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Poptropica zombir Island Walkthrough 4.0/5 3142 voices Poptropics TV trails list. Says. Let's not forget Shrink Ray Island's Trash Can Labyrinth, which may not be the same mechanic, but it's essentially the same idea - finding a key item (in this case a torn page from CJ's diary) in the trash. Yes, our poptropics appreciate what they find in the trash. Maybe they could find a way to make Poptropicans find something like this, but I have to admit that trash digging is much more interesting than jumping on a building and saying, hey! What's this doing here? Poptropics is an old island catalog. July 25, 2019. Yup, check your maps: all old-school (non-SUls) islands are gone. The good news is that you can still access them through the idk Old Island directory. (Don't be fooled by the page buttons at the bottom of these screenshots were taken before the big loss of our beloved Old School Islands, but they show which islands have survived the purge.) Fandom Apps Take your favorite fandoms with you and never miss a beat. Poptropica Walkthrough Mystery Map Island The city centre Eastman was captured by a mysterious flash. Some, but not all, of ordinary citizens are now wandering purple zombies. The area has been quarantined while authorities try to find the cause and cure. Talk to the police captain at the entrance to the tunnel. 1) The captain tells you to look for Dr. Romero, who investigated the situation but fell silent. You get a notebook to record information, and a flashlight, as power in many areas. Jump into the tunnel. 2) Cross the school bus and make your way left. Equip a flashlight to see where you are going. The flashlight is not bright enough to repel zombies. If someone touches you, you will run away screaming in any direction. 3) Continue left to the wreck truck. Take the car keys. You can't walk past the zombie crowd at the end of the tunnel. Tilt the dog bed and use the car keys to enter the car that it carries. Turn on the lights to dispel the zombies. Financial District 4) Go left to the construction site. Avoid the zombies and jump on the little sign to climb into the beams. Go left and enter the crane that is there. Click on the controls and use the faucet to move the beam: either lift one with the lunchbox (bottom right) in the top middle, or move the one that blocks you from the lunchbox. A zombie worker stumbles around. 5) Open the lunchbox to find a subway pass. Go left and get on the subway. Metro 6) Dodge zombies and use the subway pass to reach the tracks. Go left. 7) At the end of the platform, jump up to grab the light bulb. Go left again in a stranded subway train. 8) There is no way to climb except on another platform, and there is a pipe blocking you. In front of the train, the stone is stuck Wheels. Click Break the stone and let the train roll a little to the right. You still can't get on top. Leave the subway the way you came. Smoothie Shop (optional?) 9) Enter the store and take a flyer that shows where their fruits originate. Come out and go left. Shady Side Apartments 10) In the apartment, press the fuse box to include enough lights (green) to illuminate the path to reach the roof (top left). One way is to push all the switches on UP and then switches 2, 4 and 7 down. Get up and walk in the door there. 11) Enter Apartment 7 (Dr. Romero). You can click on your computer to get information about his phone. Apparently, he's not here. 12) On the next floor down, enter Apartment 5 (Joe Puddy's). Take bolters on top of the shelf to the right of the door. Go left and click on the note on the fridge to get his information. 13) Lower floor enter Apartment 1 (Gamer Guy). He has not turned into a zombie and enjoys the game. Click on the bin and dig into it to get the valley rain soda label. Go to its speaker to get a digital camera out there. You can play video games (Terror from the Garden), which is good practice for the final scene of the island. 14) Equip the camera to help you stun the zombies with its flash. Go back upstairs, leave the building, and walk left through the funnel, to Chinatown. Chinatown 15) Go past a group of zombies to enter the Sing-Sing Karaoke Bar. (There is a manhole cover that leads to the subway, but you'll need more information first.) 16) Go to the stage and cross to the right. Shining a flashlight on disco balls will create light to dispel zombie dancers. Aim for one in the top right to move the zombies away from the switches there. Turn on the lights to dispel all the zombies from the club. 17) Talk to KJ, who is called DJ Saturday Night and another person who somehow has not turned into a zombie. She's grateful, but she's useless. She leaves, but you can get her information from the top right of the mixing board and she leaves her laptop computer. 18) Tap your computer and run Find My Phone. Enter the name and password for Dr. Romero's phone (Doctor, Awesome) to see its location. Click on UNLOCK to remotely unlock the door to the hidden bunker. Click in the top left to take a picture of the computer screen to provide a schematic map showing the city. 19) Go outside and straight to the hatch that leads to the subway train. But you have to get rid of the zombie crowd. 20) Jump on the wire that holds a string of paper lanterns. Use a light bulb to make them shine again. This scatters the zombies from the lid of the pipe. Take a hole. Metro /Secret Bunker 21) Land on top of a subway train and go inside.

Run it off to move it a little way down the track into a bunker under the Financial District. 22) Go out and walk up the stairs, and enter the door there. 23) bunker is Dr. Romero's automated lab, but Dr. Romero is now a zombie, and locked himself in a cage. 24) Use a desktop phone to dial 555-3946 (Romero phone). When he calls, he drops the phone and note. Take them and go left to the board. 25) Watch the video on your phone. He suspects that pesticide pollution has turned people into zombies, and has been collecting data on fruits eaten by various people in the city. 26) Use your notebook to fill in the data for 4 items on the board. For each person, check out the fruit they ate. This shows that those who ate blueberries were the ones affected. (According to a flyer from the smoothie store, their last batch came from Cleveland.) You will need to find the affected blueberries on the wharf. 27) Get a cup of coffee from the coffee maker. You'll need it later. 28) Go to the upper left of the bunker and exit through the quarantine door. It goes into the funnel and you can go to the far left, past Chinatown on the wharf. Wharf / Dock Crane 29) On the wharf, use bolt cutters to cut the lock on the gate. 30) Go right and jump past the zombies until you see a container marked Don't Open until 2000. (It's obviously been here a long time.) 31) Enter the container, which is a haven for survival. He has been there since the 2000 scare at the end of 1999. 32) He decides to help you pass zombies on container stacks. 33) Go outside and give him a cup of coffee. It is grateful and provides you with a key to security for the docks. 34) As the spotlight keeps the zombies away, climb the container using pens, and jump up and straight to the dock crane. Jump through three drives as a platform to reach cockpit control. 35) Use the dock key card to open the manifest list and search for it in a blueberry container that arrived on October 22. (Use the central scroll button to go down the list.) Click on the blueberry party from Cleveland. 36) As the automated faucet moves through the stacks, move left or right to avoid stacks that are too high (3-high). 37) Click on the target box (73-G) and it falls to the dock. 38) Climb down to enter the container, which unfortunately contains a huge guy who is being a zombie. Use the camera flash to drive it away, and get to the piles of spilled blueberries. Take a sample and leave. Metro /Secret Bunker 39) Go far to the left in the dock to gain access to the subway entrance there. Use the pass again to get to the tunnel. 40) Go straight to the train, and jump from the right side of the platform onto the train, and climb back to the bunker. 41) Add the blueberries to the automated processor and turn the handle to create an antidote that is loaded into the spray cannon. Click on it and select it from Elements. 42) Spray Dr. Romero and he is being treated. But you hear the zombies coming. 43) 43) right and click on the boards to cover the door to the bunker. 44) Climb down to turn the handle on as fast as you can to make an antidote. When the antidote party is over, the zombies break into the bunker and you have to cure them as they attack you. (This is the same type of action as the game game Gamer Guy). Spray them all before you succumb. 45) When you win, smoothie shop owner Samuel Mozgov arrives and offers free cocktails as compensation for the outbreak of zombies his shop has caused. He is pursued by Puddy and Gamer Guy, but he drops the island of Medallion and Romero gives it to you. You can get out through the subway, which for some reason still some stragglers are zombies. Bonus quest for paid members Only 1) This short quest has survivalist carried away by zombie rats. You should take a glass of concentrated antidote for 3 pipes that supply urban water. 2) Get out of the quarantine door (top left) and go down the sewer entrance to the sinkhole next to the apartments. Go right, jump over the rat and push the box to the left to reach the path. 3) There are two pipes on the right and one on the left. Go right until you reach the rat blocking the pipe. Click on the valve and you are thrown to the top level (pipe #1). Once you use the glass, click on the valve to spray the zombies attacking you. 4) Go off the hole to the right on the pipe #3, again using a glass and spraying zombies. 5) Climb back on the fork and go left to get to #2. Use a glass, and spray the zombie who is your friend, a survivalist who has been a zombie-fed rat. -- Notes: - - Even after the population is cured there are zombies in the subway. -- Professor Romero is named after legendary zombie director George Romero, and the Fort Savini tunnel is named after make-up artist and actor Tom Savini. The city of Eastman is named after Kevin Eastman, the ninja Turtle artist and co-executive producer of the upcoming British film The zombie apocalypse. We know many of you have been diving in our latest island mini-game banana Reality TV: Wild Safari! So here are some tips and tricks on how to MASTER even the most difficult mode! Poptropics is filled with many islands, each of which is unique in its stories and characters. Your mission is to help the citizens of each island solve their problems and save the day. ↗ Every Island Guide below comes with: Summary of Poptropica, Island Extra (wallpapers, posters, and more), Video Walk Guide, Written Passage, Trivia, Album Photos. October 16, 2014 and just in time for the global apocalypse tomorrow! I'll be spending the night working on a guide to this island and watching the Doomsday Preppers. Then I'll wake up and laugh the next day. UPDATE: The guide to the island of Somberry is complete! Bonus quest instructions and videos will come in the near future Poptropica Codes for the Island of somberry is here! Fearless Fox Fox You get to the island of somberry, run left and talk to the policeman on the left side of the bus. Then the police chief appears and says that Dr. Romero tried to find the chickens. September 25, 2019 Mystery Map Poptropica Graphic Novel Poptropica Preliminary Poptropica Costumes Poptropica Games Virus Hunter Islands New Islands Golden Cards Poptropica Shrink Ray Island Tips and Tricks Early Access Island Of the Month Books Dr. Hare Membership Arab Nights Great Pumpkin Island Poptropica Shop Skullduggery Island zombie May have missed it, but after you choose your opponents, Jim will probably ask you if you're ready to go! Your choice from this menu will determine if you play problems in easy, medium or hard mode. Choose wisely, and work your way up! Moktropic Island Written guide to step-by-step guide. Here's a written guide to a step-by-step guide for Moktropic Island, good luck! Talk to a woman outside the Poptropica building. Then go to the Poptropica building and talk to the scientist. He'll give you a piece of cake. December 05, 2012 Island zombr Author Passage (Scroll down for the full video step guide below.) The last island of Poptropica has arrived and it's a zombie apocalypse! The island of somberry takes you into a world overly turned into chaos, an over-launch thoughtless - and strangely bluish-purple - zombie, and desperate for a hero. Deep dive. I'm kind of bad at Deep Dive, I'm not going to lie. If you fall behind, keep an eye on other players. They will always take the most direct route to the next set of air bubbles. Give these pesky jelly wiiide a berth, and MASH that MOUSE BUTTON. So do you know that in Cheetah Run, you can jump more than once. Not twice. But five times before you need to touch the ground again? This will help you make sure you can get higher obstacles in your way. Look at you, meerkats. Last but of course, not least, a spear throw. I'm definitely the best at it. Maybe it's the adorable baby elephant in the background, IDK. Two main things here: Wind speed, and blow that bar in the middle of the power counter! The wind determines how much your spear will get pushed left and right. The power meter determines how high or low your spear is tossed. You always want to get into the middle for maximum accuracy. And don't forget that every goal of 10 points gets SMALLER the further you get into the challenge! If you have any sweet Wild Safari tips, drop them in the comments! Also, definitely let us know what other kinds of island things you guys would like to see here! In here!

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