

# Venture ARCTIC GAME GUIDE



Having trouble getting enough ravens in Alaska? Jellyfish just won't survive? Do you have a major lemming problem? Read this guide and you can become the ultimate ecosystem steward!

## Contents

- The Basics
- FAQ
- Seasons and Tools
- Animals
- Environments
- Difficulty Options
- Cheats and Unlocks



Check out other games from Pocketwatch Games at:

[www.PocketwatchGames.com](http://www.PocketwatchGames.com)

or chat with fans and the animal experts at

[www.PocketwatchGames.com/forum](http://www.PocketwatchGames.com/forum)

# THE BASICS

## Controls

Venture Arctic can be played entirely with a two-button mouse, but you may find it easier to use the keyboard in some circumstances.

### Scrolling

**Mouse:** Right Click and Drag  
**Keyboard:** W, A, S, D, or arrow keys

### Change Elevation Look Around

**Mouse:** Left+Right Click and Drag or Mousewheel  
**Keyboard:** Q, E, R, F

### Change Score Display

**Keyboard:** Space, Z, X



## TOOLS

Interact with your ecosystem entirely with your tools.

1. To select a tool, move the mouse to the bottom of the screen until the palette pops up.
2. Click on a tool to select it.
3. Then move the tool to where you want to use it and click the left mouse button.
4. Some tools require you to click and drag.
5. You can use the "in-season" tools for free, or you can spend spirit to use "out of season" tools.

## Collecting Spirit

In the winter, spirits of animals that have died appear as floating orbs. Click and hold any of your tools nearby to collect them.

Spirit is the currency of the game. You can use it to unlock new tools and animals, use out-of-season tools, or create new animals.

Each spirit is associated with a season. Each animal gives a certain color of spirit as well. For instance, arctic wolves have blue winter spirits. Collect these and you can use winter tools in the other seasons.



## Creating Animals

You can create new animals in the world using spirit. While it's generally more efficient to try to breed your animals naturally, sometimes it's helpful to be able to create animals in places that they can't get to on their own.

Scroll through your choices in the bubble on the left-hand side of the palette. Then click on the animal and click somewhere in the world to create the animal. You can only create it if you have enough spirit.



## Goals

Achieve goals to progress through the game. Your goal will always be to raise a certain animal's population to a certain level. After a certain number of goals, you will unlock new environments.

Often, it's best to focus on creating a balanced ecosystem first – you'll find that achieving the goals comes naturally. Don't forget that you can buy new animals to help yourself achieve goals.



## Score

Challenge yourself and your friends to get as high a score as possible! The ecosystem score, displayed in the upper-right, doesn't have any effect on gameplay, but it may help you to figure out how to best balance your ecosystem. The score meter will give you advice on whether you need more of an animal (an UP arrow), less of an animal (a DOWN arrow), or just the right amount (a check). The bigger and more balanced your ecosystem, the higher the overall score!

## Unlocking New Tools and Animals

In order to progress through the game, you will need to unlock new tools and animals. You can unlock things in the lock shop, which you can get to by clicking on the "lock" icon on the left side of the palette.

Unlocking tools, animals, and stories costs spirit. Collect the spirit from the right types of animals in order to unlock what you want!

## FAQ

### Q: My animals keep dying. What am I doing wrong?

**A: You aren't doing anything wrong!** Arctic ecosystems depend on death as much as life. Make sure you collect the spirits of the animals in the winter time, and then spend those spirits to create new animals.

However, sometimes players get too focused on their goals. If you are having trouble reaching a particular goal, try to improve the balance of the ENTIRE ecosystem and you may find it a lot easier to increase the population of a particular animal.

### Q: What are these glowing spheres for?

**A: Those are the spirits of departed animals.** They become visible in the winter and can be collected with any of your tools. Their colors represent the "season" of the animal – green is spring, yellow is summer, orange is fall, blue is winter.

### Q: What can I use spirit for?

**A: You can spend your spirit to use tools out of season.** For instance, you could use the snow tool in summer if you have collected blue winter spirits.

**You can also spend spirit to create new animals.** To do this, choose the animal you want in the bubble on the lower left side of the tool palette. Click on the animal, and then click in the world to create it.

### Q: Why do the animals look so simplistic?

**A: The animals are modeled after traditional Inuit stone sculptures,** which are often quite smooth and simplistic. Try Google Image searching for "Inuit sculpture" and you'll see what we mean.

### Q: Can I control an animal in Venture Arctic?

**A: You can directly control animals with the Migrate and Flock tools,** which you unlock later in the game. You can also influence their behavior by using the various food tools to draw them in certain directions.

### Q: Why are some of the animals blue?

**A: Some animals need to be unlocked in the lock shop** (you can get to the lock shop by clicking on the little Lock icon on the palette). After you unlock an animal, you may find those animals frozen in the environment. Use the Sun tool to free them from the ice!

### Q: The game is in Kids Mode but I want to play Normal Mode.

**A: You can switch modes by clicking on the "Kids Mode" label** in the lower left hand corner of the "Continue" screen. You can also create a new profile.

## **Q: What's the difference between Kids Mode and Normal Mode?**

**A: Normal Mode is a bit more challenging, and it contains a full tutorial.** This is how the game was originally designed.

In Kids Mode, several of the tools, animals, and environments start out unlocked, and all the tools are free to use in all seasons. Kids Mode is intended for those who “just want to play” without reading through a tutorial or unlocking content by achieving goals.

## **Q: How is my Ecosystem Score calculated?**

**A: Your score is calculated by combining the number of living species you have with how much variation in population size there is.** To figure out population size, count the number of a species and multiply it by the “spirit value” of that animal (which you can find later in this guide).

For instance, hares are worth 5 spirit, while caribou and ravens are worth 25 and wolves are worth 100. So a perfectly balanced ecosystem with these animals would have 20 hares, 4 caribou, 4 ravens, and 1 wolf.

## **Q: My goal is to get jellyfish, but there are no jellyfish to breed.**

**A: Sometimes you will have to create an animal in an environment in order to achieve a goal.** Create animals by clicking on the animal bubble in the left hand side of the palette.

# SEASONS AND TOOLS

Each season requires a unique strategy. Here are tips for each and helpful hints for all of your tools.



## SPRING

**GREEN SPIRIT**

Spring is a breath of relief for your animals. The ones that have survived the winter can be nourished with Berries or guided to food with Migrate. It's also a time for the stronger animals to reproduce, so use that Pregnancy tool selectively!

### PREGNANCY

Click on an adult animal to make it pregnant. Click and hold to increase its litter size.



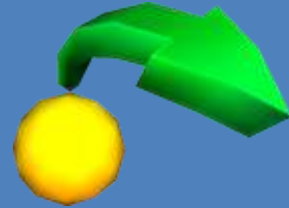
### BERRIES

Click on land where you want to grow a shrub. Many animals will eat the tasty berries.



### MIGRATE

Click and drag an animal to lead them wherever you want them to go.



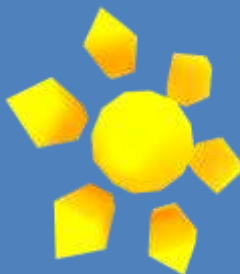
## SUMMER

**YELLOW SPIRIT**

Summer in the arctic is easy livin'. The sun provides plenty of grasses and trees can grow to provide shelter for birds and burrowing animals. It's also a time of peril for aquatic animals though, so use kelp to provide hiding spots for the harried prey of the sea.

### SUN

Click on an adult animal to make it pregnant. Click and hold to increase its litter size.



### KELP

Click in deep water to make kelp grow. Schools of fish hide in kelp, allowing their numbers to swell.



### SHELTER

Click on land to grow a tree. Birds perch on trees and small animals dig under them for protection.





# FALL

## ORANGE SPIRIT

When fall arrives, it's time to thin out your herds so that stronger animals have more food for the winter. Wind can also blow the smells of sick or dead animals to a predator, or change the ocean currents to wash a dead animal to shore. It's also a time of life in the sea, though – make sure you fill your oceans with plankton so that the aquatic food web can flourish!

### SICKNESS

Click and hold this tool on an animal to make it sick. If you continue to hold the button, the animal will eventually die.



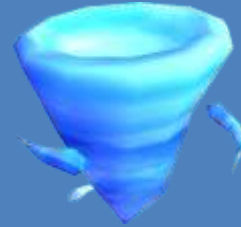
### PLANKTON

Click and drag this tool in deep water to grow plankton. Many oceanic animals eat plankton as their primary food source.



### WIND

Click and drag this tool to change the direction of wind and ocean currents. Animals can find food if they smell the odor.



# WINTER

## BLUE SPIRIT

In the arctic winter, the Northern Lights can often be seen on the horizon. This is the time when spirits of departed animals become visible, and can be collected with any of your tools. On land, use the snow tool on patches of dead earth so that you can regrow the grasses in the summer. You can also use the snow tool to freeze over the oceans and protect your fish from diving puffins. The flock tool makes animals huddle to conserve energy in the winter, and the urchin tool makes tasty snacks for many marine mammals.

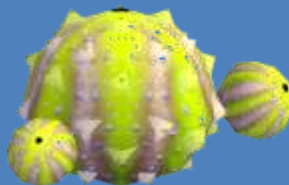
### SNOW

Spread snow on brown, cracked earth to soften it up so grass can grow. You can also use snow to cover the ocean in ice.



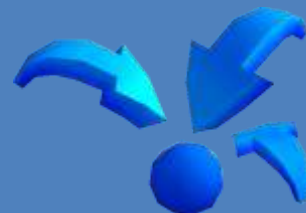
### URCHINS

Click and hold this tool in shallow water to grow urchins. Urchins are a nutritious treat for many animals.



### FLOCK

Click and hold this tool on an animal to make other animals of the same species flock to this one.



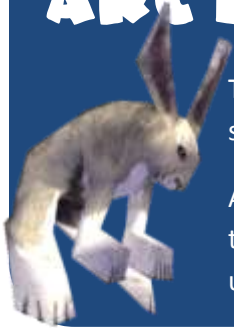
# ANIMALS

Each of the animal species in Venture Arctic has unique behaviors and abilities. In this section, you will find the type of spirit they leave when they die, the value of that spirit, and strategies for dealing with each species.

## ARCTIC HARE

SPIRIT  
VALUE

5



The arctic hare survives by camouflaging itself in the snow. It is extremely fast for its size, which helps it to escape its many predators.

Arctic Hares do pretty well on their own. Every few years concentrate on rebuilding their populations with Pregnancy and make sure they have plenty of trees to hide under. They make a great and stable food source for pretty much any predator.

## CARIBOU

SPIRIT  
VALUE

25



Huge herds of caribou follow their annual migrations through the Arctic tundra. Caribou survive the cold winters by huddling close to one another and foraging grasses.

Caribou populations are slow-growing, so make sure you impregnate them as often as possible. However, they can compete with your ravens by clearing your berry bushes pretty quickly. In the winter they will use less energy if they huddle close to one another. Use the flock tool to keep your herds close together.

## RAVEN

SPIRIT  
VALUE

25



The common raven is an extremely intelligent bird that is capable of eating almost anything it can find. It will scavenge kills, eat berries, and even occasionally team up to kill other mammals.

Ravens are omnivorous: They can work together to kill small rodents or eat berries in the spring. Plant berry bushes around your trees since that is where their populations will concentrate. Try planting additional stands of trees so your ravens can follow their food sources far and wide.

## ARCTIC WOLF

SPIRIT  
VALUE **100**



The arctic wolf is a pack hunter. A lone wolf will scavenge what it can find, but a pack can take down larger mammals such as caribou and musk ox.

Wolves work together to take down prey. Lone wolves often have trouble finding food they can catch. Try to make sure there are at least two wolves in any pack. Use the wind tool to blow smells in their direction. Also try using berries to bring their prey closer to the wolves.

## ARCTIC COD

SPIRIT  
VALUE **1**



Arctic cod are found in massive schools throughout the arctic every year. Many animals dine on these small fish, so they survive based upon their large numbers.

Arctic cod is at the bottom of the food chain, and as such many other animals depend on them. Make sure you fill the ocean with plankton as their populations depend entirely on this resource. You may also want to provide them with plenty of kelp to hide in while their populations are rebuilding. You may also want to add a few extra schools of cod to the water to help feed your seals, narwhals, and orcas.

## PUFFIN

SPIRIT  
VALUE **25**



The atlantic puffin nests on rocky shorelines and feeds on fish. They are not particularly strong fliers, so they often encounter difficulty when trying to take off from the water.

The puffin depends entirely upon cod and salmon for survival. Create small patches of ice in the middle of the ocean so they can rest in between dives.

## JELLYFISH

SPIRIT  
VALUE **20**



The lion's mane jellyfish is the largest known species of jellyfish. These ancient creatures eat both plankton and small fish, and their populations go through boom and bust cycles.

The jellyfish is one of two animals whose population will increase exponentially if they have enough food. Create a few in the middle of a healthy plankton cloud and watch their populations boom and bust. They are highly poisonous and cannot be eaten by other animals.

## NARWHAL

SPIRIT  
VALUE **50**



The narwhal is a unique marine mammal that feeds mostly on cod. Their major predators are polar bears and orcas.

The narwhal is pretty happy if you give him a school of fish and plenty of water to roam in. narwhals are an easy animal to use to increase your ecosystem score.

## HARP SEAL

SPIRIT  
VALUE **25**



The harp seal is both predator and prey. Polar bears and orcas kill and eat seals for their high fat content, but seals are also fierce hunters of smaller fish and plankton.

Like caribou and musk ox, harp seals like to huddle up to each other while resting to conserve heat. Their fatty bodies also make an excellent snack for polar bears, orcas, and other large predators. Use urchins to lure their populations to sustainable locations near fish.

## POLAR BEAR

SPIRIT  
VALUE **150**



The polar bear is a ferocious predator that is at home in both the land and the water. The main source its diet is seal meat, but polar bears have strong stomachs and can eat almost anything they find.

The polar bear can roam for miles to find food, but often you don't want it to! If they simply haven't found the food that is just over the next hill, make sure they find it by using wind to blow the smells or the migrate tool to send them there. You can even use berries to lure them in the right direction.

## ARCTIC FOX

SPIRIT  
VALUE **25**

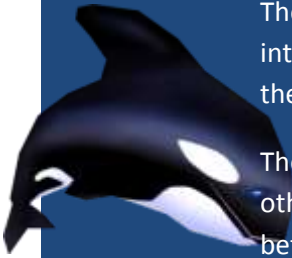


Arctic foxes often will scavenge food from carcasses, but they will occasionally hunt smaller mammals such as the hare and lemming. Arctic foxes have more young per litter than any mammal in the world.

The Arctic fox is the only predator in the game that can hide under trees to conserve energy. They can't catch large animals, so make sure they have trees to hide under and plenty of hares and lemmings to snack on, or use your sickness tool to kill a large animal nearby that they can scavenge.

## ORCA

SPIRIT  
VALUE **200**



The orca is one of the most powerful predators in the sea. They are highly intelligent and while they typically dine on fish and smaller marine mammals, they have been observed while hunting much larger animals than themselves.

The orca may be the most fearsome predator alive today. They will team up to hunt other animals. Make sure you have plenty of seals, narwhals, cod and salmon before introducing an orcas, because they can wreak havoc on an ecosystem. Consequently, be careful not to breed too many, as they are hearty and live a long time, so they can be difficult to get rid of.

## LEMMING

SPIRIT  
VALUE **2**



Lemming populations go through incredible boom and bust cycles. Scientists still haven't discovered what makes their numbers drop almost to extinction before resurging to feed predators like owls and wolverines.

Like the jellyfish, the lemming will increase in population without any player input. They will strip a land of grass and then die off in large swaths. Use lemmings to kick start the populations of small predators like owls and foxes. Just make sure that they have trees to hide under as they are easily caught by predators.

## MUSK OX

SPIRIT  
VALUE **50**



The musk ox is a very hearty mammal, surviving the cold winters of the arctic by huddling close to others. Musk oxen can defend themselves from predators by sticking together and displaying their powerful horns.

The musk ox is a hearty, slow moving creature similar to the caribou, but they have quite a bit more meat on their bones. They are a bit tougher than caribou, though, so wolves will need to team up to take them down. Weaken them with the sickness tool so that predators can hunt them down. Don't bother trying to feed them with berries as the shrubs will barely put a dent in their voracious appetite.

## SNOWY OWL

SPIRIT  
VALUE

50



The snowy owl is a fearsome hunter of arctic rodents. It will even kill other birds in mid-flight. The size of the snowy owl populations is directly related to the health of the lemming and hare populations.

Snowy Owls are one of the more difficult animals in the game, as they are quite hungry, but they tend to only eat smaller animals. They can decimate a population of hares or lemmings in a single season. Put them near a pack of wolves and they will scavenge off the larger kills.

## ATLANTIC SALMON

SPIRIT  
VALUE

10



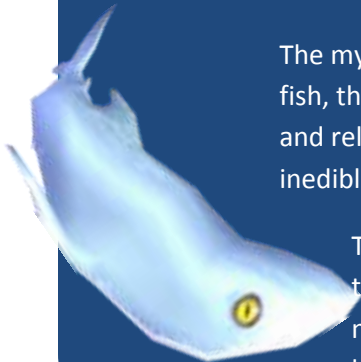
During the atlantic salmon's adult phase, they spend their time in the ocean mainly feeding on smaller fish.

Salmon can eat plankton or cod and will breed on its own, given enough food. They make a nice snack for all aquatic creatures and can provide your ecosystem with more robustness and diversity.

## GREENLAND SHARK

SPIRIT  
VALUE

100



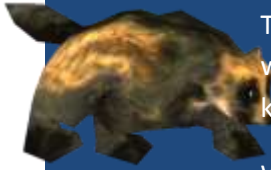
The mysterious greenland shark resides in deep waters and mostly eats fish, though it will scavenge off of larger carcasses as well. Most are blind and rely on their keen sense of smell. Their meat is poisonous, and thus inedible to most animals.

The greenland shark is a fairly sedentary animal, as they can live for a long time without food and they are blind, so they won't smell food unless it is nearby. Often it's best to bring other animals to them. Try creating an ice bridge, use the Migrate tool to bring a caribou onto the ice, then melt the ice to provide the sharks with a tasty caribou treat!

# WOLVERINE

SPIRIT  
VALUE

100



The wolverine is possibly the most powerful mammal for its size in the world. They mostly subsist on scavenged or stolen kills, but have been known to surprise unsuspecting prey as well.

Wolverines are generally too slow to hunt large animals on their own. They have no trouble scaring off other animals from a kill, however. You may also want to try using the wind tool to blow a floating carcass of a whale to shore so that the wolverine can feast for months!

# WALRUS

SPIRIT  
VALUE

75



Walrus are large, mean marine mammals that eat mostly shellfish and plankton. Their tusks are formidable weapons: they have been known to kill seals and can defend themselves from polar bears.

Walrus are cranky creatures, even killing seals if they get too close. Provide them with plenty of urchins so they don't go searching for others to kill.

# BOWHEAD WHALE

SPIRIT  
VALUE

250



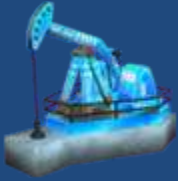
The huge bowhead whale filters plankton through their baleen. They can break through surface ice in order to breathe.

Bowhead whales only eat plankton, and a lot of it! They also mature very slowly, so don't expect their populations to rebound quickly if one dies off. It can be difficult to sustain other plankton-feeding creatures when they are around, so it's best to encourage them to stay in open waters where they won't compete with other marine mammals.

# ENVIRONMENTS

Each of Venture Arctic's environments represents a different biome within the Arctic Circle. Read on for hints and tips on how to best succeed in each unique location.

## ALASKA



The Arctic National Wildlife Refuge is home to huge herds of migratory caribou. Nearby oil fields also account for 25% of domestic United States oil production.

Balancing herbivores and carnivores is pretty simple here: wolves and ravens eat the caribou and hares, while jellyfish and cod eat plankton while being preyed on by puffin and narwhal.

## SVALBARD



The island of Svalbard is located in the Norwegian Barents Sea. Norway is the largest producer of offshore oil in the world.

This largely ocean-covered environment has plenty of room for seals, orcas, narwhal, cod, and jellyfish. Try to keep the ocean full of plankton to support the food chain here. You may also find some small protected coves for mini-biomes of jellyfish and seals, as well as a fertile island covered in snow.

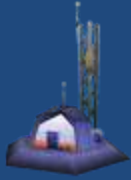
## SIBERIA



The Taiga forest in Russia is one of the largest old-growth forests in the world. Clear-cut logging has begun to threaten the forests.

There is very little water here, so the grazers rule the land. Make sure you provide a large field of grass and unleash a flood of lemmings on it. Owls, wolves, and foxes can snack on the little rodents to their hearts' content.

## BAFFIN BAY



Bordering Baffin Bay in Canada, Devon Island is home to M.A.R.S., a NASA-funded experimental habitation researching the challenges of living in barren environments.

This large environment is balanced between land and sea. Make sure your lemmings don't destroy all the grass for your other grazers. Wolverines can fend for themselves pretty well here, but sharks may find limited space to hunt prey. Try to keep your aquatic animals healthy to create the most diverse ecosystem possible.

## THE NORTH POLE



In 1977, the nuclear-powered Russian ice-breaker NS Artika was the first surface vessel to reach the North Pole.

Some islands in this environment actually have fertile ground beneath the snow. Use these as refuges for a few land animals to supplement the diet of your polar bears. Keep the oceans filled with plankton for a whale or two, and create plenty of urchins to keep your walrus from hunting down all the other animals of the land.

# DIFFICULTY OPTIONS

Venture Arctic doesn't have levels like "Easy", "Medium" and "Hard". Instead, the player can toggle environmental challenges on and off in order to increase or decrease the difficulty. The ability to use these is unlocked as you play through Normal Mode.

## LONG SEASONS

Does the game feel like it's going too fast? Do you never have time to do all you want to do in a given season? Try turning on Long Seasons. The game will be easier, but beware, the fall and winter will also last longer, making it harder on animals that depend on the spring and summer for food.

## CLIMATE CHANGE

Climate change will make season lengths unpredictable. In some cases, this means that winter will be very long and summer very short. In other cases, the reverse will be true. Turn this on to provide a big on unpredictability to the game.

## EXTINCTION

In Venture Arctic, the last living animals of a species can't die, so that you can always make that animal pregnant to revitalize the population. However, with extinction turned on, the last animal CAN die. You can always buy and create a new animal using spirit, but you might not always have enough spirit to replenish your ecosystems.

## DEFORESTATION

Deforestation will cause trees to eventually get chopped down and turned into stumps. When they are chopped down, birds will have nowhere to rest and rodents will have nowhere to hide from predators. With deforestation on, make sure you regrow trees to replace those that are disappearing.

# CHEATS AND UNLOCKS

There are many cheats that you can use to build huge ecosystems. Simply press the "F1" key, and then try typing these words into the box:

- **Leopard:** Gives you 1000 fall spirit
- **MantaRay:** Gives you 1000 winter spirit
- ...and many others!

In addition to unlocking animals and tools, you can also unlock the traditional Inuit stories that inspired much of the art and gameplay. One story is available per environment in the lockshop.

For some examples of the art that inspired the shapes of the animals in Venture Arctic, visit these places on the web:

[http://www.houston-north-gallery.ns.ca/inuit\\_sculpture.htm](http://www.houston-north-gallery.ns.ca/inuit_sculpture.htm)

Here is a portion of one of the unlockable stories from the Lock Shop:

*Raven sat on the icy shore by the body of the lifeless whale. Raven heard splash, swish-swish, splash, swish-swish. As the sound grew louder, Raven saw seals leaping of the water.*

*When they were close, a seal announced, "We are going to eat the large fish!"*

*"What?" exclaimed Raven. "Eat the woman I love? Never!"*

*"But we're hungry!" cried the seals.*

*Raven had an idea. "There is a special way to eat whale," explained Raven. "Wait here." Raven flew south and collected the sticky gum from the spruce tree branches. Raven turned and said, "You have to go inside the whale, but it's dark in there. I have a medicine to let you see in the dark." The seals cheered. Raven rubbed the seals' eyelids shut with the sticky gum.*

*"I can't see," said the lead seal.*

*"Don't worry," replied Raven, "Follow me..."*