AND DOWN AGAIN. GO

RIGHT.



HERE IS A SPECIAL ROOM WHERE YOU WILL GET THE SECRET FORMULA. AS PREVIOUSLY SAID, HERE THE SOLUTION DEPENDS ON WHICH CHARACTER YOU HAVE CHOSEN IN THE BEGINNING. IF YOU HAVE SELECTED FORTISQUE SMITHE, SELECT THE CRICKET BALL AND GO TO THE LEFT. IF BIG JOHN CANE, SELECT THE SPURS AND GO LEFT. IF HERR KRUSCHE, SELECT THE BEER BARREL AND GO LEFT. IF WU PONG,

SELECT FLASHGUN AND GO LEFT. FINALLY, IF HENRI BEAUCOUP WAS THE CHOSEN, SELECT THE UNICYCLE AND GO LEFT. THIS WAY, YOU WILL GET THE SECRET FORMULA, AFTER GETTING IT, GO RIGHT THREE SCREENS.

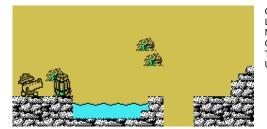


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PASS OVER THE LIFT AND CONTINUE TO THE RIGHT UNTIL YOU REACH NEXT SCREEN.



GO TO THE RIGHT AND GET THE LARGE GUNPOWDER. SELECT THE MEDIUM GUNPOWDER AND ENTER THE CANNON. WHEN YOU ARE HURED TO THE OTHER SIDE, SELECT THE UMBRELLA AND GO DOWN.



GO TO THE RIGHT AND ENTER NEXT SCREEN.



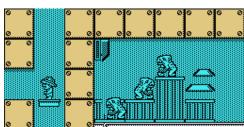


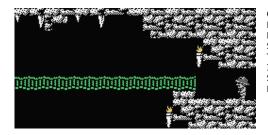
GO TO THE RIGHT AND GET THE BEER BARREL. TAKE CARE WITH THE STONE WORM AND WITH THE ACID RAINS. NOW, GET BACK TO THE LEFT TWO SCREENS. TAKE CARE WITH THE STONE WORM IN THE FIRST SCREEN TO THE LEFT.



WHEN YOU ENTER THIS SCREEN, YOU WILL IMMEDIATELY START TO FLOAT. DIRECTION YOURSELF TO GET THE ENERGY CRISTAL WHICH IS IN THE MIDDLE OF THE SCREEN. THEN, GO BACK TO WHERE YOU ENTERED. TAKE CARE TO AVOID THE ONE-EYED MONSTER. GO TO THE LEFT. GO DOWN USING THE LIFT.

WHEN THE LIFT STOPS, GO TO THE LEFT TO THE NEXT SCREEN.





GO TO THE LEFT, JUMP OVER THE BRBIDGE AND KEEP JUMPING TO THE LEFT UNTIL YOU REACH THE OTHER SIDE OF IT. IF YOU STOP TO JUMP ON THE BRIDGE, YOU WILL FALL DOWN BY IT AND WILL DIE. GO TO THE NEXT SCREEN WHERE YOU STILL HAVE A PORTION OF THE BRIDGE.



AT THE END OF THE BRIDGE, KEEP GOING TO THE LEFT TO THE NEXT SCREEN. REMEMBER THAT THIS PORTION OF THE SCREEN WILL HAVE ALSO TO BE TRESPASSED BY JUMPING CONTINUOUSLY.



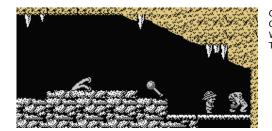
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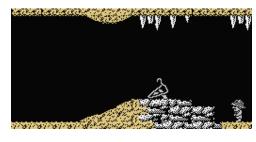
KEEP GOING TO THE LEFT. GET THE BATTERY. CONTINUE TO THE LEFT. TAKE CARE WITH THE ACID RAINS THAT FALL FROM THE STALACTITES.



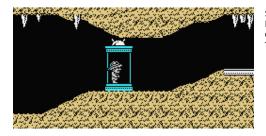
GO TO THE LEFT UNTIL YOU FALL DOWN IN THE PIT WITH THE TRAMPOLINE. POSITION YOURSELF IN FRONT OF IT AND JUMP. THE ONE-EYED MONSTER WILL HAVE TO BE FAR FROM YOU OR HE WILL KILL YOU. YOU WILL BE THROWN UP.



GO TO THE LEFT. GET THE SWITCH. CAUTION WITH THE TWO STONE WORMS. CONTINUE TO THE LEFT TO THE NEXT SCREEN.







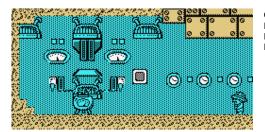
SELECT THE UMBRELLA. GO TO THE LEFT AND DOWN, REACHING THE LOWER SCREEN. TAKE EXTREME CARE WITH THE ACID RAINS THAT FALL FROM THE STALACTITES, SINCE THERE IS ONE RIGHT OVER YOU WHEN YOU ENTER THE SCREEN.

GO TO THE LEFT, TO THE NEXT SCREEN.

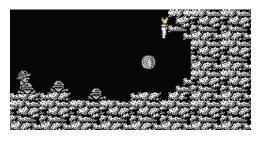
GO TO THE LEFT. OBSERVE THAT THERE IS A STONE WORM JUST IN THE SAME PLACE OF THE COAT HANGER, TOGETHER WITH A ACID RAIN FALLING IN THE SAME PLACE. BE CAREFUL. JUMP, GET THE COAT HANGER AND CONTINUE TO THE LEFT. THERE IS ALSO A PREHISTORIC BIRD IN THIS SCREEN.

SELECT THE ENERGY CRISTAL, GO TO THE LEFT AND PUT IT ON THE PLATE LOCATED BESIDE THE TELEPORT. NOW, JUMP INTO THE TELEPORT AND YOU WILL BE DIRECTED TO THE FOLLOWING SCREEN. CAUTION WITH THE ACID RAIN BEFORE REACHING THE TELEPORT.

SELECT THE ANTI-RADIATION PILLS BEFORE ENTERING NEXT SCREEN AND GO TO THE LEFT, OR YOU WILL DIE IN THE NEXT SCREEN.



GO TO THE LEFT AND GET THE ATOMIC PILE. AGAIN, SELECT THE ANTI-RADIATION PILLS AND GO TO THE RIGHT TWO SCREENS.

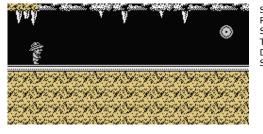


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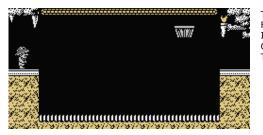
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GO TO THE RIGHT, JUMP AND GET THE RED BUTTON. GET BACK TO THE LEFT TWO SCREENS AND JUMP AT THE SWITCH TO MAKE THE BUCKET MOVE AGAIN. GO TO THE LEFT, TAKE THE BUCKET. GO LEFT TWO MORE SCREENS. SELECT THE ANTI-RADIATION PILLS AND JUMP INTO THE TELEPORT.

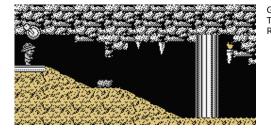
GO TO THE LEFT AND ACCESS THE NEXT SCREEN.



SELECT THE SWITCH AND GO TO THE RIGHT UNTIL YOU ARE BELOW THE SWITCH PLATE. JUMP AND YOU WILL TURN ON THE MECHANISM THAT DRIVES THE BUCKET OF THE NEXT SCREEN.

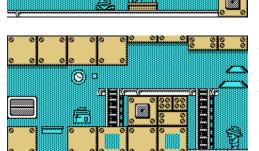


THE BUCKETWILL START TOMOVE FROM THE RIGHT TO THE LEFT. ENTER IT AND YOU WILL BE TAKEN TO THE OTHER SIDE OF THE PIT. CONTINUE TO THE RIGHT.

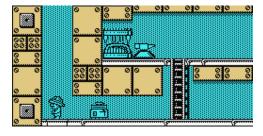


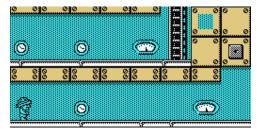
GO TO THE RIGHT. TAKE CARE WITH THE STONE WORM AND THE ACID RAIN. GET TO THE NEXT SCREEN.

GO TO THE RIGHT, THE TWO STONES AT THE TOP OF THE PILE HAVE, EACH, A STONE WORM. SO, BE CAREFUL. CONTINUE TO THE RIGHT.



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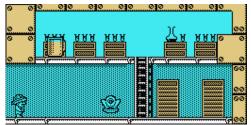




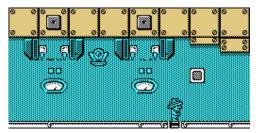
GO TO THE LEFT, UP AND DOWN THROUGH THE STAIRS. AVOID THE ROBOT BY PASSING ABOVE IT WHEN HE IS AT THE TOP OF THE SCREEN. TAKE THE LIFT AND GO DOWN THREE TIMES. (*) IF YOU WANT TO SEE HOW MUCH TIME YOU STILL HAVE BEFORE COLLISION, GO TO THE END OF THE WALKTHROUGH WITH THE * MARK.

WHEN THE LIFT HITS THE GROUND, GO TO THE RIGHT AND UP BY THE STAIRS. SELECT THE SILVER LINING AND GO TO THE LEFT TOWARDS THE ANVIL. AFTER WORKING A LITTLE BIT, YOU WILL GET THE SILVER CROSS. GO DOWN AND RIGHT, AVOIDING THE ROBOT.

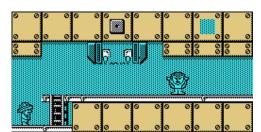
GO ALL WAY TO THE RIGHT AND REACH THE NEXT SCREEN.



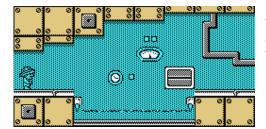
GO TO THE RIGHT AND UP USING THE STAIRS. GO TO THE LEFT AND GET THE CUP OF TEA. GO TO THE RIGHT AND DOWN. AVOID THE ONE-EYED MONSTER AND GO TO THE LEFT TWICE. TAKE THE STAIRS UP AND GO TO THE RIGHT. TAKE AGAIN THE STAIRS UP.



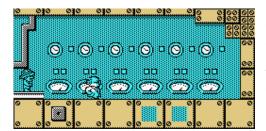
SELECT THE SILVER CROSS AND GO TO THE RIGHT. TO THE LEFT, YOU HAVE AN EMPTY ROOM WITH THREE HEAD CREATURES.



GET THE STAIRS UP. THE VAMPIRE WILL RUN AWAY FROM YOU SINCE YOU ARE USING THE SILVER CROSS. CONTINUE TO THE RIGHT.



SELECT THE SECRET FORMULA AND GO TO THE RIGHT. A BRIDGE WILL BE CREATED OVER THE LASER LINE. PASS TO THE OTHER SIDE AND CONTINUE TO THE RIGHT.

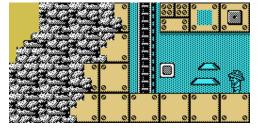


HERE IS THE LAST SCREEN OF THE GAME. YOU SHALL PROVIDE THE PROFESSOR WITH THE ITEMS HE WANTS. THEY WILL BE INDICATED BY HIM. BUT IF YOU WANT TO KNOW IN ADVANCE, THEY ARE THE FOLLOWING, IN THIS ORDER: SECRET FORMULA – COAT HANGER – BATTERY – ATOMIC PILE – RED BUTTON – CUP OF TEA. PLEASE NOTE THAT YOU CAN ONLY GIVE THESE ITEMS TO THE PROFESSOR AFTER HE INDICATES THEM OR IT WILL NOT FUNCTION.

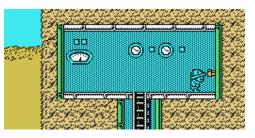


CONGRATULATIONS!!! YOU HAVE HELPED THE PROFESSOR EYESTRAIN TO SAVE THE EARTH PROVIDING HIM WITH THE ITEMS TO MAKE THIS PINBALL MECHANISM.

(*) IF YOU WANT TO THE SEE THE TIME THAT SHALL REMAIN TO EARTH BEFORE IT IS DESTROYED, TAKE THIS WAY, INSTEAD OF TAKING THE LIFT DOWN. GO TO THE LEFT.



GO TO THE LEFT AND UP USING THE STAIRS AND GET TO THE NEXT SCREEN.



GO TO THE RIGHT AND TAKE A LOOK AT THE TIME REMAINING TO COLLISION OF THE ASTEROID WITH THE EARTH, THROUGH THE TELESCOPE.



HERE YOU WILL SEE THE TIME REMAINING TO COLLISION. TAKE CARE WITH THIS. IN CASE THE TIME REACHES 0, THE GAME ENDS AND YOU LOOSE.

VII - GREETINGS

THANKS TO ALBERT BEEVENDORP AND PATRICK VAN ARKEL (A.K.A. VAMPIER) FOR MAKING THOSE FANTASTIC BLUEMSX CHEATS.

THANKS TO BENOIT DELVAUX FOR HOSTING OUR SITE.

THANKS FOR THE FOLLOWING SITE WHICH HELPED A LOT TO PROVIDE THIS WALKTHROUGH TO THE MSX FANS:

HTTP://WWW.WORLDOFSPECTRUM.ORG

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