

# Play with the Teletubbies

## FAQ/Walkthrough

by Syonyx

Updated to v1.0 on Mar 10, 2006

```
o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o
|       *           *           *           *           *           *           |
o *      *         Play with the      *         *         *         o
|              *                    *                    *                    |
o *      *         TELETUBBIES!      *         *         *         o
|              *                    *                    *                    |
o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o=o
```

A complete FAQ/Walkthrough  
by ::~Syonyx~::

```
o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o
=====
~~~~~
```

TABLE OF CONTENTS	GAME INFO
~~~~~	~~~~~

- |                           |                                             |
|---------------------------|---------------------------------------------|
| 1) Introduction           | Title: Play with the Teletubbies            |
| 2) Characters             | Platform: Sony Playstation                  |
| 3) Controls               | Genre: Children's entertainment             |
| 4) Walkthrough/Activities | Number of players: 1                        |
| 4A) Teletubbyland         | ESRB Rating: EC (Early Childhood)           |
| 4A-1) The Hiding Game     | Developer: Asylum Entertainment             |
| 4A-2) What's That?        | Publisher: Knowledge Adventure              |
| 4A-3) The Magic Drum      | Under license from: BBC Worldwide ltd       |
| 4A-4) The Cloud Event     | Teletubbies created by: Ragdoll Productions |
| 4A-5) The Train Event     | Release date: 08-Aug-2000                   |
| 4A-6) Favorite Thing      |                                             |
| 4A-7) Tuning In           | ~~~~~                                       |
| 4B) Tubbytronic Superdome | GUIDE INFO                                  |
| 4B-1) Control Panel       | ~~~~~                                       |
| 4B-2) Chase the Noo-noo   |                                             |
| 4B-3) Tubby Toast         | Version number: 1.0                         |
| 4B-4) Tubby Custard       | Completion date: 10-Mar-2006                |
| 5) In Closing             |                                             |

```
o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o
=====
1) INTRODUCTION
=====
o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o
```

Welcome to the ultimate (possibly due to its being the only) guide to 'Play with the Teletubbies' for the Sony Playstation. This game is intended for children ages 2 and up. Requirements for playing include an attention span of no greater than fifteen seconds, and the manual dexterity to mash buttons on a controller (hey, it's an important developmental milestone). It is based on the BBC television show 'The Teletubbies', which stars four colourful, child-like alien entities that live in some kind of pastoral utopia where they crashed their spaceship (which still doubles as their home) and continue to make the best of their situation under the watchful eyes of the baby sun god,





~~~~~

During videos and cut-scenes: Start: skip video/cut-scene (not all can be skipped)

~~~~~

During activities: Start: pause activity
While paused: Start: resume activity
Square: choose new Teletubby and restart game from outside (press X to confirm and Triangle to cancel)
Select: end activity (press X to confirm and Triangle to cancel)

At end of activity: Any button: play activity again
Do nothing: exit activity after Teletubby says 'Again, again!' twice

All other controls specific to particular activities will be provided below in the corresponding section.

o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

=====
4) WALKTHROUGH/ACTIVITIES
=====

o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o-o

After the title screen, you must choose a Teletubby. Choose wisely, based on each one's strengths and weaknesses and your own playing style. With that out of the way, it's on to the game...

~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~

4A) Teletubbyland

~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~+~

This is the area where the game will always begin. Walk around the sunlit grassy knolls. Most of your travel will be in the left or right direction to discover new objects of interest as you circle the Teletubby Superdome. You can also move up to reach objects that are further away, and move down to come closer to the screen. Don't move down too far unintentionally, however, or you'll start to enter the Superdome. If this happens, press any button to cancel your walk and return to the starting point.

As you move around, there are several items to approach. Some of these provide the opportunity to begin an activity, while some merely provoke a non-committal response. The latter such objects are:

- Other Teletubbies: The remaining three members of your clan will wander around the idyllic outdoors. Walk close to one and you and they will greet each other by name. You can then continue on your merry way.
-Bunny rabbits: These poor creatures will hop away from you in fear. You have no hope of actually catching them, since they grossly outsmart you, but you can keep chasing them while making sounds that approximate the words 'Bunny, bunny' said over and over again until you give up.
-Flowers: They always grow in pairs, and come in either blue or red. Being alien flowers, each will produce a brief musical tone, based on which colour of flower they are.

While these interactions may keep you entertained for hours on end, they don't do much to advance the game. This is where the activity-related objects come in. These, when approached, will sound a musical tone and will flash brightly, accompanied by a shower of red stars/fairy dust/whatever. Press any button at this point to engage the object, beginning the appropriate activity. The red cascade (and thus the option to begin an activity) will continue until you are about five steps away. The objects to be found and their activities are:

- Evergreen trees: "The Hiding Game"
- Clump of blue grass: "What's That?"
- Green leafy plant: "The Magic Drum"
- Low-flying cloud: "The Cloud Event"
- Toy train: "The Train Event"
- Your favorite object: "Favorite Thing" (specific to each Teletubby)
- Pinwheel windmill: "Tuning In" (videos)

You will always start in front of the windmill, and your favorite object will always be found very close by. However, if you walk in one direction and keep on going, you'll see most of the other objects repeating without ever passing by the windmill again. This can give the impression that the windmill and favorite object disappear and that you end up in a shorter loop containing only the remaining objects, but this is not the case. There just happens to be four of each other object, and only one windmill and favorite object. So keep going in the same direction, and you will eventually return to the windmill.

And now for the Teletubbyland activities...

==+~==+~==+~==+~==+~==+~==

4A-1) THE HIDING GAME

==+~==+~==+~==+~==+~==+~==

--Activated by highlighting any evergreen tree and pressing any button--

In this game, you must find one of your fellow Teletubbies hiding behind a tree. Wait for the narrator to finish telling you about who's looking for whom (with specific narration based on which character you're playing... I'm impressed!), then use the D-pad or Left Stick to move around. When you approach within a few steps of the hidden Teletubby, they will be found and both you and he or she will be very excited.

Look very carefully at each tree to see if a Teletubby might be hiding behind it. The most difficult one to find is Dipsy, since he's green and blends in a little better with the foliage. But since they all seem to be fatter than the trees are wide, it doesn't make for very challenging hiding. Also, since you really don't need to be close at all to the hiding Teletubby for it to count as a find, you could basically play this activity with your eyes close.

After finding a Teletubby, you will be prompted to play 'Again, again'. Press any button to do so. After playing three times in a row and finding all 3 other Teletubbies, the whole gang joins together in a great big group hug! Isn't that sweet?

To stop playing, press Start, then Select, then X, or simply wait until after your Teletubby says 'Again, again' two times and you'll automatically return to Teletubbyland.

==+~==+~==+~==+~==+~==+~==

4A-2) WHAT'S THAT?

=+~+=+~+=+~+=+~+=+~+=+~+=+~+=

--Activated by highlighting the clump of blue grass and pressing any button--

"One day in Teletubby land, something appeared from far away..." And indeed, something does, always in the bottom left corner of the screen. Have your Teletubby walk up to it, at which point he or she will ask, "What's that?" The narrator will answer, and then the object will magically teleport to a different area on the screen. Your job is to hunt it down over and over again. Each time it moves, wait for your Teletubby to stop giggling and oohing over it, then walk to it. You'll know you're there when you are unable to move the Teletubby away again. You must approach the object a total of 5 times, and it always appears in the same order of locations on the screen: bottom left, top right, top left, top right again, and bottom left again to finish. Once you've caught it all 5 times, a wet farting sound announces the appearance of a voice trumpet, and you hear a short nursery rhyme related to the object. Game over!

Of course, Teletubbies always want to play 'Again, again', so press any button to do so. On subsequent plays, your Teletubby will always start in the bottom left corner (where it found the previous object for the first time), so it will automatically be in contact with the new object when it appears, meaning that you only need to find it four more times! Thank the game designers for making your life 20% easier.

There are a total of eleven different objects in this activity, and they will all appear in turn if you keep playing. The objects to be found and their associated nursery rhymes are as follows:

-----

PUDDLE Doctor Foster went to Gloucester  
----- In a shower of rain.  
He stepped in a puddle right up to his middle  
And never went there again.

-----

SHEEP Little Bo Peep has lost her sheep  
----- And doesn't know where to find them.  
Leave them alone and they'll come home  
Wagging their tails behind them.

-----

STAR Twinkle twinkle little star,  
---- How I wonder what you are,  
Up above the world so high,  
Like a diamond in the sky,  
Twinkle twinkle little star,  
How I wonder what you are.

-----

WALL Humpty Dumpty sat on a wall.  
---- Humpty Dumpty had a great fall.  
All the king's horses and all the king's men  
Couldn't put Humpty together again.

-----

WATERING CAN Mary mary quite contrary,  
----- How does your garden grow?  
With silver bells and cockle shells  
And pretty maids all in a row.

Note that this rhyme doesn't explicitly mention a watering can. We can only presume that it is indeed used to make Mary's garden grow.

---  
DOG Hark, hark, the dogs do bark,  
--- The beggars are coming to town.  
One in rags, and one in tags,  
And one in a velvet gown.

----  
DUCK Duck goes quack.  
---- Quack quack quack.  
Duck goes quack quack quack.

Am I the only one who feels like the duck is mocking me when it quacks? And what the hell kind of nursery rhyme is that?

-----  
GUITAR All around the cobbler bench,  
----- The monkey takes the weasel.  
The monkey thought 'twas all in fun,  
Pop goes the weasel.

Okay, there is absolutely no involvement of a guitar in this rhyme. I don't know what they're trying to pull, but I ain't buying it.

----  
KITE Blow wind, blow wind blow.  
---- Where do you come from, where do you go?  
Blowing low, blowing high,  
Take me with you to the sky.

-----  
MIRROR Look in the mirror, what can I see?  
----- Look! In the mirror, I can see me!

---  
PIG This little piggy went to market,  
--- This little piggy stayed at home.  
This little piggy had roast beef,  
This little piggy had none.  
And this little piggy cried 'Wee wee wee' all the way home.

==+~==+~==+~==+~==+~==+~==  
4A-3) THE MAGIC DRUM  
==+~==+~==+~==+~==+~==+~==

--Activated by highlighting the green leafy plant and pressing any button--

This activity is somewhat similar to the 'What's That' activity at first, in that an object appears, and you have to periodically chase it down. But the object is always a drum, and you can do a lot more with it than with any of the objects in the previous activity. Walk up to the drum once you can move (i.e. after the narrator shuts his pie hole). You'll hear a drum roll and will now be unable to walk any more. You can, however, play the drum by pressing any button once standing at it, causing all manner of things to magically appear. Such fun!

You will need to hit the drum a total of 25 times to complete the game, and

will occasionally also have to walk to the drum again as it changes locations. Here are, in order, the events that occur whenever you strike the drum:

- 1st hit: Red flower appears in lower right corner of screen.
- 2nd hit: Another red flower appears in upper left corner of screen.
- 3rd hit: A third red flower appears in the upper right corner of screen.
- 4th hit: Drum moves to right side of screen. Walk up to it to continue.
- 5th hit: Cloud appears in left part of sky.
- 6th hit: Second cloud appears in middle of sky.
- 7th hit: Third cloud appears on right side of sky.
- 8th hit: Drum moves to center-rear of screen. Walk up to it to continue.
- 9th hit: Blue flower appears in bottom right corner of screen.
- 10th hit: A second blue flower appears along left edge of screen.
- 11th hit: A third blue flower appears in the upper right corner of screen.
- 12th hit: Drum moves to right side of screen again. Walk up to it once more.
- 13th hit: A fellow Teletubby appears in the upper left corner of screen.
- 14th hit: Another fellow Teletubby appears in the lower left corner.
- 15th hit: The final Teletubby appears in the center-rear of the screen.
- 16th hit: The drum moves back to the front-left of screen. Go to it again.
- 17th hit: All flowers, clouds and Teletubbies will be rearranged.
- 18th hit: Everything gets rearranged again.
- 19th hit: The flowers all switch from blue to red and vice-versa.
- 20th hit: Everything rearranges.
- 21st hit: Everything rearranges again.
- 22nd hit: Once more, everything rearranges.
- 23rd hit: Again, all objects change position.
- 24th hit: Can you guess what happens on this hit?
- 25th hit: All flowers, teletubbies and clouds vanish, as if they never were.

If you want to play again, press any button when prompted. You will start already in front of the drum's initial position, so you won't have to walk to it to start drumming.

==+~==+~==+~==+~==+~==+~==+~==

#### 4A-4) THE CLOUD EVENT

==+~==+~==+~==+~==+~==+~==+~==

--Activated by highlighting the low-flying cloud and pressing any button--

After the Teletubbies all walk like zombies to the top of a hill, the view will shift to a Teletubby-less perspective. Four clouds will be distinctly visible just over the horizon. These are special musical clouds, and you are in control of the orchestra! Each cloud represents a particular musical instrument. Each cloud can also be moved up and down between 4 different heights, and each increasing level makes that cloud's instrument louder. So in essence, this is a sound mixing activity. Go DJ Cloud! And just to keep things exciting, there are actually four different sets of instruments, so when you play "Again, again" you'll get something altogether different.

Each cloud is controlled by a different button on the controller. Each press of a button moves the corresponding cloud first up one level, until it reaches the top, after which each button press will move the cloud back down one level until it reaches the bottom, and the whole cycle begins again. Note that at the bottom, the volume level for each cloud instrument is zero, so you'll need to raise each one up at least a little to hear all of the clouds' musical offerings, which all together make a nice little tune.

=====  
| Cloud position | Left | Center-left | Center-right | Right |



Controlled by	Square	Triangle	X	O
Percussion	Kettle drum	Tambourine	Wood block	Xylophone
Woodwinds	Piccolo	Oboe	Flute	Bassoon
Strings	Xylophone	Piano	Harpsichord	Harp
Mixed instruments	Clarinet	Tuba	Banjo	Piano

Wondering how the game finishes? It's simply on a two-minute timer, after which your Teletubby will implore you to play again. The set of instruments changes after each play.

==+~+=+~+=+~+=+~+=+~+=+~+=  
 4A-5) THE TRAIN EVENT  
 ==+~+=+~+=+~+=+~+=+~+=+~+=

--Activated by highlighting the toy train and pressing any button--

The train appears atop the never-ending viaduct that for some reason I never noticed in Teletubbyland before. I guess the magic pinwheel made it appear. The train is composed of four cars of different colours (well, an engine and three cars, I guess). Like the cloud event, this activity is musical in nature, and there are two ways in which to manipulate the music. First of all, you will notice a lovely tune already playing when the train appears. You can alter the key of this tune, and also slightly increase or decrease the rate of beats. In addition, you can make each car on the train play a different, surprisingly discordant pair of notes.

First, the train speed and musical key. From the motionless starting position, you can make the train go forwards at up to three higher speeds, or backwards at the same speeds, or each in turn. Basically, the train has seven speeds:

Train Speed	Music speed and pitch
+3: Fast forward	Highest
+2: Normal forward	Even higher
+1: Slow forward	Higher
0: Stopped	Low
-1: Slow backwards	Higher
-2: Normal backwards	Even higher
-3: Fast backwards	Highest

To move the train UP one speed in the list, press the D-pad right, R1, or R2. To move the train DOWN one speed, press the D-pad left, L1, or L2. Note that the music speed and pitch goes up regardless of whether you're speeding up in a forward or backwards direction.

And of course, there is still the musical abilities of the train cars themselves to address. There's not much to say here, other than that each car makes a different sound, and the engine car's sound is a little different in quality than the others and sounds twice in a row. The buttons that make each car produce their sound is as follows:

- O: Engine car
- X: Blue second car

Triangle: Green third car  
Square: Pink rear car

Press them all at once to hear a really awful sound. Honestly, I don't know why the designers let them sound so bad.

Now, unlike in the cloud event, there's only one song to be heard here. But for some reason, I just like the train event a lot and could listen to that tune for a long time. Call me weird if you must. Exactly like in the cloud event, this activity is over after two minutes, whether you do anything or not. Note that if you choose to play again, the train and music will continue at the most recent speed, so it's more of a continuation than a starting-over type of affair.

==+~==+~==+~==+~==+~==+~==  
4A-6) FAVORITE THING  
==+~==+~==+~==+~==+~==+~==

--Activated by highlighting the current Teletubby's favorite object and--  
--pressing any button--

Ah, the favorite thing. By far the briefest activity in the game. The current player Teletubby's favorite object will always be found down and slightly to the left of the windmill, making it very easy to reach from the starting position. Walk to it and choose to do this activity, and then watch as your Teletubby uses the item, then prompts you to do it again, and again, and again...

Four Teletubbies, four objects, four actions:

Teletubby	Favorite object	Action taken
Dipsy	Cow-spotted hat	Wears it. That's all.
Tinky Winky	Not-so-manly purse	Swings it around showing it off, the little fashionista.
Po	Push scooter	Scoots around the field twice, while honking the scooter's horn
Laa-laa	Big orange ball	Bounces it on the ground eight times without actually letting go of it.

This game is forcing me to take Dipsy's intellect into serious question.

==+~==+~==+~==+~==+~==+~==  
4A-7) TUNING IN  
==+~==+~==+~==+~==+~==+~==

--Activated by highlighting the windmill and pressing any button--

If the favorite thing activity was the least time-consuming, this one is the least player-input-requiring. From the starting position in Teletubbyland, to which you will return after choosing a new Teletubby or ending any activity, walk straight up to the 'windmill' (really, it's a pinwheel) and away you go. Sit back and watch first a little Teletubby cut-scene, then a real-life video



	of control panel column.	
-----		
D-pad down, or R2	Change pattern of lights around base of control	
	panel column.	
-----		
Triangle	Change colour of lights in top section of	
	central panel, scrolling through black (off),	
	red, green, yellow, blue, violet, teal, and	
	white, in that order.	
-----		
Square	Change colour of lights in second section from	
	top of central panel, scrolling through the	
	same colours as listed for the Triangle button.	
-----		
O	Change colour of light in middle section of	
	central column, scrolling through the same	
	colours as listed for the Triangle button.	
-----		
X	Change colour of light in second section from	
	bottom of central panel, scrolling through the	
	same colours as listed for the Triangle button.	
=====		

SECRET: You may have noticed that you cannot change the colour of the lights in the bottom section of the central panel. If, however, you set all of the other lights in that panel to the same colour as the bottom section, using the Triangle, Square, X and O buttons, then your Teletubby will exclaim "Yay!", and the entire panel will flash through all colours until randomly stopping on a new set, at which point you can again set all sections to match the lower one.

The activity will automatically finish after two minutes, since that's as long as the Superdome can continue to supply sufficient power. Play again if you like, or just wait to return to the wider Superdome area.

==+~+=~+=~+=~+=~+=~+=~+=~+=~

4B-2) CHASE THE NOO-NOO

==+~+=~+=~+=~+=~+=~+=~+=~+=~

--Activated by highlighting the round table in back and pressing any button--

After the Noo-noo eats the forbidden Tubby Toast off of the table, the Teletubbies give chase, as the Noo-noo must be punished! Your Teletubby will automatically follow the Noo-noo in a clockwise circle around the central column of the Superdome. Each time they pass behind the central column, another one of your Teletubby companions, having heard of the Noo-noo's naughtiness, will also join in the chase. Once all four vindictive Teletubbies are present, the Noo-noo must make just short of three more full rotations around the dome before the Teletubbies are able to catch up to in and exact their revenge.

So what do you do during all of this? Well, by pressing and holding down any button, both the chase and the rousing chase music will accelerate. Release the button to return to regular speed. You don't expect them to keep up that pace forever, do you?

After the activity, your Teletubby will implore you to play 'Again, again'. If you have any sympathy for the Noo-noo at all, please don't give in to this demand.

+=~+=~+=~+=~+=~+=~+=

#### 4B-3) TUBBY TOAST

+=~+=~+=~+=~+=~+=~+=

--Activated by highlighting the weird box in the rear and pressing any button--

Once engaged in this activity, the camera will pan to show you, the round table behind you, and the strange gray box, which apparently is a Tubby Toast ejector. Right away, the poor half-starved Noo-noo will sneak up into the bottom of the screen. Your Teletubby can only move back and forth between the Tubby Toast machine and the table. To walk to the table, press the D-pad right or down, and to walk back to the machine, press the D-pad left or up.

While standing at the Tubby Toast machine, press any button to make a slice of Tubby Toast, which will be launched over to the table. Each time that you do this, the Noo-noo will sneak just a little bit closer to the table. Press any button at the Tubby Toast machine again to add a second slice of Tubby Toast to the table. The Noo-noo will sneak even closer.

At any point, you can walk over to the table and press any button to eat however many slices of Tubby Toast are there. If you get greedy, however, and make too many slices of Tubby Toast at once, the Noo-noo will sneak close enough to the table to eat all of your toast, ruining your hard work.

The secret to winning this game is to make just enough Tubby Toast so that you can eat your fill, without letting the Noo-noo get close enough to suck it all up his nose hose. The magic maximum number of Tubby Toast slices that will let you achieve this goal is.... (are you ready for this?)... Four! Make four slices of Tubby Toast and eat them all at once, and you'll be a fat Teletubby for a long time to come. Make more than four slices, however, and the Noo-noo will reign victorious!

The game will end whenever either of you eat Tubby Toast, even if you've only had one slice and are still hungry. Them's the breaks.

+=~+=~+=~+=~+=~+=~+=

#### 4B-4) TUBBY CUSTARD

+=~+=~+=~+=~+=~+=~+=

--Activated by highlighting the blue and pink machine and pressing any button--

This is another activity that is a little short on actual interactivity. Upon beginning, your Teletubby will automatically start up the Tubby Custard machine (apparently the machine is activated by farting), absent-mindedly neglecting to put a bowl in place to catch the ensuing custard flow. As a result, the custard spills all over the floor. What is a foresight-lacking, user's manual-less Teletubby to do? Apparently, it's to spread the mess around even further. I seriously hope that the Teletubbies never get into scat play, because that stuff would end up just everywhere. But on that note, do Teletubbies even have excretory systems?

Anyway, under no control of your own, your Teletubby will merrily trod in the spilled custard and prance about, leaving a disgusting pink trail all over the Superdome floor. So much for the bib. It seems to really enjoy this, and continues to do so for quite some time. When you're tired of the Teletubby's self-indulgent behavior, you can press and hold any button to speed up its walk, getting the matter over with much more quickly.

