# Miss Spider's Tea Party FAQ/Walkthrough 

by Syonyx
Updated to v1.0 on May 27, 2004

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Hello my friends! I've come to see 
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MISS SPIDER'S TEA PARTY
FAQ/Walkthrough
by Syonyx
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1. INTRODUCTION
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Welcome to the ultimate Miss Spider's Tea Party FAQ and walkthrough, presented by yours truly, Syonyx. I will endeavor to provide an exhaustive, extensive guide to navigating the paths and pitfalls of this diabolical game. Watch in horror as your insect friends fall victim one by one to Miss Spider's bonecrunching traps! Recoil in disgust as she sucks the marrow from their very exoskeletons! Scream with glee as she weaves her web of evil to bring all players to a horrible demise... Well, okay, not really. But wouldn't that make a good game? I guess that would be more of a Shelob's Tea Party kind of thing. Anyway, Miss Spider is designed for players of ages 3-7, but why let that stop the rest of you from having some fun too? Spin that disc and sit back for some good tunes and good times for all...
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2. GAMEPLAY
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## Controls:

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D-pad: Move cursor.
X, O, Square, or Triangle: Make all selections.
Start: Brings up pause menu (only while in games).

How much were you expecting?

Playing the game:
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After loading, you get the difficulty selection screen, and can choose from Easy, Medium, or, for those who want a serious challenge, Hard. After this, you go to the invitation selection screen, from which you can take on any of the challenges in whatever order you desire. Highlight each envelope to hear a brief greeting from the character involved in the associated game. Starting at the top row, from left to right these are:
Beetles Grampy Spider Fireflies

Butterflies Moth \& Caterpillar Crickets

Bees Mr. Ant

On Miss Spider's tea kettle, there's also a back arrow that, when selected, returns you to the difficulty selection screen. You can choose this at any time to change the difficulty for the next game you select, and it will keep your completed games.

Note also that you can replay any completed game as many times as you like, at any difficulty level.

Please note in all of the games, YOU CANNOT DIE! No matter how many times you drown a beetle or bash Mr. Caterpillar into a rock, the game goes on. The only way to end the game, short of turning off your Playstation prematurely, is to successfully complete every insect's mission. And if that doesn't build selfconfidence, then I don't know what does.

Pause menu:
============
Press Start while playing any game to pause it and get three option on screen:

Question mark (?): Choose this option to hear a helpful message from Miss Spider about how to succeed at the current game.
Pencil eraser: Restart the current game from the beginning.
Envelope: Exit game and return to the invitation selection screen.

You can also press Start again to clear the pause menu and continue the current game.
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3. BEETLES' CRUSADE
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Covering the Beetles' River Crossing.

> "Oh dear, we wish we could be there, But we're not certain we should dare. This river may be much too wide For us to reach the other side. Still, we shall try to visit you, If you will bake up cupcakes too."

The object of this game is to get 4 beetles safely across the river in turn. You do this by having each one jump from object to object, then jump into one of the four slots on the far side. Use the directional buttons to move around. If you fall in the water at any point, the current beetle will reappear on the near shore to try again. Jump first to the rocks, then to the floating leaves,
then to the sperm (Whoops! I meant the tadpoles), then to the logs. On the logs, you can move left and right between all three without fear of falling into the water between them. Use this to reach the more difficult finishing spot on the very left of the screen.

EASY - The rocks are stationary, and other objects move slowly.

MEDIUM - The rocks move across the river too, and all objects move faster.

HARD - The speeds of the different objects vary, and the sperm periodically dip under water, drowning you if you're standing on them (Dammit, I meant tadpoles! Why do I keep doing that?)
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4. GRAMPY SPIDER'S DILEMNA
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Covering Grampy Spider's Picture Perfect

> "Alas, I can't, for I confess That I have made a dreadful mess. I dropped my photo album there, And pictures scattered everywhere. The snapshots are supposed to go With matching captions down below If you could put them right for me, I'll gladly join you for some tea."

In restoring the old spider's photo album, you will be given three photographs to choose from, and a caption below the empty space on the right side of the album. Miss Spider will also read out the caption. Select the appropriate photograph by highlighting it and pressing any button. If correct, Grampy Spider will tell you so and the counter at the bottom of the screen will shorten by one. If incorrect, you'll be told so, and the three pictures you are choosing from will randomly rearrange before you try again. You must make 9 correct matches before Grampy will come to the tea party.

And if any of you aren't familiar with them, yellowjackets are essentially wasps (it may be a British term, I'm not entirely sure. I think I only know it from when Hank Pym of the Avengers took on the Yellowjacket alter-ego).

EASY - You only have to identify the object in the picture (insect or flower)

MEDIUM - Selection are based on object, number, and color in many cases.

HARD - Similar to medium, with some added complexity in distinguishing the correct number of objects from the photo options.
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Covering Firefly Concentration

> "Oh dear, we wish we could come by, But on our own we're scared to fly Yet with our tails in matching pairs We'd boldly travel anywhere.
> So help us match our bottoms right, And we'll be there for tea tonight.

This is a memory game. You uncover two leaves at a time to see the fireflies underneath them. If the two match based on the criteria determined by the difficulty level (see below), then the pair are removed from the board to go join the tea party. If they don't match, they get covered again, but those fireflies will always remain in that spot. So, if you uncover a firefly that is identical to one you uncovered earlier, and you remember where that first one was, flip over that leaf to join the two together. Once you clear the board of all fireflies, the game is a success.

One strategy, to help remember what you've already seen, is to flip over the leaves in order, i.e. do one row completely, then start on the next, rather than randomly choosing leaves.

EASY - You only need to match the colors of the fireflies' tails/bellies. There are also more than two of each in the whole board.

MEDIUM - The fireflies will appear in two different orientations (ventral view and dorsal view), and you must match both the tail color and the orientation.

HARD - All fireflies have the same color, but you have to match both their orientation, and the sound they make when you select them. Listen carefully, because Miss Spider's voice starts right after the sound that you need to hear.
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Covering Find the Butterflies.

> "I truly wish I could come by, But on my own I'm much too shy. I must find all of my friends, you know, Before I am brave enough to go. If you could help me round them up We'll come along and share a cup."

You will be presented with a series of three rustic scenes within which the butterflies have hidden themselves. Move the cursor over them and click on them to make them flutter away to the party. If you're having difficulty, just systematically sweep the cursor across the screen, starting at the top and moving down after completing a row, pressing any button repeatedly while you do so. After clearing all butterflies for each of the 3 scenes, the game is complete.

EASY - There are 4 butterflies in each scene.

MEDIUM - There are 5 butterflies in each scene, and one could be very small.

HARD - There are 6 very small butterflies in each scene. If you're having trouble, so the sweep-search method I described, but also check along the sides of the screen where the picture might be going past the edge of your TV screen.
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"We really wish we could come by,
    But perils block the ground and sky.
    We'll come to tea, we surely will,
    If you could help us down the hill."
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Mr. Caterpillar and Miss Moth each take a turn racing down the hill, and it's up to you to help them avoid the obstacles along the way. Mr. Caterpillar, being a ground-dweller, has to watch out for rocks, grass-topped hills, and bear prints in the ground. Miss Moth can fly over the rocks and footprints, but has to avoid the hills as well as branches that stick out from the sides. Both also need to avoid hitting the sides of the path. When one of them hits an obstacle, they'll bounce back up a bit, and possibly hit another, higher obstacle and keep bouncing up until you steer them around. Each one has 35 seconds to make it to the finish line.

EASY - Some obstacles line the path.

MEDIUM - More obstacles line the path.

HARD - Lots of obstacles line the path.
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8. CRICKETS' MISSION
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Covering Assemble the Cricket Band

> "We'd love to come, you understand, But first we need to form a band And on our own, to get that right It's surely going to take all night. But if you'll kindly help us through, We'll come to tea and play with you."

It's up to you to form 4 cricket quartets with every member playing the right instrument. On the screen, there are four groups of four musical notes, and each note corresponds to one of the instruments in the boxes along the bottom of the screen. You can either choose an instrument to hear it's music and to hear Miss Spider tell you the name of the instrument, then choose the note that the instrument matches with, or select the note first to hear the music, then pick the instrument that matches the sound. If you get a match, a cricket will appear in the note's place holding the instrument. If it is not a match, you will be told so, and you get to try again. Once you fill a quartet, the foursome will play a short tune. Once you fill the last quartet, the whole band will strike up a song, and the game is complete.

For your choice of instruments, there are four groupings, and up to four instruments in each grouping. Each quartet is composed of only one of these groups:

```
BRASS: -Trumpet
-Trombone
-Tuba
-French Horn
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PERCUSSION: -Snare Drum -Triangle
-Bass Drum

WOODWINDS: -Saxophone
-Clarinet
-Flute
-Bassoon

STRINGS: -Guitar
-Violin
-Cello
*** Note! They got the pictures mixed up for the Tuba and the French Horn, so if going by the picture, pick the opposite one ***

EASY - Each quartet is made of 4 of the same instrument.

MEDIUM - Each quartet is made of 2 sets of 2 instruments from the same group.

HARD - Each quartet is made of 4 different instruments from the same group.
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$-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-$

Covering the Bee Game.

> "Ah, we cannot come, I'd sad to say. We're pollinatin' flowers today. Perhaps if you could help us find The flowers that we got in mind, We'd finish up and when we're through We'd gladly share some tea with you."

This is another matching game, in which each bee will show you a thought bubble with the flower they're looking for. You are then presented with three flowers, and you must select the flower that is identical to the one the bee showed you. Keep in mind, however, that the bees have very specific fetishes, er, preferences, and the flower must match EXACTLY. See the difficulty levels below for the details that you must watch out for. When you make a wrong choice, the correct one flashes momentarily, and you have to try again with all new flowers. Once you make a correct match for each of the 6 bees, the game is finished, and they will come to your little shindig.

EASY - The flowers will all have different colors, stem shapes, and bright grass at the bottom. As a result, you only need to watch the color to get it right.

MEDIUM - The flowers shown will all share one of the three characteristics: color, stem shape, and bright green grass at the bottom. So check the bees' desired flower for at least two of these to make a correct match.

HARD - Of the three flowers shown, they will all differ in only one of the three characteristics, so you have to make note of all three in the bees' dream flower to ensure a correct match.
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$-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-/-\backslash-$

Covering Mr. Ant's Maze

> "Oh dear, I wish I could stop by, But I don't know which path to try. I'm stuck alone down here below And have no clue which way to go. If you would help and be my guide, I'll come to tea once I'm outside."

In this game, you have to help Mr. Ant through an underground maze to the top of the anthill. Use the directional buttons to move him around. The exit is always at the top of the area, but that doesn't mean that you should always go up when the path splits. Don't fall for that old trick! Even though I've drawn the mazes below for each difficulty level, you may want to try going it alone, so I'll give you this advice: if your stuck, try following just one wall of the maze. By that, I mean pick, say, the wall on your left, and keep tracing it. If you reach a dead end, then consider the wall to follow around the end and back up the other side, like you were drawing a line along the edge of the path. This will take you to the exit eventually every time.

Follow the dotted lines in the mazes I've drawn below to find your way out of the mazes. Drawings are not quite to scale.

EASY -

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## 11. CONCLUDING NOTES

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There, wasn't that fun? Here are some suggestions for enhancing the game even further:

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-Play it while under the influence (and if you have to ask of what,
    then it's ice cream and cake. Actually, that wouldn't be a bad
    idea... ;)
    -Host a tournament! Prizes for the fastest players, or for the first
    one to get Mr. Caterpillar to shout "My eye!"
    -Collect some real insects and force them to act out the games.
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If you have any other suggestions, or general comments or questions about this guide, please send them to [syonyx_faqs at yahoo dot com].

And to see some of my other, slightly more adult work, please check out my GameFAQS contributor page at:
http://www.gamefaqs.com/features/recognition/35729.html

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Thank you to David Kirk for delighting children around the world, or something like that.
Thank you to CJayC for creating GameFAQS.com, the greatest game aficionado site ever, period.
And thanks to you, the reader, for playing along.

