

# [Green Moon 2 – Printed Walkthrough](#)



Welcome to the official [Green Moon 2](#) Walkthrough. Uncover what's behind the catastrophe on the Moon and find out more about an ancient order Children of the Moon. Whether you use this document as a reference when things get difficult or as a road map to get you from beginning to end, we're pretty sure you'll find what you're looking for here. This document contains a complete Green Moon 2 game walkthrough featuring annotated screenshots from actual gameplay!

We hope you find this information useful as you play your way through the game. Use the walkthrough menu below to quickly jump to whatever task of the game you need help with.

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You can buy the game adventure at a discount on [the developer's website](#).

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## General Tips

- This is the official guide for Green Moon 2.
- This guide will mention each time you have to zoom into a location; the screenshots will show each zoom scene.
- There are no hidden object scenes in the game, but there are around 400 locations. Sometimes, this guide skips the entire path to some locations and just shows the final destination screen.
- YOU WILL NEED ALL THE AVAILABLE ITEMS further in the game.
- This guide will show solutions for puzzles. For more details, please read the in-game instructions for each puzzle. YOU CAN SKIPP ANY MINI-GAME, just hit the red “SKIP” button. There are also additional blueprints and tips for the mini-games solving.
- In this game, you will sometimes have to select the new scene to trigger dialog, cut-scenes, or tasks prior to interacting with the scene.

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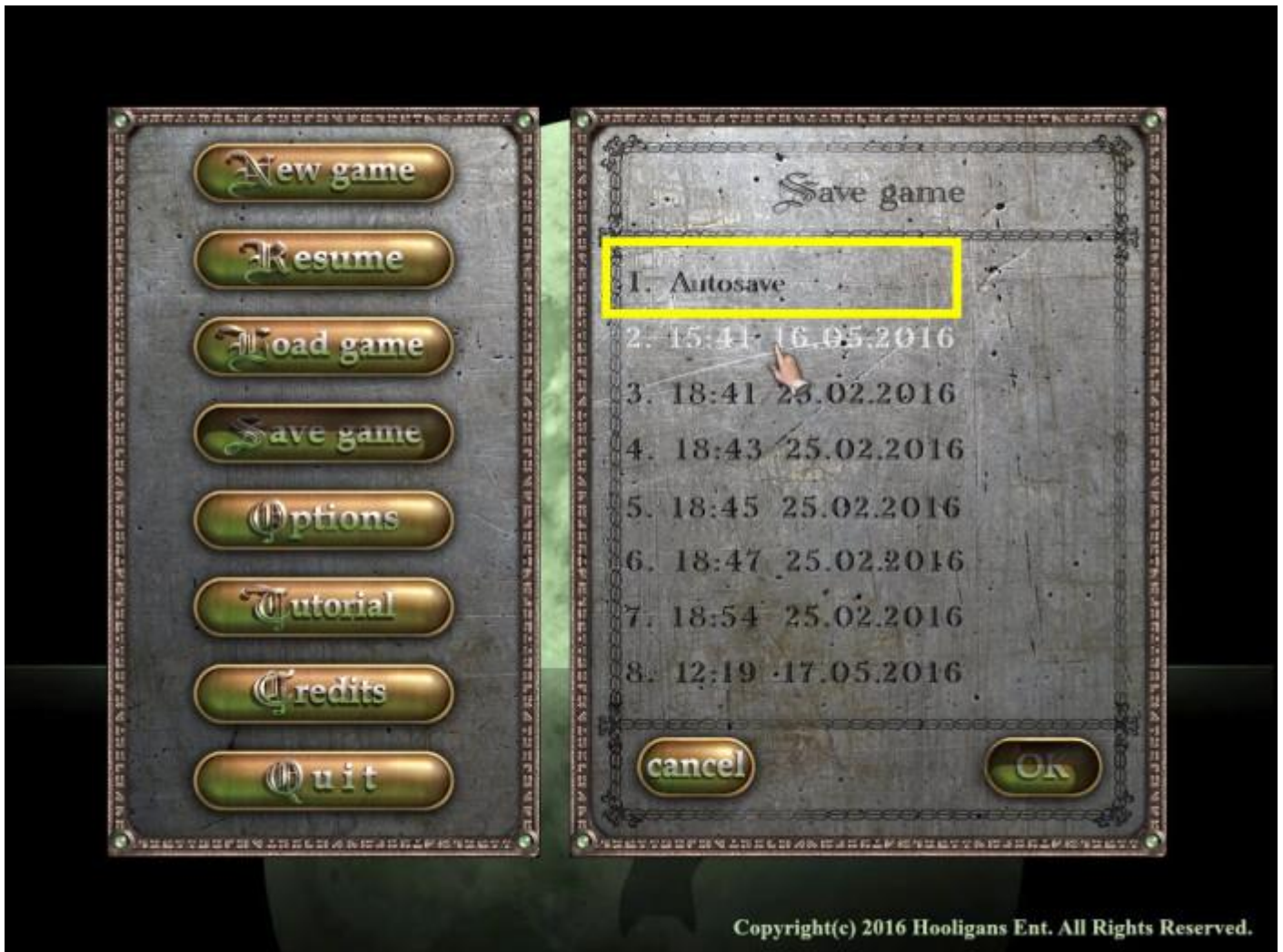
## Interactive tutorial, Hints, Autosave

This is an Adventure game with a very limited help and WITHOUT automatic hand-holding stuff. When you start a new game, it has a casual mode with Hints turned on by default. If you want to play without any tips, just go to the Options in the Main Menu and choose Quest Mode.



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In Green Moon 2 you can die in many places, that's why we suggest you to save game very often. There is an autosave feature. This function saves the game before deadly missions and mini-games.



After you complete the interactive tutorial, in the right upper corner the question mark button appears. Every task and item have a rechargeable system of hints. Just hit the question mark on any desired task and get your tip on how to do things and where to search for something.



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## Task 1: Lunar Navigator



- Go to the bedroom and pick up the map on the chair (A).



- Go to the backyard and pick up the metal rings (B).



- Go to the cellar and pick up the basketball (C).
- Take the ball and apply it on the map to make a globe of the Moon (D).

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## Task 2: Sublunar Bases





- Use the magic of travel to go to the Moon (A).
- Use the magic of health to keep going without air (B).
- Open the lunar navigator (C).
- Double click on the Quick Ground area (D).



- In the Quick Ground area, you go underneath the Moon (E).
- This appears to be an Altar of Fire (F).
- The Altar of Fire turns out to be a high-tech Thermal Reactor (G)



- Go forward and you will find the transportation capsule (H).
- From here you can visit all the necessary “altars” (I)
- Your task book updates, when you come to the right place. This is the Air generating reactor J).

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### Task 3: Alchemical Apparatus



- Choose the space travel magic (K).
- Travel to the evening sea coast (L)
- Go forward and left, here is the **distilling flask** (M).
- Go back and turn right, here you'll find **the 2-nd retort**.



- Travel in space to the sunny forest (O).
- Go forward, forward and you'll see **the boiler** in the left part of the scene (P).



- Choose the time travel magic (Q).
- Travel in the Palaeozoic era (R).
- Go UP, LEFT and you'll see **the gas cylinder** in the middle of the scene (S).
- **TIP:** you can change the time travel to space travel magic only in the house. Because, the travelling portal is in the house. This feature is taken from the first Green Moon game.



- Go back in the house and choose the SPACE travel magic.
- Travel to the underwater bases (T).
- Enter the third door (U).
- Open the locker and take **the 1st retort** (V).



- Go back and enter the first door on the left.
- Place all the parts of the achemical apparatus on their places.(X)

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## Task 4: Potion of Health





- Travel to the House and go in the cellar
- Pick up **mold** (A), **soap** (B), **glass flask** (C) and fill with the flask with **someswamp water** (D).
- **TIP:** you need a glass flask to take any potion that you make with the alchemical apparatus.



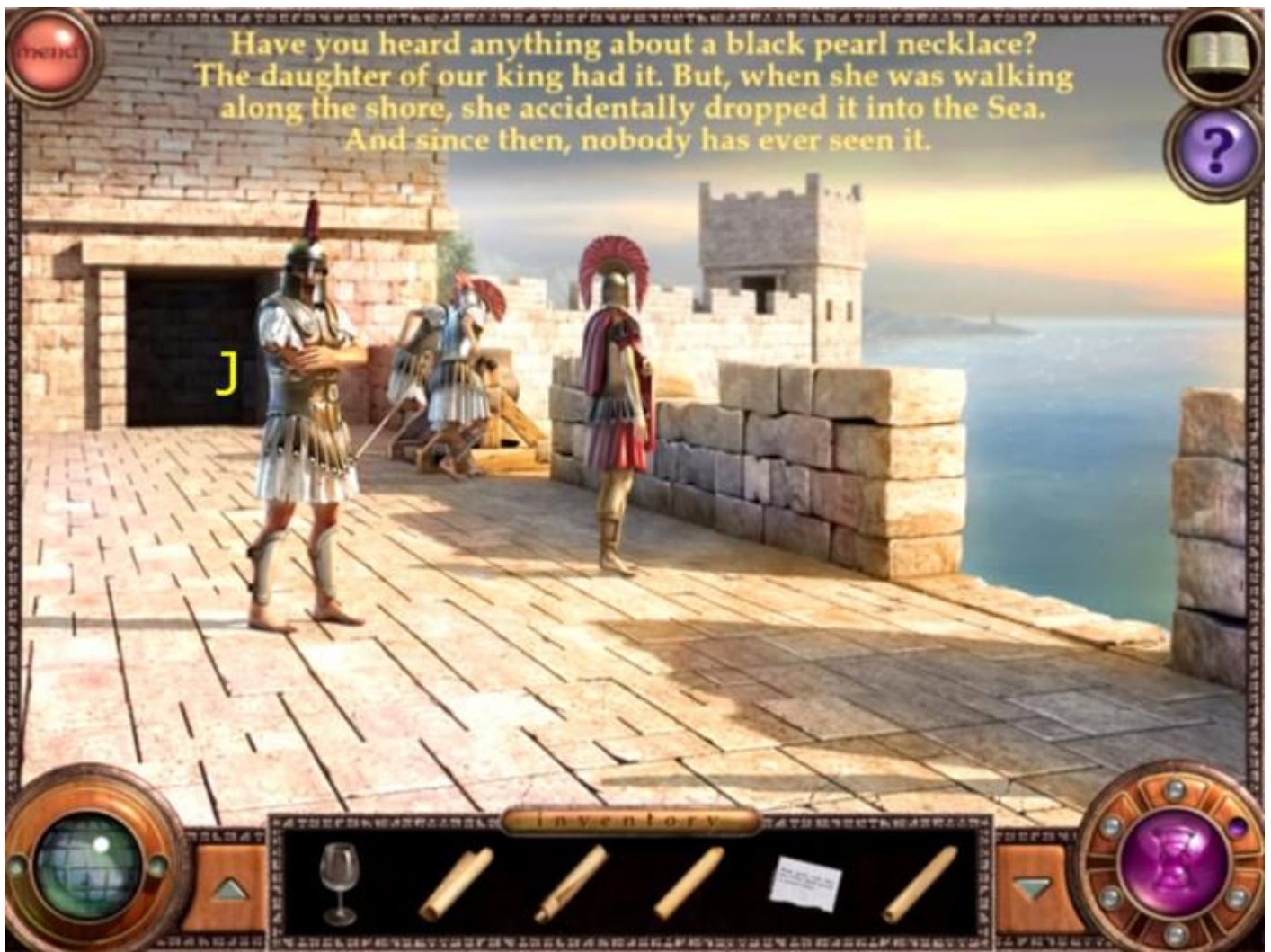
- Travel in time to the Fisher's Hut (E).
- Enter inside and take the **dry cornflower** (F) and **daisy** (G) from the wall of the hut.



- Travel back into the House and choose the magic of travel in space.
- Go to the Aquamuseum Director and speak to him (H).



- Travel in time in the Palaeozoic era.
- Go RIGHT and there you find the shell of the Palaeozoic era (I).
- Go back to the Director of Aquamuseum and give him the shell.



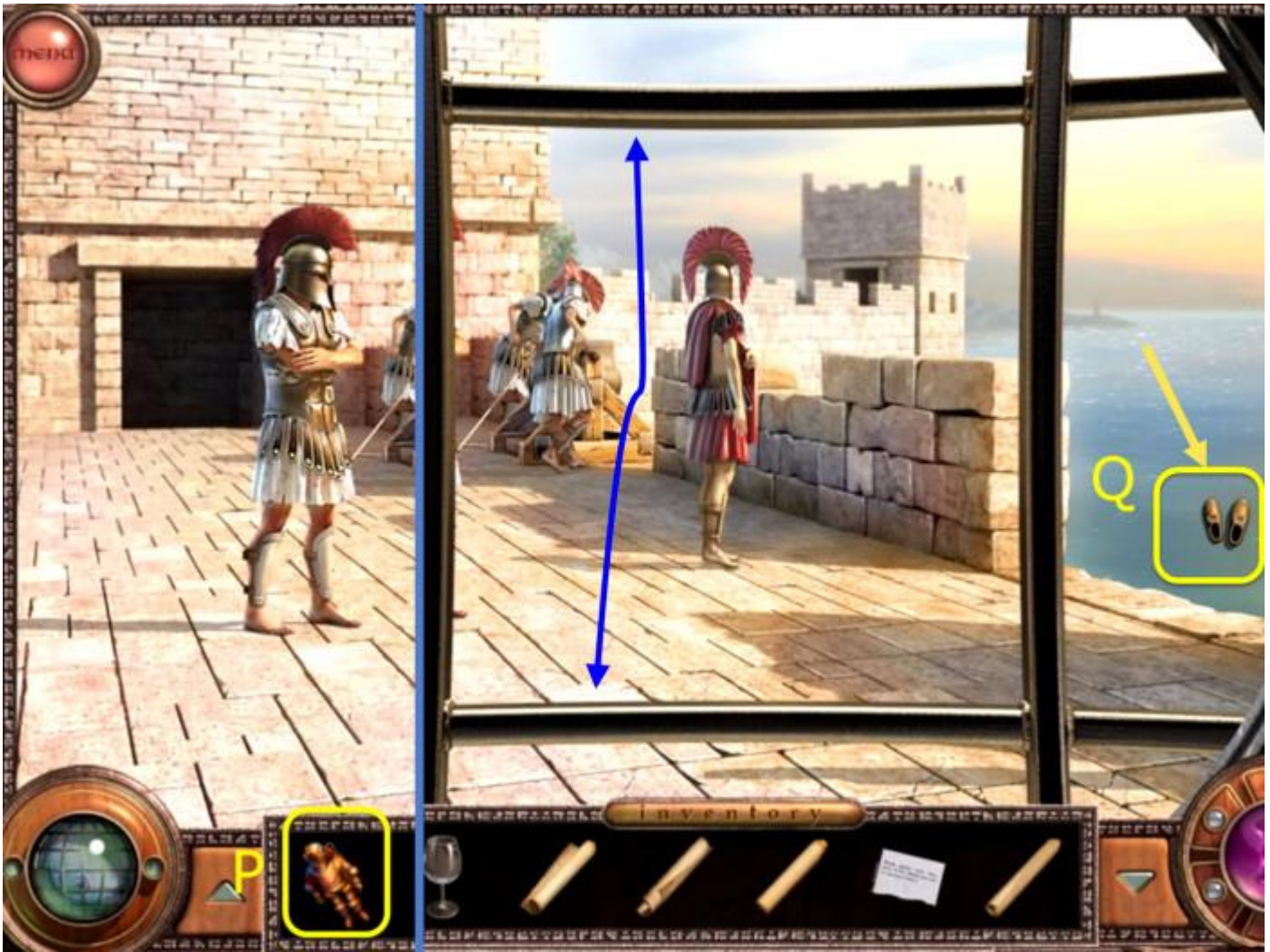
- Travel in time to the ancient Greece.
- Go to the right and speak to the warrior (J).
- You need to find a diving suit.



- Travel to the House. Move right, right and zoom into the lower door of the wall cabinet (K), take the **key** on the shelf (L) .

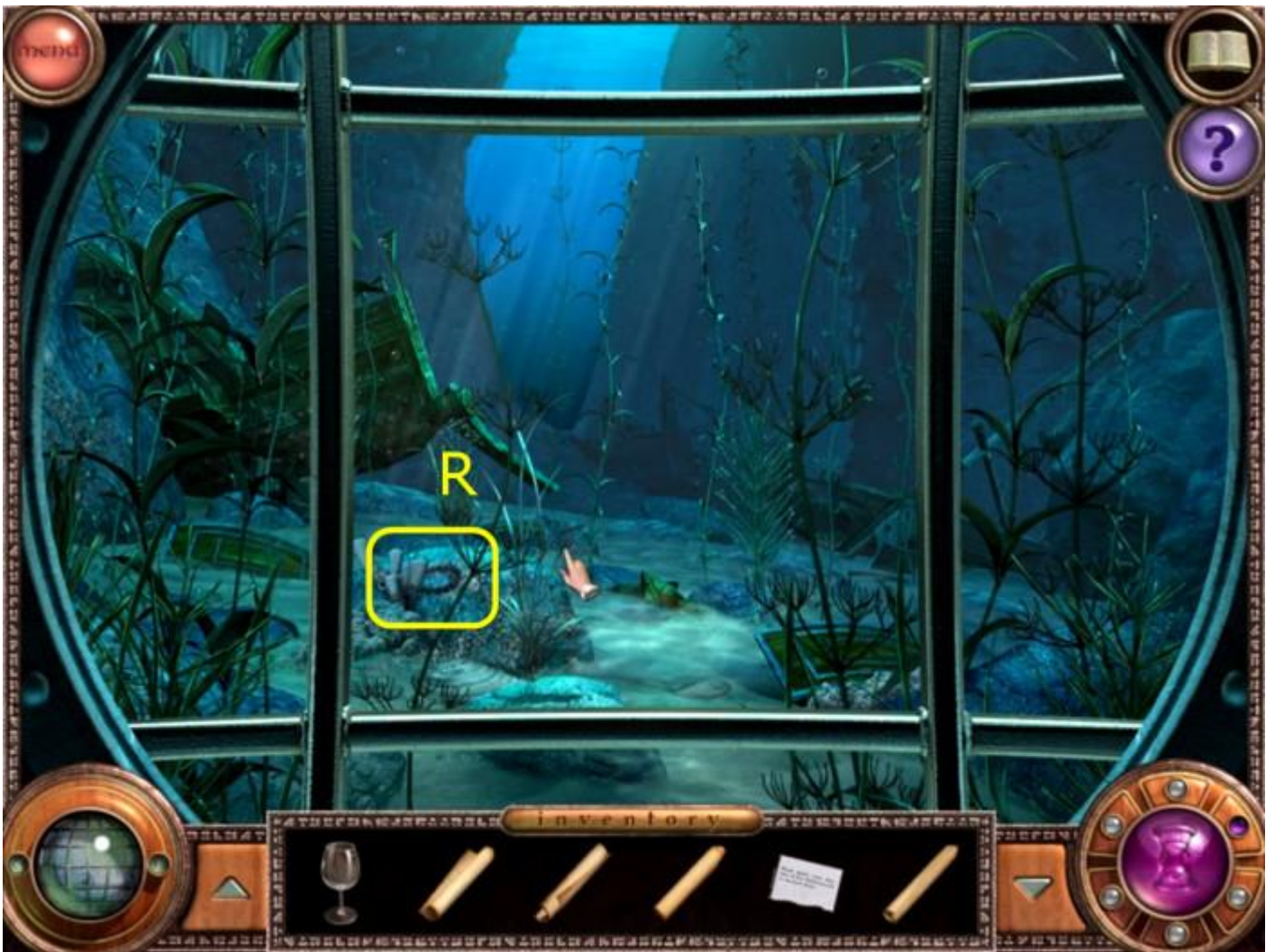


- Go to the underwater bases and open the middle door with the key (M).
- Take the **diving suit** (N) and the **oxygen tank** (O).



Move to the ancient Greece, go back to the warrior, apply the diving kit (P): take it with the left mouse button and click the right mouse button to wear it, then jump off the wall in the water (Q).





Go right and here is the black pearls (R).



- Go back to the alchemical apparatus in the underwater bases.
- **BEGIN** with the swamp water (S), pour it out in the apparatus to start brewing the potion. Drop there the remaining items: mold, pearls, soap, dry daisy and cornflower.

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## Task 5: Asteroid Thread



- Go to the transportation capsule on the sublunar bases and move to the spaceport (A).



- From the hangar (B) you'll flight out on the asteroid shooting mission. Your task is to destroy 30 asteroids. You need to be fast and aim right.
- **TIP:** if you stand still (don't fly anywhere from the starting point), it will be easier to pass this mini-game.

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## Task 6: Activate the Altar of Fire

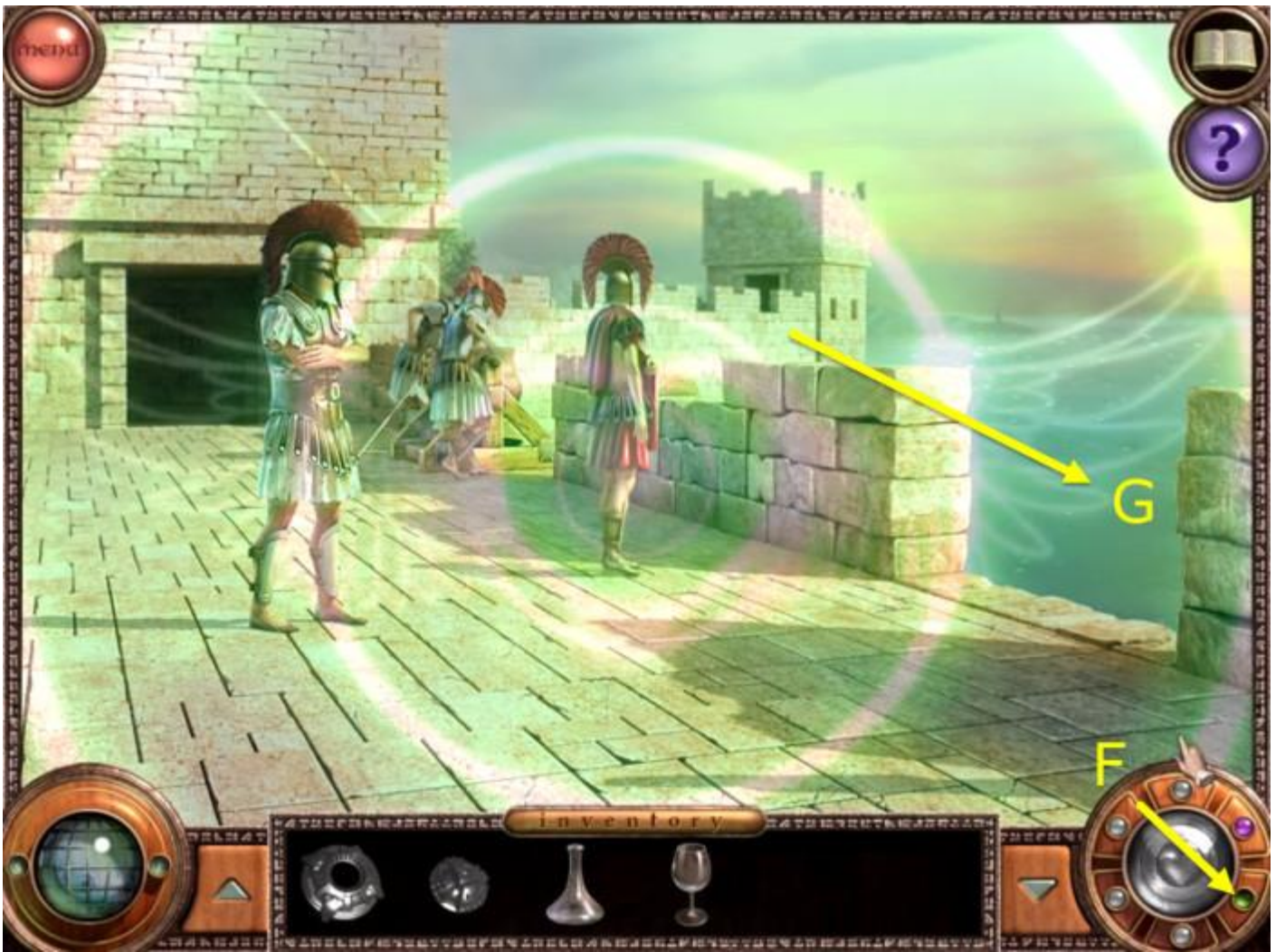
The task is to warm up the Moon by activating the thermal reactor. The activation block is missing and we have to find its parts.



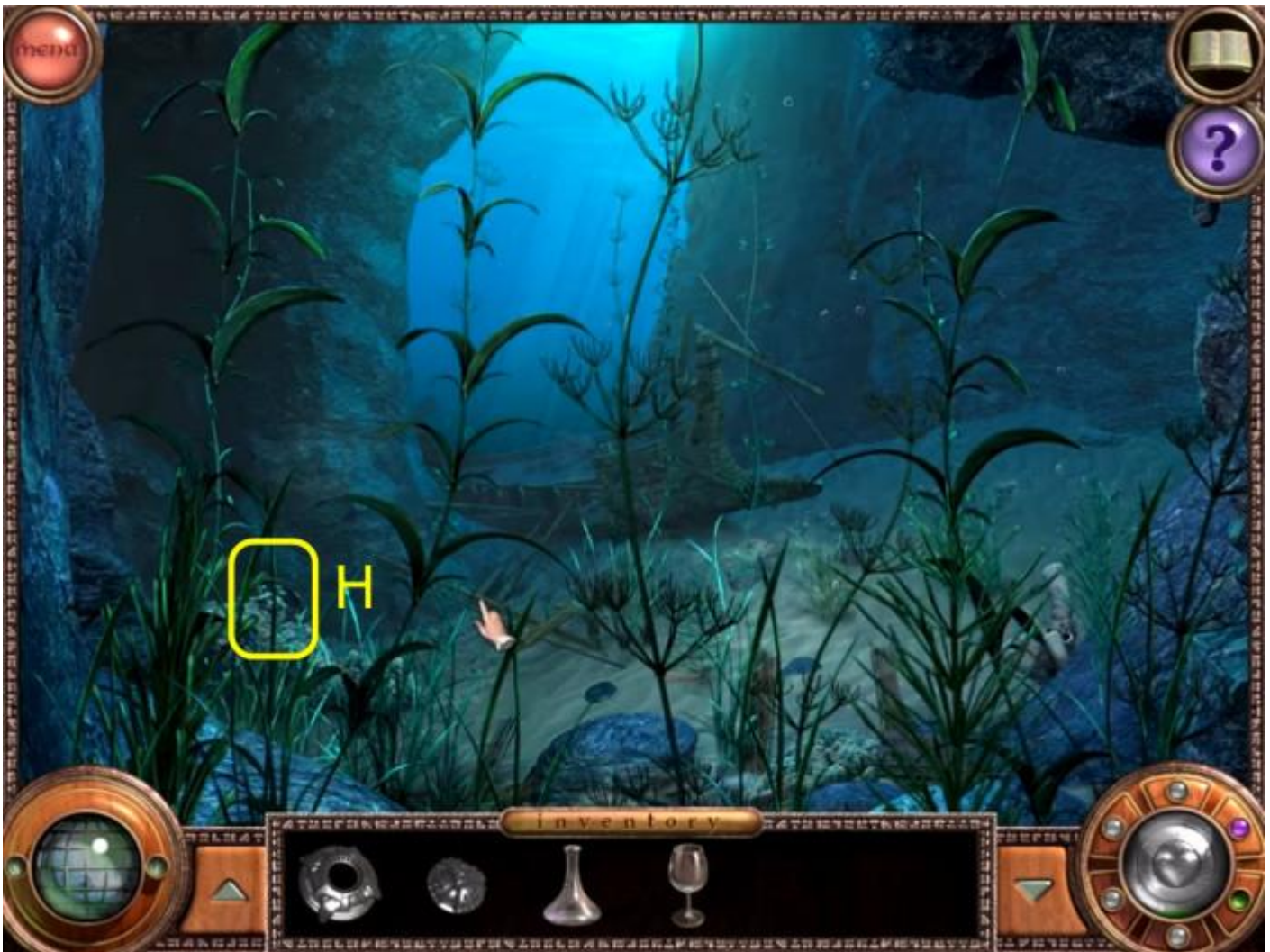
- Go to the Middle Ages (A): left, up and right.
- Enter the barn (B) and here is the **protective shutter** (C).



- Use the magic of travel and move to the jungles of South America (D).
- Go right and here you see the **cover part** of the block (E).



- Travel in time to the greek warrior in Ancient Greece.
- Use the magic of health to go underwater without any equipment (F).
- Jump in the water (G).



- Turn right and here you find the base part (H).
- Now, you need to find the ruby. Go to the Castle in Middle Ages.





- Try to pass through the gates and talk to the guard (I).



- Go down, right and talk to the Blacksmith (J). He will tell you what he needs to make you arrows.



- Reed for arrows: go to the jungles of the South America and turn right (K).
- Strong threads: go to the cellar in the house (L).
- Feathers: take them from the pillar in the bedroom of the house (M).
- Three small measures of iron: pick up three nails in the backyard of the house (N).



- Return to the Blacksmith and click on him to give over the items (O).



- BOW. Go to the underwater bases, enter the first door from the right (P), turn left and here find the scroll-scheme on how to make a bow (Q).



- Travel in time to the Fisher’s Hut, enter the hut and take the **curved knife** (R).
- Go back in the cellar of the house and pick up the **twine rope** (S).
- Travel to Middle Ages and on the first scene break off the **hazel branch** (T).
- Apply the curved knife on the branch (U).
- Apply the twine rope on the arc of the bow (V).



- Go to the gates for the Castle, complete training, and the mini-game – the defender of the castle.



- Speak to the chief of the guards and take your **ruby** (X).



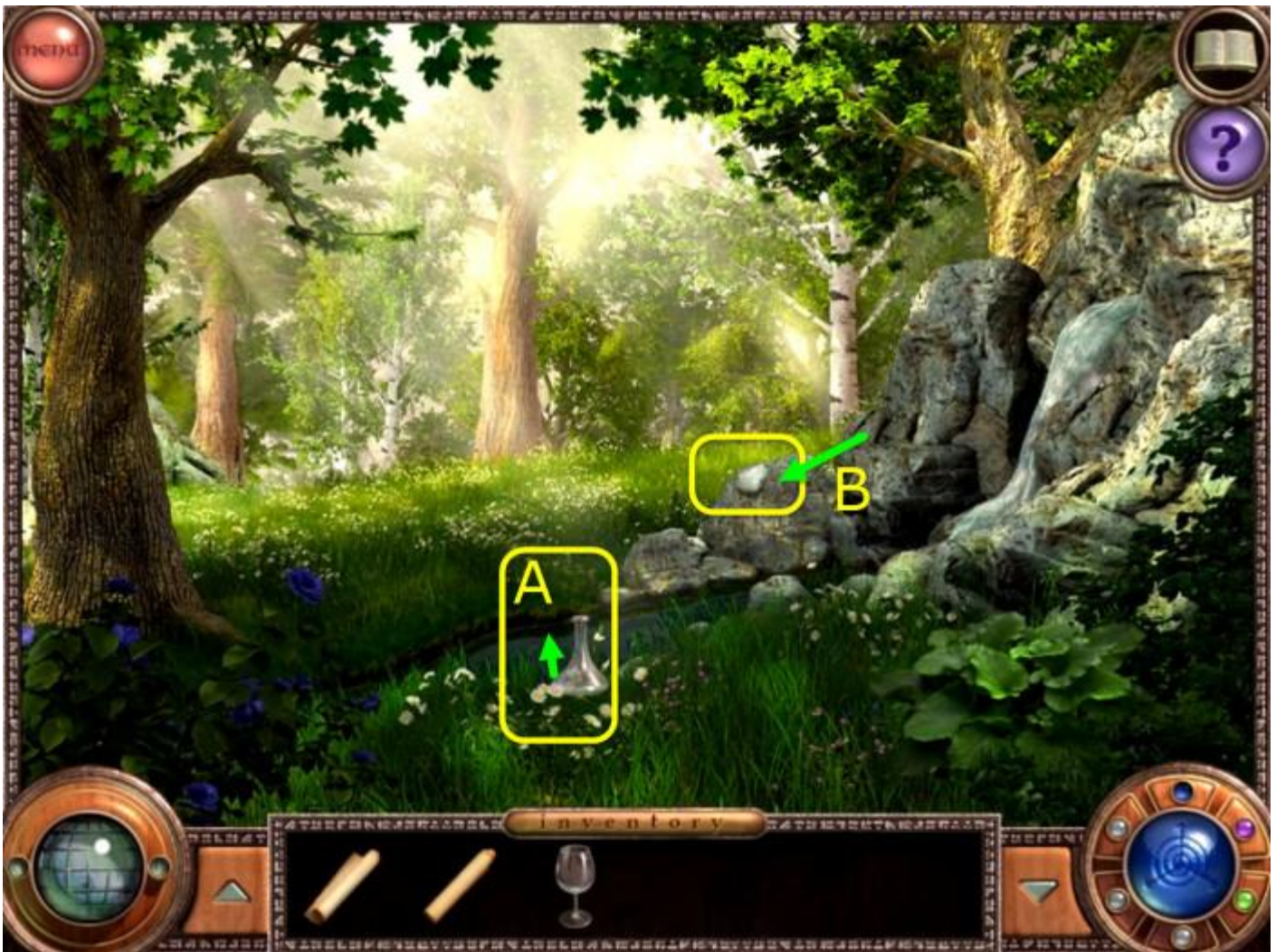


- Travel to the sublunar bases and place the activation block on the thermal reactor (Y). The Moon is warm now! Turns out, that the mystical altar of fire is a technology!

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## Task 7: Invisibility Skill

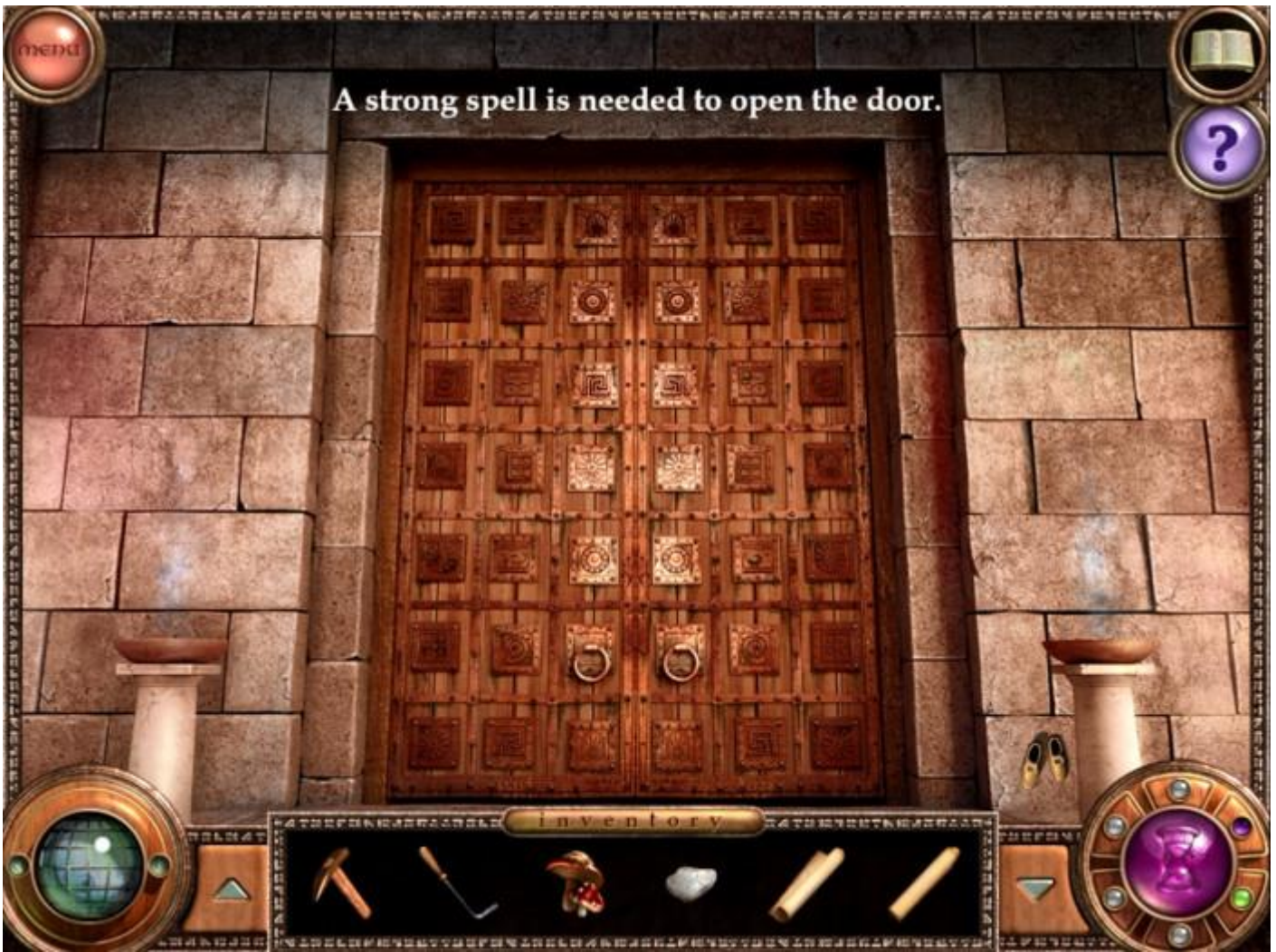
Brew a potion of invisibility.



- Travel to the Sunny Forest, go UP, UP and RIGHT. Draw a **crystal clear water** from the spring (A).
- Here on the stone, you can find the **quartz** (B).



- Toxic mushrooms are in the Witches' Guram hideout.
- Travel to the Dark Forest (C), go UP, RIGHT, DOWN and pick up the **fly agarics** from the table (D).



MOON STONE. You need to enter the ZEUS TEMPLE in the ancient Greece. To do that, find 4 parts of the spell.



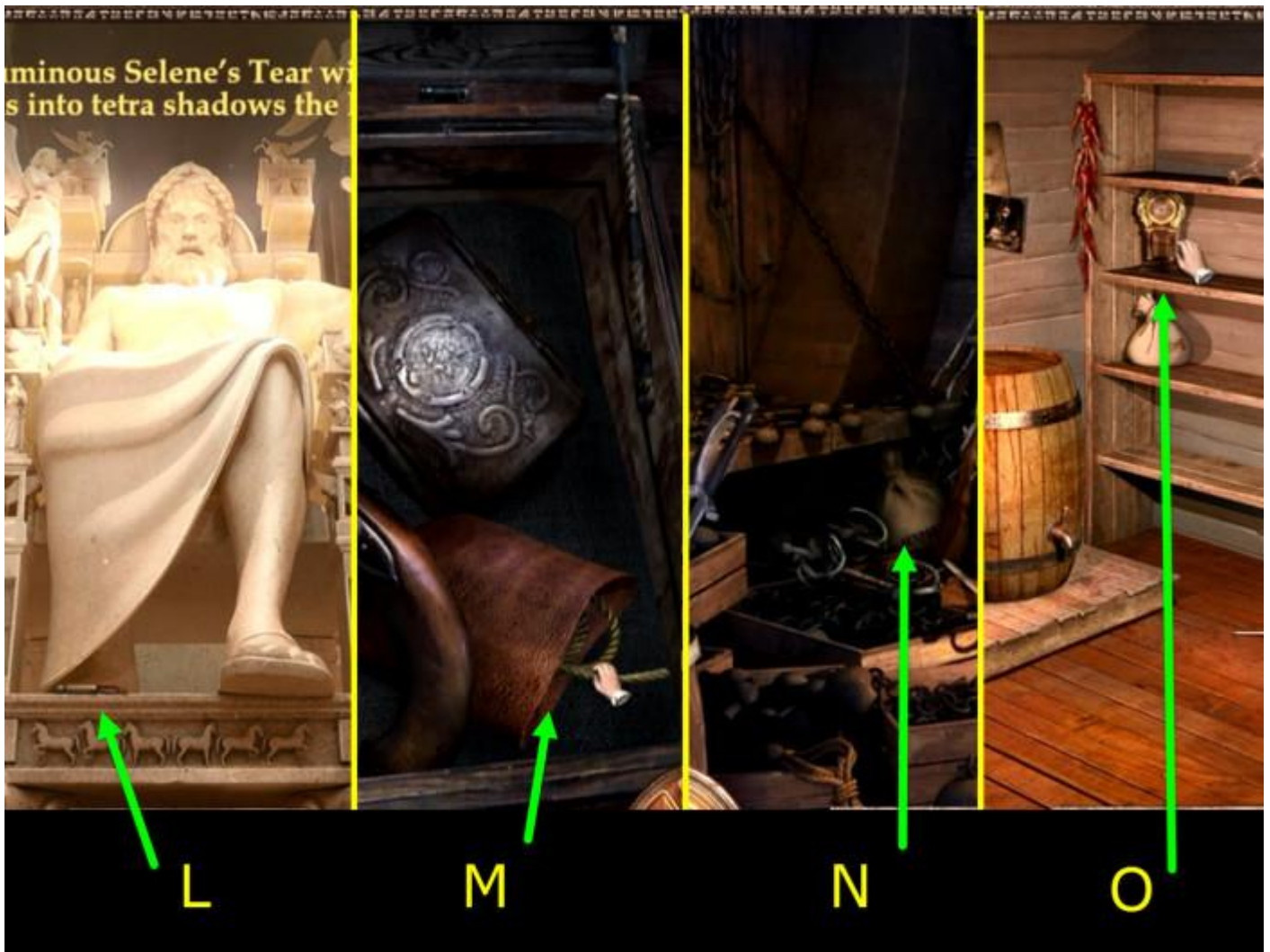
Travel to the House and pick up the poker (E) in the first scene and the hammer in the cellar (F). These items will help to retrieve the **4 parts of the spell**.



- The first **part of the spell** is in the chest on the Pirate Ship (G). Go UP, RIGHT, UP and LEFT. Use the poker to open the chest.
- The second part is in the Snowy Mountains. Go UP, UP and here it lies (H).
- The third part is in the Underwater Bases. Go UP and take it in the upper right corner (I).
- The fourth part is also in the Underwater Bases. Go further to the deadend and use the hammer to open the room on the right (J).



- Go back to the Zeus Temple and apply the spell on the door.
- Enter the temple and speak to Zeus (K).
- He tells you a riddle about an upcoming mini-game.



There is and the Abandoned Pyramid in the Snowy Mountains. Go UP to the end and you'll see the entrance. You should assemble an explosive device to enter the Pyramid:

- 1. Take the **IGNITER** in the bottom of the Zeus' statue (L).
- 2. **FUSE (is the chest (M))** and 3. **GUNPOWDER (in the armory (N))** are on the Pirate's Ship.
- 4. **CLOCK (O)** is on the shelf in the cellar of the house.





- Apply all four items and you'll get the explosive device.
- Enter the Abandoned Pyramid, go UP, LEFT, UP, RIGHT, UP.



- SOLVE THE MIRRORS MINI-GAME and take the Lunar Stone.



Travel to the Underwater Bases and make the potion of invisibility.

Use a glass flask to take the potion and click the right mouse button to drink it.

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## Task 8: Doubling Skill



- Strong drink is in the carafe in the hall of the house (A). **Tip:** pick up all the glass flasks in the cellar and fill them with strong drinks. You will need many drinks later.



- Go to the cellar and take a chilli pepper (B). Grind it later when you will be brewing a potion.

HARDENED LAVA



- Find the **blacksmith ladle** (C) and **swage block** (D) in Middle Ages to draw some lava. Go to the hut near the tavern.



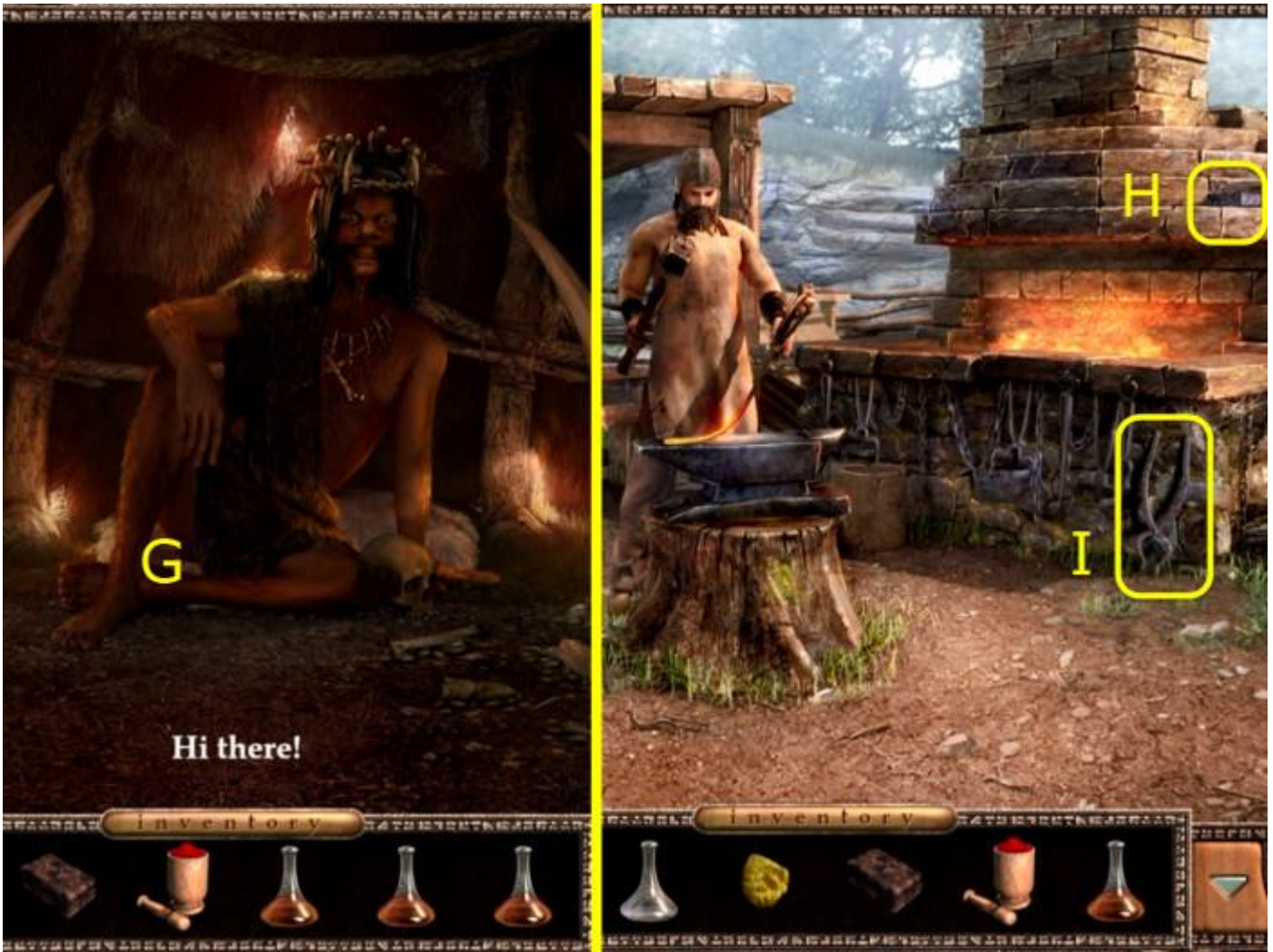
- Travel in time to the Volcanoes, turn RIGHT, RIGHT and draw some lava (E) with the ladle and pour it into the form block.



- Go back to the first scene (LEFT,LEFT) and pick up some **sulfur** (F). You can grind it in the mortar later when you will make the potion.

WOLF TOOTH

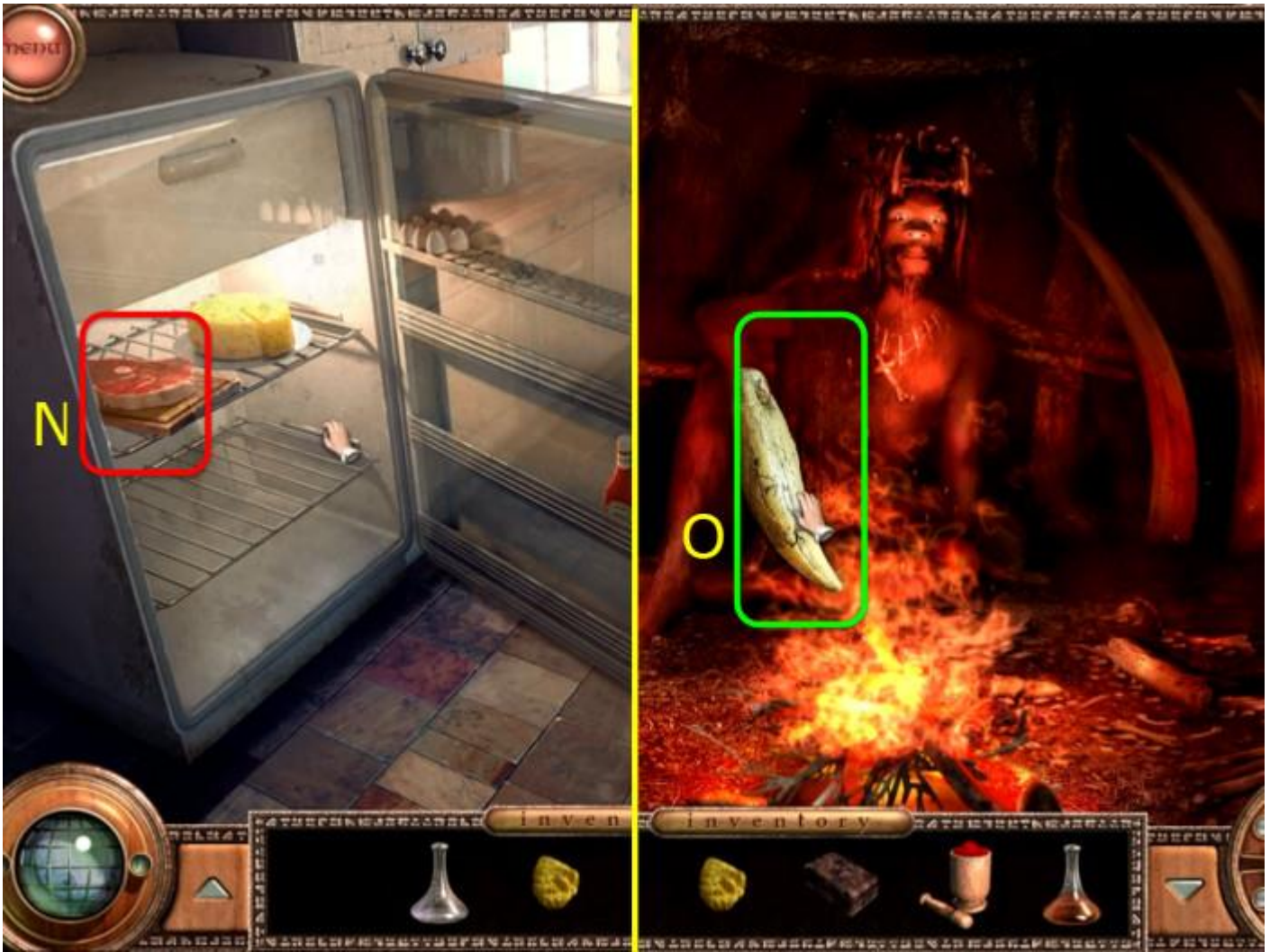




- Travel to the Prehistorical Time and talk to the **Shaman** (G). He asks you to kindle fire because he's cold.
- Go to the Blacksmith in Middle Ages and pick up the **fire striker** (H) and the **blacksmith tongs** (I).



- Go to the Vulcano, turn RIGHT and use the tongs to pick up the **flint stone**(J).
- Go back to the Shaman and apply on him the flint and fire striker (K).



- Now, he says, he wants some fried meat. Go to the house and take the meat (L) in the fridge. Go back to the Shaman and roast it on fire.
- Give it to him and take the wolf tooth (M).

TURQUOISE CORAL



- Speak to the Aquamuseum Director (N). He wants 10 000 dollars for it.
- Travel to the Wild West. Go RIGHT, LEFT and speak to the Sheriff (O). He wants you to kill a criminal for a \$10 000 reward.
- Go back to the first scene and turn LEFT, RIGHT and speak to the Seller (P). He wants 3 coins for a gun.



- Travel to the Pirate's Ship, go UP, UP, LEFT and speak to the Pirate (O).
- He wants to play the heads and tails game. Give him a **drink** from the carafe in the House. And play until you get your 3 coins (P).
- Go back to the Sellar and take the **gun** with NO bullets. Play with the pirate once again to win the coin. Buy the bullets (Q).



- Play the Dark Jack shooting mini-game (R).
- Go back to the Sheriff and take your money (S).
- Speak to the Aquamuseum Director and take the **turquoise coral** (T).

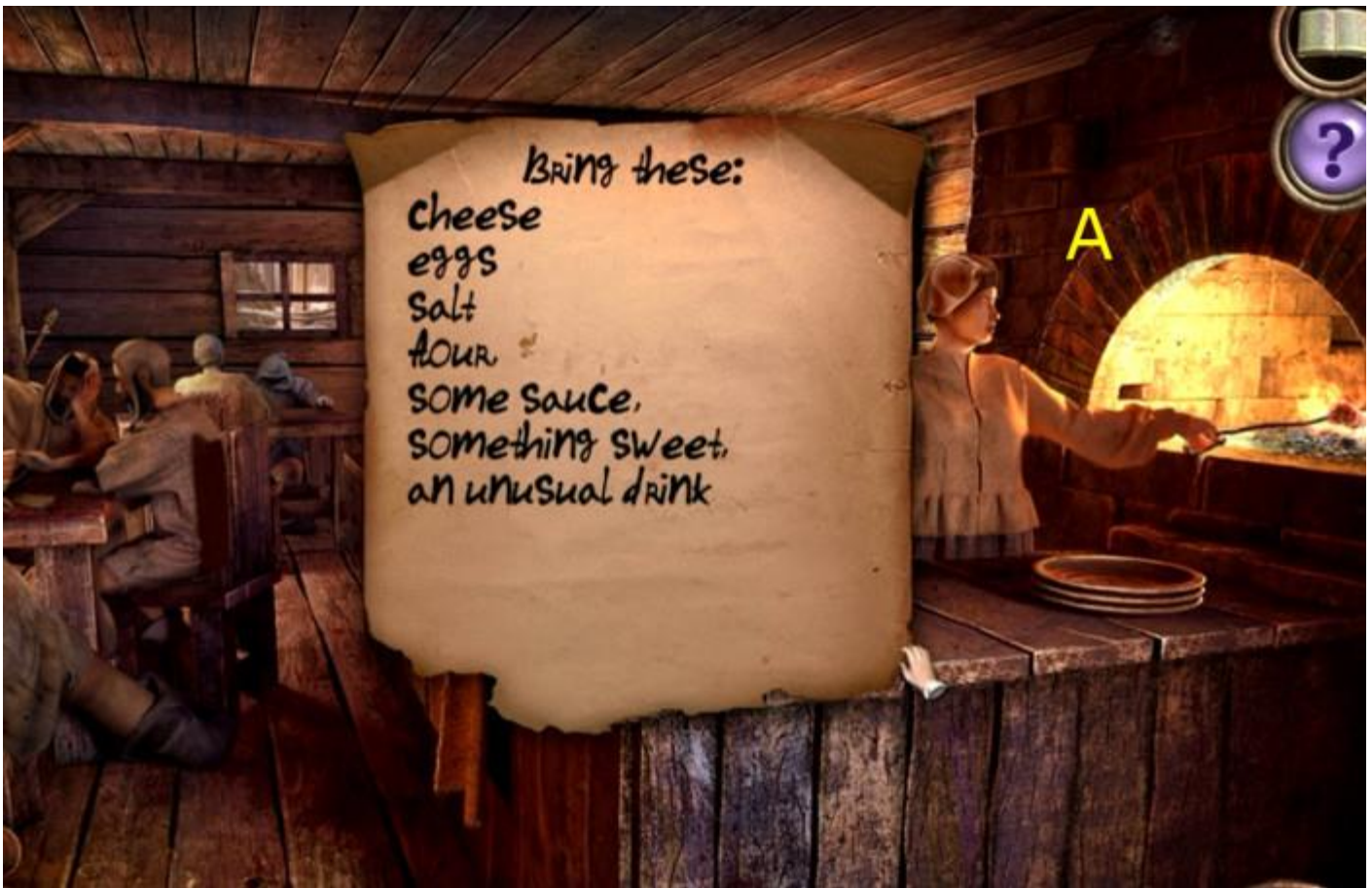


- Travel to the Alchemical Apparatus and make the potion. First grind sulfur, then pepper, then add all other items. Drink it (U).

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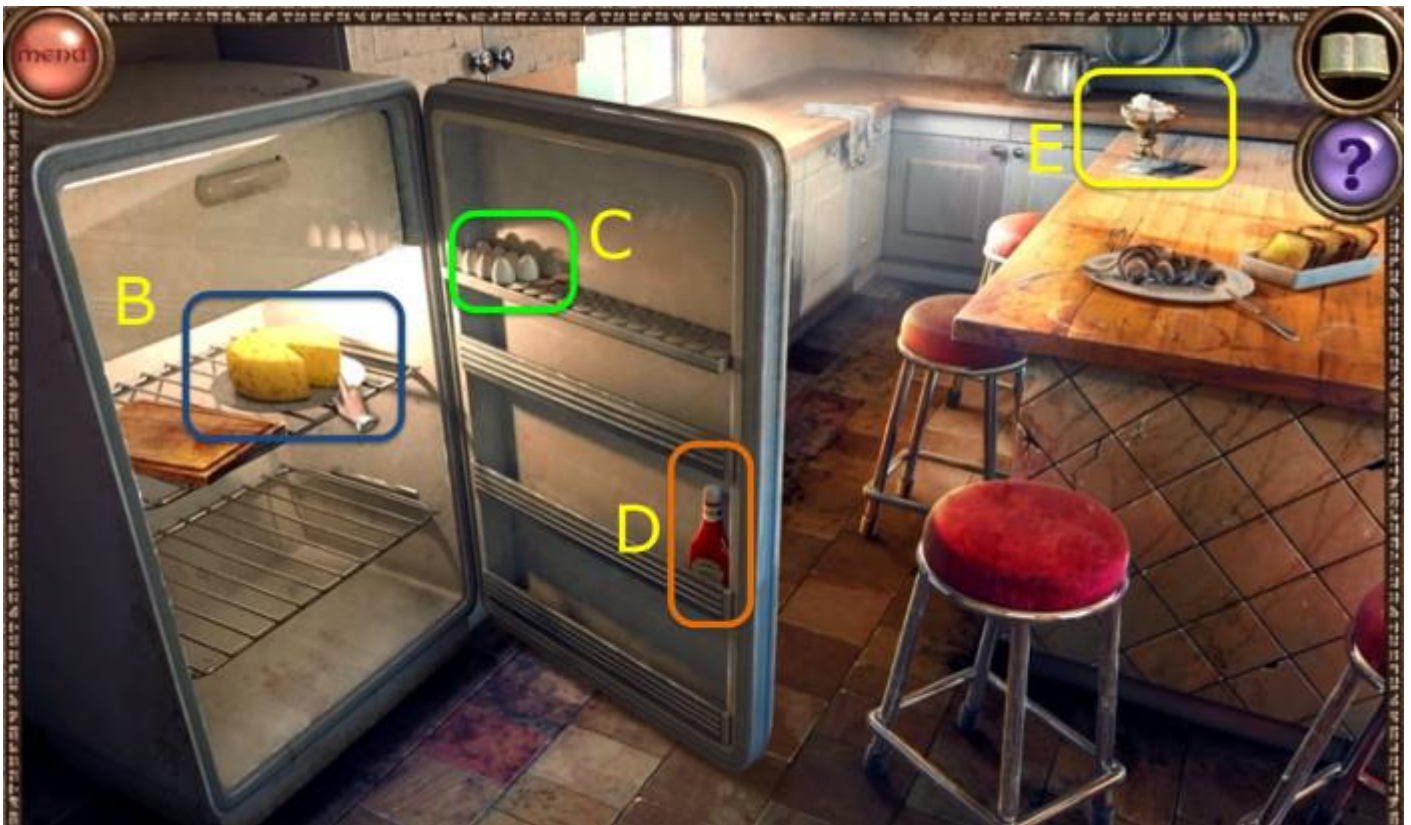
## Task 9: Air Reactor

Create air atmosphere on the Moon.

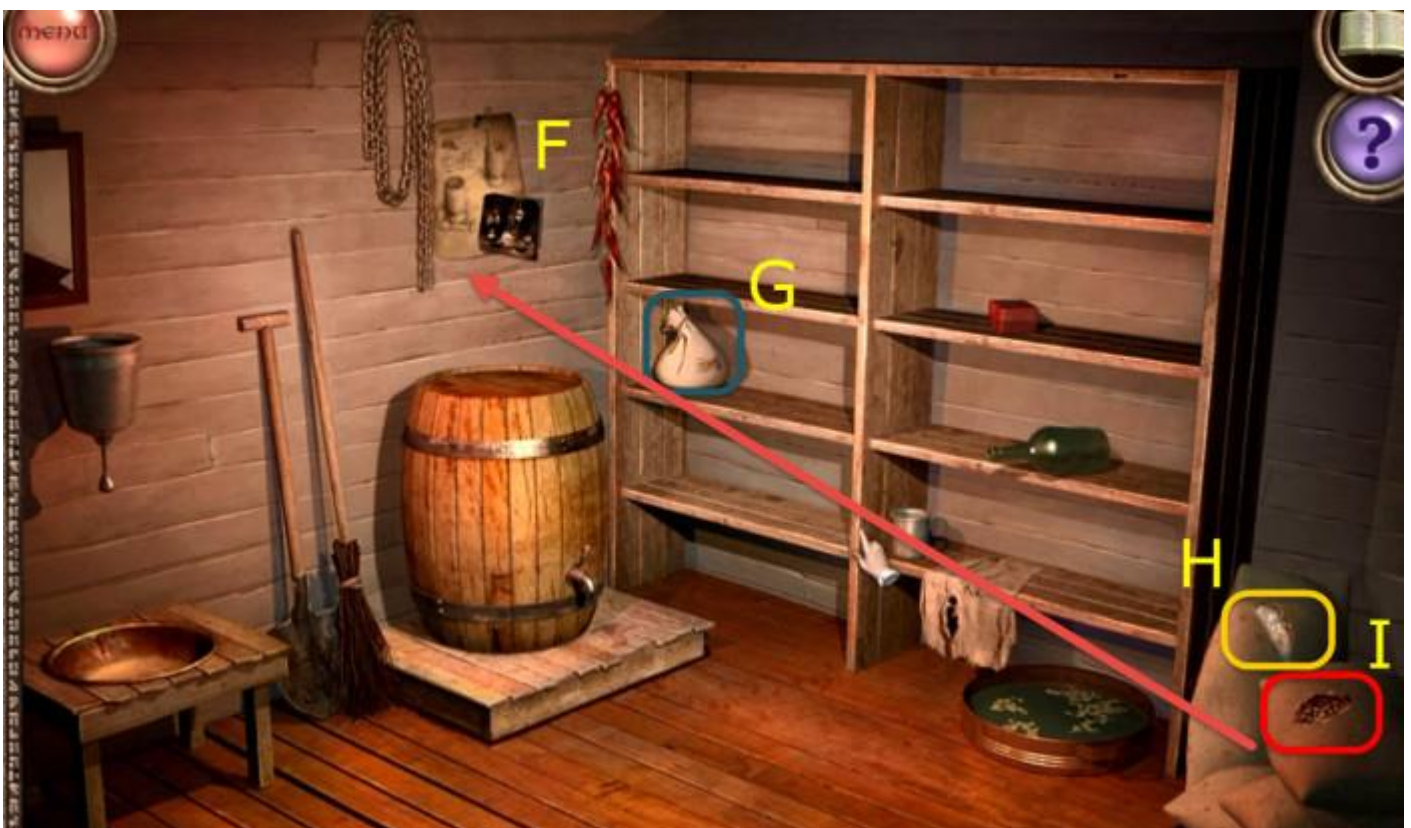


- Travel in Middle Ages. Go RIGHT, UP, LEFT, enter the tavern and speak to the hostess (A).
- She asks you to find supplies.





- **Cheese (B), eggs (C), sauce (ketchup) (D), sugar (E)** are in the kitchen.



- On the wall is instruction on how to make an unusual drink . Click on it (F).
- **Sault (G) and flour (H)** are in the cellar of the house.

- Take coffee beans (I) and grind it in the mortar.



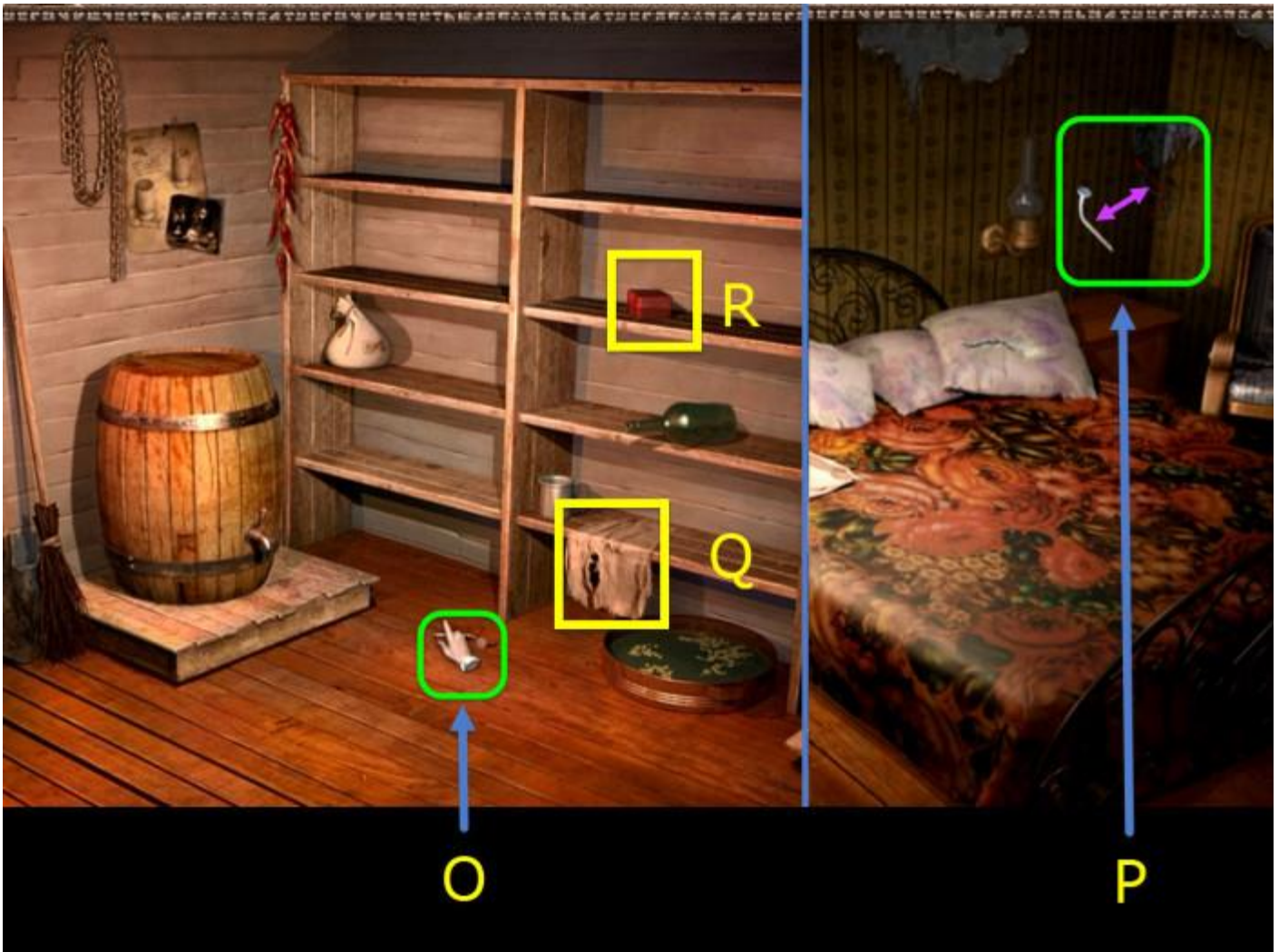
- Bring back the supplies to the hostess and speak to her. She will give you some copper coins (this is your **copper**) (J).



- Pick up some **coal** near the fireplace in the guest room of the House (K).
- Grind the coal in the mortar (L). You get the **coal powder**.



- Take some **water** in the cellar of the House (M), move **RIGHT** and pick up the **silver medallion** (N).



- Find the nail near the stand in the cellar of the House (O), go to the bedroom and apply the nail on the electric wires (P). This is your **magnet**.
- Take the **rag** (Q) and **powder** (R), they will be needed further on.

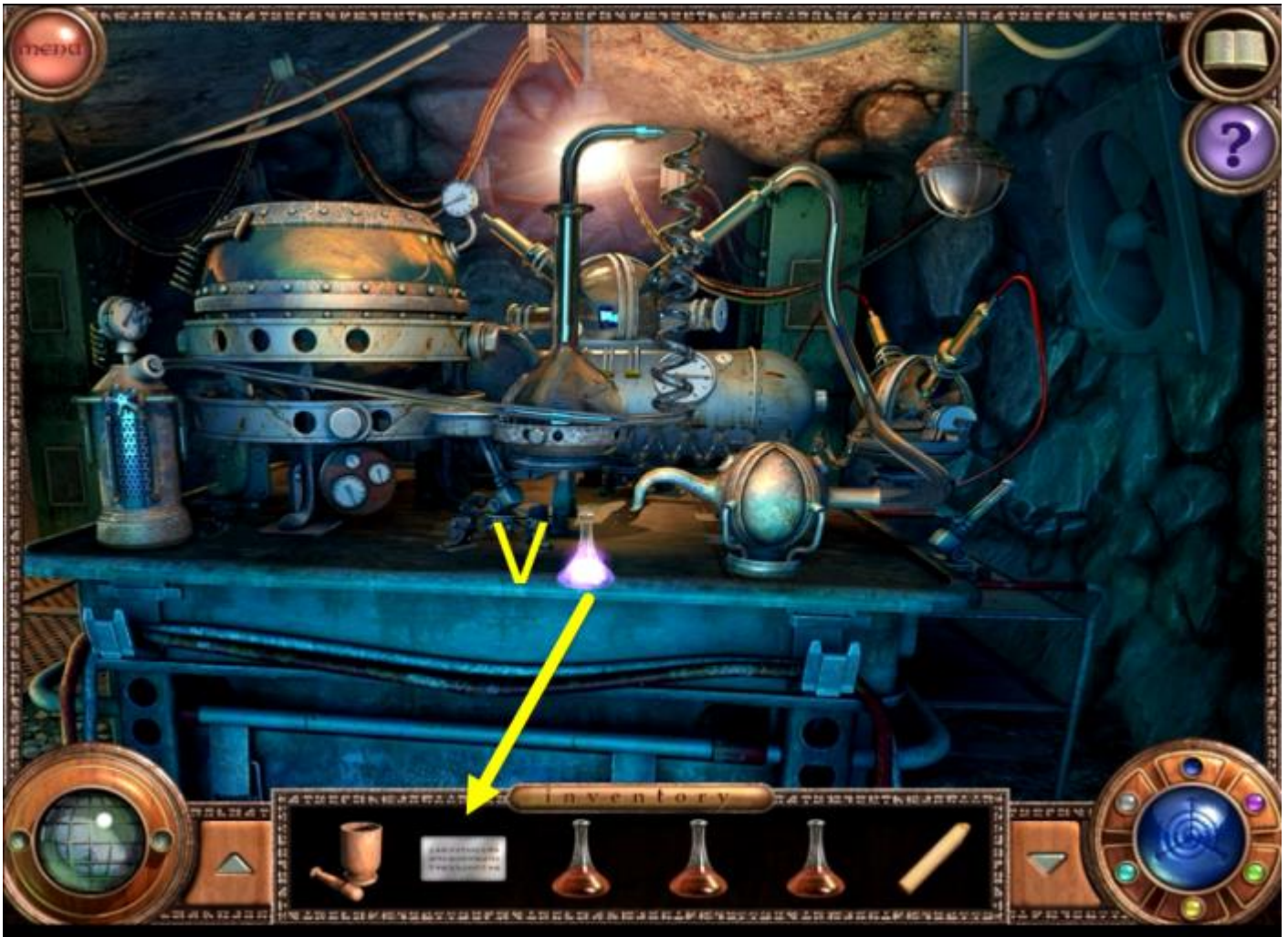
KEY-CARD



- Go to the kitchen of the House and in the wall cabinet and find the part of the inactive key-card (S).
- The second part is in the Fisher's Hut location. Go DOWN and speak to the fisher's wife. She will give you a drawing with a hint to the BOTTLES mini-game (T).



- Go LEFT and complete the mini-game. Take the second part of the **key-card(U)**.



- Move to the Alchemical Apparatus and make the ACTIVATION potion. Fill the glass flask with it and activate the key-card (V)



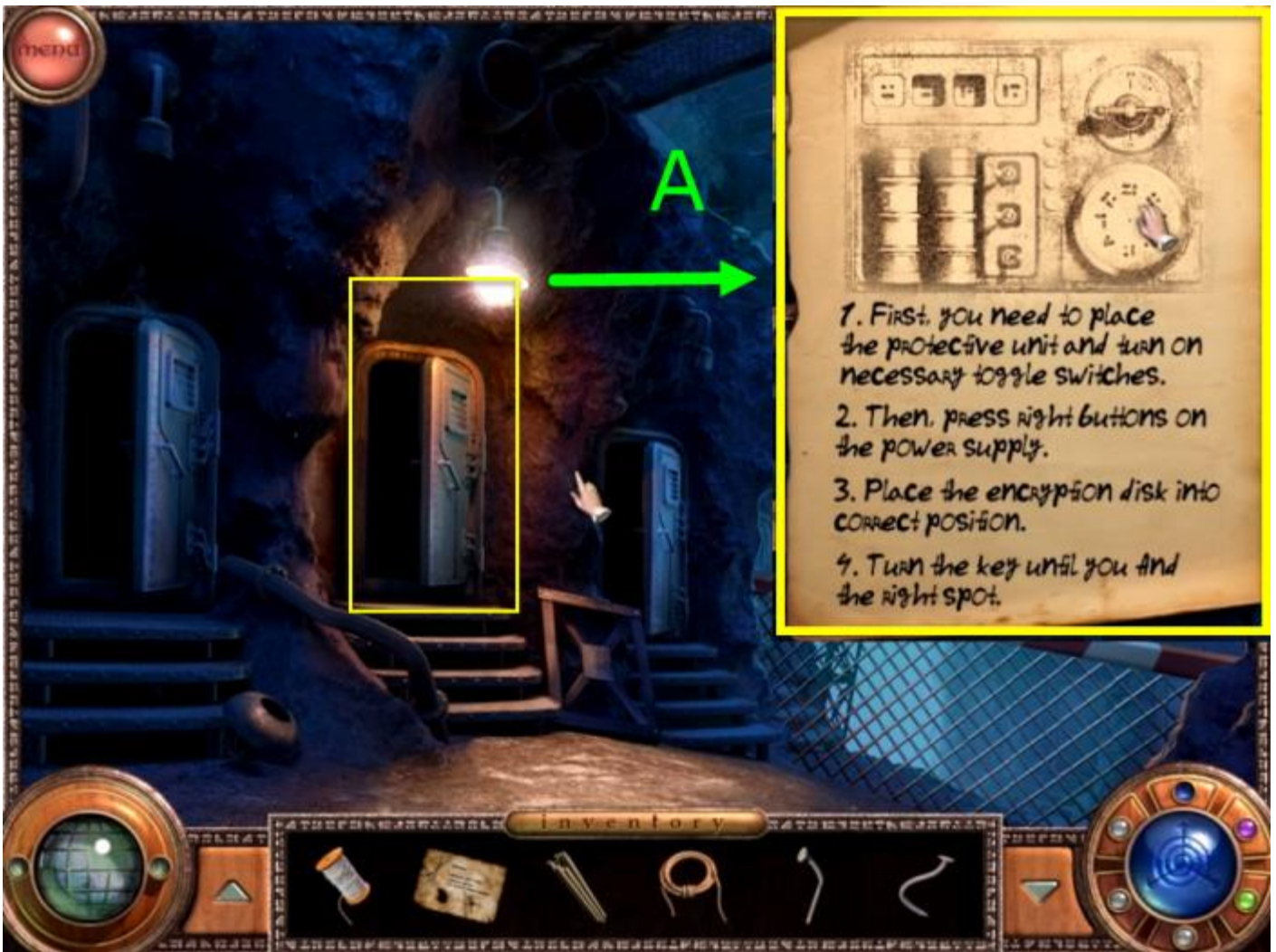


- Travel to the Sublunar bases, use the transportation capsule to get to the Air Reactor . Use the doubling skill on the key-card (X) and insert TWO cards into the reactor (Y).
- The Moon once again has the atmosphere.

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## Task 10: Water Reactor

“Alter of Water” turns out to be a piece of technology – WATER REACTOR. We need to activate it. To do that, find parts of the activation unit.



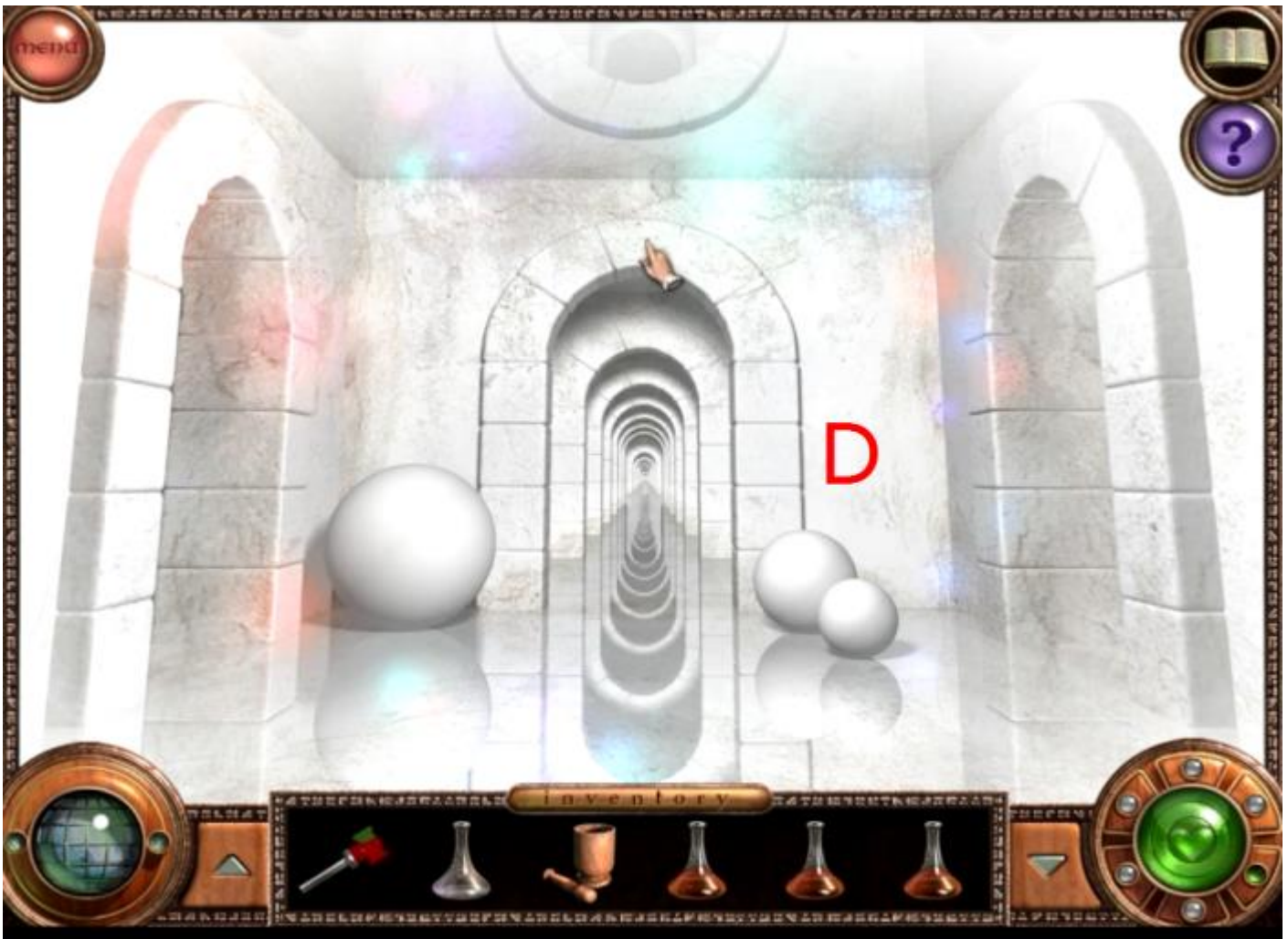
- Travel to the Underwater bases, enter the last door, turn RIGHT and find the blueprint of the Air Reactor (A). This will be handy later with the water reactor mini-game.



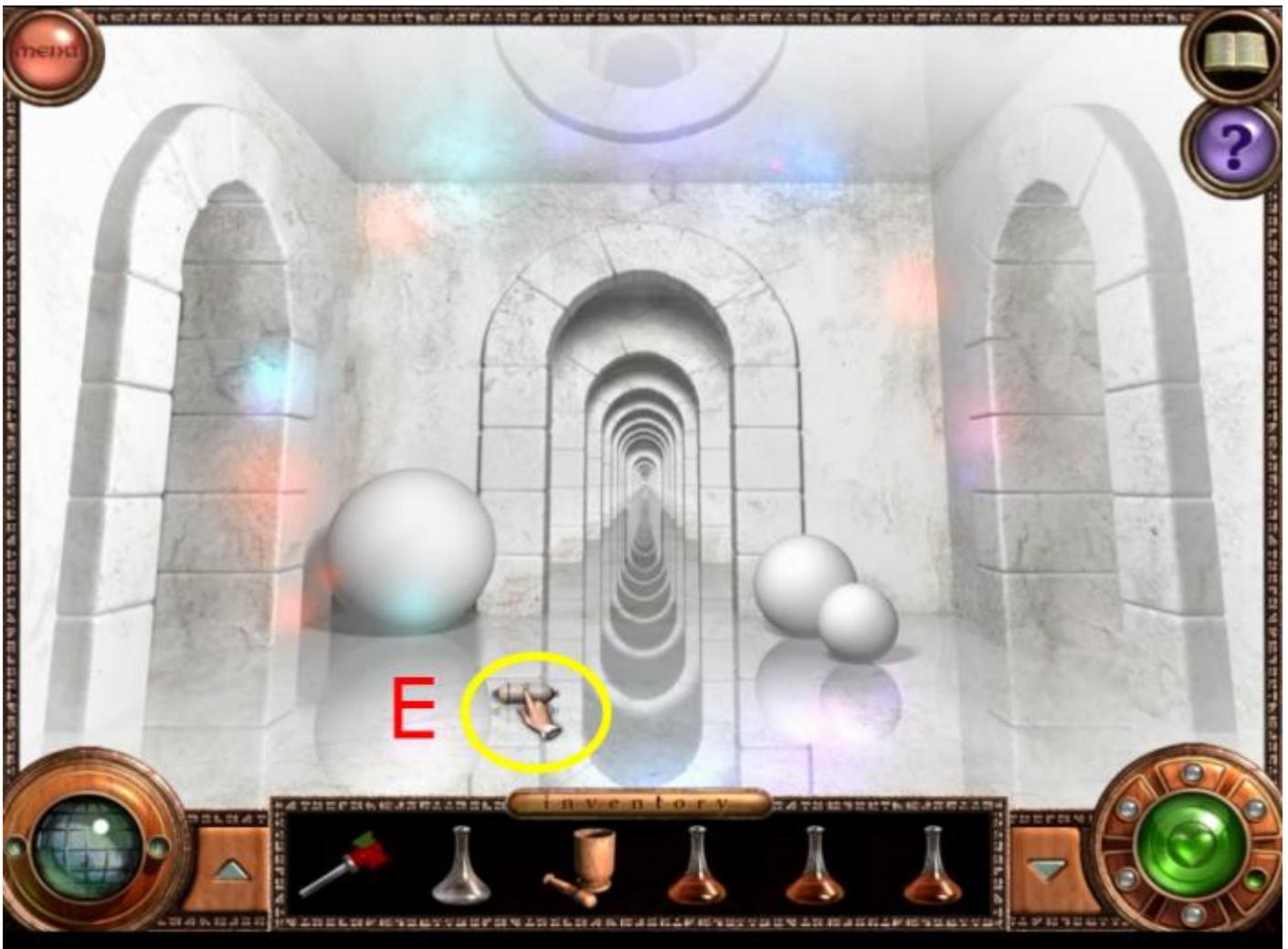
- Next, go UP, UP and Right. Here is the **activation key (B)**



- All the other parts are in the DREAM ZONE.
- Use your lunar navigator to find the Valley of Dreams (C).



- This place will get you into the delusional labyrinth (D).



- Go UP, UP and you'll see the **protective unit (protector) (E)**.

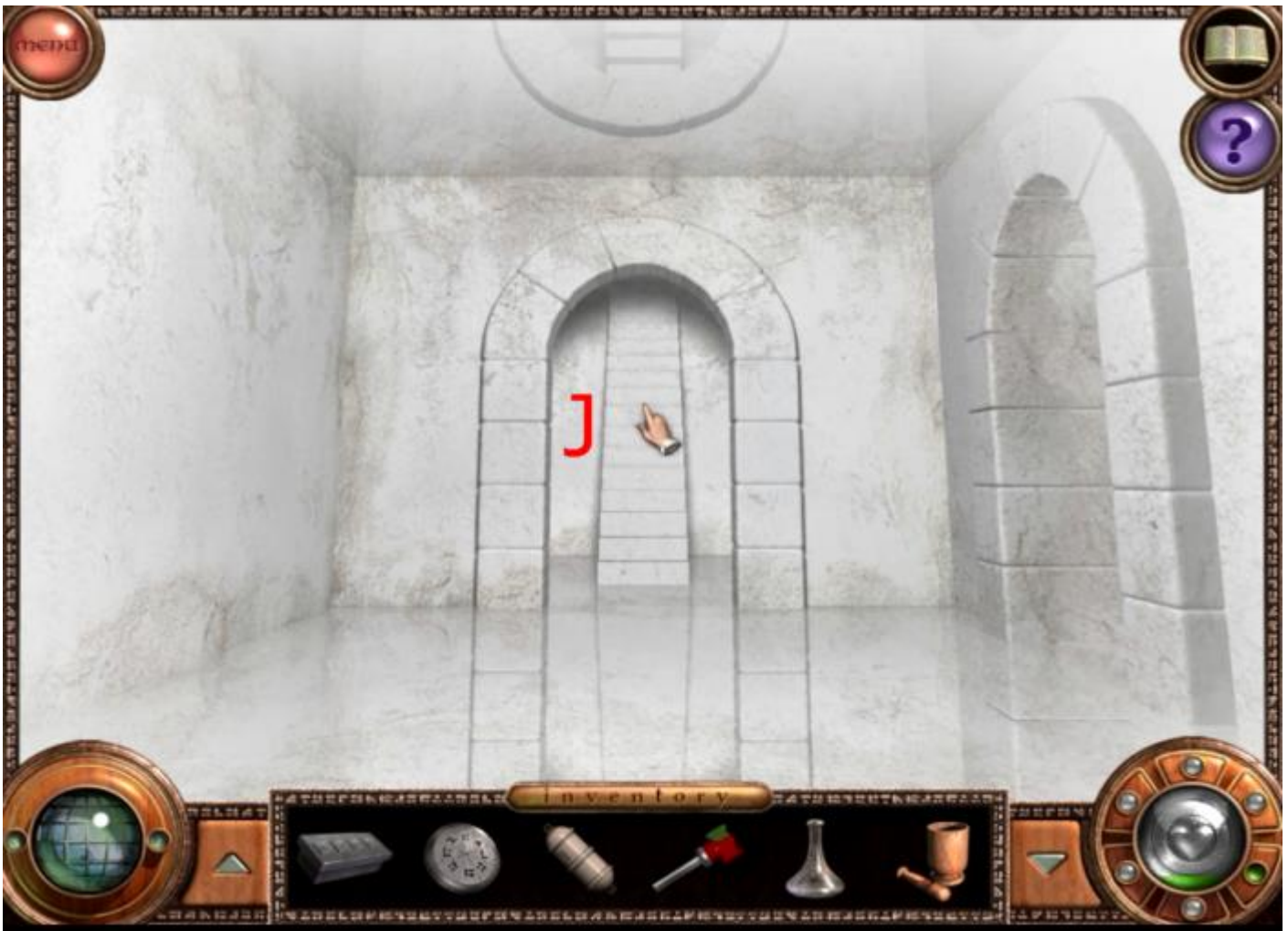


- Go LEFT, LEFT, UP, RIGHT – pick up the **encryption disk** (F).

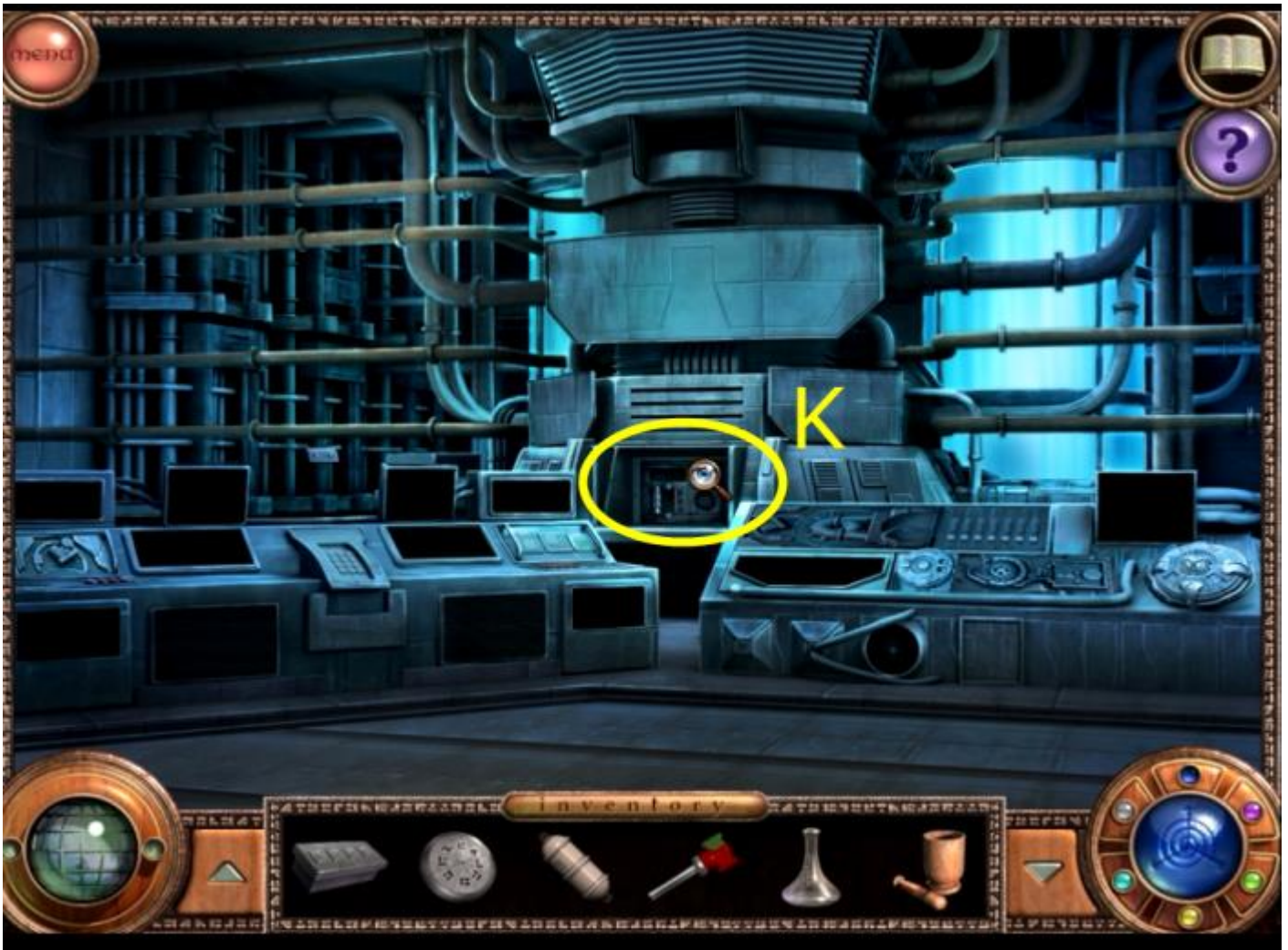


- Next, go UP, RIGHT, UP, LEFT, RIGHT – pick up the control panel (G). Use the magic of HEALTH to get out of this parallel dimension (H).





- The magic of health transfers you to another labyrinth, but this time in a real dimension. Go LEFT, LEFT and UP (J).



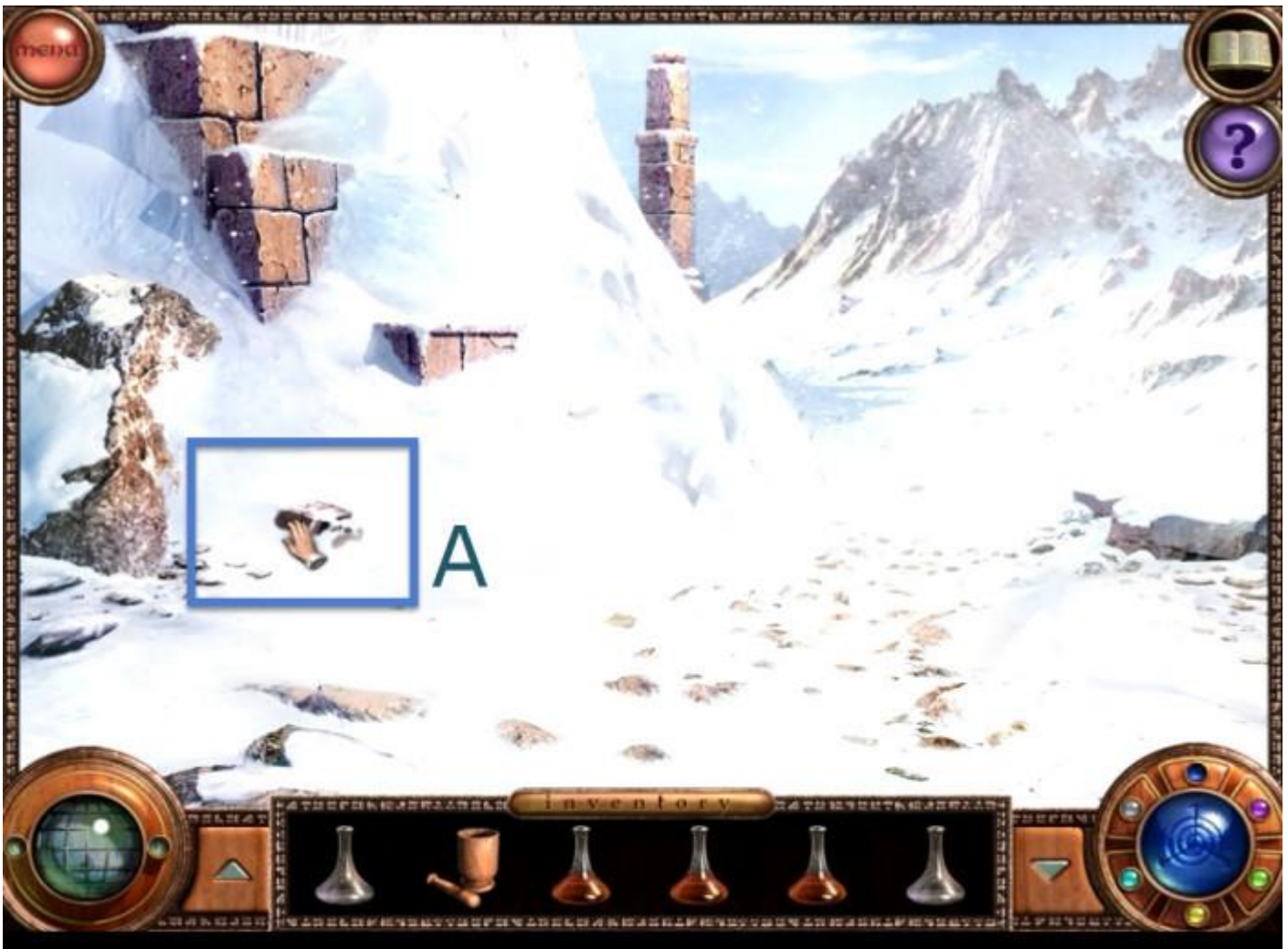
Travel to the Sublunary bases and using the transportation capsule find the Water Reactor (K).

- Place all the parts of the activation unit in place and solve the water activation reactor mini-game (L). See the solution screen above.

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## Task 11: Portal Travel to the Future

Find four parts of the portal.



- Travel to the Snowy Mountains. Go UP and here you see **the first part of the portal (A)**.



- Then go UP and in the left upper corner lies **the second part of the portal(B)**.
- Go further to the Abandoned Pyramid, enter.



- Go UP, RIGHT, UP, RIGHT, UP, UP and here is the **third part of the portal (C)**.



- Next, go DOWN, DOWN, LEFT, DOWN, LEFT, LEFT, UP, UP, RIGHT and here is the **fourth part of the portal (D)**.

PORTAL ACTIVATION POTION.



- Sand is in the backyard of the house (E).



- **Water** is in the cellar (F).
- If you haven't picked up **RAG** and **POWDER** of the stand, do it now (G).





- Pick up three different stones (H) in the backyard of the House and use them in the mini-game at the Underwater bases to take the Diamond.



- Travel to the Pirate's Ship. Go up to the deck and take the compass (I)



- Travel to the Underwater Bases, go UP, UP, UP and enter the middle cave (J).
- Drop 3 stones in the tube to take the Diamond (K).



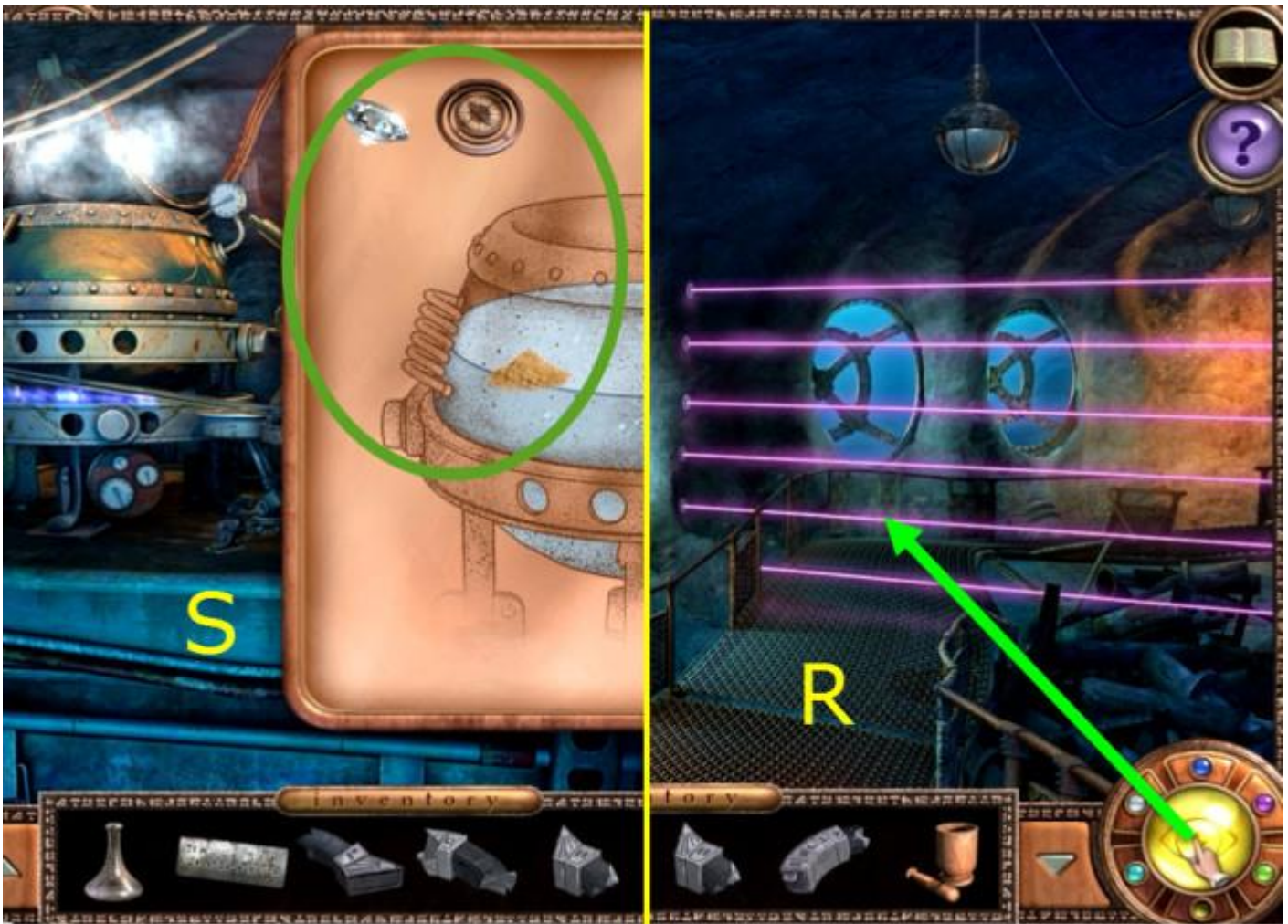
- Go BACK and enter the first cave (L). Turn LEFT and zoom into the pile of rubbish (M)



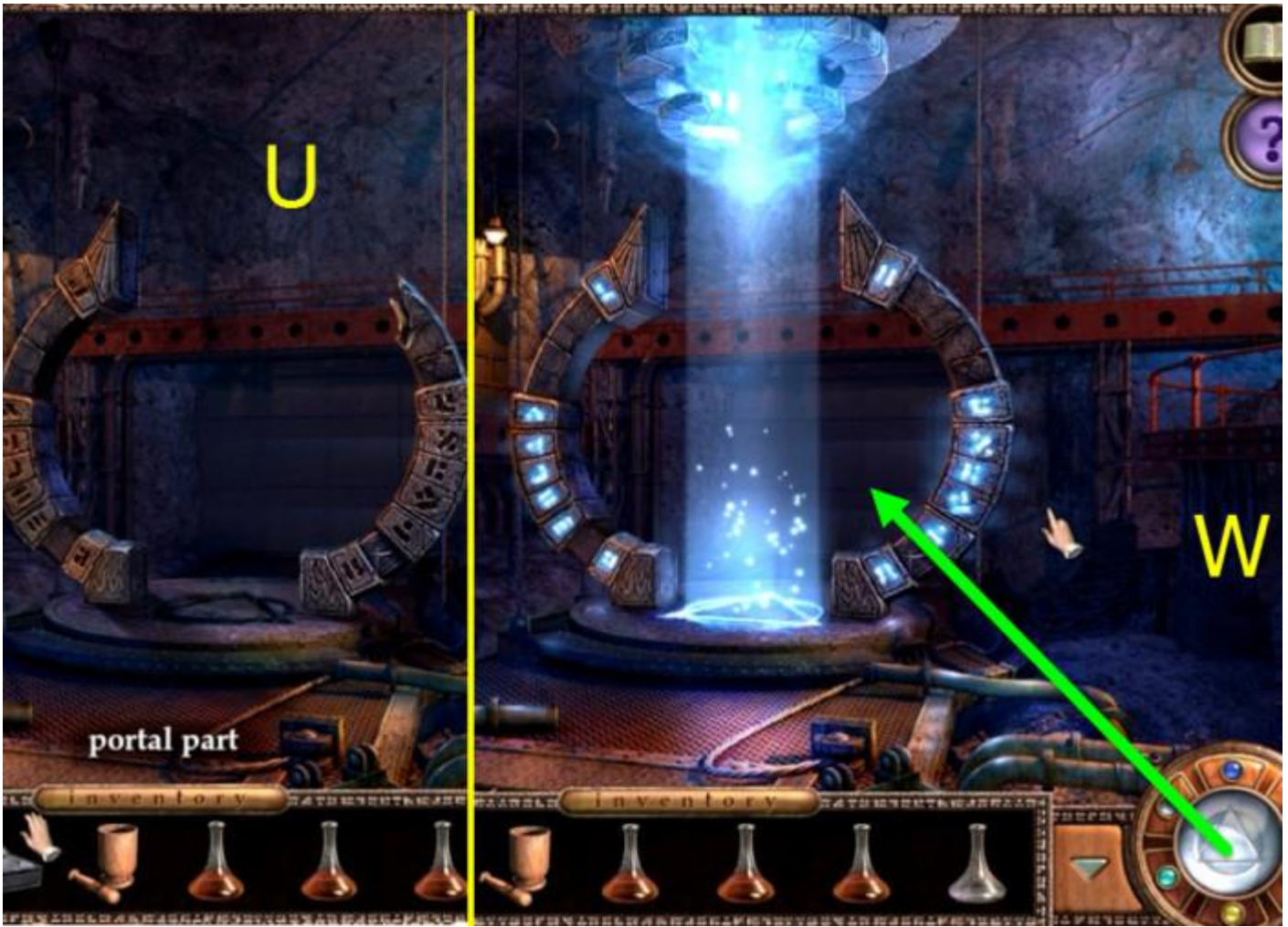
- Use POWDER (O) and RAG (P) to retrieve the CODE PLATE . You need this to enter the Control Center and turn the force field down.



- Travel to the Sublunary bases and find the Control Center using the transportation capsule.
- Use the code plate to access the data center (Q).
- Speak to the Artificial Intellect and she will turn down the force field (R).



- Return to the Underwater Bases and make the portal activation potion using the alchemical apparatus (S).
- Go forward to the end of the tunnel and use the invisibility skill to go past the lasers (T).



Gather the portal **from bottom to up** (U) and use on it the portal activation SKILL .

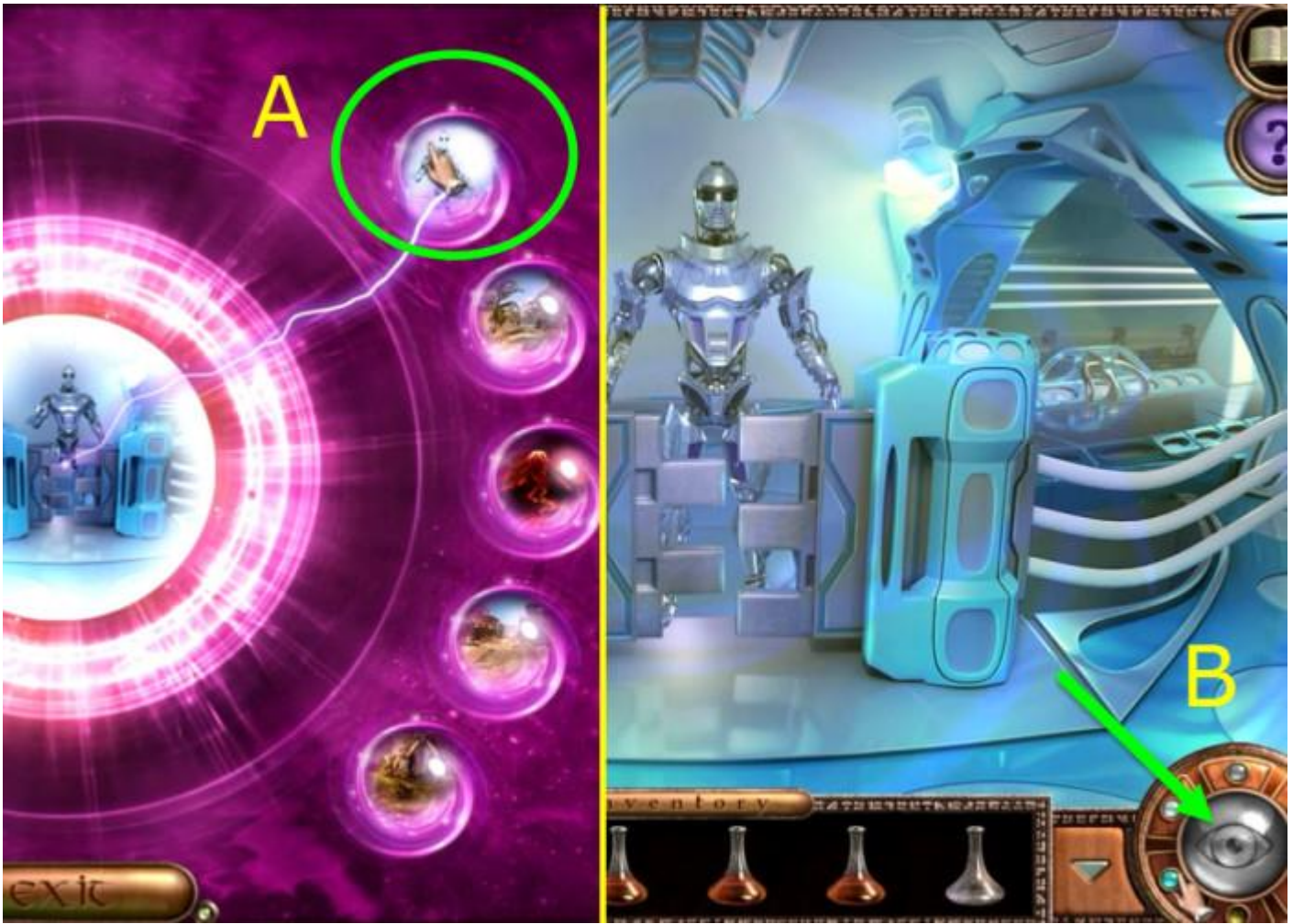




Solve the HIDDEN SYMBOLS MINI-GAME (X).

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## Task 12: Make the Moon Green Again



- Use the time travel magic to move to the Future (A).
- Use the invisibility skill to sneak past the robot (B).

## GREENHOUSES IN THE FUTURE – PLANTS













- Solve the GREENHOUSES mini-game and take the tube with the seeds (C).

IRRIDISCENT POTION

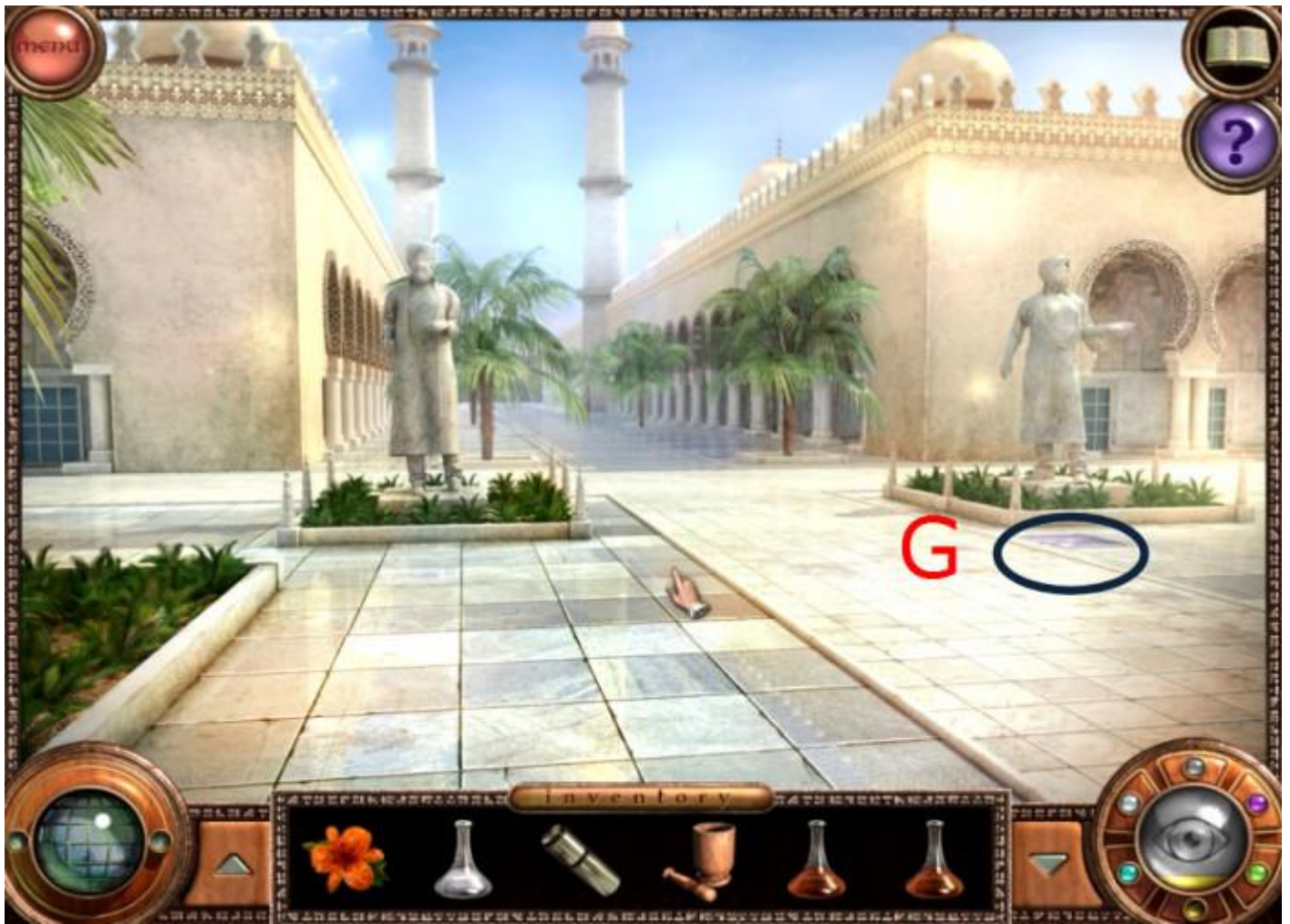




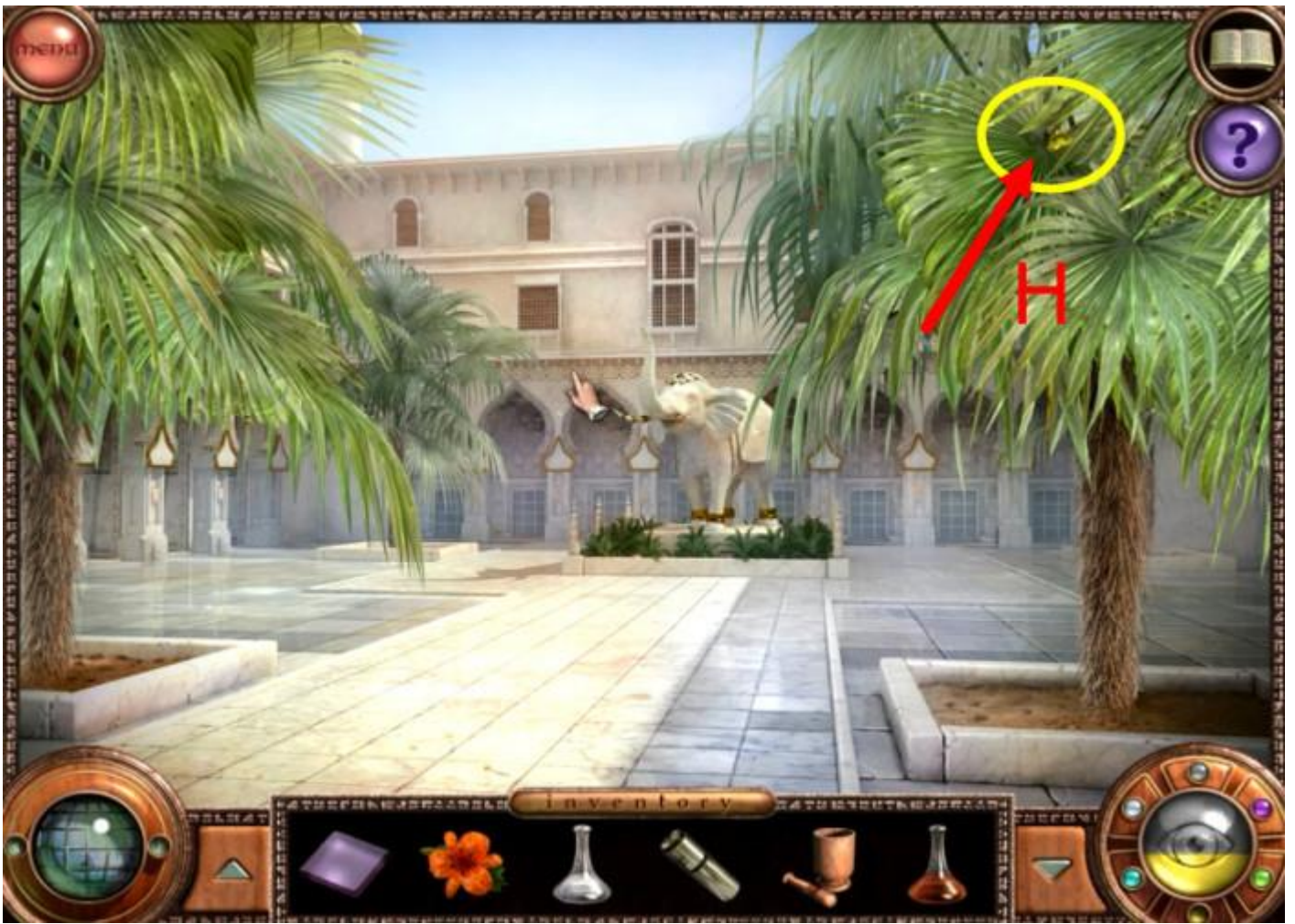
- Travel to the Ancient India, turn RIGHT, enter the hut (D) and take **the tiger lilly** (E).



- Go BACK, LEFT, UP, UP, UP and use the invisibility skill to pass through the guards (F).



- Go UP and pick up the **mica** (G).



- Go UP and pick up the **yellow topaz** (H).



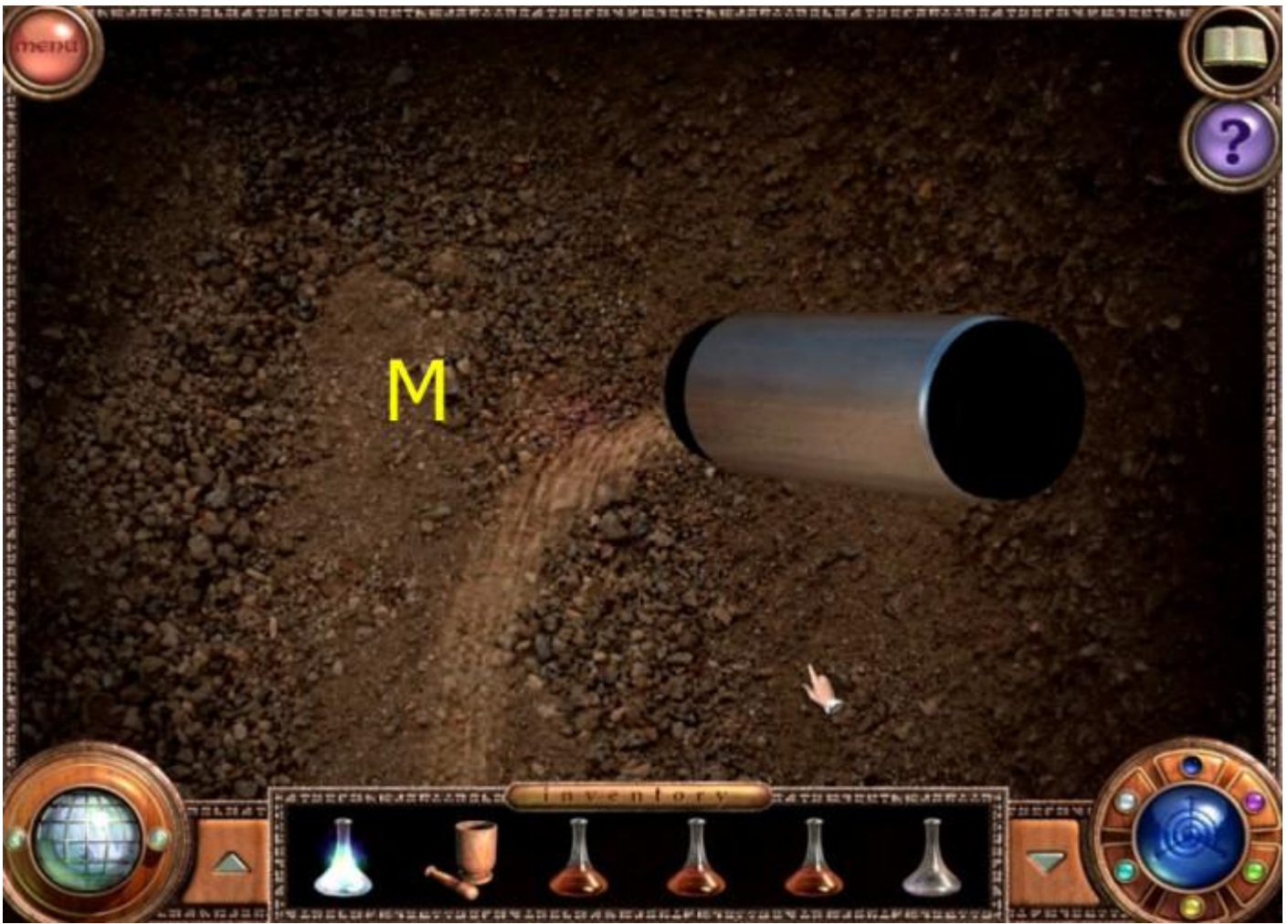
- Go BACK and turn RIGHT, pick up the pomegranate (I).



- Travel back to the House and draw water in the cellar (J)



- Travel to the Sunny Forest and pick up the **chicory flower** (K).
- Go UP, UP, RIGHT and pick up the **burdock leaf** (L).
- Travel to the Underwater bases and make the irridiscent potion.



## [Green Moon 2 – Printed Walkthrough](#)



Featured



Welcome to the official [Green Moon 2](#) Walkthrough.

Uncover what's behind the catastrophe on the Moon and find out more about an ancient order Children of the Moon. Whether you use this document as a reference when things get difficult or as a road map to get you from beginning to end, we're pretty sure you'll find what you're looking for here. This document contains a complete Green Moon 2 game walkthrough featuring annotated screenshots from actual gameplay!

We hope you find this information useful as you play your way through the game. Use the walkthrough menu below to quickly jump to whatever task of the game you need help with.

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You can buy the game adventure at a discount on [the developer's website](#).

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## General Tips

- This is the official guide for Green Moon 2.
- This guide will mention each time you have to zoom into a location; the screenshots will show each zoom scene.

- There are no hidden object scenes in the game, but there are around 400 locations. Sometimes, this guide skips the entire path to some locations and just shows the final destination screen.
- YOU WILL NEED ALL THE AVAILABLE ITEMS further in the game.
- This guide will show solutions for puzzles. For more details, please read the in-game instructions for each puzzle. YOU CAN SKIPP ANY MINI-GAME, just hit the red “SKIP” button. There are also additional blueprints and tips for the mini-games solving.
- In this game, you will sometimes have to select the new scene to trigger dialog, cut-scenes, or tasks prior to interacting with the scene.

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## **Interactive tutorial, Hints, Autosave**

This is an Adventure game with a very limited help and WITHOUT automatic hand-holding stuff. When you start a new game, it has a casual mode with Hints turned on by default. If you want to play without any tips, just go to the Options in the Main Menu and choose Quest Mode.



In Green Moon 2 you can die in many places, that's why we suggest you to save game very often. There is an autosave feature. This function saves the game before deadly missions and mini-games.



After you complete the interactive tutorial, in the right upper corner the question mark button appears. Every task and item have a rechargeable system of hints. Just hit the question mark on any desired task and get your tip on how to do things and where to search for something.



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## Task 1: Lunar Navigator



- Go to the bedroom and pick up the map on the chair (A).



- Go to the backyard and pick up the metal rings (B).





- Go to the cellar and pick up the basketball (C).
- Take the ball and apply it on the map to make a globe of the Moon (D).

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## Task 2: Sublunar Bases



- Use the magic of travel to go to the Moon (A).
- Use the magic of health to keep going without air (B).
- Open the lunar navigator (C).
- Double click on the Quick Ground area (D).



- In the Quick Ground area, you go underneath the Moon (E).
- This appears to be an Altar of Fire (F).
- The Altar of Fire turns out to be a high-tech Thermal Reactor (G)



- Go forward and you will find the transportation capsule (H).
- From here you can visit all the necessary “altars” (I)
- Your task book updates, when you come to the right place. This is the Air generating reactor J).

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### Task 3: Alchemical Apparatus



- Choose the space travel magic (K).
- Travel to the evening sea coast (L)
- Go forward and left, here is the **distilling flask** (M).
- Go back and turn right, here you'll find **the 2-nd retort**.



- Travel in space to the sunny forest (O).
- Go forward, forward and you'll see **the boiler** in the left part of the scene (P).



- Choose the time travel magic (Q).
- Travel in the Palaeozoic era (R).
- Go UP, LEFT and you'll see **the gas cylinder** in the middle of the scene (S).
- **TIP:** you can change the time travel to space travel magic only in the house. Because, the travelling portal is in the house. This feature is taken from the first Green Moon game.



- Go back in the house and choose the SPACE travel magic.
- Travel to the underwater bases (T).
- Enter the third door (U).
- Open the locker and take **the 1st retort** (V).





- Go back and enter the first door on the left.
- Place all the parts of the achemical apparatus on their places.(X)

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## Task 4: Potion of Health



- Travel to the House and go in the cellar
- Pick up **mold** (A), **soap** (B), **glass flask** (C) and fill with the flask with **someswamp water** (D).
- **TIP:** you need a glass flask to take any potion that you make with the alchemical apparatus.



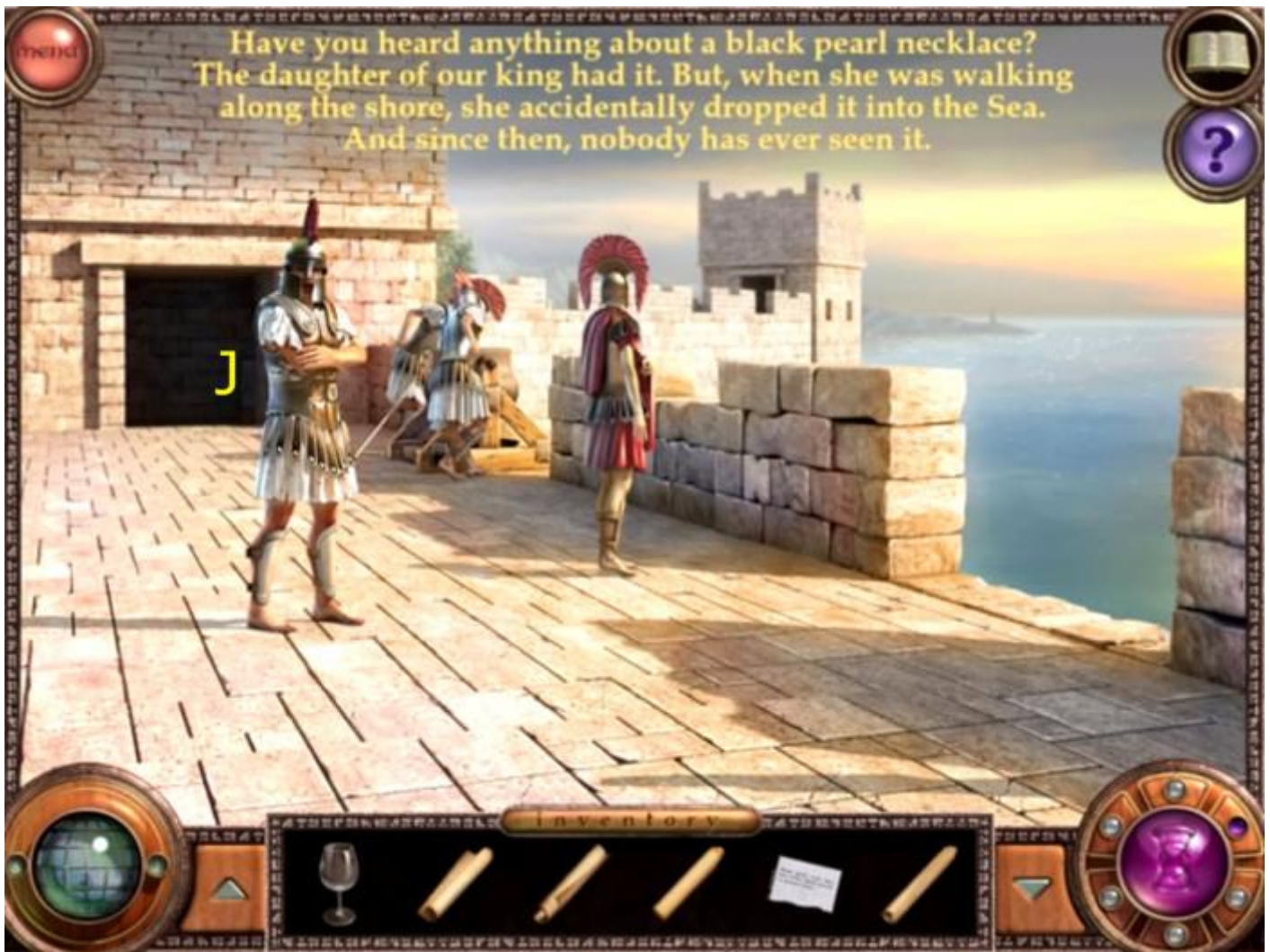
- Travel in time to the Fisher's Hut (E).
- Enter inside and take the **dry cornflower** (F) and **daisy** (G) from the wall of the hut.



- Travel back into the House and choose the magic of travel in space.
- Go to the Aquamuseum Director and speak to him (H).



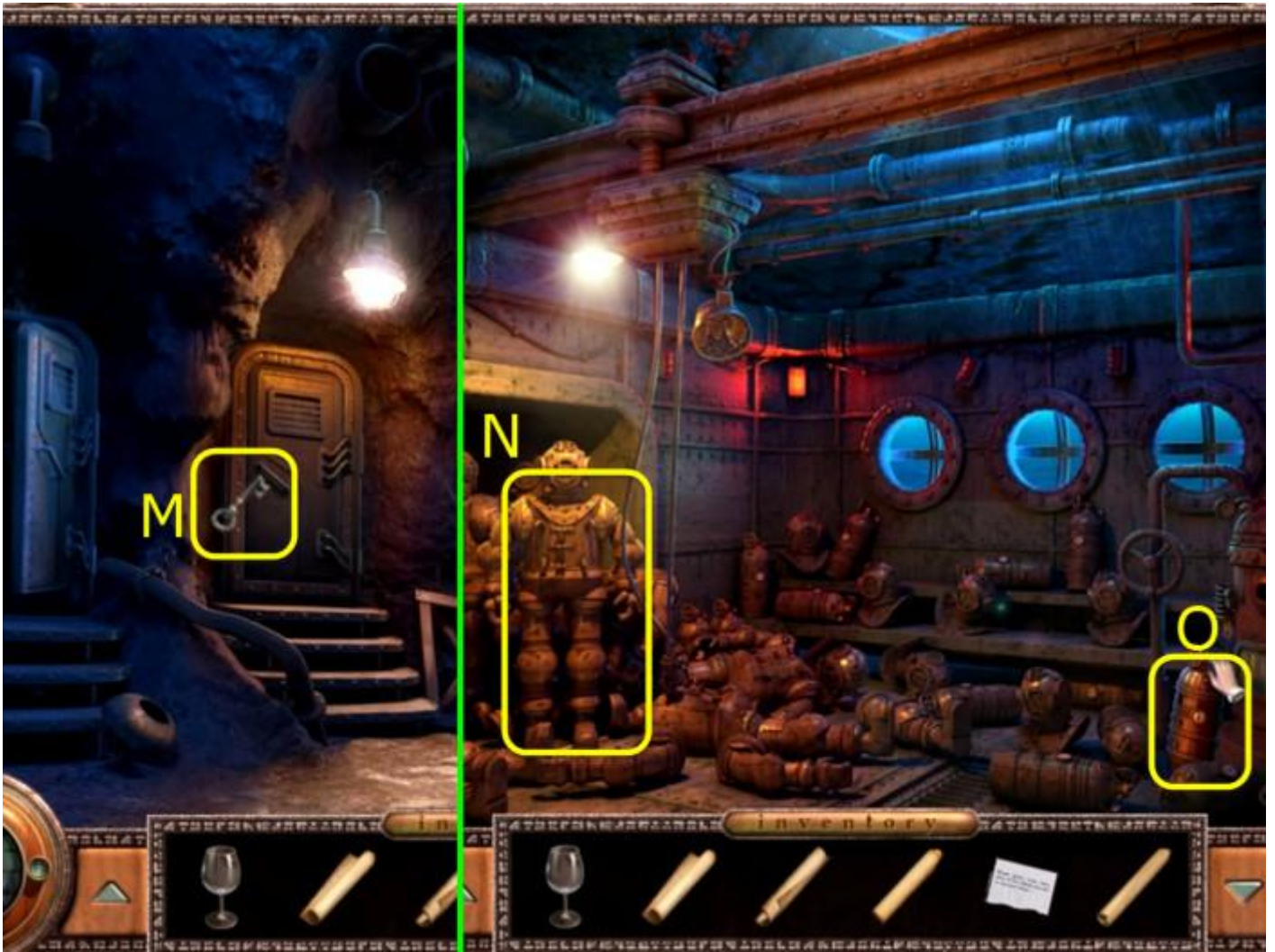
- Travel in time in the Palaeozoic era.
- Go RIGHT and there you find the shell of the Palaeozoic era (I).
- Go back to the Director of Aquamuseum and give him the shell.



- Travel in time to the ancient Greece.
- Go to the right and speak to the warrior (J).
- You need to find a diving suit.

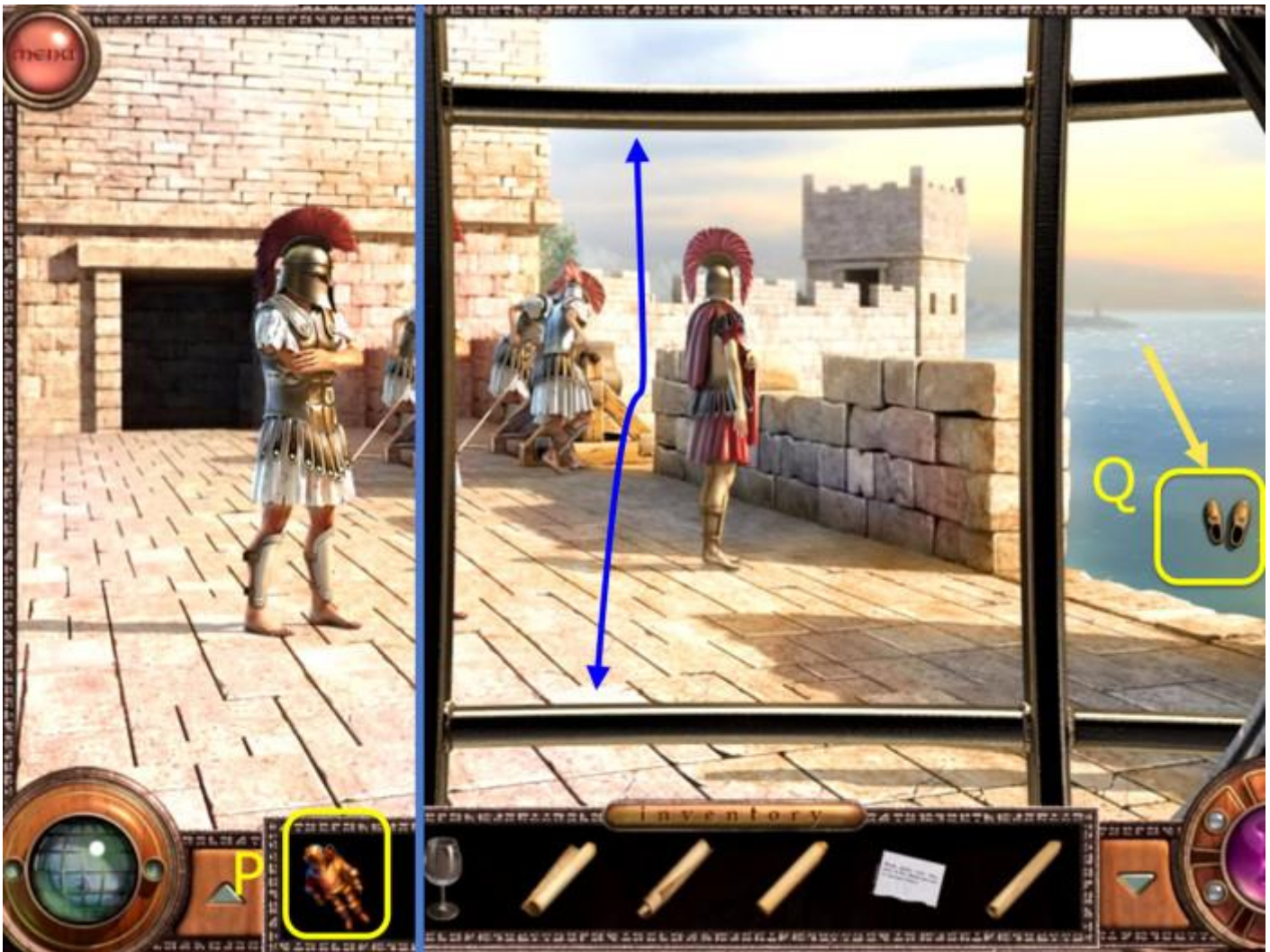


- Travel to the House. Move right, right and zoom into the lower door of the wall cabinet (K), take the **key** on the shelf (L) .



- Go to the underwater bases and open the middle door with the key (M).
- Take the **diving suit** (N) and the **oxygen tank** (O).





Move to the ancient Greece, go back to the warrior, apply the diving kit (P): take it with the left mouse button and click the right mouse button to wear it, then jump off the wall in the water (Q).



Go right and here is the black pearls (R).



- Go back to the alchemical apparatus in the underwater bases.
- **BEGIN** with the swamp water (S), pour it out in the apparatus to start brewing the potion. Drop there the remaining items: mold, pearls, soap, dry daisy and cornflower.

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## Task 5: Asteroid Thread



- Go to the transportation capsule on the sublunar bases and move to the spaceport (A).



- From the hangar (B) you'll flight out on the asteroid shooting mission. Your task is to destroy 30 asteroids. You need to be fast and aim right.
- **TIP:** if you stand still (don't fly anywhere from the starting point), it will be easier to pass this mini-game.

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## Task 6: Activate the Altar of Fire

The task is to warm up the Moon by activating the thermal reactor. The activation block is missing and we have to find its parts.



- Go to the Middle Ages (A): left, up and right.
- Enter the barn (B) and here is the **protective shutter** (C).

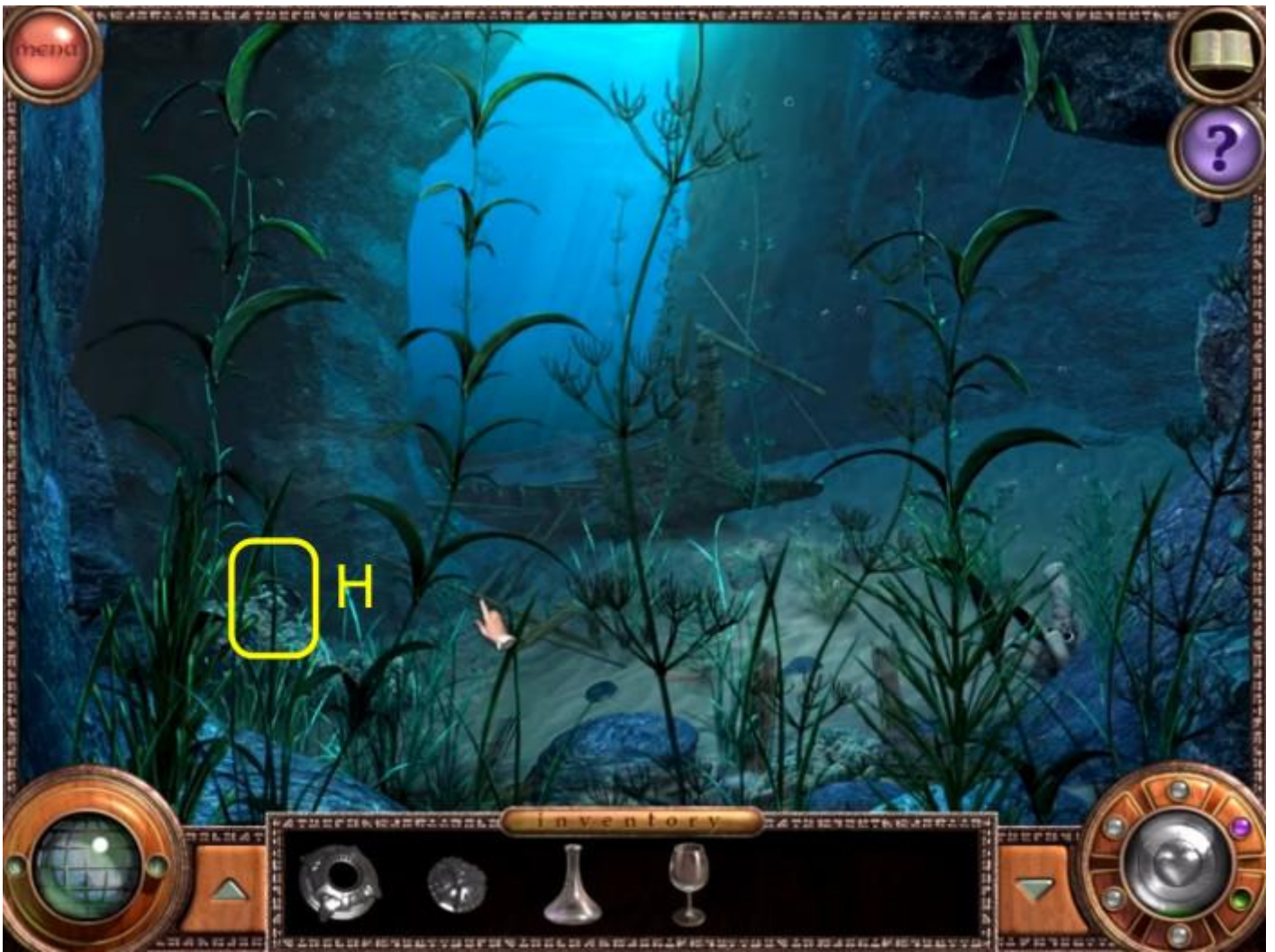


- Use the magic of travel and move to the jungles of South America (D).
- Go right and here you see the **cover part** of the block (E).



- Travel in time to the greek warrior in Ancient Greece.
- Use the magic of health to go underwater without any equipment (F).
- Jump in the water (G).





- Turn right and here you find the base part (H).
- Now, you need to find the ruby. Go to the Castle in Middle Ages.



- Try to pass through the gates and talk to the guard (I).



- Go down, right and talk to the Blacksmith (J). He will tell you what he needs to make you arrows.



- Reed for arrows: go to the jungles of the South America and turn right (K).
- Strong threads: go to the cellar in the house (L).
- Feathers: take them from the pillar in the bedroom of the house (M).
- Three small measures of iron: pick up three nails in the backyard of the house (N).



- Return to the Blacksmith and click on him to give over the items (O).



- BOW. Go to the underwater bases, enter the first door from the right (P), turn left and here find the scroll-scheme on how to make a bow (Q).



- Travel in time to the Fisher's Hut, enter the hut and take the **curved knife** (R).
- Go back in the cellar of the house and pick up the **twine rope** (S).
- Travel to Middle Ages and on the first scene break off the **hazel branch** (T).
- Apply the curved knife on the branch (U).
- Apply the twine rope on the arc of the bow (V).



- Go to the gates for the Castle, complete training, and the mini-game – the defender of the castle.





- Speak to the chief of the guards and take your **ruby** (X).



- Travel to the sublunar bases and place the activation block on the thermal reactor (Y). The Moon is warm now! Turns out, that the mystical altar of fire is a technology!

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## Task 7: Invisibility Skill

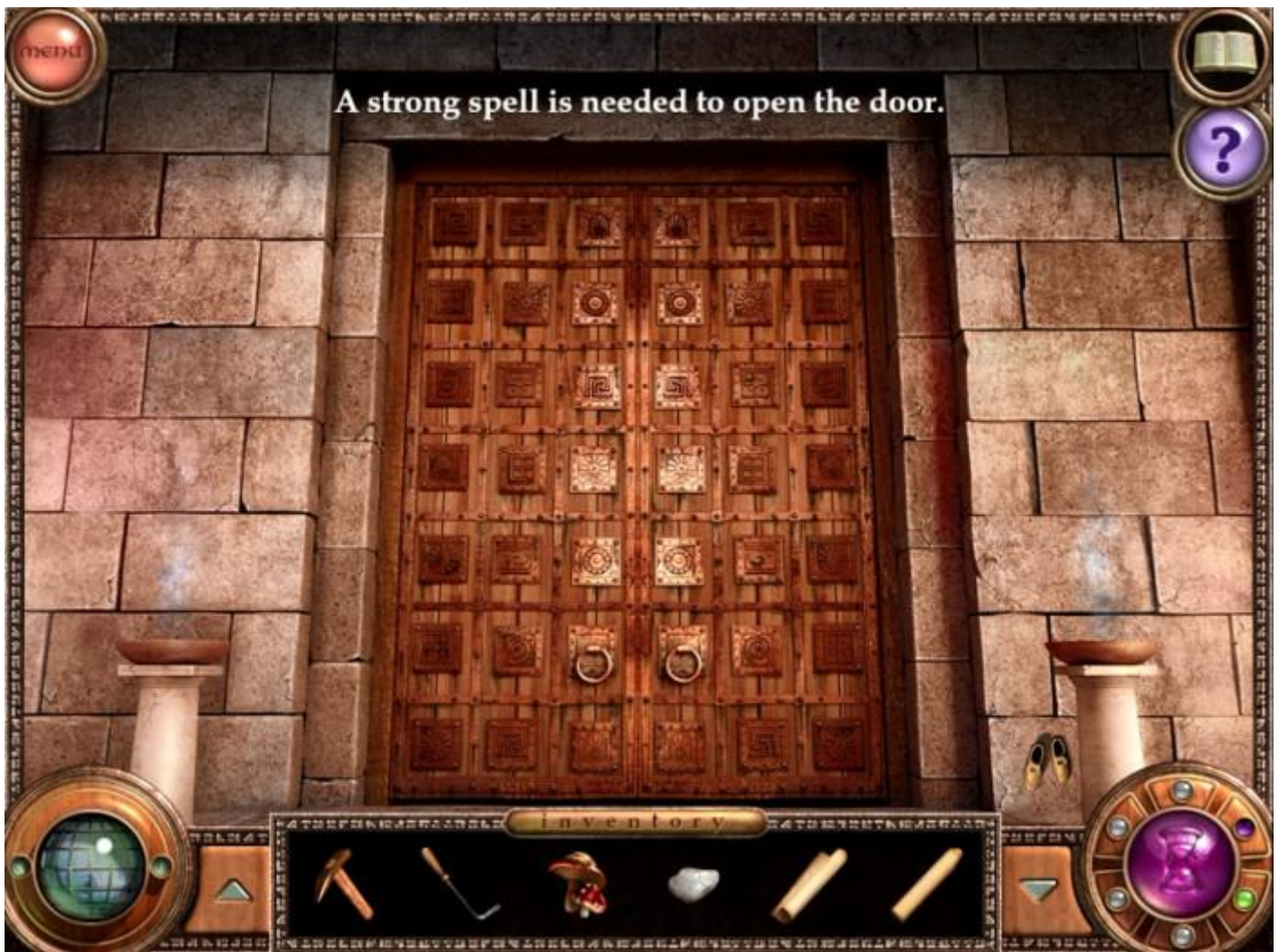
Brew a potion of invisibility.



- Travel to the Sunny Forest, go UP, UP and RIGHT. Draw a **crystal clear water** from the spring (A).
- Here on the stone, you can find the **quartz** (B).



- Toxic mushrooms are in the Witches' Guram hideout.
- Travel to the Dark Forest (C), go UP, RIGHT, DOWN and pick up the **fly agarics** from the table (D).



MOON STONE. You need to enter the ZEUS TEMPLE in the ancient Greece. To do that, find 4 parts of the spell.



Travel to the House and pick up the poker (E) in the first scene and the hammer in the cellar (F). These items will help to retrieve the **4 parts of the spell**.

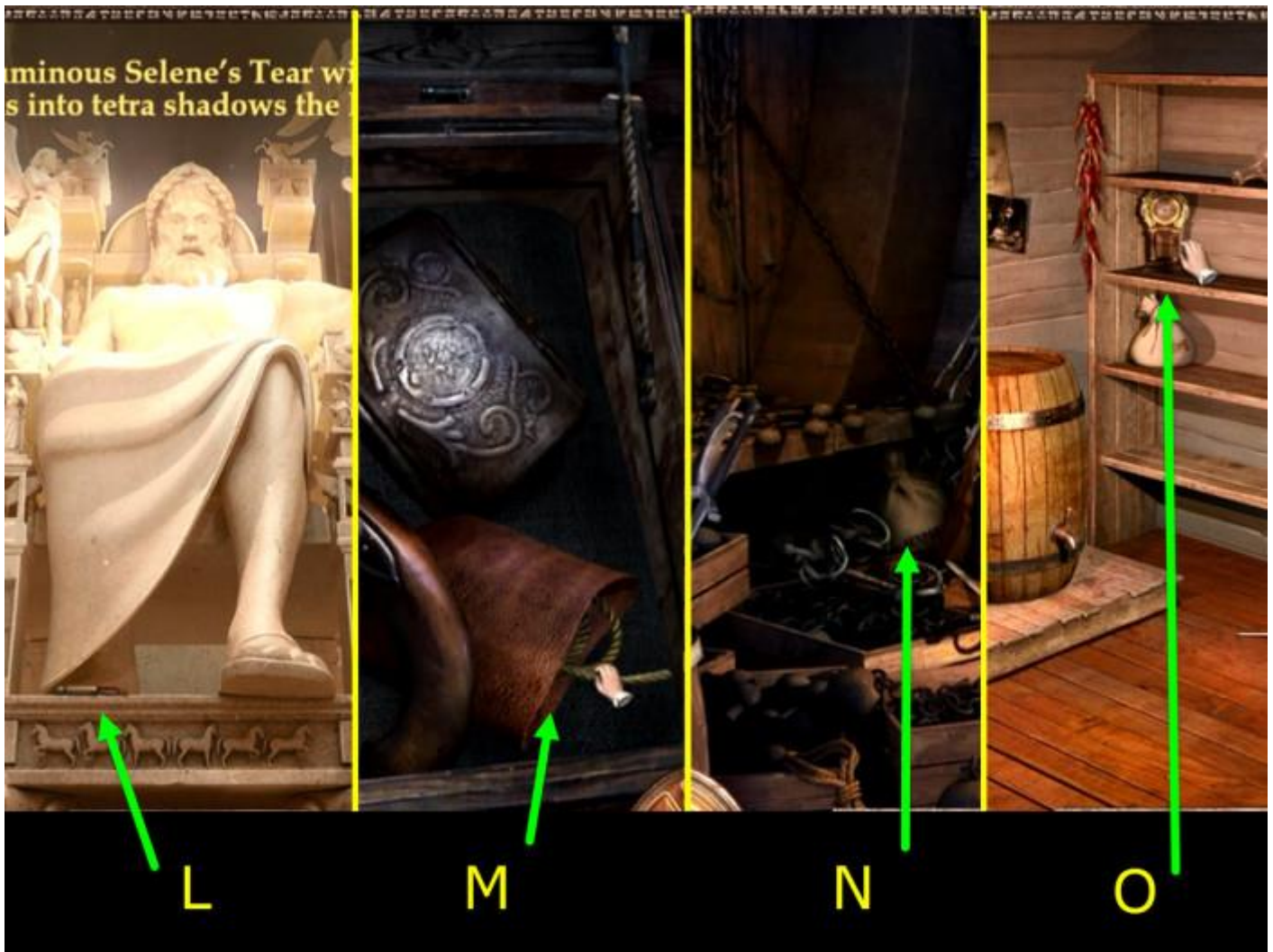


- The first **part of the spell** is in the chest on the Pirate Ship (G). Go UP, RIGHT, UP and LEFT. Use the poker to open the chest.
- The second part is in the Snowy Mountains. Go UP, UP and here it lies (H).
- The third part is in the Underwater Bases. Go UP and take it in the upper right corner (I).
- The fourth part is also in the Underwater Bases. Go further to the deadend and use the hammer to open the room on the right (J).



- Go back to the Zeus Temple and apply the spell on the door.
- Enter the temple and speak to Zeus (K).
- He tells you a riddle about an upcoming mini-game.





There is and the Abandoned Pyramid in the Snowy Mountains. Go UP to the end and you'll see the entrance. You should assemble an explosive device to enter the Pyramid:

- 1. Take the **IGNITER** in the bottom of the Zeus' statue (L).
- 2. **FUSE (is the chest (M))** and 3. **GUNPOWDER (in the armory (N))** are on the Pirate's Ship.
- 4. **CLOCK (O)** is on the shelf in the cellar of the house.



- Apply all four items and you'll get the explosive device.
- Enter the Abandoned Pyramid, go UP, LEFT, UP, RIGHT, UP.



- SOLVE THE MIRRORS MINI-GAME and take the Lunar Stone.



Travel to the Underwater Bases and make the potion of invisibility.

Use a glass flask to take the potion and click the right mouse button to drink it.

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## Task 8: Doubling Skill



- Strong drink is in the carafe in the hall of the house (A). **Tip:** pick up all the glass flasks in the cellar and fill them with strong drinks. You will need many drinks later.



- Go to the cellar and take a chilli pepper (B). Grind it later when you will be brewing a potion.

HARDENED LAVA



- Find the **blacksmith ladle** (C) and **swage block** (D) in Middle Ages to draw some lava. Go to the hut near the tavern.



- Travel in time to the Volcanoes, turn RIGHT, RIGHT and draw some lava (E) with the ladle and pour it into the form block.





- Go back to the first scene (LEFT,LEFT) and pick up some **sulfur** (F). You can grind it in the mortar later when you will make the potion.

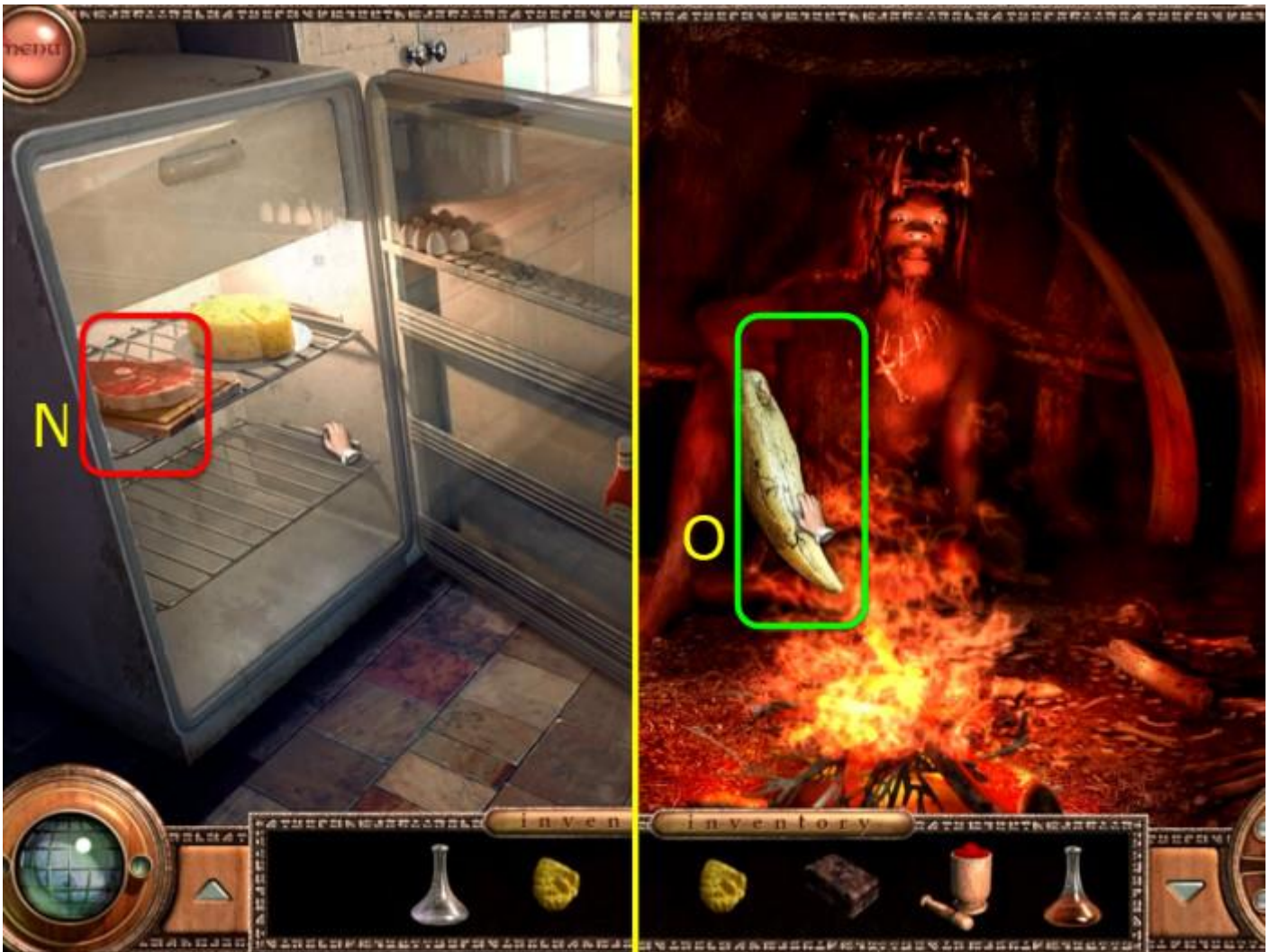
WOLF TOOTH



- Travel to the Prehistorical Time and talk to the **Shaman** (G). He asks you to kindle fire because he's cold.
- Go to the Blacksmith in Middle Ages and pick up the **fire striker** (H) and the **blacksmith tongs** (I).



- Go to the Vulcano, turn RIGHT and use the tongs to pick up the **flint stone**(J).
- Go back to the Shaman and apply on him the flint and fire striker (K).



- Now, he says, he wants some fried meat. Go to the house and take the meat (L) in the fridge. Go back to the Shaman and roast it on fire.
- Give it to him and take the wolf tooth (M).

TURQUOISE CORAL



- Speak to the Aquamuseum Director (N). He wants 10 000 dollars for it.
- Travel to the Wild West. Go RIGHT, LEFT and speak to the Sheriff (O). He wants you to kill a criminal for a \$10 000 reward.
- Go back to the first scene and turn LEFT, RIGHT and speak to the Seller (P). He wants 3 coins for a gun.



- Travel to the Pirate's Ship, go UP, UP, LEFT and speak to the Pirate (O).
- He wants to play the heads and tails game. Give him a **drink** from the carafe in the House. And play until you get your 3 coins (P).
- Go back to the Sellar and take the **gun** with NO bullets. Play with the pirate once again to win the coin. Buy the bullets (Q).



- Play the Dark Jack shooting mini-game (R).
- Go back to the Sheriff and take your money (S).
- Speak to the Aquamuseum Director and take the **turquoise coral (T)**.



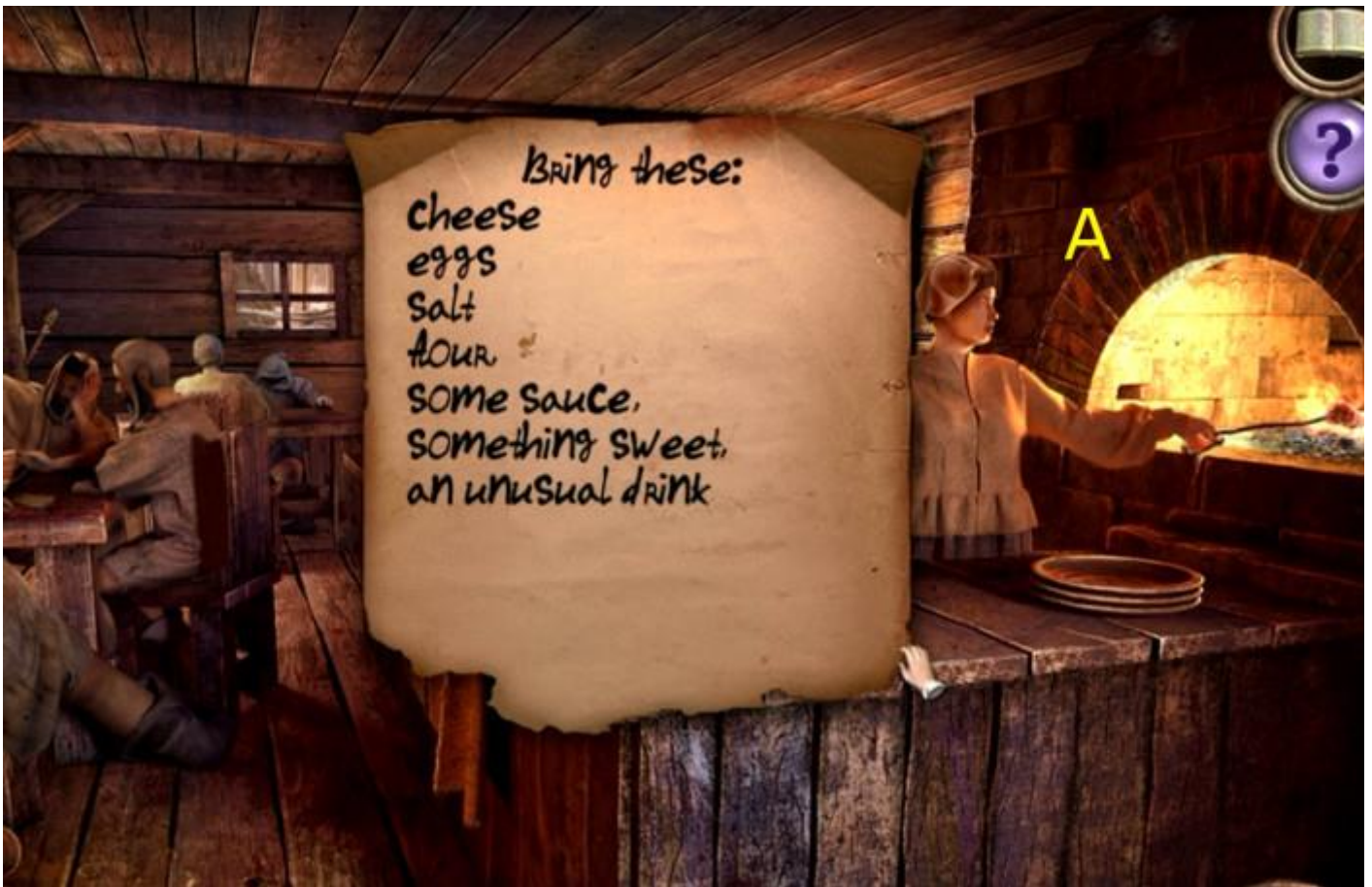
- Travel to the Alchemical Apparatus and make the potion. First grind sulfur, then pepper, then add all other items. Drink it (U).

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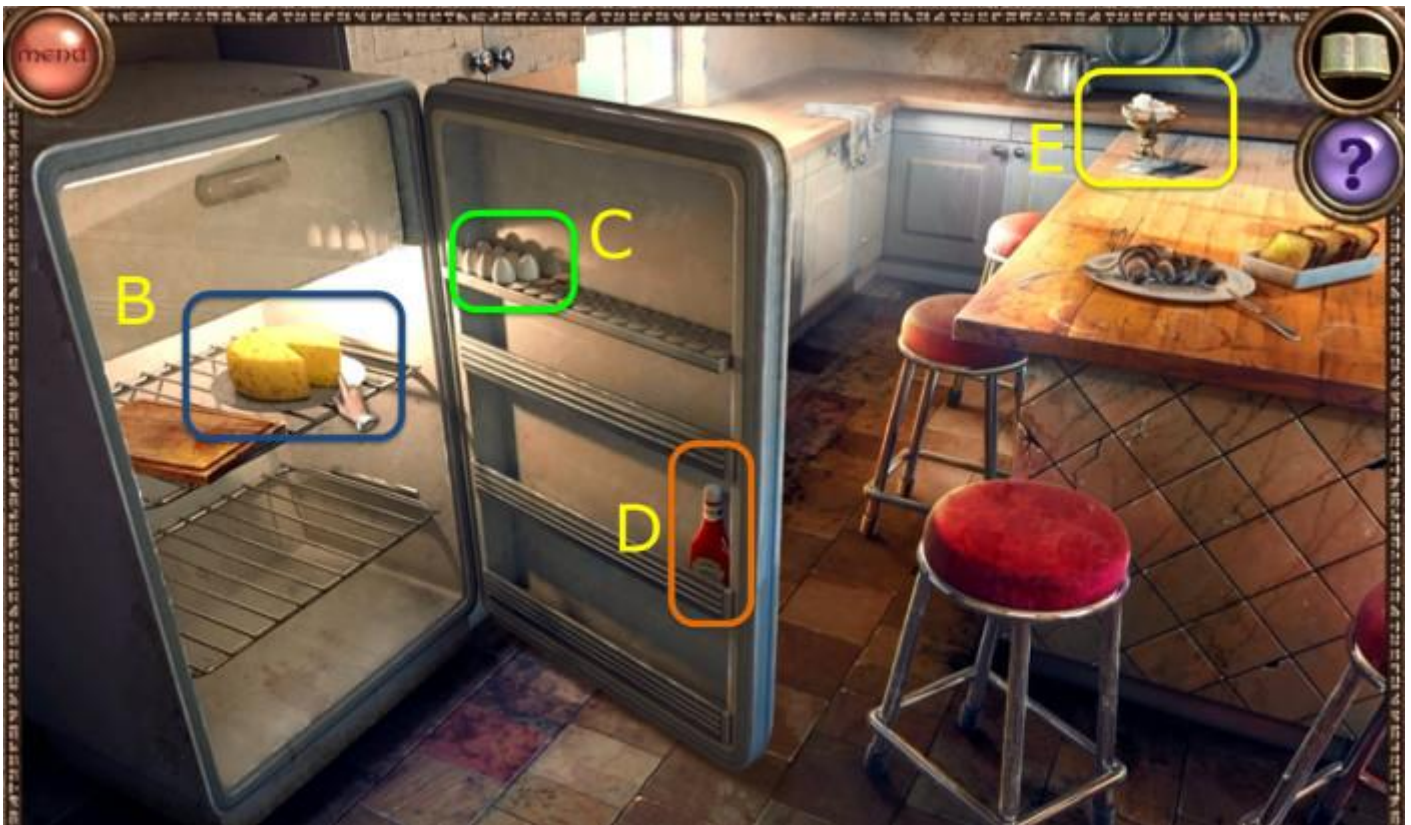
## Task 9: Air Reactor

Create air atmosphere on the Moon.

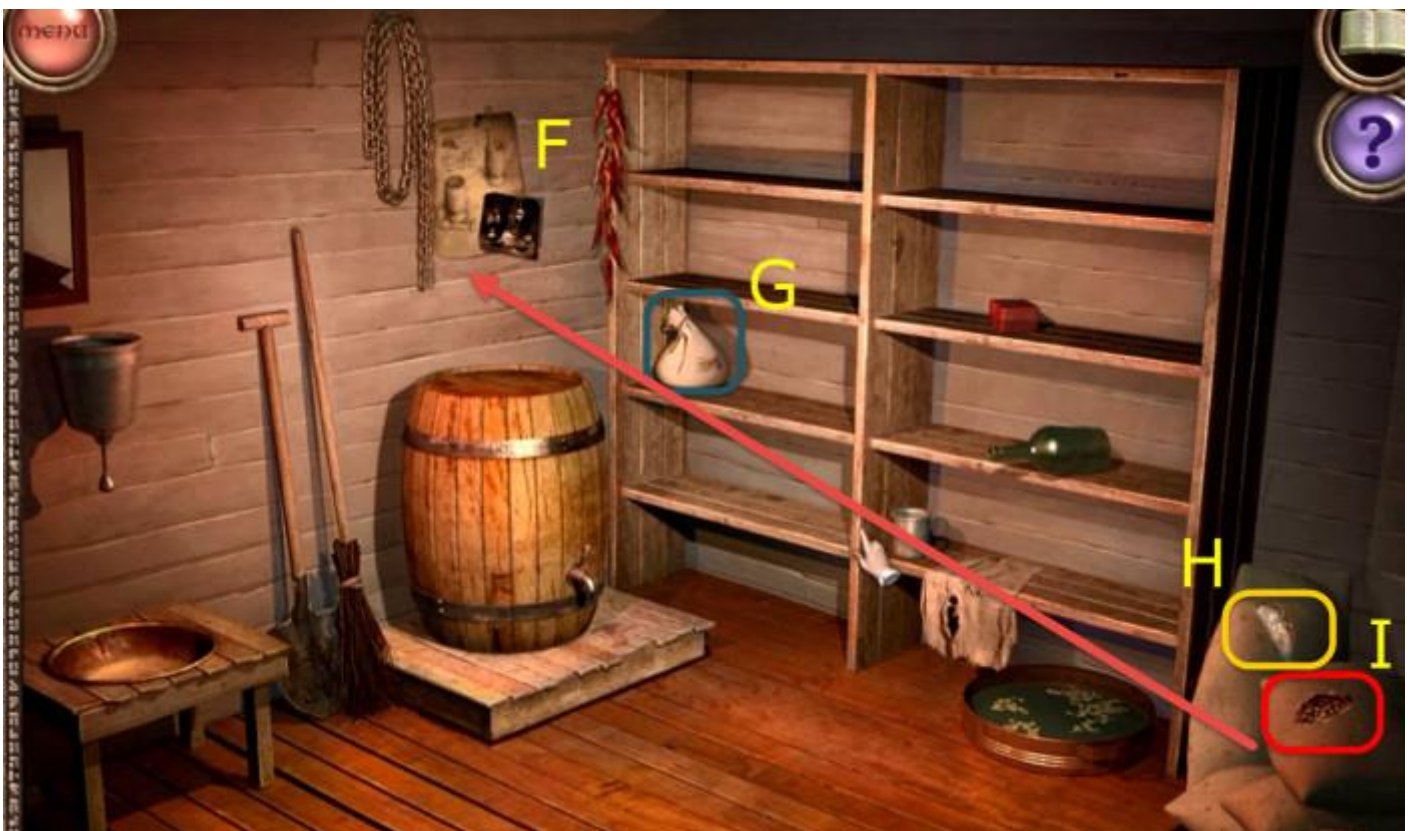




- Travel in Middle Ages. Go RIGHT, UP, LEFT, enter the tavern and speak to the hostess (A).
- She asks you to find supplies.



- **Cheese (B), eggs (C), sauce (ketchup) (D), sugar (E)** are in the kitchen.



- On the wall is instruction on how to make an unusual drink . Click on it (F).
- **Sault (G) and flour (H)** are in the cellar of the house.

- Take coffee beans (I) and grind it in the mortar.



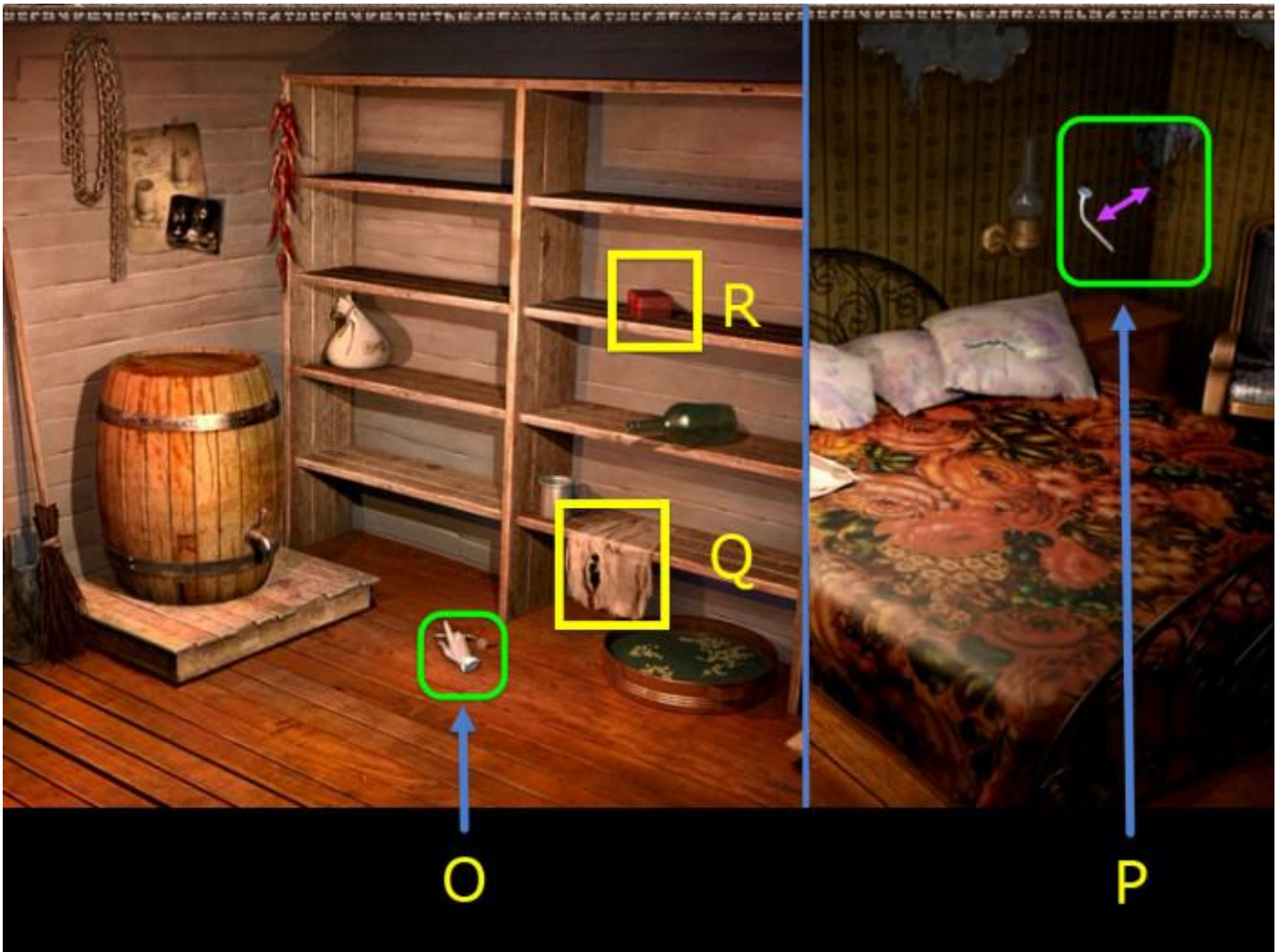
- Bring back the supplies to the hostess and speak to her. She will give you some copper coins (this is your **copper**) (J).



- Pick up some **coal** near the fireplace in the guest room of the House (K).
- Grind the coal in the mortar (L). You get the **coal powder**.



- Take some **water** in the cellar of the House (M), move **RIGHT** and pick up the **silver medallion** (N).



- Find the nail near the stand in the cellar of the House (O), go to the bedroom and apply the nail on the electric wires (P). This is your **magnet**.
- Take the **rag** (Q) and **powder** (R), they will be needed further on.

KEY-CARD

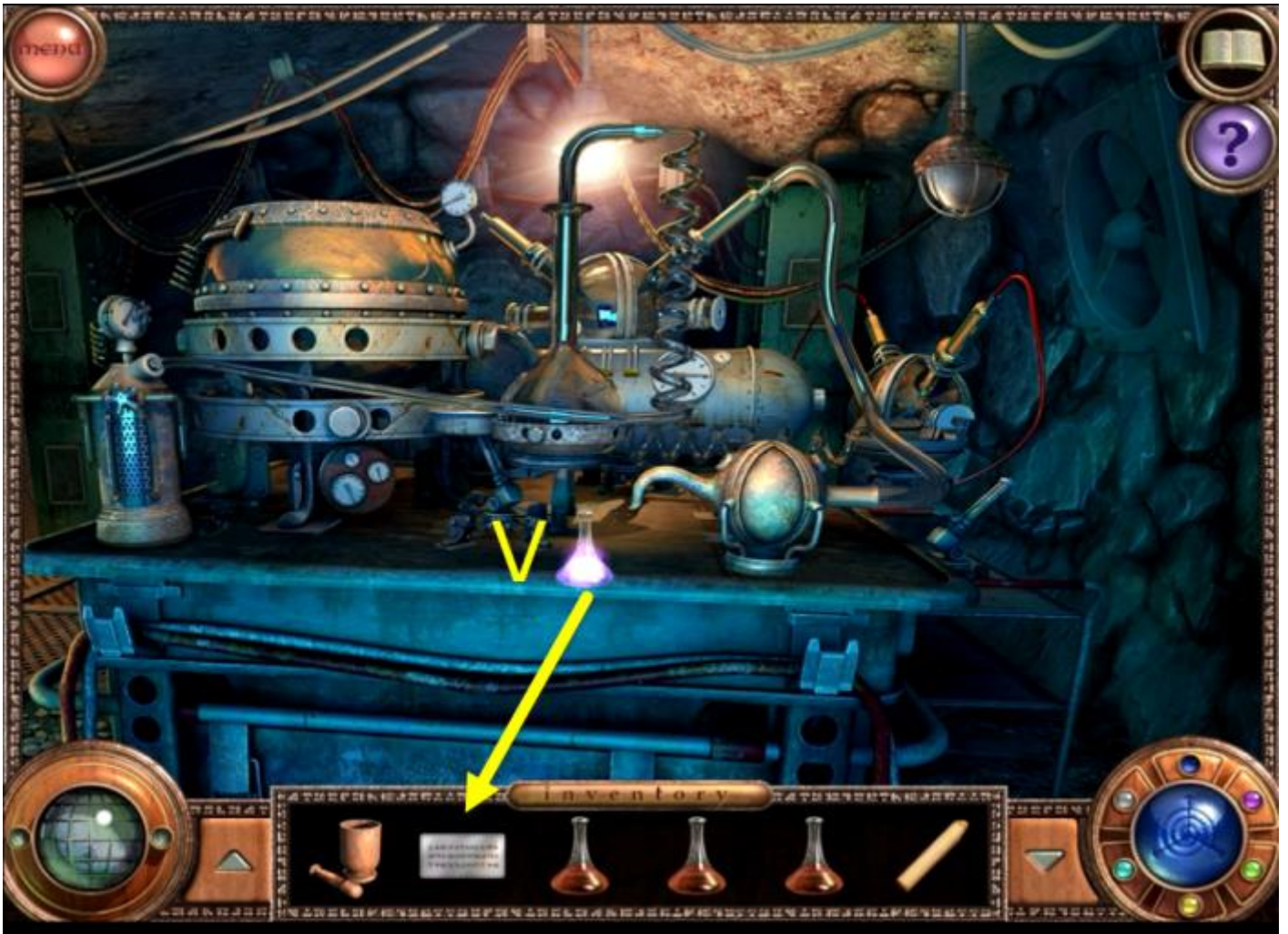


- Go to the kitchen of the House and in the wall cabinet and find the part of the inactive key-card (S).
- The second part is in the Fisher's Hut location. Go DOWN and speak to the fisher's wife. She will give you a drawing with a hint to the BOTTLES mini-game (T).



- Go LEFT and complete the mini-game. Take the second part of the **key-card(U)**.





- Move to the Alchemical Apparatus and make the ACTIVATION potion. Fill the glass flask with it and activate the key-card (V)

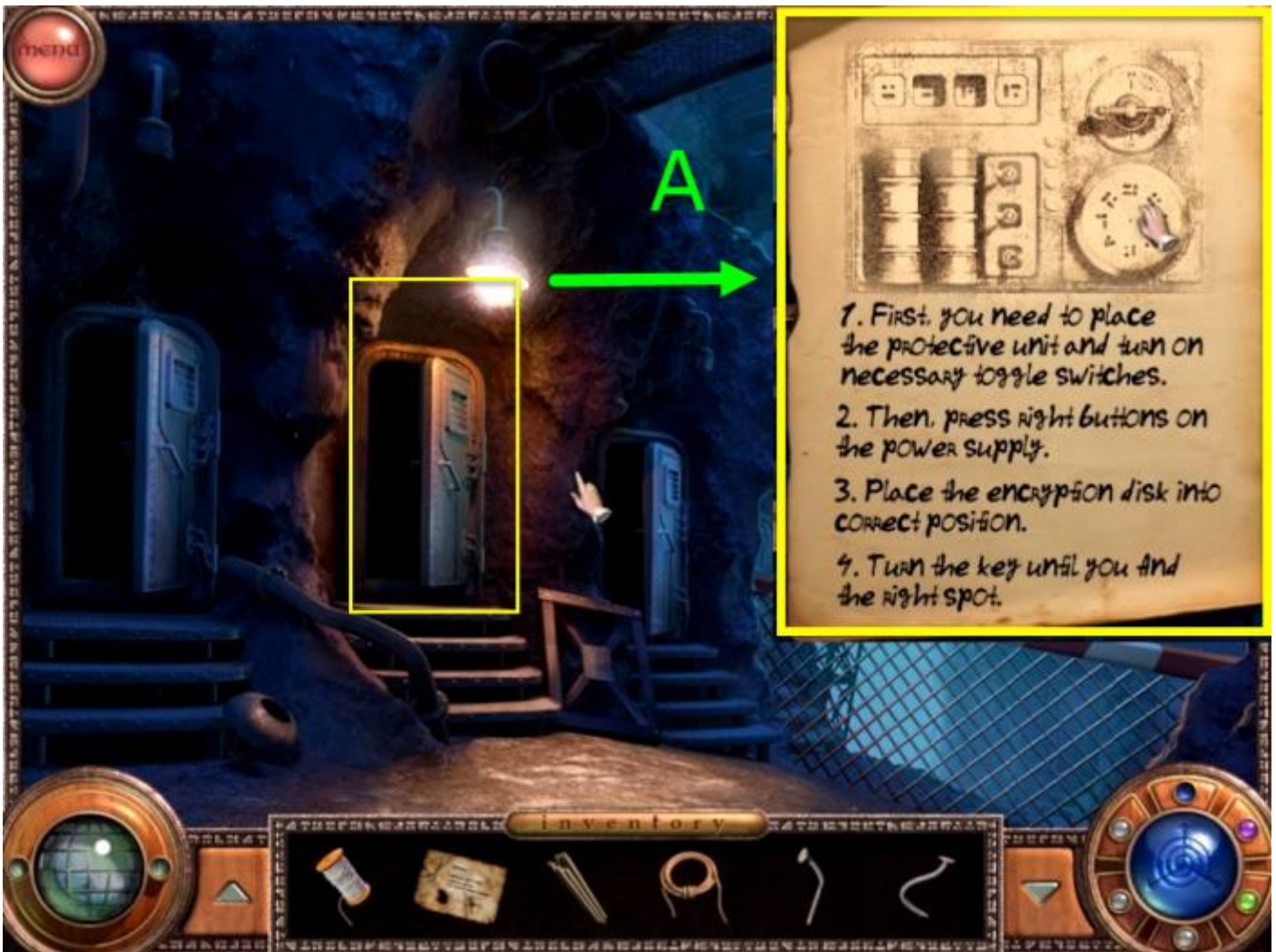


- Travel to the Sublunar bases, use the transportation capsule to get to the Air Reactor . Use the doubling skill on the key-card (X) and insert TWO cards into the reactor (Y).
- The Moon once again has the atmosphere.

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## Task 10: Water Reactor

“Alter of Water” turns out to be a piece of technology – WATER REACTOR. We need to activate it. To do that, find parts of the activation unit.



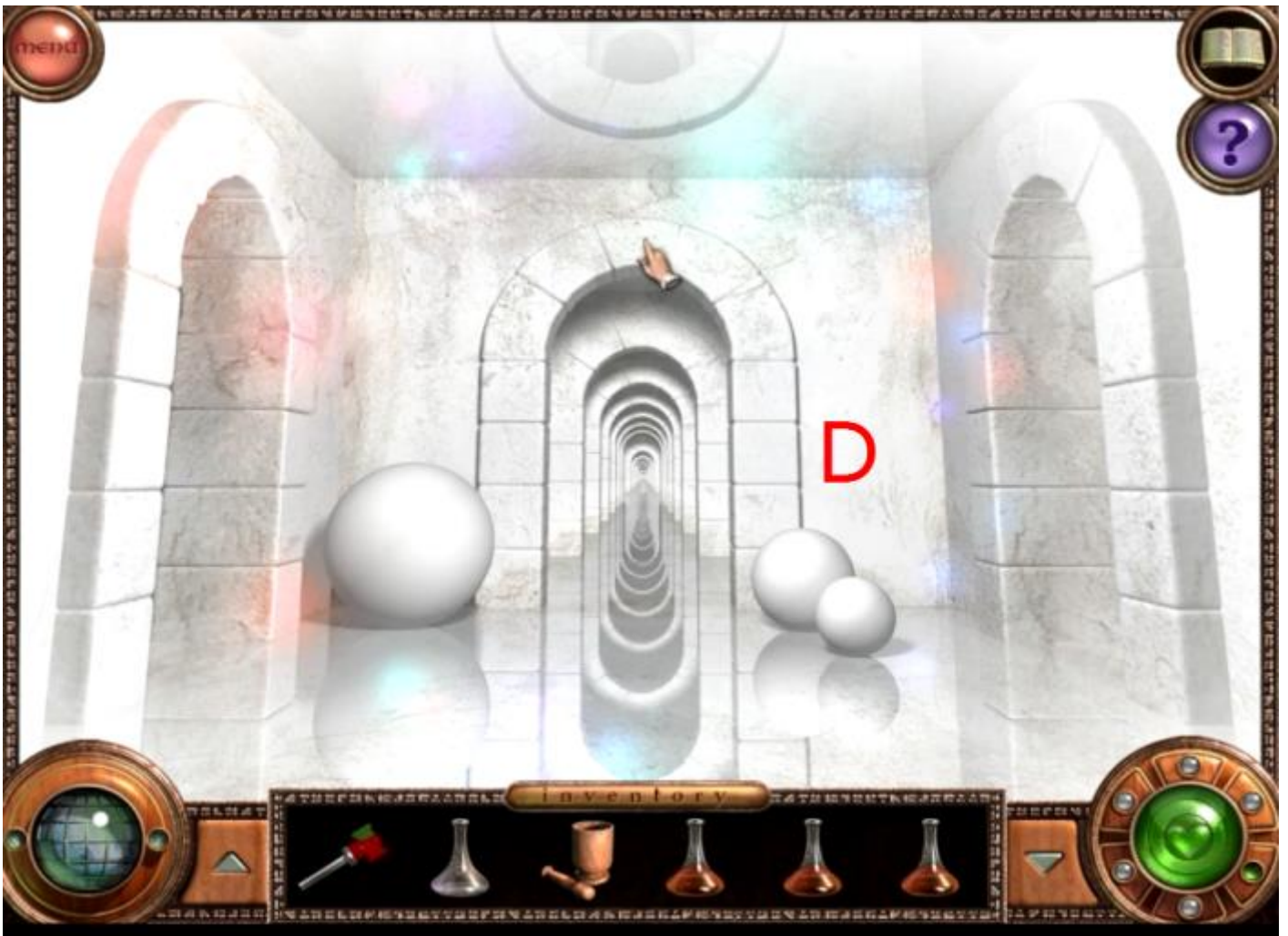
- Travel to the Underwater bases, enter the last door, turn RIGHT and find the blueprint of the Air Reactor (A). This will be handy later with the water reactor mini-game.



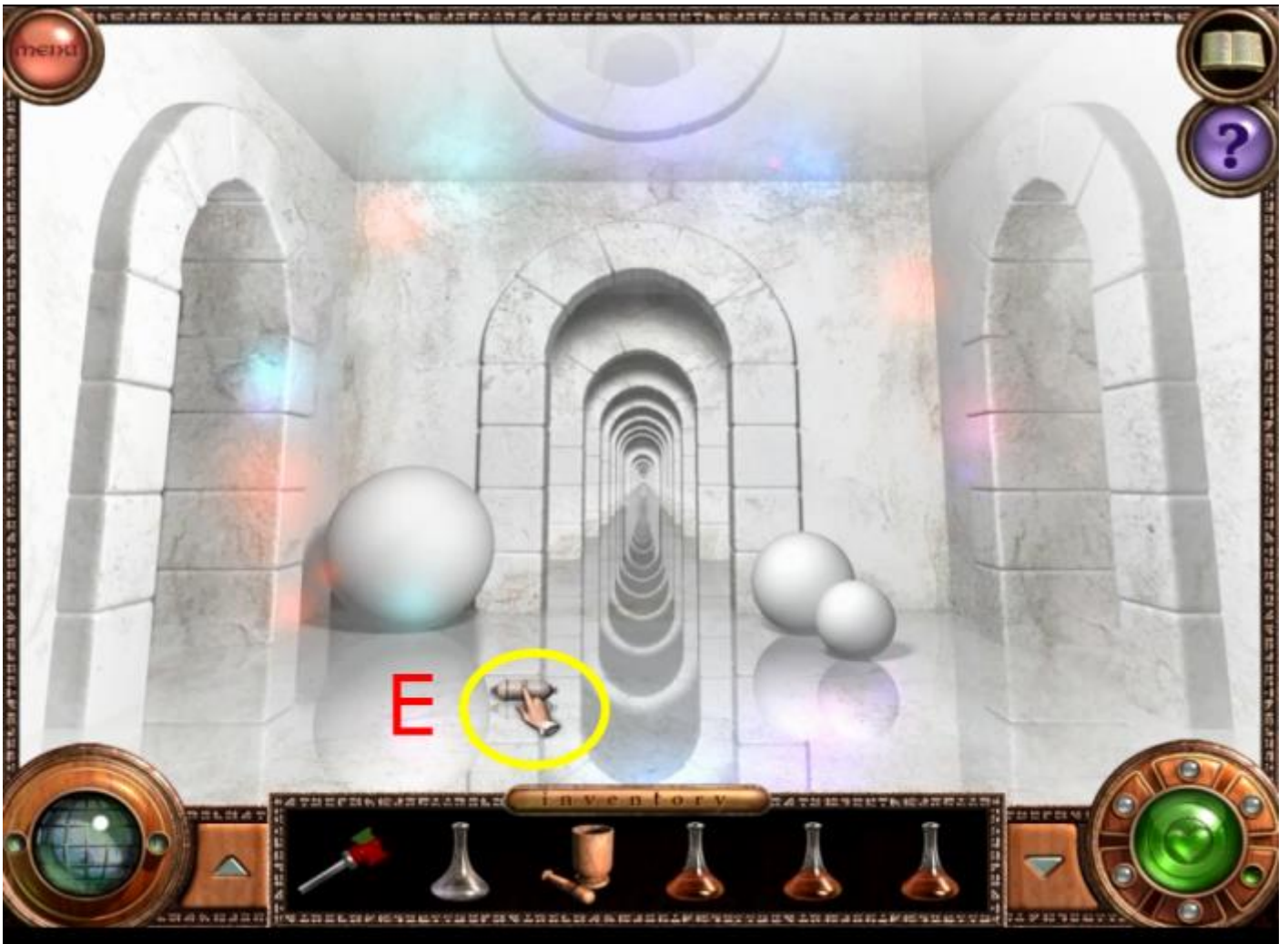
- Next, go UP, UP and Right. Here is the **activation key (B)**



- All the other parts are in the DREAM ZONE.
- Use your lunar navigator to find the Valley of Dreams (C).



- This place will get you into the delusional labyrinth (D).



- Go UP, UP and you'll see the **protective unit (protector) (E)**.

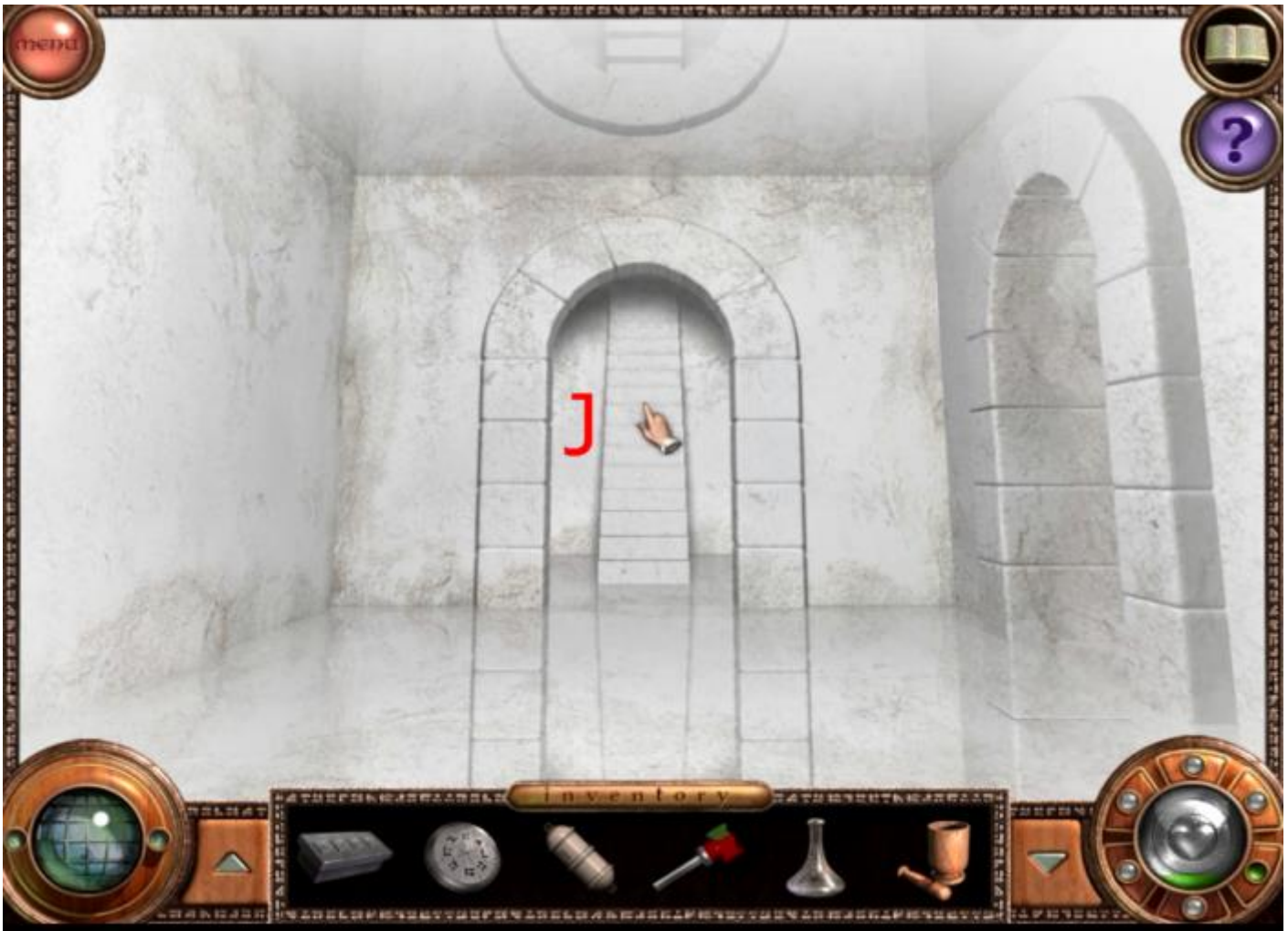


- Go LEFT, LEFT, UP, RIGHT – pick up the **encryption disk** (F).





- Next, go UP, RIGHT, UP, LEFT, RIGHT – pick up the control panel (G). Use the magic of HEALTH to get out of this parallel dimension (H).



- The magic of health transfers you to another labyrinth, but this time in a real dimension. Go LEFT, LEFT and UP (J).



Travel to the Sublunary bases and using the transportation capsule find the Water Reactor (K).

- Place all the parts of the activation unit in place and solve the water activation reactor mini-game (L). See the solution screen above.

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## Task 11: Portal Travel to the Future

Find four parts of the portal.



- Travel to the Snowy Mountains. Go UP and here you see **the first part of the portal (A)**.



- Then go UP and in the left upper corner lies **the second part of the portal(B)**.
- Go further to the Abandoned Pyramid, enter.



- Go UP, RIGHT, UP, RIGHT, UP, UP and here is the **third part of the portal (C)**.



- Next, go DOWN, DOWN, LEFT, DOWN, LEFT, LEFT, UP, UP, RIGHT and here is the **fourth part of the portal (D)**.

PORTAL ACTIVATION POTION.



- Sand is in the backyard of the house (E).





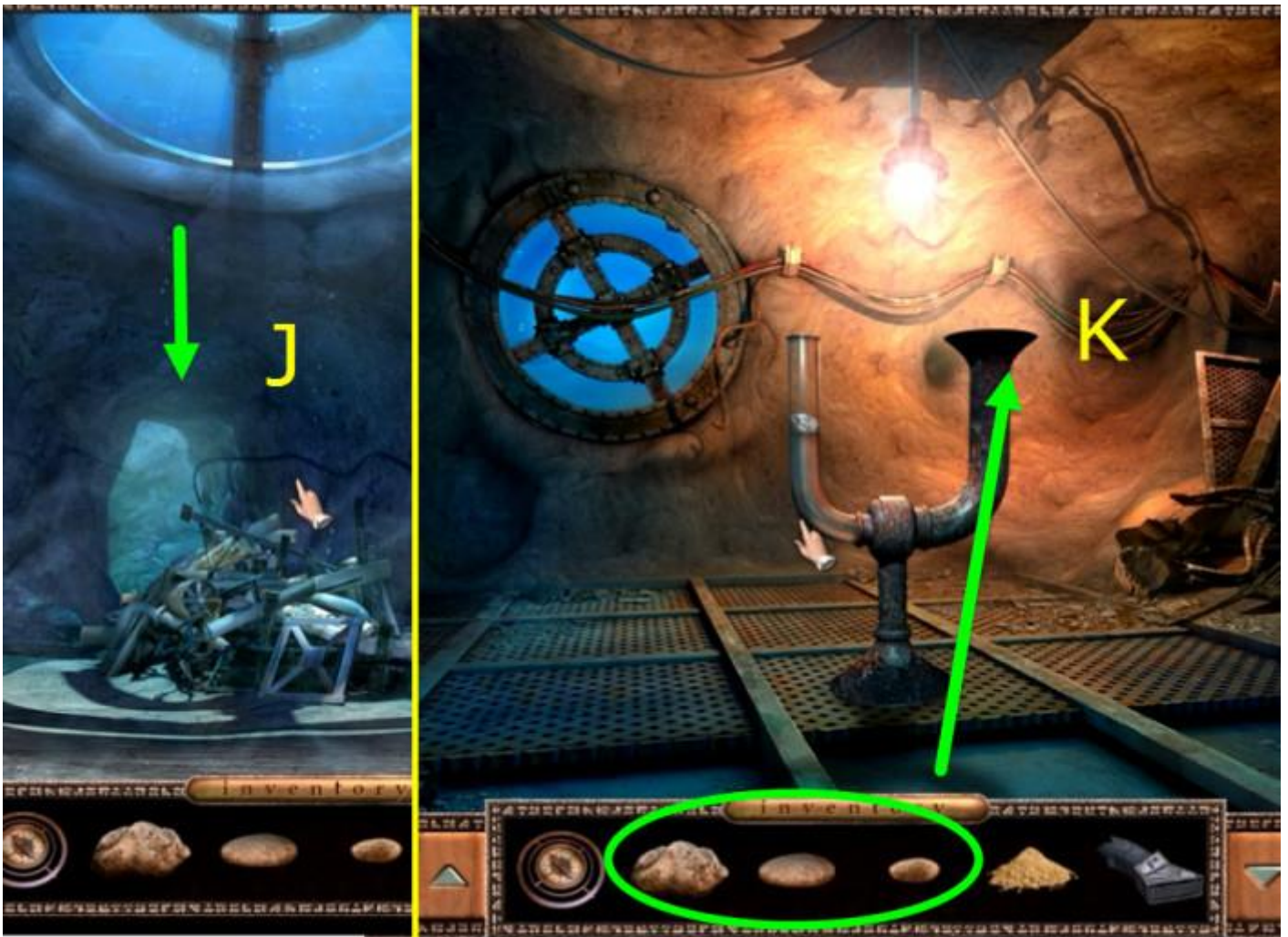
- **Water** is in the cellar (F).
- If you haven't picked up **RAG** and **POWDER** of the stand, do it now (G).



- Pick up three different stones (H) in the backyard of the House and use them in the mini-game at the Underwater bases to take the Diamond.



- Travel to the Pirate's Ship. Go up to the deck and take the compass (I)



- Travel to the Underwater Bases, go UP, UP, UP and enter the middle cave (J).
- Drop 3 stones in the tube to take the Diamond (K).



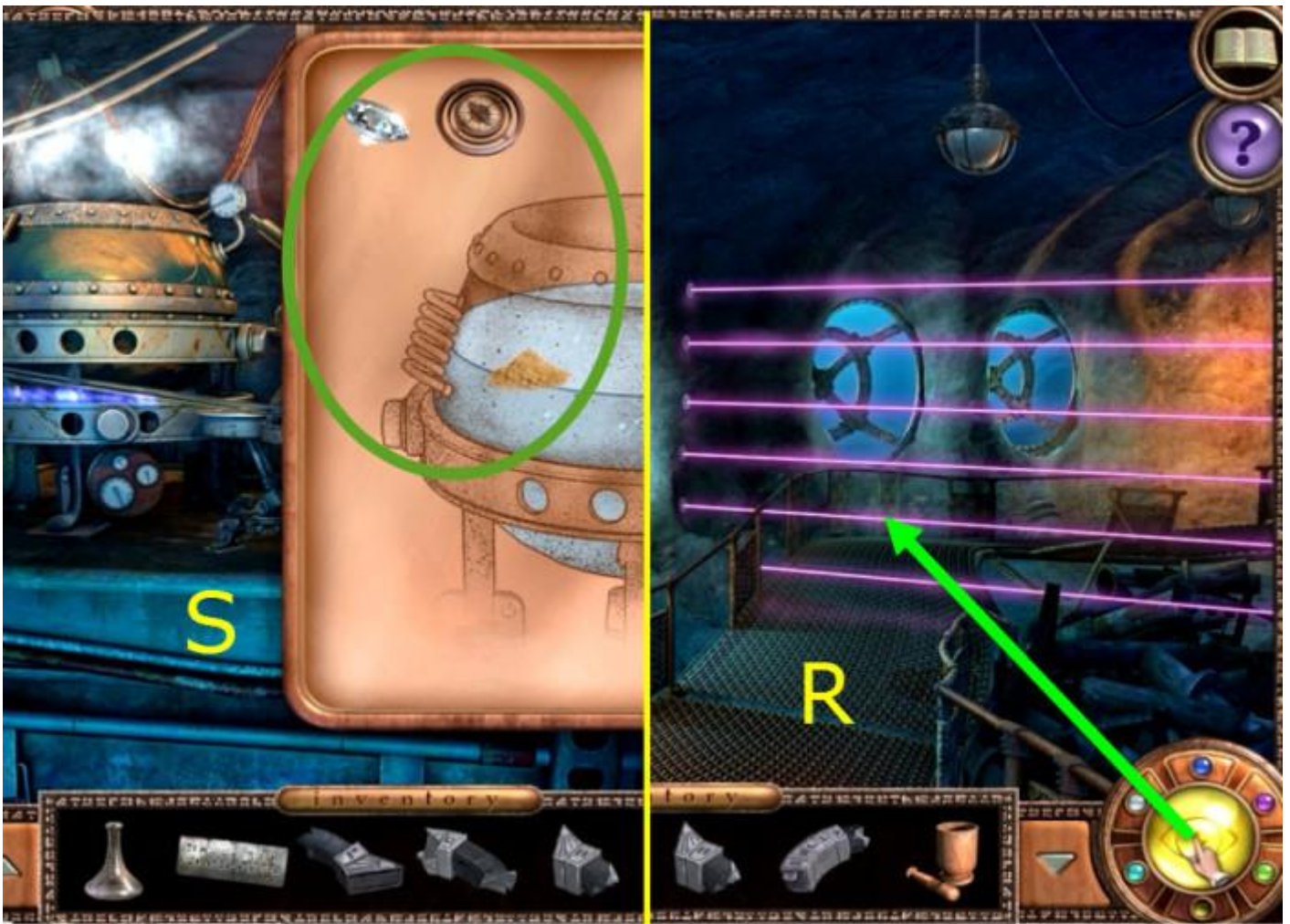
- Go BACK and enter the first cave (L). Turn LEFT and zoom into the pile of rubbish (M)



- Use POWDER (O) and RAG (P) to retrieve the CODE PLATE . You need this to enter the Control Center and turn the force field down.

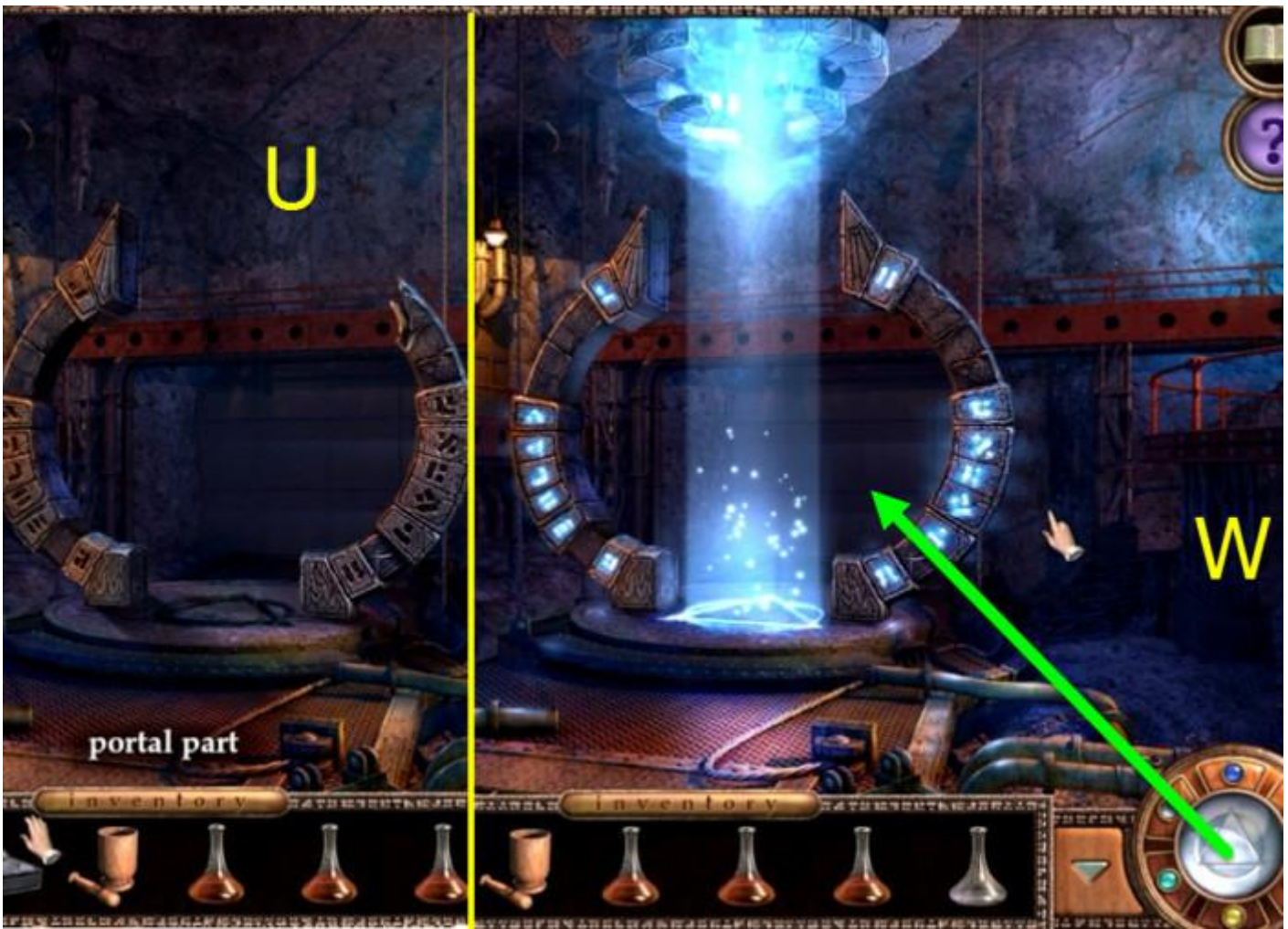


- Travel to the Sublunary bases and find the Control Center using the transportation capsule.
- Use the code plate to access the data center (Q).
- Speak to the Artificial Intellect and she will turn down the force field (R).



- Return to the Underwater Bases and make the portal activation potion using the alchemical apparatus (S).
- Go forward to the end of the tunnel and use the invisibility skill to go past the lasers (T).





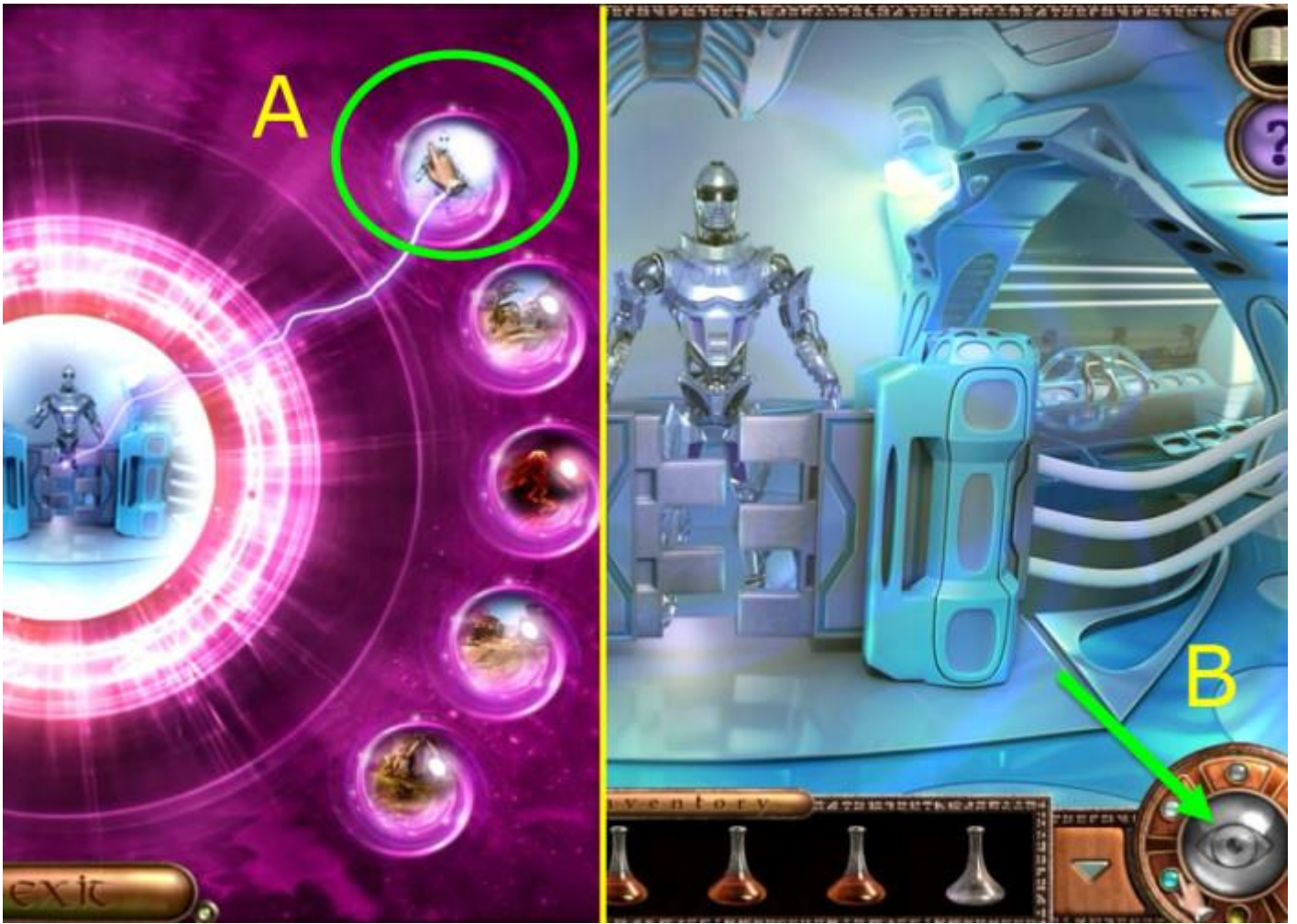
Gather the portal **from bottom to up** (U) and use on it the portal activation SKILL .



Solve the HIDDEN SYMBOLS MINI-GAME (X).

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## Task 12: Make the Moon Green Again



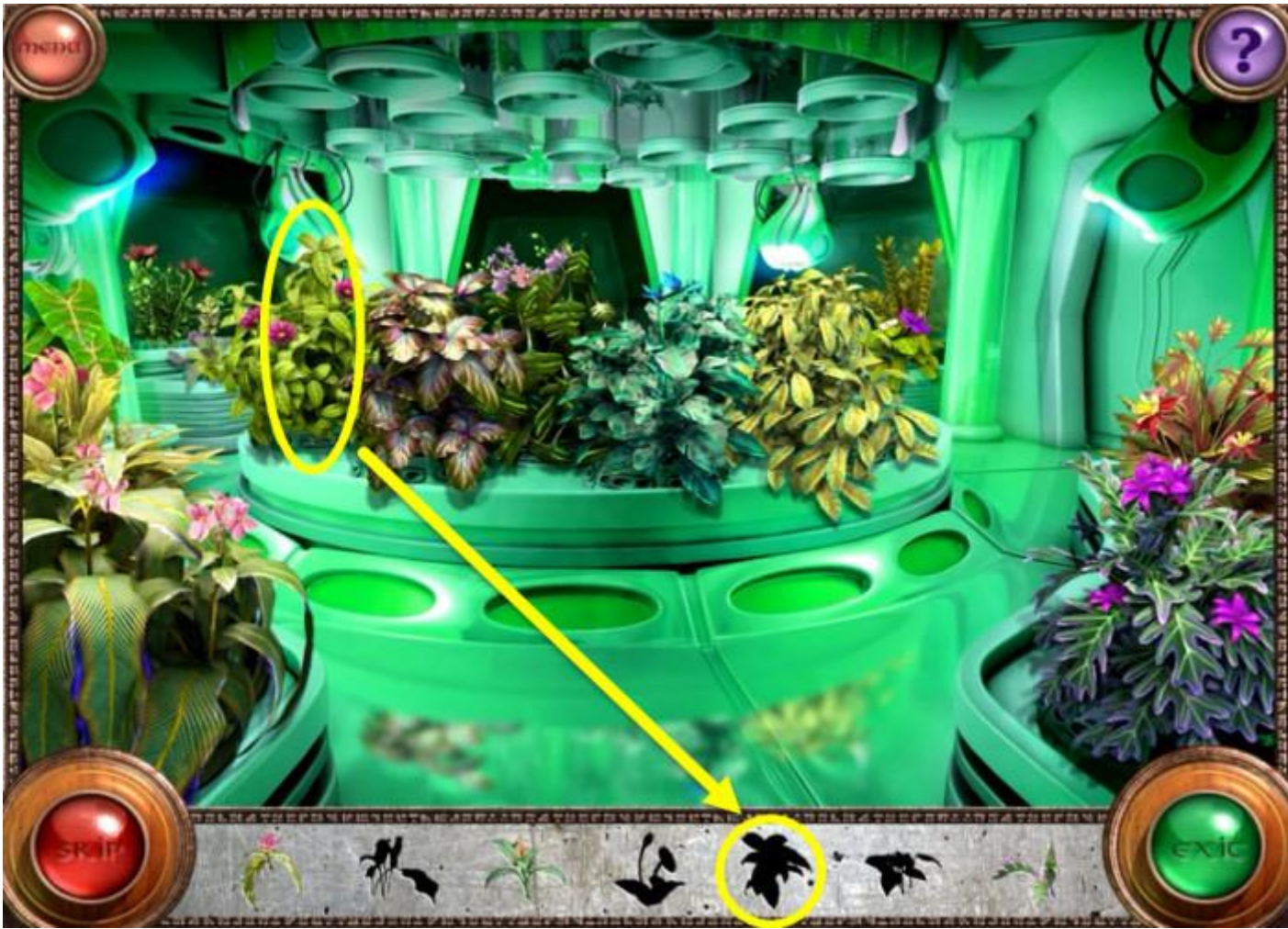
- Use the time travel magic to move to the Future (A).
- Use the invisibility skill to sneak past the robot (B).

## GREENHOUSES IN THE FUTURE – PLANTS















- Solve the GREENHOUSES mini-game and take the tube with the seeds (C).

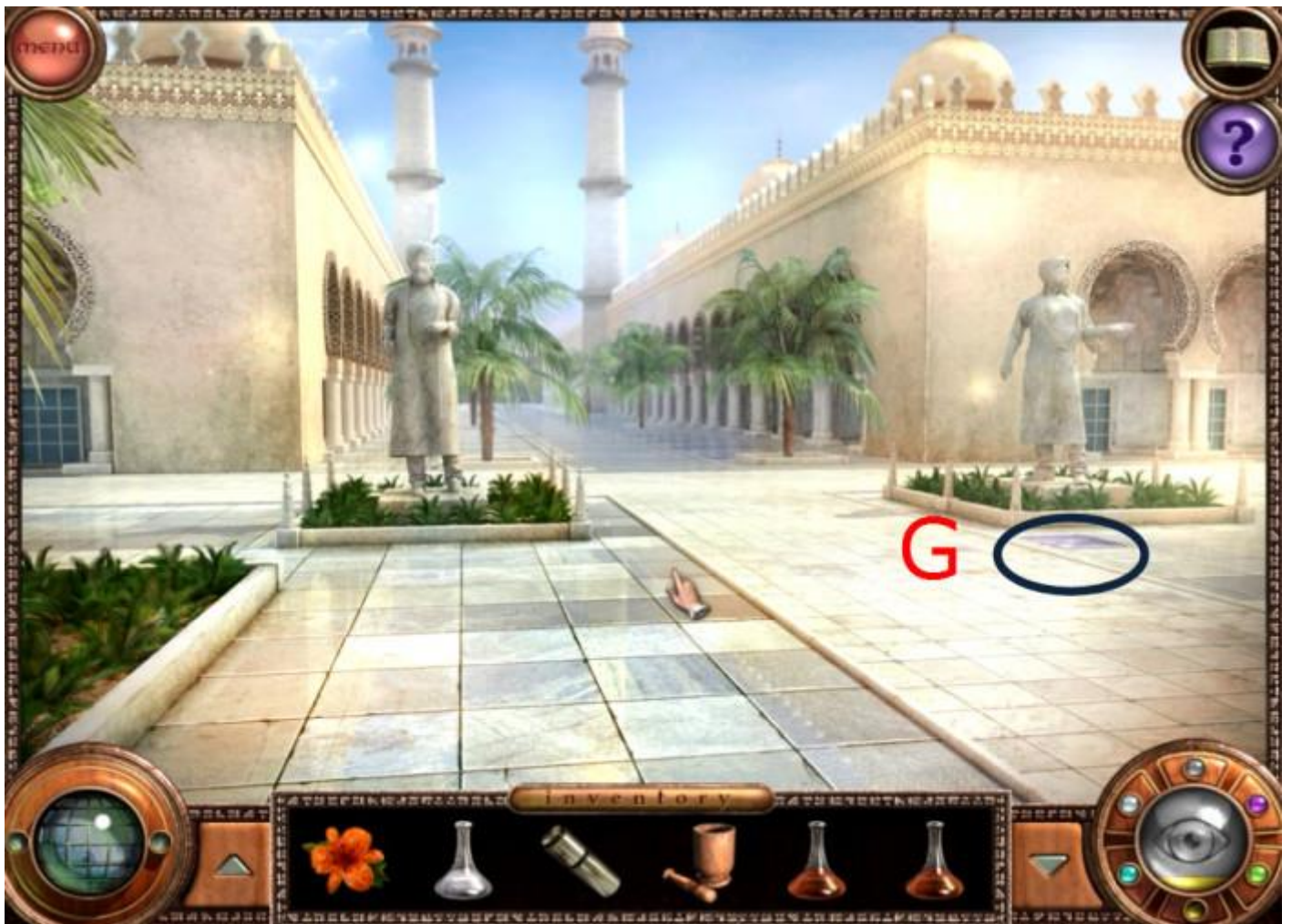
IRRIDISCENT POTION



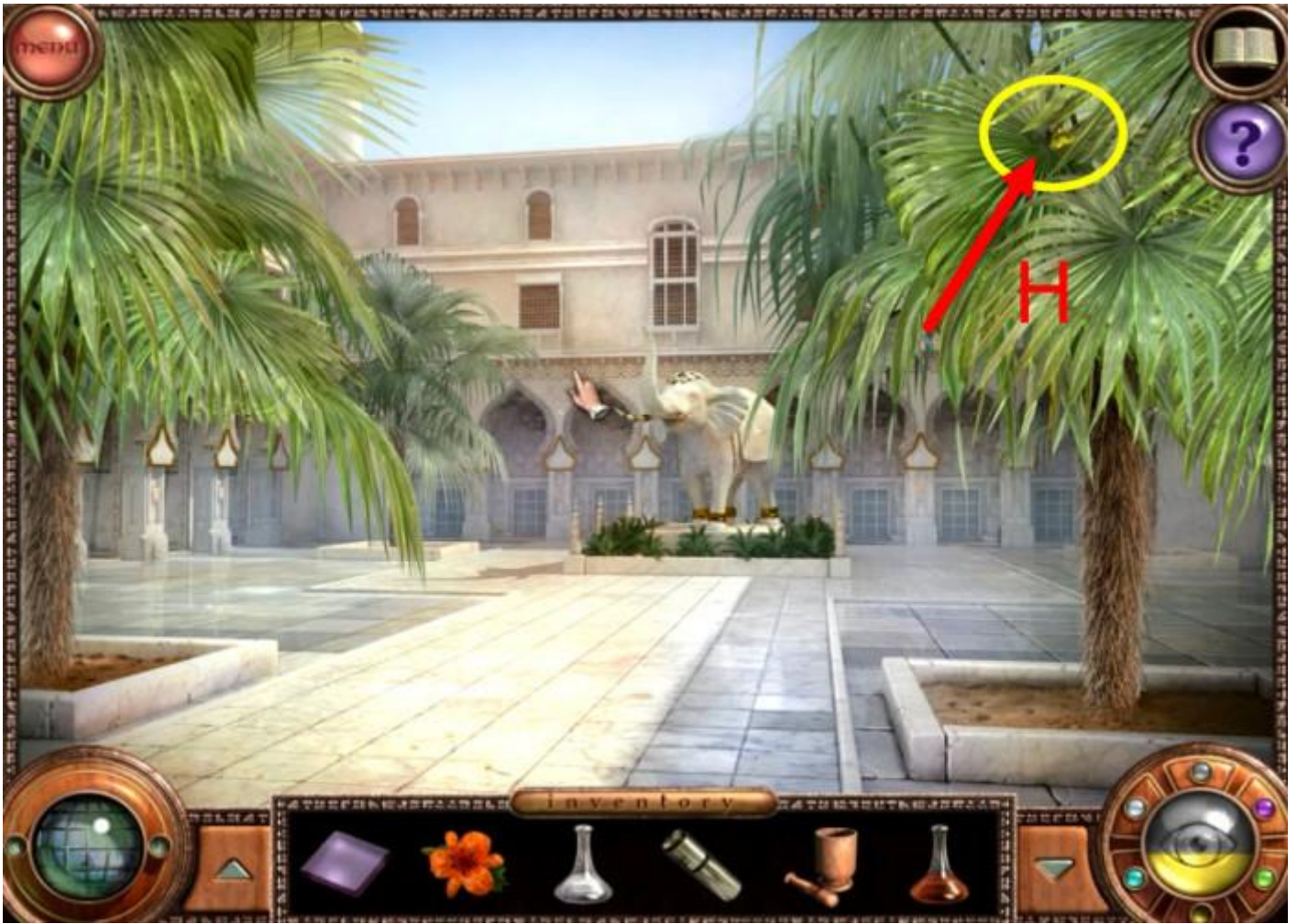
- Travel to the Ancient India, turn RIGHT, enter the hut (D) and take **the tiger lilly** (E).



- Go BACK, LEFT, UP, UP, UP and use the invisibility skill to pass through the guards (F).



- Go UP and pick up the **mica** (G).



- Go UP and pick up the **yellow topaz** (H).



- Go BACK and turn RIGHT, pick up the pomegranate (I).

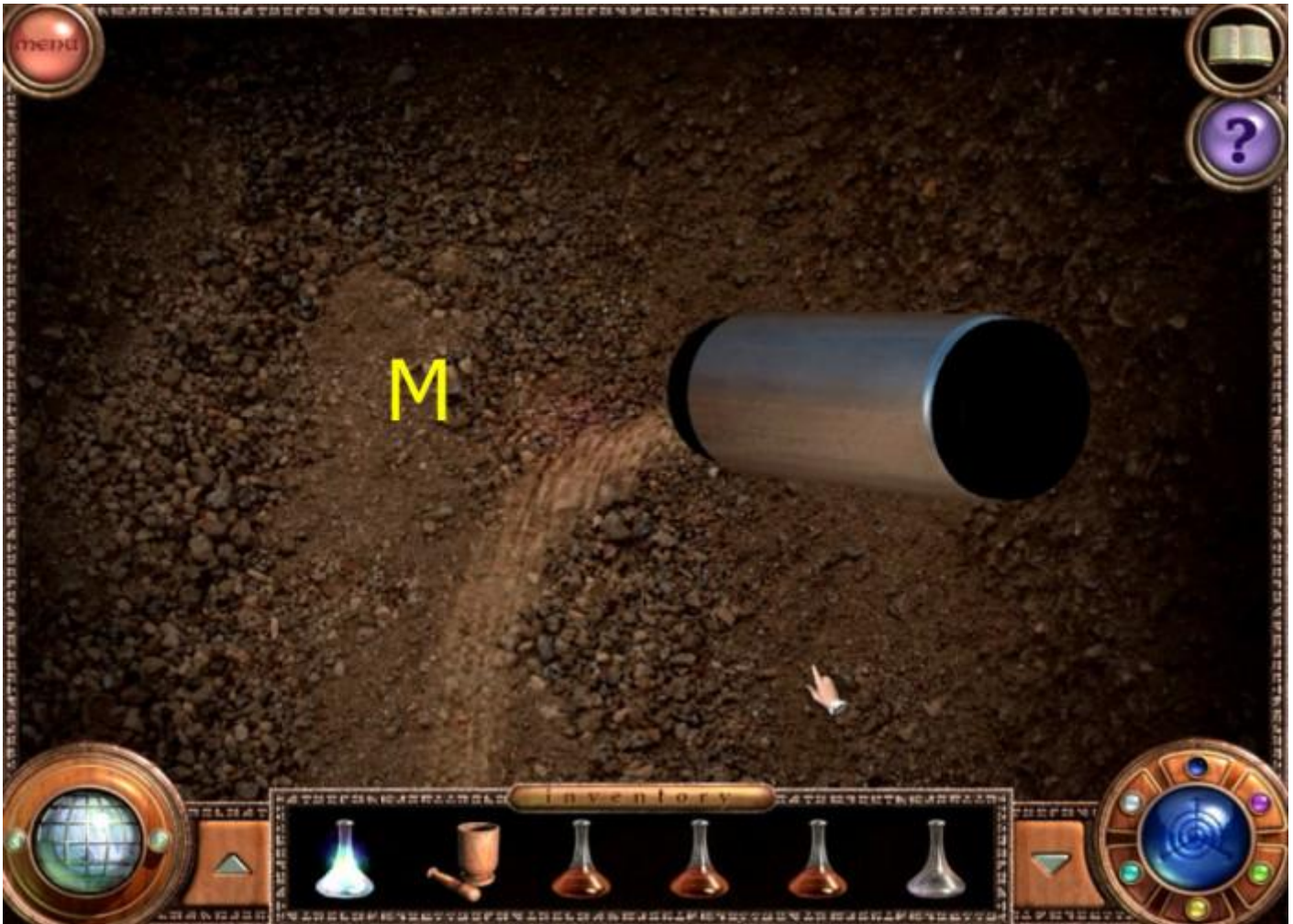


- Travel back to the House and draw water in the cellar (J)



- Travel to the Sunny Forest and pick up the **chicory flower** (K).
- Go UP, UP, RIGHT and pick up the **burdock leaf** (L).
- Travel to the Underwater bases and make the irridiscent potion.





Travel to the surface of the Moon and drop the seeds, and then moisture them with the potion (M).

THE END

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**THANK YOU FOR PLAYING GREEN MOON 2!**

You can buy the game adventure at a discount on [the developer's website](#).

Travel to the surface of the Moon and drop the seeds, and then moisture them with the potion (M).

THE END

[= UP = to the table of contents](#)

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