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WHAT IS CONNECTED WORLDS?

Connected Worlds works as one big system. A system is made up of different parts that are connected to each other in different ways. In Connected Worlds, the parts of the system include the Waterfall, Floodplain and the habitats: the Desert, River Valley, Grasslands, Jungle, Reservoir and Wetlands. Each habitat is also a system.

Plants and creatures in these habitats need water to thrive. The water evaporates and returns to the Waterfall via clouds.
Water flows from the Waterfall, River Valley and Reservoir. You can direct the water to the Desert, Grasslands, Jungle and Wetlands.
Every habitat in the Connected Worlds system shares a resource: water. There’s only so much water to go around.

Water moves through Connected Worlds in many ways. It flows from the Waterfall and can be fed into habitats so plants can grow. It evaporates from the habitats into clouds and moves across the sky. Rain from the clouds replenishes the Waterfall, River and Reservoir.
WATERFALL

The Waterfall supplies most of the water to Connected Worlds. When the habitats use a lot of water, the Waterfall dwindles down to a trickle. But when the rain from the clouds replenishes it, the Waterfall roars back to life and flows rapidly out onto the Floodplain.

Clouds collect above the Waterfall, building up until there’s rain.

FLOODPLAIN

When water flows out of the Waterfall, the River and the Reservoir, it streams across the Floodplain. You can direct the water using the silver logs to the Desert, Grasslands, Jungle or Wetlands.
Plants in the Desert, Grasslands, Jungle and Wetlands draw water from the Water Table beneath the habitats. The more plants there are, the faster they use up the water supply in the Water Table. You can direct water to the habitats to replenish the Water Table.
When there are a lot of clouds in a habitat, it will cause a rain storm. Sometimes it will flood.

When it floods, the water spills out of a habitat. Put a log in the water to drain the flooded area.

CLOUDS

Water evaporates from the plants and habitats and forms clouds. The clouds move across the sky toward the Waterfall. When many clouds gather together, it rains.
About *Connected Worlds*

**WHAT IS A SYSTEM?**

A system is made up of parts connected in complex ways. These interconnected parts interact with and influence each other. Changes in one part of the system may affect other parts of the system.

In *Connected Worlds*, the habitats, the Waterfall, the Floodplain, the clouds, the water, the logs, the creatures and plants are all a part of the system. And so are you.

The world is made up of systems.
Your body is a system of organs that work together so you can function.
City streets form a system that helps people and products get from place to place.
If any part of a system changes, then the other parts adapt to that change.

**HOW DOES IT WORK?**

It’s all about Balance

In *Connected Worlds*, you are part of a larger system at work. Here, everything is connected. Changes in one area affect another. For instance, if you cultivate too many plants in one habitat, the water will be used up quickly. You will have to get more, and more, and even more water to keep the plants alive. Then other habitats won’t get enough water to support their plants and creatures.

To keep all the habitats healthy, you need to figure out how to balance the needs of the different habitats with the available water.

Keep exploring and trying things to learn more about how each habitat works.
CHOOSING SEEDS

Plants grow in succession. When there is enough water in the Water Table, small plants and grasses grow first. Then larger, more complex plants grow. The largest and most difficult plants to grow attract some very special creatures. The more plants you grow, the faster water is used up. You will have to work harder to make sure there is enough water to maintain the plants.

You need seeds to grow plants. Different seeds produce different plants. Small plants grow before larger ones do. Hold your hand up and look at the rings around the seed. More rings mean you can plant bigger seeds, which means bigger plants. Wait for the one you want, and then drop your arm to plant it.

See what you can grow.
Late-growth plants use the most water and are hardest to keep healthy.

Mid-growth plants thrive with a moderate amount of water.

Early-growth plants are small and don’t use a lot of water.
What You Can Do

MOVING WATER

Plants need water! Water flows through Connected Worlds and you can control where the water goes. Use the silver logs to direct the water to the Desert, Grasslands, Jungle and Wetlands. You can also use the logs to dam water or drain it out of flooded areas. Sometimes you might need someone to help you direct the water where you want it to go.

The water moves through the system in many ways: through evaporation, cloud movement, and rain. Sometimes it’s even carried by creatures.
CHOPPING PLANTS

If a plant doesn’t receive enough water, it withers and dies. Dead plants can be chopped down. Hold your arm out and swipe it back and forth to chop dead plants.

The anxious Lookouts alert you when water is running out and plants are dying.

Chop dead plants to make room for new, healthy
A hot and dry habitat, the arid Desert gets little relief from the sun. Water is very precious here and living things have to adapt to this harsh habitat. When the Desert gets some water, delicate grasses and small plants scatter across its hot surface. You can route water to the Desert and plant seeds.

Early Growth plants - Lilies and Water Bulbs, Paintbrushes and Shakers cover the desert sands and attract Desert Butterflies.

The Rock Rollers have many eyes and keep watch over the Desert from their refuge under the Shade Plant.
The Shade Plant provides cool place for the Rock Rollers who can easily overheat in the hot Desert climate.
DESERT

The Stoic Bird and its family perch on the Shifty Cactus. When there are the healthy Beacon Plants in the Grasslands, the Stoic Birds migrate there to breed.

Fruit Spitter Plant spits out little fruits from its twisting tubes. The Stoic Birds love to eat this fruit.
The rarely seen Water Deer are attracted to Late-growth plants in the Desert and Grasslands. They descend from the high mountains and migrate to neighboring habitats.

When the Water Deer drinks from the trunk of the Shimmer Tree, magical sparkles rise from its crown.

The sparkling leaves of the Shimmer Tree spin in the wind, reflecting light and attracting the elusive Water Deer.
The winds sweep across the low-lying Grasslands. With the right amount of water, the Grasslands are fertile and full of beautiful, delicate plants. Creatures from other habitats migrate here for food and to breed.

Grasses, Strands, Puffs and Glows attract the Grassland Butterflies, and lure the Grazers from the River Valley. Stalk Jumpers use their sticky feet to climb the stalks of the Beacon Plants. With their strong legs they leap from plant to plant.
Pink and Yellow Rattle Beacon plants shake their flowers and send out energy sparks.

Spinner Beacon plants charge up energy by spinning in the wind. When charged, they attract Stoic Birds from the Desert.
The Beacon Plants attract the Stoic Birds, who migrate from the Desert to the Grasslands to have babies.
The leaves of the Shape Shifter create a charge that attracts the Dream Catcher. The ghost-like Dream Catcher gathers colors from the plant.
JUNGLE

The most lush and dense habitat, the Jungle bursts with many diverse plants and creatures. You can route water to the Jungle and plant seeds. When the plants grow, you can discover the many creatures that live here – look high and low.

The Jungle’s many diverse plants grow easily, creating a rich habitat. But the Jungle is also the most challenging habitat to keep healthy for a long time because the plants need lots of water.

Butterflies hover around the colorful Ladder Vines and Dwarf Ferns that live in the humid Jungle.

Lantern Ferns grow among the many grasses that thrive on the jungle floor.
The Bloom Tree grows tall, reaching for the sun. The Flower Bird feeds on its fragrant blossoms.

The Wiggle tree grows long, straight branches from its curvy trunk. The branches provide the perfect nesting place for the Flower Birds.
The playful Antepony romps around, eating little flies that swarm around the Fan Bush. They live in mud huts on the jungle floor.

The Fan Bush grows a fan of leaves that attract little flies, a favorite food of the Antepony.
The Canopy Tree towers over the other plants in the Jungle. Happy Lamp Lighters perch its broad branches.

When there is a Canopy Tree, Lantern Ferns light up and drop Lamp Lighters from their bulbs.
RESERVOIR

The underwater world of the Reservoir teems with life. Schools of fish and plants thrive in the deep water. You can’t plant seeds here, but you can get water from the Reservoir to support other habitats. Check out the Slug Plugs to see if you can make them release the water. Clouds passing above the Reservoir can replenish it with rain when it runs low.

The curious schools of Red Fish swim around your hands.

If you chase the Plug Slug from its home, water flows from the Reservoir onto the Floodplain.

The happy Mop Flopper thrives in lots of water. Without water their long seaweed-like hair covers their eyes and they can’t see.
 Hungry Caster Birds migrate from the Wetlands to feed. They throw their heads deep into the water to catch the tastiest Blue Fish.

The Water Dropper looks after the Reservoir. When the water level is low, the Water Dropper steals water from the Jungle or Wetlands to refill the Reservoir.
Whimsical plants and creatures thrive in the watery Wetlands. You can route the water to the Wetlands and plant seeds in the moist ground. But be careful, the Wetlands flood easily.

Safety in numbers! The Grass Walkers huddle in groups, camouflaged among the other plants. The cautious Grass Walkers keep their eyes on all visitors to the Wetlands.

Wetlands Butterflies flit around the Plumtails and Coil Plants.
The flowing Weeping Wisp grows golden fruit when water is abundant.

When it’s not searching for juicy Wisp Fruit to eat, the Mossback snuggles down into the wet ground for a soggy nap.
The long stems of the Pedestal Blossom Tree provide the perfect perch for Caster Birds. The friendly Caster Bird perches on the tops of the pedestal blossom tree. They fly to the Reservoir to find food.
The Wongu, the tallest creature in Connected Worlds, thrusts its head into the mud to find food and comes out with a dirty face. When you wave your hand, the Shower Blossom Tree releases a shower of water from its large, brilliant flowers and cleans the Wongu.
GLOSSARY
All Plants, All Creatures

JUNGLE
- Early-growth
- Antepony
- Flower Bird
- Bloom Tree
- Canopy Tree
- Wiggle Tree
- Lamp Lighters
- Fan Bush

RESERVOIR
- Blue Fish
- Mop Floppers
- Water Dropper
- Red Fish
- Plug Slug

WETLANDS
- Weeping Wisp
- Early-growth
- Caster Bird
- Mossback
- Shower Blossom Tree
- Pedestal Blossom Tree
- Grass Walkers
- Wongu
Connected Worlds Strategy

IT’S ALL ABOUT BALANCE

More of a good thing isn’t always better. Sometimes it’s a balancing act between too much and too little.

Too much – Water floods out of the habitat. When there’s too much water in one place, other habitats might suffer.

Too little – When an habitat is too dry, the water table is empty and plants can’t grow. Seeds turn to dust.

Just right – There’s enough water to feed the plants for a long time in all the habitats.
PLANNING YOUR WATER USE

Water sources can change over time, so it’s a good idea to plan ahead - can you save water to use later?

The reservoir holds a lot of water in reserve, but use it wisely. Once you drain the reservoir, it takes a long time for rain to refill it.

You can store water in the River Valley by damming it with Rock Rollers or with the silver logs.

Always keep an eye on the Water Table beneath the Habitats. When there’s no blue water in a particular spot, no seeds will grow there and the plants above it will start to die.