

NOTE: There may be changes to this original guide. This land has been re-released as part of the Story Adventure 'Captain Paloma's Journey'

This location has 2 levels: the Last Abode and La Frontera.

Storage:

Tent



Storage is shared with home Station but you may want to check you have all supplies first.



10 water for each tree.

Walkthrough:

1 The encounter

Go to the Last Abode.



---

## 2 On the threshold

Find the First Frontier in the Last Abode.

Find the first gates.



The gates open automatically when you find them.

---

## 3 The problem

Find the village in the Last Abode.

The snakes were behind the gates, and now the nearby village is in danger.

---

## 4 The responsibility

Find the Chief in the Last Abode.

The Chief is on a huge stone, hiding from the snakes.



---

## 5 The salvation

Chase the Snakes away from the Boulder in the Last Abode.



You are to rescue the chief. There are 2 snakes, each has 50 XP.

\*Loud Bullets cannot be made on the land.

They can be made at Lewis' Workshop at Wallmond , the Submarine at Amber, John's House at Utopia, Gold Rush & Sol.

---

## 6 Preparation

Find the Viverrid Altar in the Last Abode.

Find this altar.



---

## 7 The familiar

Find and collect Reeds in the Last Abode.

After you find the altar, you need to perform a ritual. First, you need to collect Reeds.

The Reeds grow near the lake.



3 Reeds grow every hour, each Reed requires 20, 30 or 45 energy.

You need 60 Reeds to complete the task.



Max.number of Reeds in the location is 6.

\* Continue collecting Reeds to use them at the Trader's.

Craft a Reed Whistle.



It can be made in the Chief's Wigwam.







Reed Whistle = 60



Reeds + 5



Cotton Threads

Blow the Whistle at the Viverrid Altar.

Click on the altar and use the whistle.

---

## 8 The mongooses

With the help of Mongooses, chase away all Snakes in the Last Abode.



4 Mongooses will appear near the Altar and four Snakes will appear in the village.

Put the mongooses near the snakes using the Move tool. Then, chase the

snakes away using 10



boards for each.

---

## 9 Clues

Find the Hidden Key in the Last Abode.

The key is hidden in the chest.



Open the Second Frontier.

Use the key to open the gates.



---

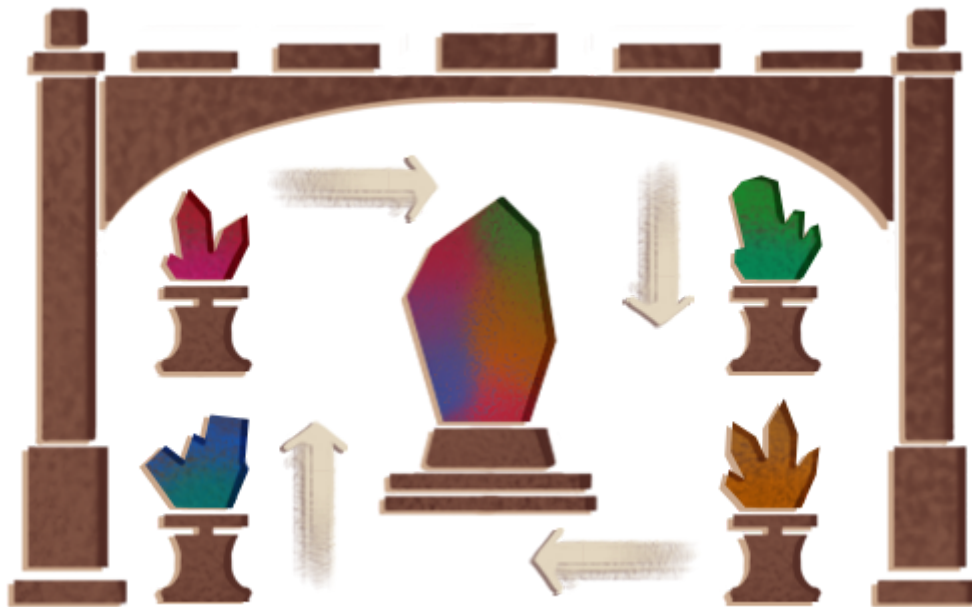
## 10 The final frontier

Activate the Shining Crystal in the Last Abode.  
You should place and rotate the crystals correctly.

NOTE: The crystals are sending a beam of light!  
First ROTATE them until they are correct, then place them in the correct positions



The hint is near the chest where the key was hidden:



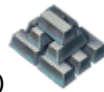
(tilt the hint to see it clearly.)



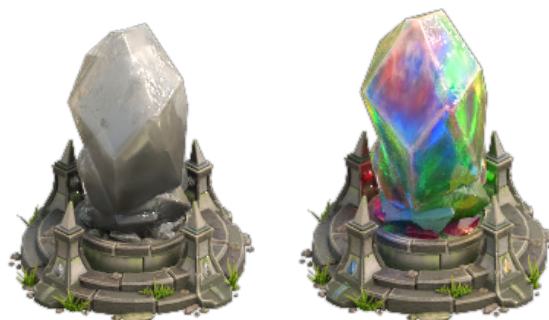
NOTE: The crystals are sending a beam of light!

The crystals should “shine” in the direction shown in the hint.


After the crystals are rotated and placed correctly, you can activate the



Shining Crystal with 10 Iron.



Open the Third Frontier.

Open the third gates using 5  Cables.

---

## 11 The journey

Read Paloma's diary in the Last Abode.



After reading the Diary you can go to the second level of the location and start playing as Paloma.



---

## 12 Business

Get to the village in La Frontera.





---

### 13 The bird

Find Parrot Rico in La Frontera.



---

### 14 The deal

Find pines in La Frontera.



Harvest Pine Nuts.

There are 4 Large Pines and 2 Nuts Processing Tables in La Frontera.  
After a pine is processed, you can add 10 Water and collect more nuts.

One pine is processed for 30 minutes and gives 50 nuts.

You need 100 Pine Nuts.

Feed Parrot Rico.

Give 100  Pine Nuts to Rico.

---

## 15 The dig

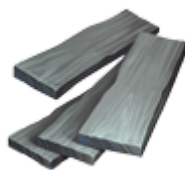
Find and open the Stolen Chest in La Frontera.

Rico tells you where the stolen chest is.

Go to the beach and find the correct spot. There are 4 places to dig but  
only one hides the chest, the one with the rose bushes.



You'll find 50 Bog Oak Planks in the chest.

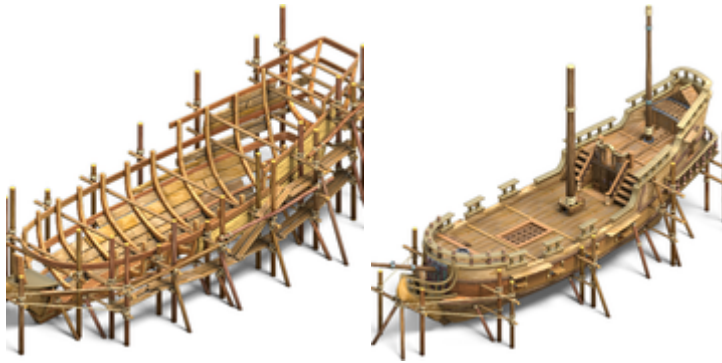


---

## 16 The ship

Get to the construction site in La Frontera.

Build a ships hull.



Use 50  Bog Oak Planks to build the ship.

---


## 17 A good grip

Find and collect all Golden Anchors in La Frontera.  
Find four Casting Molds and take 1 Golden Anchor from each of them.



Bring the Golden Anchors to the ship.



Use the anchors to build the second stage of the ship. 4 

---

## 18 Light

Chase away Crocodiles in La Frontera.



There are 4 crocodiles, each crocodile has 70 XP.



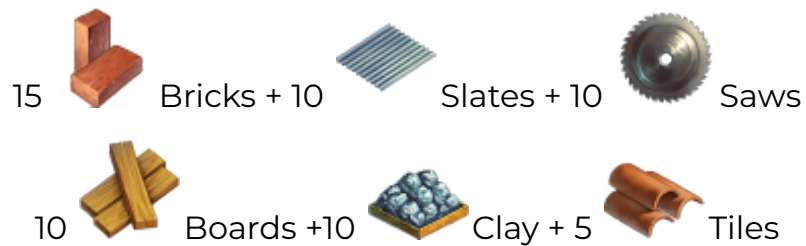
Loud Bullets cannot be made on the land.

They can be made at Lewis' Workshop at Wallmond , the Submarine at Amber, John's House at Utopia, Gold Rush & Sol.

Repair the Lighthouse.



2 stages:

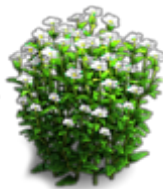


---

## 19 Wings

Harvest White Flax in La Frontera.

Find and chop Flax bushes. There are 5 of them.



These bushes give White Flax, 40 flowers each. You need 200 White Flax in total.



Raise Sails on the ship.

Use the flax to build the final stage of the ship.



200

---

## 20 The beginning and the end

Go to the Last Abode.

Return to the first level of the location.

---

Major goals:



1st land

## The chase

Chase away all bears.



There are 7 bears, each bear has 60 XP.



2nd land

## Provision

Collect all Boxes with Provision.

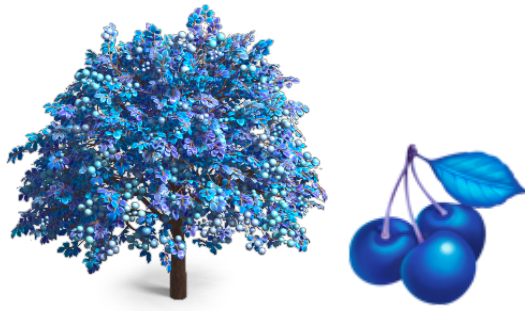


There are 9 boxes.

---

## Additional Information:

There are 3 Blue Cherry Trees in the first land. You can use cherry processing Wigwam or dynamite to collect Blue Cherries.



One tree gives 50 cherries in 30 minutes of processing. Add 10 Water to a processed tree and collect more cherries.

There are 3 wolves in the location, give them the cherries to get rewards.

One wolf eats 100 Blue Cherry for 2 hours.

You can also bring 500 Blue Cherries to the Cup to get more rewards.



There is a Trader in the first land, he'll swap Reeds for goodies.

There is a Market Stall in the second land. You can swap Pine Nuts for useful items.



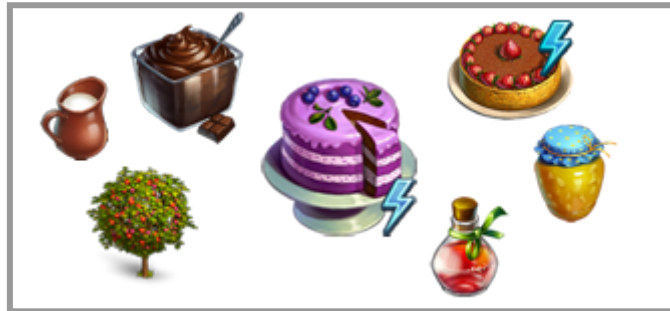
Clearing Rewards:

1st location:

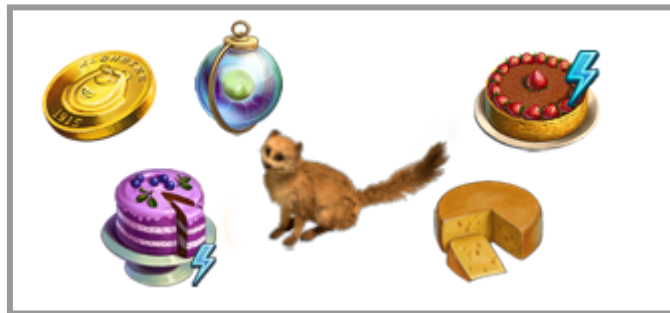
25%



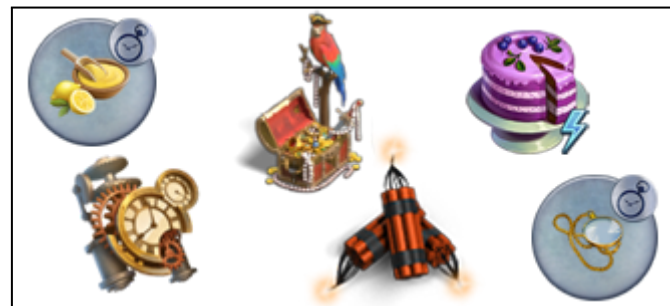
50%



75%



100%



The Mongoose gives dynamite and other useful stuff every 12h, 9 times in total. Requires 500 water. Gives a decoration.

2nd location:

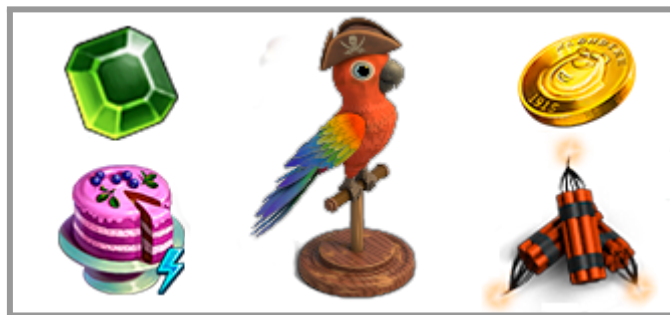
25%



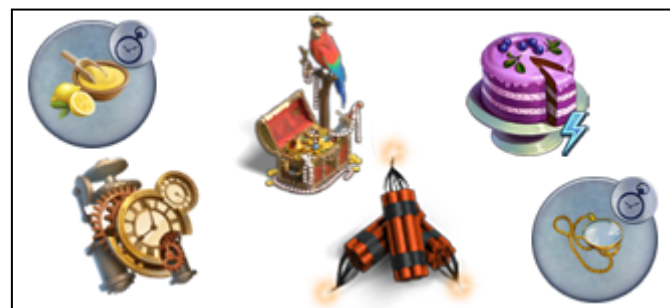
50%



75%



100%



The Parrot gives dynamite and other useful stuff every 12h, 9 times in total.  
Requires 500 Dry twigs. Gives a decoration.

Spoilers



Trader: Wandering Spirit

Some changes with the new release









Market Stall 2nd land





<p>Iron ore x100</p>  <p>x10 Limit: 2</p> <p>90</p> <p>EXCHANGE</p>	<p>Clay x100</p>  <p>x25 Limit: 2</p> <p>90</p> <p>EXCHANGE</p>	<p>Coal x100</p>  <p>x35 Limit: 2</p> <p>90</p> <p>EXCHANGE</p>	<p>Searing Grass x10</p>  <p>Limit: 2</p> <p>95</p> <p>EXCHANGE</p>
<p>250 – Energy Dynamite</p>  <p>Limit: 1</p> <p>230</p> <p>EXCHANGE</p>	<p>Lucky coin</p>  <p>Limit: 4</p> <p>100</p> <p>EXCHANGE</p>	<p>Pocket Singularity</p>  <p>Limit: 4</p> <p>100</p> <p>EXCHANGE</p>	<p>Large Pine</p>  <p>150</p> <p>EXCHANGE</p>

<p>Small Pine</p>  <p>100</p> <p>EXCHANGE</p>	<p>Statue of a Bear</p>  <p>150</p> <p>EXCHANGE</p>	<p>Dolphin Statue</p>  <p>150</p> <p>EXCHANGE</p>	<p>Lighthouse</p>  <p>200</p> <p>EXCHANGE</p>
<p>Santa Maria</p>  <p>250</p> <p>EXCHANGE</p>			

