

Be careful when walking east of the green café. Not long ago, one of the local trees was chosen by representatives of a rare species - the Catus Chameleonus. These dangerous predators are rightfully considered first-class masters of camouflage. Note: each Catus reacts excessively aggressively when someone tries to pick a flower from the tip of its tail.

New set:





New collections:

Flower expert's key
Exchange the curious plants
collection to obtain flower expert's
keys. Study with dendrologist
Stemmer and Professor Flora;
undergo practice with farmer
Tubers and Miss Leafnik;
experiment with the tempest oak;
and collect profits from the
hothouse and the greenhouse at
the Institute of Nature to find
elements from this collection.
Used here: Science chest



Study the fauna at the smart drinking trough; fly the explorers' air balloon; lure in the bluewing from its nest; undergo practice with Auntie Wing; and study with Professor Beakins at the Institute of Nature to find elements from this collection.

Mother-of-pearl ibis 11 hours Generates 2 energy units, 265 coins and 350 experience points with each feeding. Selling price: 1000 coins.



Lure in cats from the purring tree; study with zoologist Animalista; undergo practice with vet Angela; chat with Head Mistress Nano-Lenssia; and feed celestial gazelles at the Institute of Nature to find elements from this collection.

Natural Sciences totem Generates 450 experience points once every 14 hours. Selling price: 2500 coins.



Complete mini-quests on the holiday lands and get additional rewards:





Nº	Mini-quest	Actions	Prize
1	Pick moonblooms at the Institute of Nature.	50	Moonblooms Generate 220 coins and 37 experience points with each harvest. Once planted, will mature at 22:53 and wither on 22 Aug.
2	Pick tiger lilies at the Institute of Nature.	50	Tiger lilies Generate 205 coins and 46 experience points with each harvest. Once planted, will mature at 23:53 and wither on 22 Aug.
3	Pick sunny flytraps at the Institute of Nature.	50	Sunny flytraps Generate 215 coins, 33 experience points and 6 food units with each harvest. Once planted, will mature on tomorrow at 01:53 and wither on 22 Aug.
4	Take care of rainbow eucalyptus trees at the Institute of Nature.	50	Rainbow eucalyptus Generates 130 coins and 110 experience points with each harvest. Selling price: 800 coins.
5	Take care of dragon trees at the Institute of Nature.	50	Dragon tree Generates 125 coins and 125 experience points with each harvest. Selling price: 850 coins.
6	Take care of sunrise ceanothus trees at the Institute of Nature.	50	Sunrise ceanothus Generates 100 coins, 100 experience points and 8 food units with each harvest. Selling price: 900 coins.
7	Feed mother-of-pearl ibises at the Institute of Nature.	40	Important experiment Generates 180 coins and 190 experience points with each feeding. Selling price: 4000 coins.
8	Feed leafy lorises at the Institute of Nature.	40	Lab rabbit Generates 2 energy units and 110 experience points with each feeding. Selling price: 2600 coins and 450 experience points.
9	Feed celestial gazelles at the Institute of Nature.	40	Risky experiment Generates 2 energy units and 140 experience points with each feeding. Selling price: 4000 coins.
10	Play with the cats. Play with the floral serval, the cliff kitty, or the arboreal lynx at the Institute of Nature.	5	Inspurration muse Generates 2 energy units and 235 experience points with each feeding. Selling price: 1000 coins.
11	Undergo practice with farmer Tubers. Click on farmer Tubers at the Institute of Nature to undergo practice with him.	5	Partygoer student Generates 3 energy units and 145 experience points once every 10 hours.

Nº	Mini-quest	Actions	Prize
12	Undergo practice with Miss Leafnik. Click on Miss Leafnik at the Institute of Nature to undergo practice with her.	5	Student sloth University Animals set Generates 3 energy units and 180 experience points with each feeding. Selling price: 2400 coins.
13	Undergo practice with vet Angela. Click on vet Angela at the Institute of Nature to undergo practice with her.	5	Daring experiment Generates 4 energy units and 250 coins with each feeding. Selling price: 4000 coins.
14	Undergo practice with Auntie Wing. Click on Auntie Wing at the Institute of Nature to undergo practice with her.	4	Fashionista student Graduate Students set Graduate Students set Graduate Students set Generates 4 energy units, 250 coins and 125 experience points once every 14 hours.
15	Help the experimenter chef at the Institute of Nature.	3	Cheerful cheerleader Generates 4 energy units and 300 experience points once every 10 hours. Selling price: 2900 coins.
16	Get catalogs of plants from the hothouse. Click on the "Little Seed" hothouse at the Institute of Nature to obtain catalogs of plants.	3	Girl with an Easter egg Generates 3 energy units, 400 coins and 265 experience points once every 17 hours. Selling price: 1300 coins.
17	Get seeds from the greenhouse. Click on the greenhouse for rare plants at the Institute of Nature to obtain odd-looking seeds.	2	School alpaca Generates 4 energy units, 150 coins and 240 experience points with each feeding. Selling price: 3600 coins.
18	Experiment with the tempest oak. Click on the tempest oak at the Institute of Nature to experiment with it.	2	Vocals student Generates 4 energy units and 235 experience points once every 20 hours.
19	Study with Professor Flora. Click on Professor Flora at the Institute of Nature to study floristics with her.	2	Totem of fine arts Generates 1 energy unit and 300 experience points once every 21 hours. Selling price: 3000 coins.
20	Study with dendrologist Stemmer. Click on dendrologist Stemmer at the Institute of Nature to study dendrology with him.	2	Flirty cow Generates 4 energy units, 760 coins and 490 experience points with each feeding. Selling price: 4200 coins.
21	Study with Professor Beakins. Click on Professor Beakins at the Institute of Nature to study omithology with him.	2	Acrylic eagle-owl Creative Animals set Generates 4 energy units and 390 experience points with each feeding. Selling price: 3700 coins.
22	Study with zoologist Animalista. Click on zoologist Animalista at the Institute of Nature to study therology.	2	Breezy funk singer Young Talents set Generates 5 energy units and 580 experience points once every 22 hours, as well as an occasional groovy song. Selling price: 5500 coins.

Nº	Mini-quest	Actions	Prize
23	Stargaze from the telescope tree. Click on the telescope tree at the Institute of Nature to stargaze.	1	Cute donkey Generates 5 energy units and 580 experience points with each feeding. Selling price: 5300 coins.
24	Study the fauna at the smart drinking trough. First, clean the drinking trough and turn on the water. Then click on it again to study the animals and birds.	1	Singer wolf Creative Animals set Generates 5 energy units and 485 experience points with each feeding. Selling price: 4900 coins.
25	Lure in cats from the purring tree. Click on the purring tree at the Institute of Nature to lure in a floral serval, a cliff kitty, or an arboreal lynx.	1	Toy puppy Generates 5 energy units and 565 experience points with each feeding, as well as an occasional bunch of veggie decorations. Selling price: 16000 coins.
26	Fly the explorers' air balloon. Repair the air balloon and then load all the equipment into the basket. Afterward, click on the air balloon to fly it.	1	Watercolor steed Creative Animals set Generates 7 energy units and 680 experience points with each feeding, as well as an occasional pinch of magic pollen. Selling price: 7200 coins.
27	Lure in giant bluewings from the nest. You'll first have to lay insulation in the nest, help the baby bluewing hatch and then raise it. Afterward, click on the nest with an adult bluewing to lure it in.	1	Senior student eagle Imaginary Zoo set Generates 9 energy units, 490 coins and 885 experience points with each feeding, as well as an occasional drinking water. Selling price: 9000 coins.
28	Lure in penguins of the fiery coast. You can do it at the Institute of Nature.	2	Bookkeeper chicken Generates 2 energy units, 150 coins and 250 experience points with each feeding. Selling price: 1500 coins.
29	Lure in winged platypuses. You can do it at the Institute of Nature.	2	Sandstorm genie Generates 2 energy units and 310 experience points once every 20 hours. Selling price: 3500 coins.
30	Lure in emerald wolves. You can do it at the Institute of Nature.	2	Trendy fox Generates 3 energy units and 420 experience points with each feeding, as well as an occasional "Sneaky Paw" fertilizer. Selling price: 3400 coins.
31	Lure in deer of the pearly dusk. You can do it at the Institute of Nature.	2	Generates 4 energy units and 385 experience points with each feeding. Selling price: 2300 coins.
32	Lure in long-haired hippos. You can do it at the Institute of Nature.	1	Boss in the making Generates 6 energy units, 850 coins and 590 experience points once every 20 hours. Selling price: 6000 coins.
Nº	Mini-quest	Actions	Prize
33	Lure in glacier lions. You can do it at the Institute of Nature.	1	Inspired giraffe Generates 6 energy units and 640 experience points with each feeding, as well as an occasional compost. Selling price: 6500 coins.
34	Lure in ocean kirins. You can do it at the Institute of Nature.	1	Octopus with toys Generates 6 energy units, 390 coins and 590 experience points with each feeding. Selling price: 4200 coins.
35	Lure in southern owl griffins. You can do it at the Institute of Nature.	1	Sunny lion Generates 8 energy units and 780 experience points with each feeding, as well as an occasional knitty kitty. Selling price: 7500 coins.
36	Lure in arctic chinchillas. You can do it at the Institute of Nature.	1	Erudite rhino Generates 9 energy units and 880 experience points with each feeding, as well as an occasional botanics or zoology textbook.
37	Lure in crimson salamanders. You can do it at the Institute of Nature.	1	Little berber Smart Kids set Generates 4 energy units, 150 coins and 500 experience points once every 16 hours. Selling price: 3000 coins.

Novelties on the market:

Generates 300 coins and 300 experience points once every 17 hours, as well as an occasional water of growth. Selling price: 1800 coins.



A virtual double for the forest boarding house! You can place your academia-themed animals, characters and decorations inside.

Generates 385 coins and 275 experience points once every 15 hours, as well as an occasional 3 leaves with dew. Selling price: 1800 coins.



Generates 290 coins and 200 experience points once every 14 hours, as well as an occasional "Morning" bouquet. Selling price: 540 coins.

Generates 150 coins and 235 experience points once every 16 hours, as well as an occasional "Midday" bouquet. Selling price: 560 coins.

Generates 130 coins and 110 experience points with each harvest. Selling price: 800 coins.

Generate 205 coins and 46 experience points with each harvest. Once planted, will mature at 15:27 and wither on 23 Aug.

Generates 125 coins and 125 experience points with each harvest. Selling price: 850 coins.

Dragon tree

Rainbow
eucalyptus

19 days to go

Generates 130 coins and 100 experience points once every 10 hours. Selling price: 350 coins.

Generates 100 coins and 130

experience points once every 12

hours. Selling price: 540 coins.

Generates 100 coins, 100 experience points and 8 food units with each harvest. Selling price: 900 coins.

Generate 220 coins and 37 experience points with each harvest. Once planted, will mature at 14:27 and wither on tomorrow at 22:27.

Generate 215 coins, 33 experience points and 6 food units with each harvest. Once planted, will mature at 17:27 and wither on 23 Aug.



New chests:







14 hours

Celestial gazelle Generates 3 energy units and 375 experience points with each feeding. Selling price: 1400 coins.

Lureable animals:













Buy more for 9

Buy more for 6

Buy more for 27 🌉

Lure in

Buy more for 35 🤼







To get a bluewing, we will need:

- 1. First, lay insulation for a nest with a mystery egg
 - 2. Then help the mystery egg hatch
 - 3. After that, raise a baby bluewing
- 4. Manage to lure an adult bluewing before it flies away!









Walkthrough:









In the second task, we need to get any animals from the new set by any means (except a bluewing).

Previously obtained animals won't be counted.





Previously obtained platypuses and wolves won't be counted. You can obtain them in any way.

There are 3 stages of a drinking trough:

- 1. First, clean the broken drinking trough
- 2. Then turn on the cleaned drinking trough
- 3. Manage time to study fauna before the drinking trough breaks again!



Previously obtained totems are counted.

Previously obtained deer and hippos won't be counted. Obtaining them in any way is counted.



Previously obtained salamanders are counted.

Previously obtained cats won't be counted.

Previously lured lions and kirins won't be counted. Obtaining them in any way is counted.



According to the task we need to lure an owl griffin ourselves. Previously obtained owl griffins won't be counted.

To fly the air balloon, we should do the following within the allotted time:

- 1. Repair the damaged air balloon
- 2. Load equipment into the repaired air balloon
 - 3. Fly the air balloon



Previously obtained bluewings and chinchillas won't be counted. According to the task we need to lure these animals ourselves.

Please note that the chests should be opened on the holiday lands. Chests bought from the market or received as a gift won't be counted.



Characters and buildings:





































Booster berries

Buy 1 for 2 🧲

Buy all for 6 🧲

0/3

0/1































On your site





















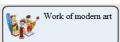
What can be placed in the forest boarding house:

















Have a good game!