

# WELCOMEVILLE

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Go to Welcomeville and find out what happened at Hardramble's farm! Go to Welcomeville and figure out who's taken over your friend's farm! Help the animals come home! Find out what mysterious metal saucer Hardramble is talking about! The land is available from May 23 to June 5, 23:50 PDT. 1 level: Welcomeville

Travel Equipment: Kerosene Lamp

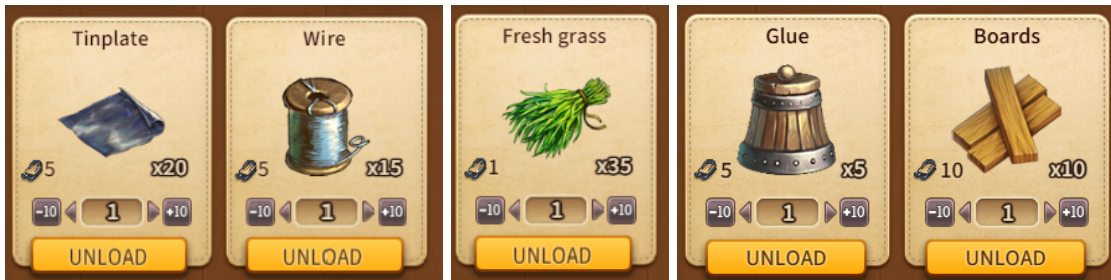


Enlarge Map: Website [KA101 Facebook Photo Album](#)

## Energy Consumption:

The total clearing of the location requires about 71,922 energy. However, in the location you can get various energy resources for a total of about 32,156 energy and about 277 complete Horn sets.

## Pack List:



## To fix Soda Machine



## To restore Food Truck



## Unlock Food Truck barbers



Links : [Construction Trust](#), [Farmer's House](#), [Hotel Earthlings](#), [Food Truck](#) MAIN TASKS : [Basket with a Secret](#), [Precious Finds](#) QUEST LINE : [Extraterrestrial Pull](#), [Space Construction](#), [Water Outage](#), [To the Sound of Bells](#), [Healthy Snack](#), [Dangerous Pursuit](#) CLEARING REWARDS



# Main Building: Storage and Barter :

The image displays three crafting recipes in a game interface, each presented in a wooden panel with a plus sign between ingredients and an equals sign before the result.

- Recipe 1:** Carrot (0/25) + Milk (0/15) = Pet Treats (Left pieces: 10). The Pet Treats panel includes a 'CREATE' button.
- Recipe 2:** Flax (0/20) + Carrot (0/10) = Loud Bullet x45 (Left pieces: 4). The Loud Bullet panel includes a 'CREATE' button.
- Recipe 3:** Milk (0/5) + Coins (310110518/250) = Experimental Candies x25 (Left pieces: 63). The Experimental Candies panel includes a 'CREATE' button.

Each ingredient panel features a 'Buy for 1' button and a magnifying glass icon. The 'CREATE' buttons are located at the bottom right of each result panel.


# Other Buildings On Land

## CONSTRUCTION TRUST TASKS



Find the Wanderer's Wagon in Welcomeville.


0/1

Reward:  80



Find the Soda Machine in Welcomeville.

0/1

Reward:  80



Stage: 1/1

Reward: 100 XP

Wire



0/5

Buy all for 5 



## 👉 HOW TO OPEN THE MAIN GATE

You'll need to toggle 4 levers to open the Main Gate.

Each of the 4 levers is located behind the Gate, to open each gate you'll need x1 Crowbar. Crowbars can be found in 4 Old Boxes in the location.

## 👉 OLD GATES IN WELCOMEVILLE

At the end of the story you'll find the Old Gates. Find the Key in the Ancient Chest nearby and use it to open the gates.



**+150 live energy**







# FARMER'S HOUSE

<p>Wild Strawberry</p>  <p>0/15</p> <p>Buy all for 15</p>	+	<p>Water</p>  <p>0/5</p> <p>Buy all for 5</p>	=	<p>Meringue +10 Energy</p>  <p>Time: 30 m.</p> <p>CREATE</p>
<p>Goose egg</p>  <p>0/10</p> <p>Buy all for 10</p>	+	<p>Milk</p>  <p>210/15</p>	=	<p>Canned food +20 Energy</p>  <p>Time: 2 h.</p> <p>CREATE</p>
<p>Grapes</p>  <p>0/5</p> <p>Buy all for 60</p>	+	<p>Water</p>  <p>0/30</p> <p>Buy all for 30</p>	=	<p>Coffee +40 energy</p>  <p>Time: 4 h.</p> <p>CREATE</p>
<p>Ruby</p>  <p>60/50</p>	+	<p>Rye</p>  <p>0/25</p> <p>Buy all for 25</p>	=	<p>Pepper Drink +125 Energy</p>  <p>Time: 5 h.</p> <p>CREATE</p>

# HOTEL EARTHLINGS

<p>Rye</p>  <p>0/15</p> <p>Buy all for 15</p>	+	<p>Water</p>  <p>0/5</p> <p>Buy all for 5</p>	=	<p>Searing Grass</p>  <p>Time: 1 h. 33 m.</p> <p>CREATE</p>
<p>Beans</p>  <p>0/10</p> <p>Buy all for 10</p>	+	<p>Boards</p>  <p>20/10</p>	=	<p>Silent Shadow's Bag</p>  <p>Time: 2 h. 46 m.</p> <p>CREATE</p>
<p>Beets</p>  <p>0/15</p> <p>Buy all for 15</p>	+	<p>Cucumbers</p>  <p>0/25</p> <p>Buy all for 25</p>	=	<p>Blueberry Pie +50 Energy</p>  <p>Time: 5 h. x19</p> <p>CREATE</p>
<p>Ruby</p>  <p>60/50</p>	+	<p>Rye</p>  <p>0/20</p> <p>Buy all for 20</p>	=	<p>Flavorful Cola +120 Energy</p>  <p>Time: 5 h.</p> <p>CREATE</p>

💡 There's an **Old Truck** in the location. Restore it for 60 Stones, 20 Clay, 20 Boards, then open recipes for it and cook 3 kinds of yummy **burgers +25, 45 and 65 energy with no limits!**



# Food Truck



## Restore food truck

<p>Stones</p>  <p>0/60</p> <p>ACCEPT 60</p>	<p>Clay</p>  <p>0/20</p> <p>ACCEPT 20</p>	<p>Boards</p>  <p>0/20</p> <p>ACCEPT 20</p>
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## Unlock barter

<p>To learn how to create this, you need:</p> <p>Milk      Glue      Wool</p>  <p>15/15</p>  <p>5/5</p>  <p>15/15</p> <p>LEARN</p>	<p>Mini Burger +25 Energy</p>  <p>Time: 2 h. 10 m.</p> <p>CREATE</p>
<p>To learn how to create this, you need:</p> <p>Beans      Boards      Wild Strawberry</p>  <p>15/15</p>  <p>10/10</p>  <p>15/15</p> <p>LEARN</p>	<p>Burger +45 Energy</p>  <p>Time: 4 h. 10 m.</p> <p>CREATE</p>
<p>To learn how to create this, you need:</p> <p>Marrow      Tinplate      Water</p>  <p>3/3</p>  <p>12/12</p>  <p>10/10</p> <p>LEARN</p>	<p>Big Burger +65 Energy</p>  <p>Time: 5 h. 30 m.</p> <p>CREATE</p>

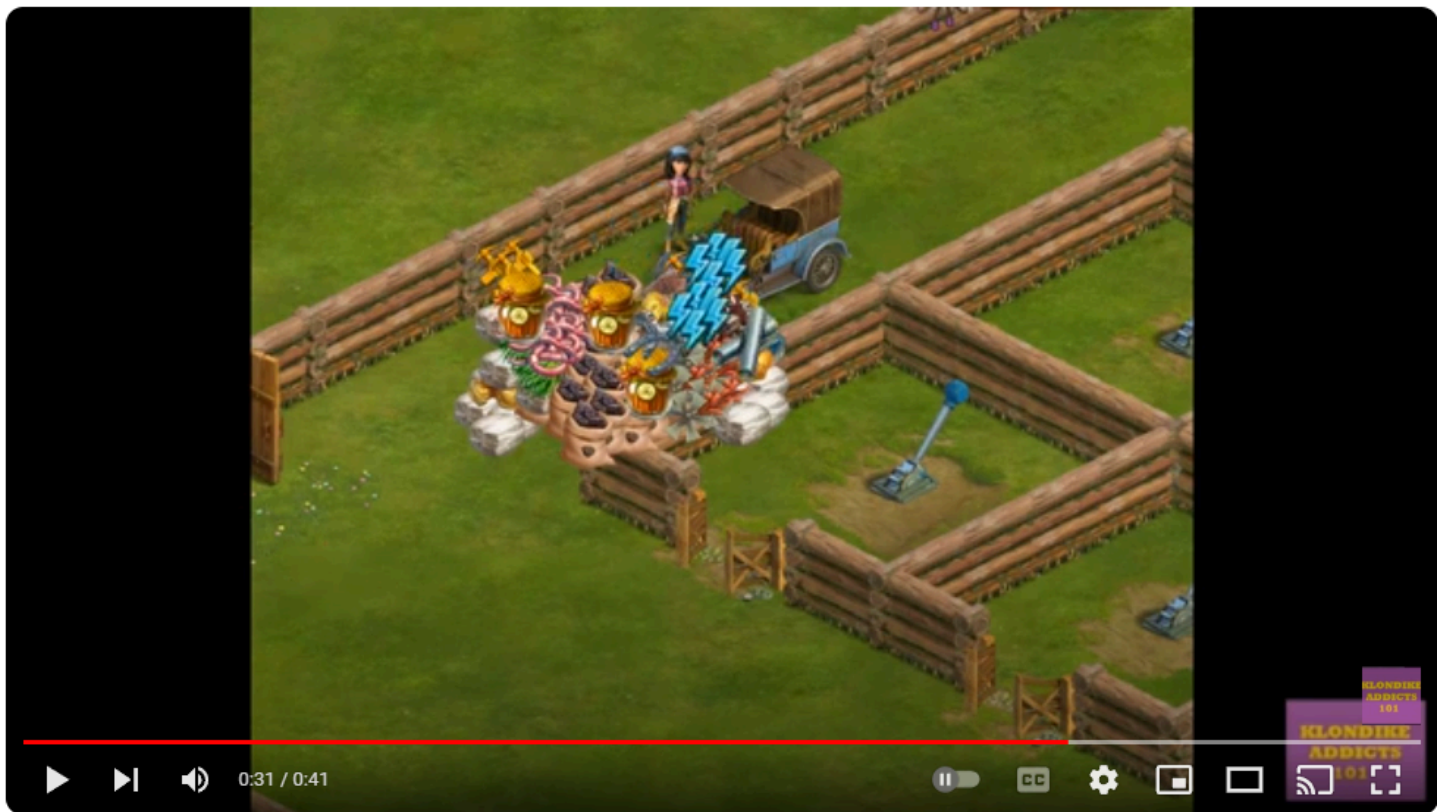
## Barter











### 💣 🥤 EXPLOSIVE COLA IN THE LOCATION 🥤 💣

There are many preset dynamites in the location: **Explosive Cola 75 and 150 energy**. Restore them for 75 and 150 Experimental Candies and blow them up like regular dynamite.

! **NOTE:** You cannot move preset Explosive Cola.

🍬 **Experimental Candies** are made in the storage building :)

### 🎁 REWARDS 🎁


😊  Complete the storyline and get a **Home Greenhouse** with useful crafts inside!


😊   Find **Popcorn Machine & Unidentified Object ROULETTES** in the location and get their **copies for your home station!**





✨ Clear **20, 40, and 60%** of the land and get gift boxes with useful items, emeralds, and energy snacks!

✨  For **80%** clearing you'll get a **new sled DESIGN**: Unidentified Sled! 💡 You can change sled designs by clicking the  **Palette** icon in the Team tab.

✨  Clear **100%** of the land and get the **Hotel Earthlings!** It can house 30 workers for 3 days that will work as effectively as 120 people.

## SPECIAL GIFTS






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**Main Task(s):**

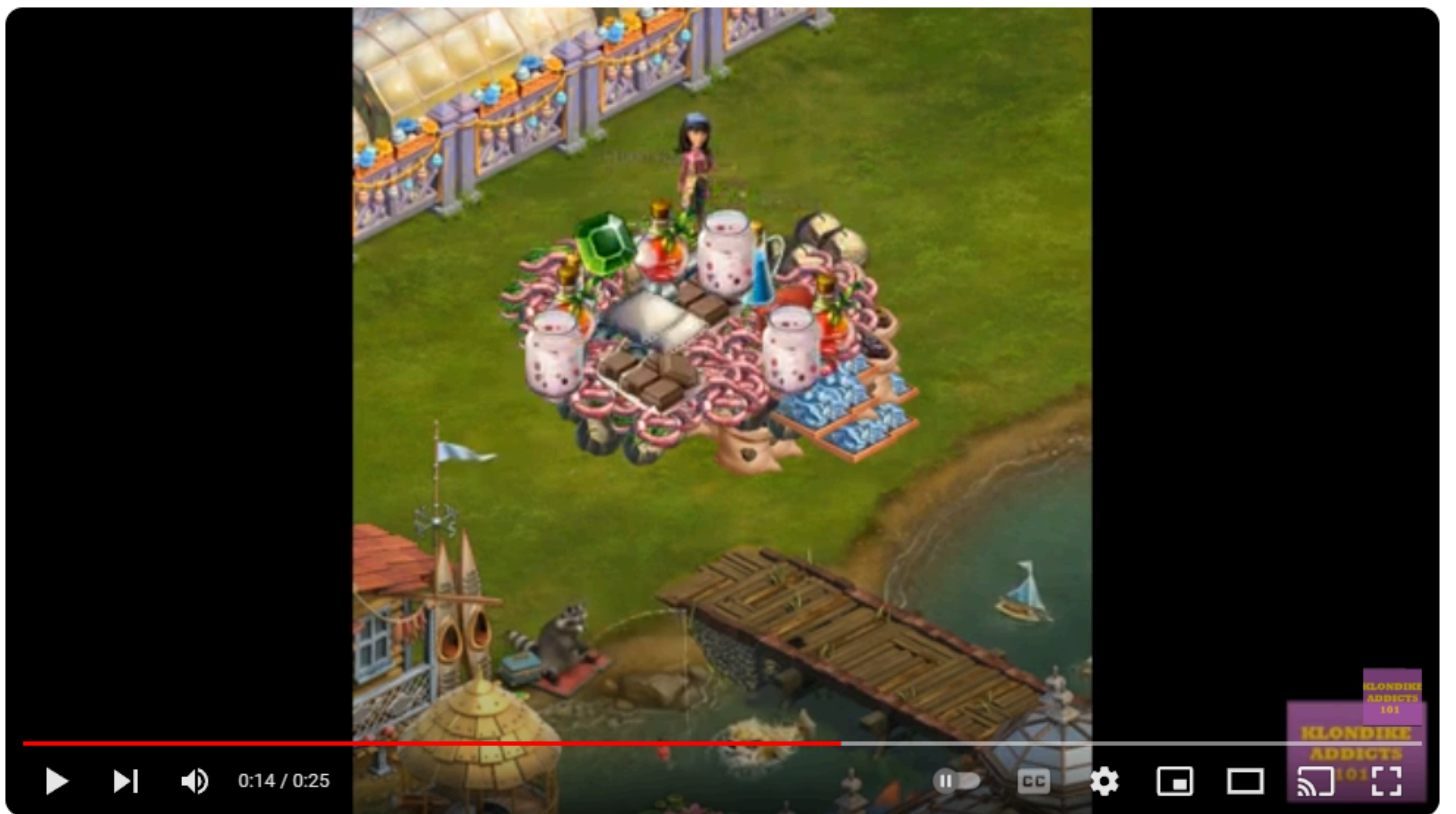


**BASKET WITH A SECRET**

Find and examine all Wicker Baskets. 0/15


Reward: 1 





## PRECIOUS FINDS

Get all Rubies. 0/450

Reward: 1 

### HELPERS' HOUSE

The Workers will help you process resources.

Stage: 1/1  
Reward: 3000 XP

<b>Boards</b>  0/10 <b>Buy all for 10</b>	<b>Glue</b>  0/5 <b>Buy all for 5</b>
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**BUILD** 



QUESTLINE:






## EXTRATERRESTRIAL PULL



Go to Welcomeville.

Reward: 100 



*Hardramble, are you into building again?*

*No, this time I'm interested in sky research! Why are you asking?*

*You have a very run-down hotel here, and the house too... I'm scared to go near them.*

*Ah, they're connected with my sky research.*

*I didn't build them, or they would have survived the attack of the metal saucer.*

*An attack of the metal saucer?...*

*If you don't believe me, then take a look! The destruction is unlike anything else.*

*Well, let's see.*

*And restore the buildings along the way!*

*Yeah, yeah, sure. Just help me with your advice and don't do anything...*



## SPACE CONSTRUCTION



Restore the Farmer's House and Hotel Earthlings in Welcomeville. 0/2

Reward: 150



Red oak    Stone deposit    Dry cement







x2



*We need to help dear Veguetta! She's a victim of the uncontrollable saucer too!*  
*Hardramble, what saucer you're talking about? It's all bandits' doing.*  
*Not only did they damage the water supply to my greenhouse, but they also stole your cows.*  
*My cows were abducted by beings from other planets, I know that for sure.*  
*I'm sure my cowies are living their best lives in space right now.*  
*I'm not gonna chase them and bring them back. They should enjoy the wonderful view.*  
*But I won't let anyone hurt you, Veguetta!*  
*Give me an axe, I'll fix the pipes and get the water back in no time!*  
*Umm... I don;t think you can fix pipes with an axe...*




Better let me...



## WATER OUTAGE

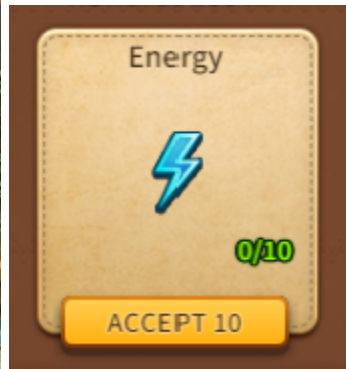


Start the water supply to the Home Greenhouse in Welcomeville.

Reward: 200 







*Hardramble, aren't these your cows, by any chance?*



*Yeah... That's my Daisy, Dewdrop, Tornado... Are they back from space already?  
The bandits are taking them somewhere, Hardramble.  
Stop! These cows have been to space, they need to leave knowledge for posterity!  
Where are you taking them?  
Oh... Looks like they were taken behind the main gate.  
This gate can be opened only by levers, it won't be easy to get the cows back...  
Don't worry, Veguetta. We'll help Hardramble...*



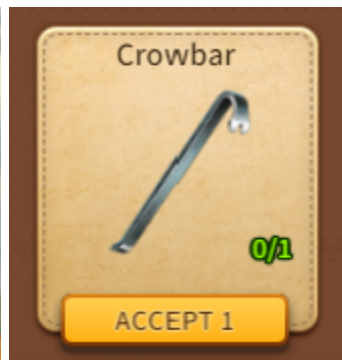
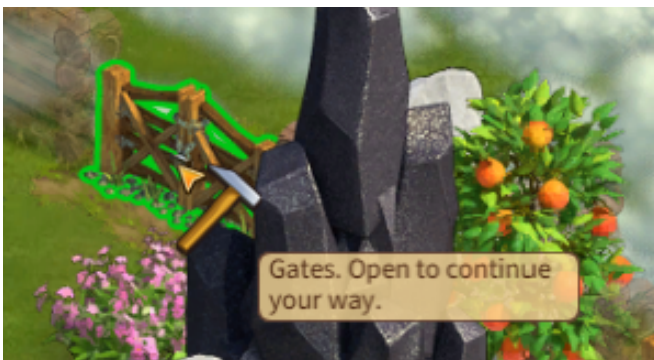
## TO THE SOUND OF BELLS



Open the Main Gate in Welcomeville.

Reward: 15

**Boxes with crowbars**   **Gates**



x4





x4



*I'm afraid we won't get any knowledge about space.*

*I wonder why...*

*None of us knows cow language...*

*Yes, that must be it...*

*Should we chase the bandits away before they break something else?*

*We need to feed the cows first! They just came back from such a long journey!*

*Yeah, yeah... The bandits will wait...*






## HEALTHY SNACK



Feed the Cows in Welcomeville. 0/7

Reward: 1 



x7





*Can we chase the bandits away now?*

*Should we first ask them where my cows came down to them from?*

*I doubt they'll tell us...*

*Right, right... I bet they're already thinking about writing an article before I do it!*

*Write to Bierce, tell him to leave the front page in his newspaper for us!*

*In the meantime, I'll deal with the bandits!*

*Better let me go to the bandits, and you start writing the letter...*



## DANGEROUS PURSUIT



Chase away the Bandits in Welcomeville. 0/4

Reward: 1





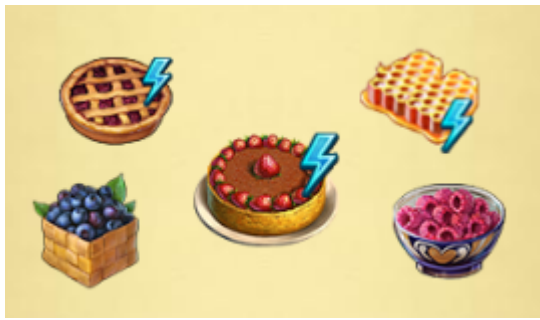
*I think a letter wasn't enough. I'll publish a book!*  
*Maybe you should better, write a scientific article?*  
*I like the way you think! This case is worthy to become the basis of a new science branch!*  
*Maybe, I'll even found an institute!*  
*Oh, good luck, Hardramble.*  
*Yes! Yes! Thank you so much for your help!*

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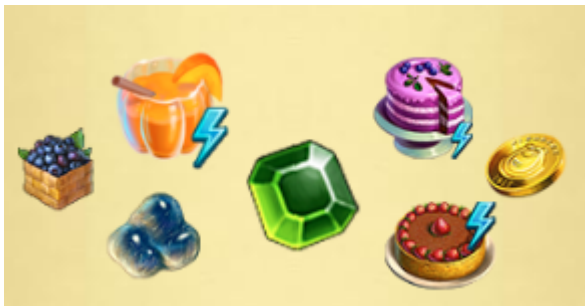
**Clearing Rewards:**

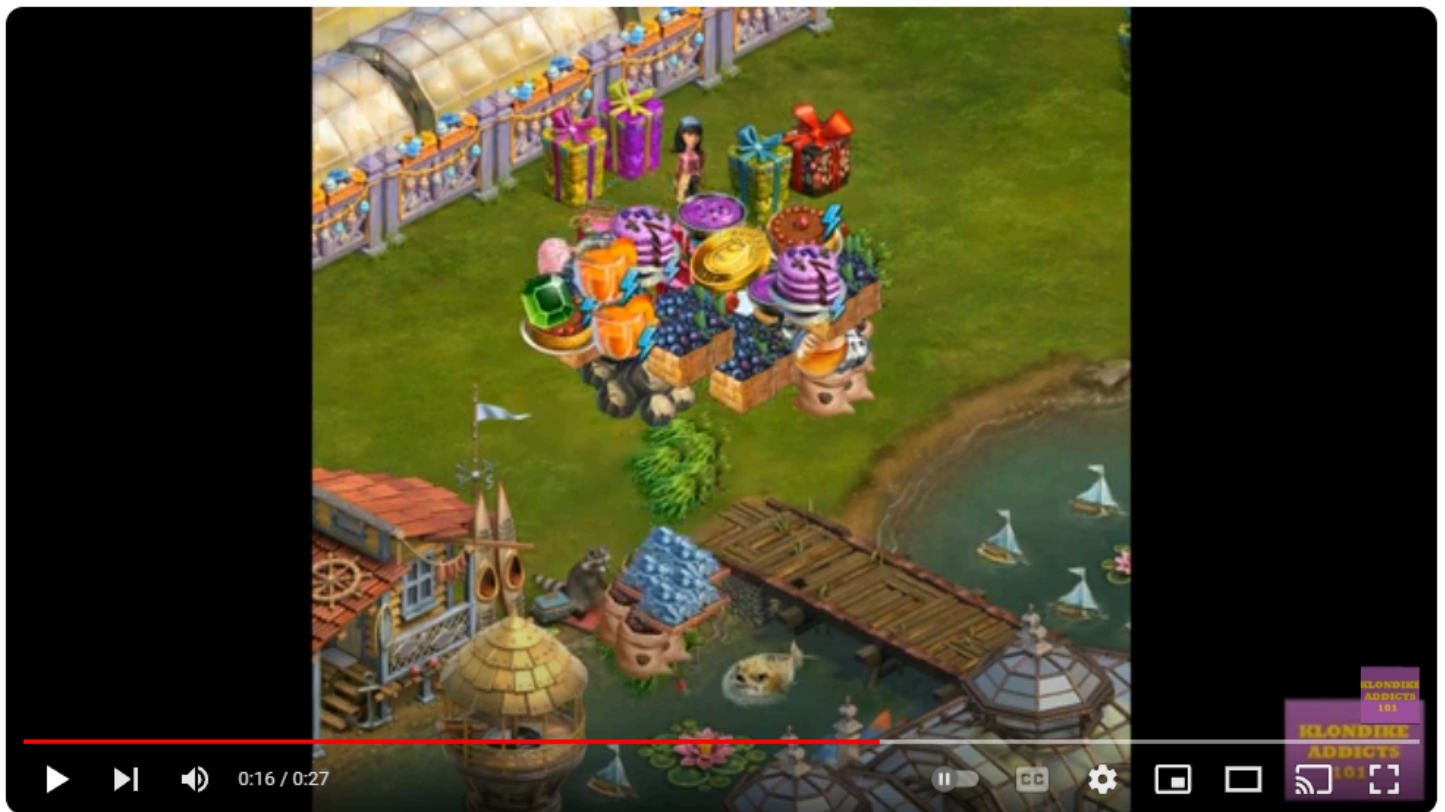


20%

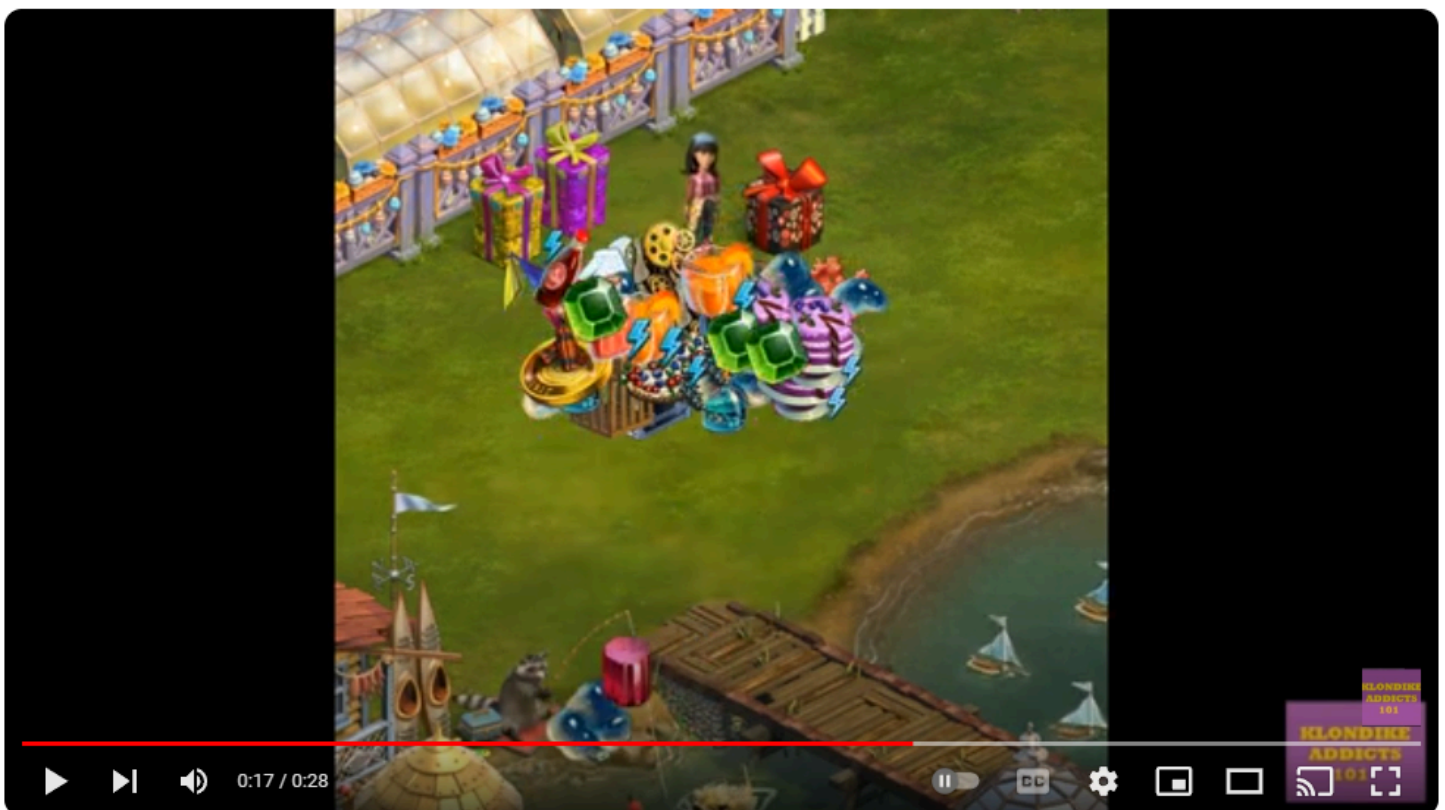


40%



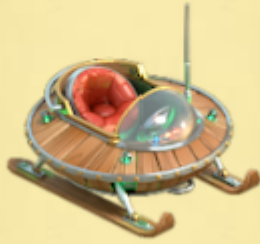


60%

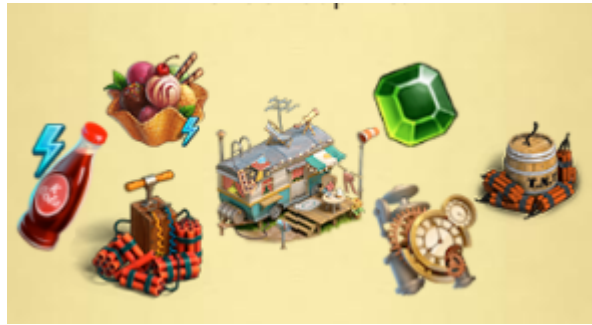




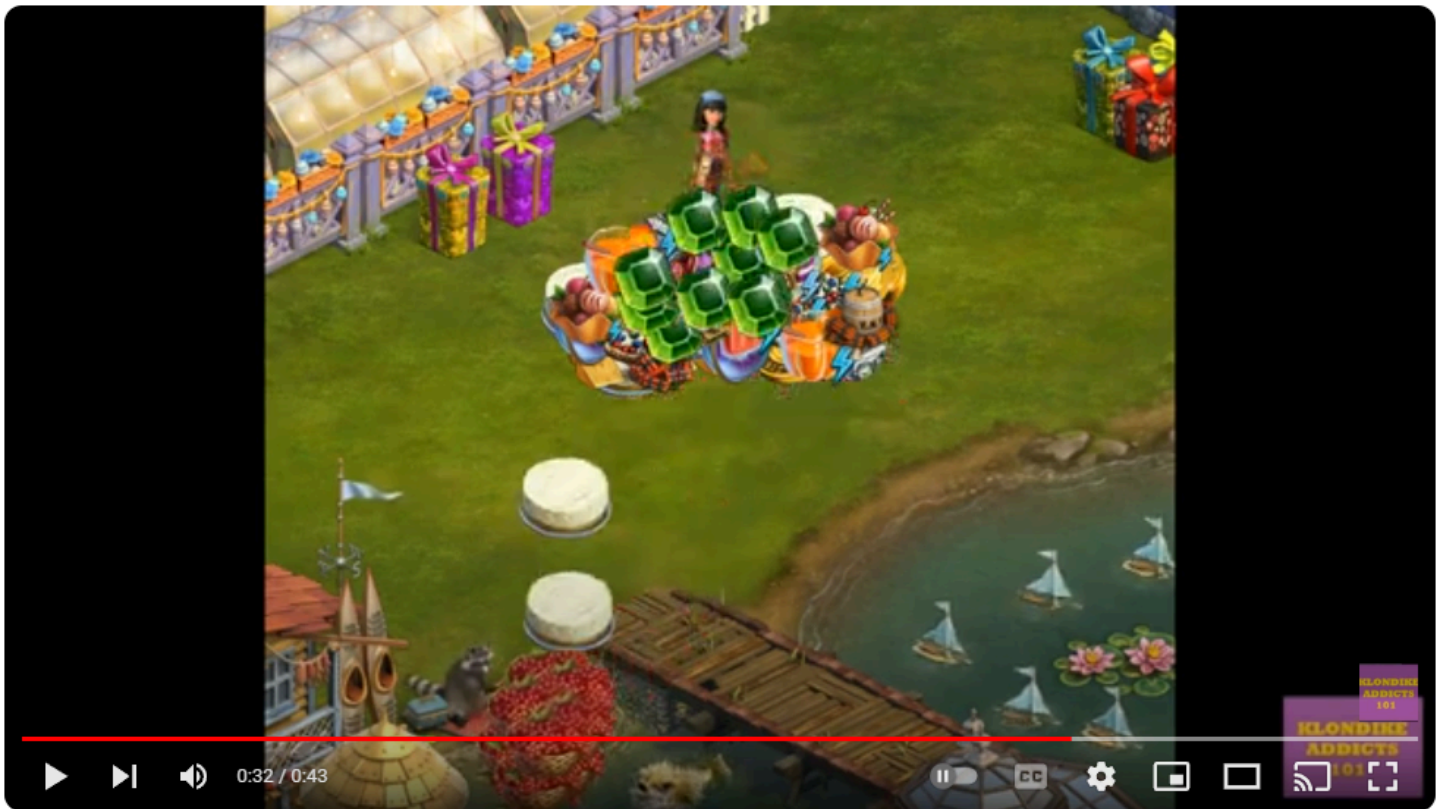
Clear 80% of the location and get a unique design for your sled:



80%




100%





# Storage After 100% Clearing

<p>Pet Treats</p>  <p>x9</p> <p>-10   1   +10</p> <p>2</p>	<p>Loud Bullet</p>  <p>x86</p> <p>-10   1   +10</p> <p>2</p>	<p>Ruby</p>  <p>x450</p> <p>-10   1   +10</p> <p>2</p>	<p>50-ounce nugget</p>  <p>x19</p> <p>-10   1   +10</p> <p>2</p>	<p>10 ounces of gold dust</p>  <p>x12</p> <p>-10   1   +10</p> <p>2</p>	<p>100-ounce nugget</p>  <p>x16</p> <p>-10   1   +10</p> <p>2</p>	<p>Fresh grass</p>  <p>x510</p> <p>-10   1   +10</p> <p>2</p>	<p>Coal</p>  <p>x276</p> <p>-10   1   +10</p> <p>2</p>
<p>White gold nugget</p>  <p>x6</p> <p>-10   1   +10</p> <p>2</p>	<p>Gypsum</p>  <p>x228</p> <p>-10   1   +10</p> <p>2</p>	<p>Quartz sand</p>  <p>x318</p> <p>-10   1   +10</p> <p>2</p>	<p>Iron ore</p>  <p>x297</p> <p>-10   1   +10</p> <p>2</p>	<p>5 ounces of gold dust</p>  <p>x10</p> <p>-10   1   +10</p> <p>2</p>	<p>Tigroid nugget</p>  <p>x3</p> <p>-10   1   +10</p> <p>2</p>	<p>Large Moon Stone</p>  <p>x15</p> <p>-10   1   +10</p> <p>2</p>	<p>Malachite</p>  <p>x7</p> <p>-10   1   +10</p> <p>2</p>
<p>Moon Stone</p>  <p>x13</p> <p>-10   1   +10</p> <p>2</p>	<p>Pickled carrot</p>  <p>x2</p> <p>-10   1   +10</p> <p>2</p>	<p>Red Extract</p>  <p>x11</p> <p>-10   1   +10</p> <p>2</p>	<p>Paint</p>  <p>x2</p> <p>-10   1   +10</p> <p>2</p>	<p>Horseshoes</p>  <p>x2</p> <p>-10   1   +10</p> <p>2</p>	<p>Worms</p>  <p>x80</p> <p>-10   1   +10</p> <p>2</p>	<p>Clay</p>  <p>x226</p> <p>-10   1   +10</p> <p>2</p>	<p>1 ounce of gold dust</p>  <p>x11</p> <p>-10   1   +10</p> <p>2</p>
<p>White gold grain</p>  <p>x4</p> <p>-10   1   +10</p> <p>2</p>	<p>Small moon stone</p>  <p>x14</p> <p>-10   1   +10</p> <p>2</p>	<p>Big malachite</p>  <p>x9</p> <p>-10   1   +10</p> <p>2</p>	<p>500-ounce nugget</p>  <p>x3</p> <p>-10   1   +10</p> <p>2</p>	<p>250-ounce nugget</p>  <p>x10</p> <p>-10   1   +10</p> <p>2</p>	<p>30 ounces of gold dust</p>  <p>x8</p> <p>-10   1   +10</p> <p>2</p>	<p>Wind</p>  <p>x254</p> <p>-10   1   +10</p> <p>2</p>	<p>Cage</p>  <p>x4</p> <p>-10   1   +10</p> <p>2</p>
<p>Pipes</p>  <p>x2</p> <p>-10   1   +10</p> <p>2</p>	<p>Bricks</p>  <p>x13</p> <p>-10   1   +10</p> <p>2</p>	<p>Nesting box</p>  <p>x2</p> <p>-10   1   +10</p> <p>2</p>	<p>Saw</p>  <p>x2</p> <p>-10   1   +10</p> <p>2</p>	<p>Ribbon</p>  <p>x2</p> <p>-10   1   +10</p> <p>2</p>	<p>Nails</p>  <p>x3</p> <p>-10   1   +10</p> <p>2</p>	<p>Pillow</p>  <p>x22</p> <p>-10   1   +10</p> <p>2</p>	<p>Tile</p>  <p>x4</p> <p>-10   1   +10</p> <p>2</p>
<p>Stool</p>  <p>x14</p> <p>-10   1   +10</p> <p>2</p>	<p>Shelving</p>  <p>x16</p> <p>-10   1   +10</p> <p>2</p>	<p>5-carat Diamond</p>  <p>x9</p> <p>-10   1   +10</p> <p>2</p>	<p>Crocodile</p>  <p>x5</p> <p>-10   1   +10</p> <p>2</p>	<p>Fittings</p>  <p>x16</p> <p>-10   1   +10</p> <p>2</p>	<p>Furnace</p>  <p>x20</p> <p>-10   1   +10</p> <p>2</p>	<p>15-carat Diamond</p>  <p>x4</p> <p>-10   1   +10</p> <p>2</p>	<p>Eagle</p>  <p>x2</p> <p>-10   1   +10</p> <p>2</p>
<p>Blue Extract</p>  <p>x10</p> <p>-10   1   +10</p> <p>2</p>	<p>Mounted belts</p>  <p>x14</p> <p>-10   1   +10</p> <p>2</p>	<p>Hand</p>  <p>x3</p> <p>-10   1   +10</p> <p>2</p>	<p>Large Ruby</p>  <p>x6</p> <p>-10   1   +10</p> <p>2</p>	<p>Boards</p>  <p>x14</p> <p>-10   1   +10</p> <p>2</p>	<p>30-carat Diamond</p>  <p>x1</p> <p>-10   1   +10</p> <p>2</p>	<p>Daemon</p>  <p>x2</p> <p>-10   1   +10</p> <p>2</p>	<p>Statuette</p>  <p>x3</p> <p>-10   1   +10</p> <p>2</p>



Huge Ruby  x1 1 3	Small Ruby  x1 1 1	Plum +1 Energy  x7 1 2	Sausage +5 Energy  x7 1 3	Banana +5 Energy  x3 1 3	Small Cola +10 energy  x15 1 5	Summer Punch +20 energy  x14 1 15	Cola +20 energy  x11 1 10
Large Cola +40 energy  x10 1 15	Coffee +40 energy  x22 1 30	Big Burger +65 Energy  x20 1 15	Small piece of coal  x155 1 7	Gold-bearing stone  x238 1 20	Poultry nest  x731 1 5	Medium piece of coal  x562 1 14	Large bundle of logs  x644 1 30
Gold-bearing clod  x278 1 50	Barrel  x6 1 10	Cask  x824 1 5	Medium stone  x855 1 25	Clay piece  x594 1 5	Small treasure  x985 1 10	Crystallin of luck  x340 1 25	Large bundle of fir logs  x279 1 35
Large stone  x515 1 45	Box  x1127 1 25	Small chest  x9 1 7	Chest  x160 1 20	Large bundle of sequoia  x81 1 40	Bundle of dry twigs  x456 1 5	Big treasure  x3 1 45	Great treasure  x3 1 25
Large bundle of grass  x313 1 12	Small stone  x243 1 5	Clay clod  x458 1 15	Bundle of logs  x676 1 10	Large barrel  x5 1 30	Bundle of grass  x321 1 3	Large chest  x220 1 50	Bundle of dry twigs  x147 1 5
Crystallin  x82 1 12	Bundle of grass  x103 1 3	Crystallin  x263 1 12	Large bundle of grass  x511 1 12	Large bundle of grass  x49 1 12	Bundle of grass  x656 1 3	Gold-bearing little stone  x189 1 5	Bundle of swamp grass  x12 1 5
Large bundle of dry twigs  x15 1 15	Bundle of dry twigs  x14 1 5	Box  x12 1 25	Large bundle of dry twigs  x96 1 15	Cask  x63 1 5	Large bundle of grass  x61 1 12	Bundle of grass  x62 1 3	Rainbow nest  x45 1 15
Rainbow nest  x61 1 45	Large bundle of dry twigs  x262 1 15	Rainbow nest  x50 1 25	Poultry nest  x125 1 5	Bundle of fir logs  x124 1 15	Box  x27 1 25	Poultry nest  x83 1 10	Piece of quartz  x150 1 45





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Written by [Tina Maddaus](#), [Ruth Bell](#), Pam Hardy, Judy Yen. Released March 28, 2024  
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For [permanent lands](#), a picture of the settled land will be placed here when the land can be settled.