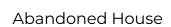
Storage buildings







Abandoned House

Quests

Quest	Task	What to do
The living nightmare	Go to Breamville.	
The fishing village	Find the fishing village in Breamville.	Keep exploring the land until you find the fishing village.
The nightmare witnesses	Find and interview the Locals in Breamville.	Interview three locals. IMPORTANT: Interview the local and then click "Thank you" to complete the quest.
The golden bait	Collect Iron Pyrite in Breamville.	You'll need to cut down 5 Pyrite deposits in the location.
	Swap Trout for Jeweler's Tools with the Trader.	You'll find the Trader in the 1st level here: He'll swap goods for Trout.



Trout are caught from the pond, there are two ponds in the location.



You'll need Baits to catch Trout.



You can make them in the Workbench in the location: 1 Small Hook + 5 Feathers = 1 Bait.



Feathers can be found in pickup boxes in the locations. There're 40 pickup boxes with feathers in each location, 80 in total. One box gives 10 Feathers.



So, to complete this quest, you'll need to find Feathers, make 3 Baits, catch a Trout, and swap 15 Trouts for Jeweler's Tools.



Make Fake Gold.

You can make it in the Workbench.



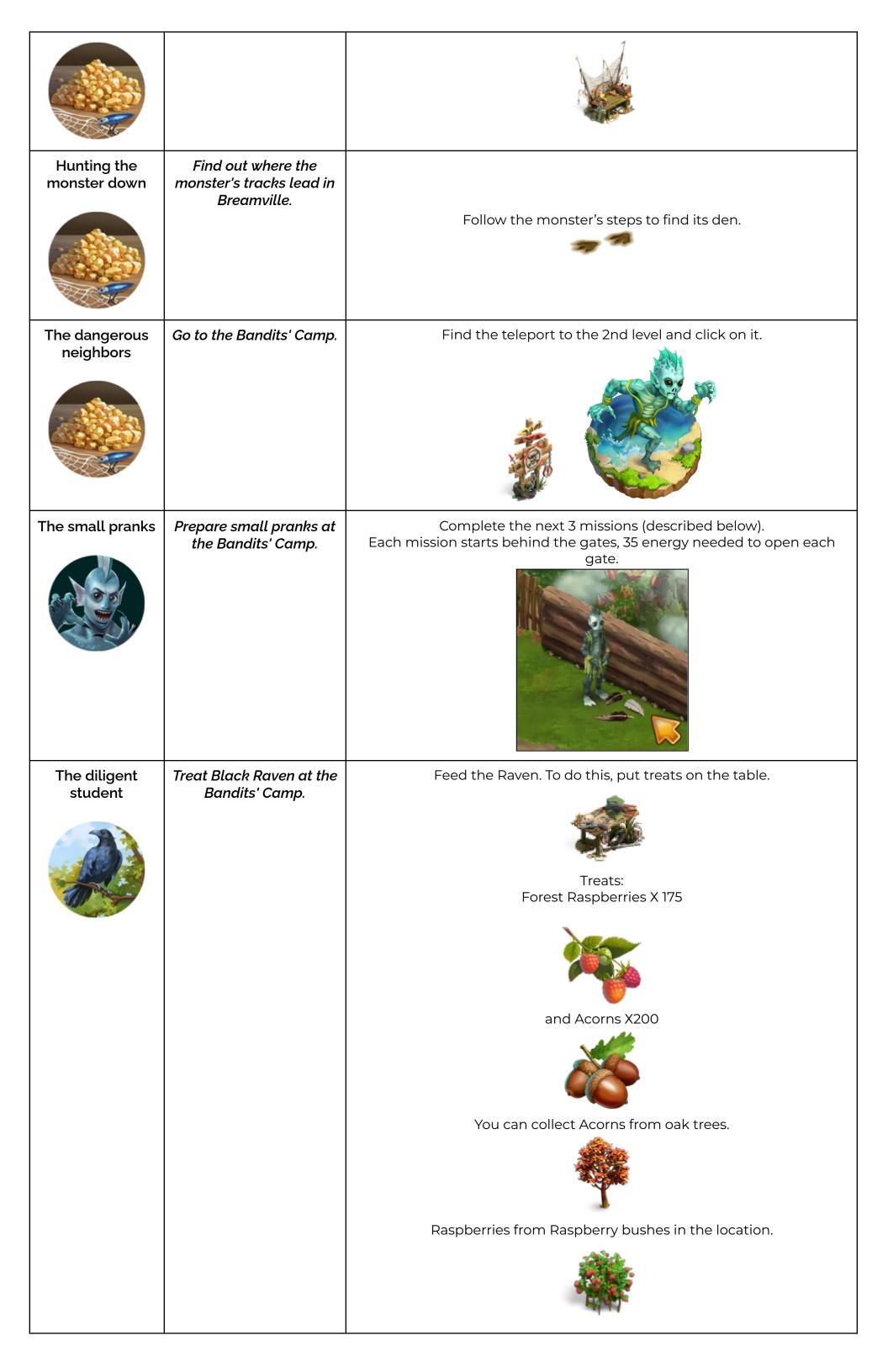
You'll need 150 Pyrite and 1 Jeweler's Tools to make Fake Gold. Pyrite can be collected from 5 Pyrite deposits in the location, each gives 30 Pyrite.



Waiting for the monster

Prepare the Bait for Monster in Breamville.

Install the Bait



	Teach Black Raven to say curses.	Now the raven needs to be taught curses to scare the bandits. There will be 3 phrases to complete. There are 2 options - good and bad. The raven needs to be taught bad options. If the player clicks on a good one, they will need to try again until they select the correct one.
The power of curse	Put Seaweed in the Food Supplies at the Bandits' Camp.	Find the boxes with products in the location. To spoil them, you need to throw them with Seaweed and fill them with 3 Water. You'll find Seaweed in pickup boxes in the location.
	Put Seaweed in the Stolen Items.	Find the boxes with clothes in the location. To spoil them, you need to throw them with Seaweed.
The fair	Pour Water on the	There are 4 Gunnowders in the location
The fair exchange	Gunpowder at the Bandits' Camp.	There are 4 Gunpowders in the location. Pour each with 3 Water. (6 times)
	Replace the Stolen Gold with Sea Urchins.	There's a Tent with gold in the location. Catch 30 Sea Urchins in the pond and fill the tent. There are 2 ponds in the location. You'll need 6 nets to catch Sea Urchins. You can find them in 6 pickup boxes in the location.
The general gathering	Find the elder at the Bandits' Camp.	Keep exploring the area until you find the elder.
The big catch	Immobilize the Bandits at the Bandits' Camp.	There are 4 bandits in the location.





Immobilize them with Net Gun.



Nets can be found in the location.



Major goals

Quest	Task	What to do
The broken boats	Fix all the Wooden Boats.	This is a major goal on the 1st level. There are 6 broken boats in the location. Find them and fix them with 5 Boards and 5 Nails.
		Reward: Ice Cream +100 Energy X3
The loot		This is a major goal on the 2nd level. There are 6 hides (pickup boxes) in the location.
	Find and examine all the Hides.	Reward: Carrot Cake +20 Energy x10

Useful information

Roulette in the location

There's a roulette in the 2nd level.



New Construction Trust season

Will be available until June 7, 23:59 PDT.

The main subscription reward - Improved mini-bakery.

Energy crafts inside: Pie +20 energy, Cheesecake +35 energy, you can also open the recipe for Chocolate Cake +40 energy (craft: Pie +20 energy + 3 Chocolates = Cake)

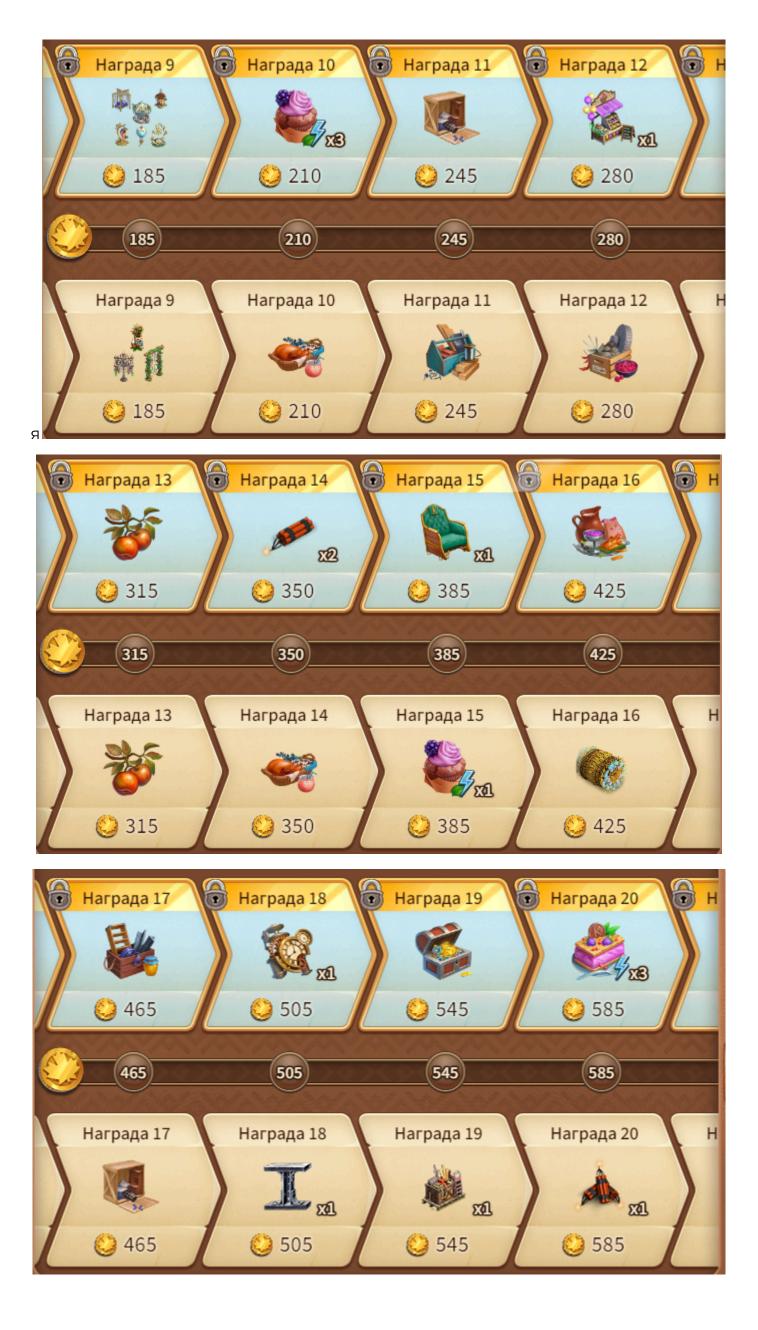
Subscription reward 29 - Smoothie bar for 40 crafts at 50 energy.

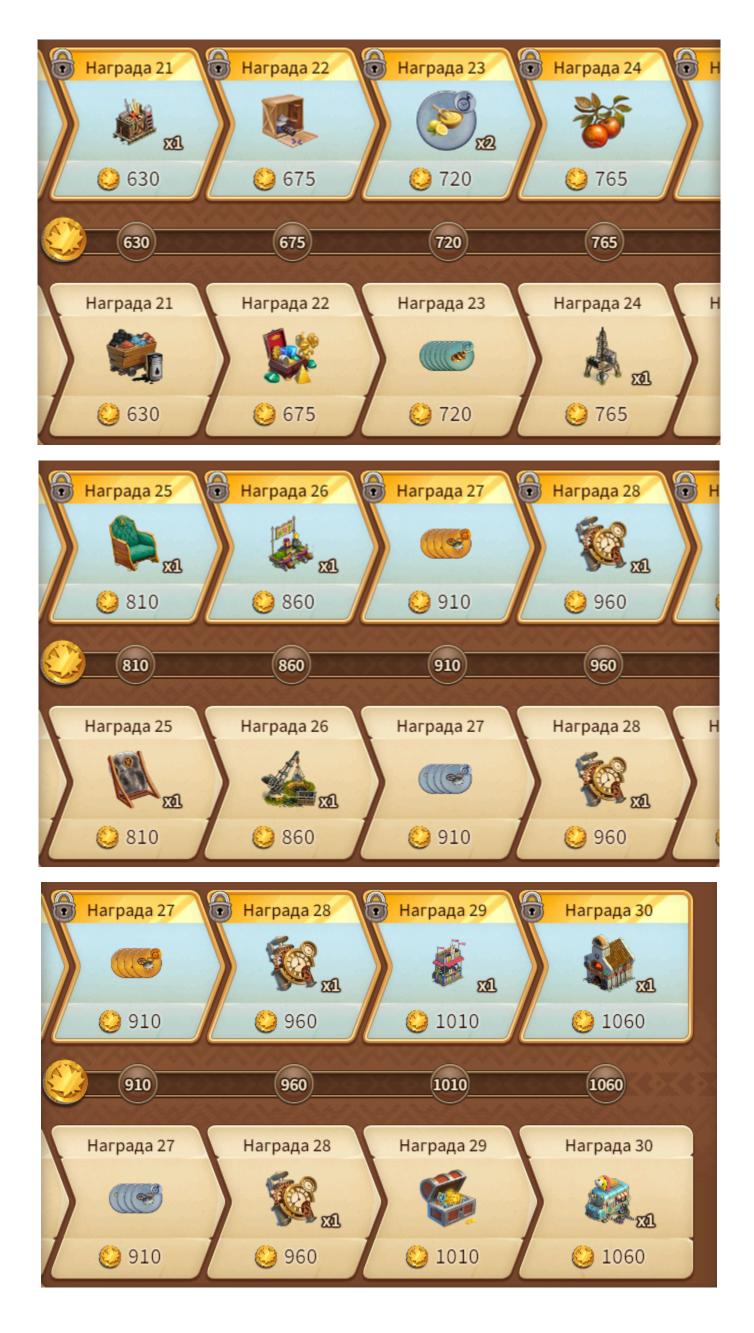


The main reward without a subscription is a sweet multibox.

Rewards:







CT tasks in the location:

- 1. Catch 300 Trout in Breamville.
- 2. Find the Bandit Wagon at the Bandits' Camp. This is a roulette from the section above.

Clearing rewards:

Breamville



50%



70% Fountain multibox. Leaves a rotable decoration.



100% Gift from Fishers with energy crafts. 10 crafts, leaves a rotable decoration.



Bandits' Camp

20%



50%



70% Wooden Signpost ROULETTE.





Black Raven, gives rewards for 20 Blueberries, energy 9 hours, 5 times, then leaves a rotable decoration.

Crafts

Gift from Fishers





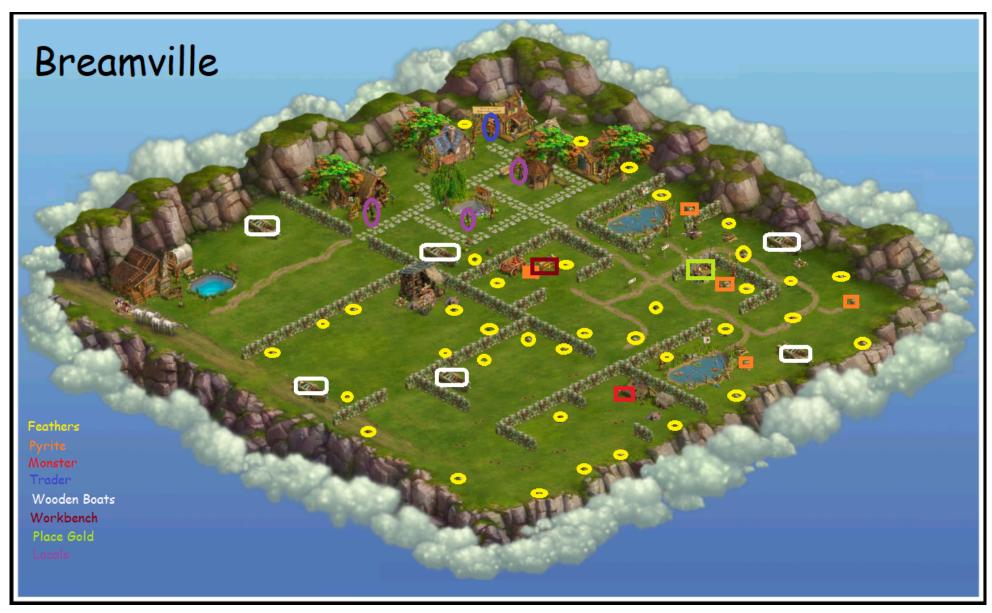
Trader in the 1st level

You'll meet the Trader in the 1st land. He'll swap goods for Trout. You can catch Trout in ponds on the 1st level. You'll need to make 3 Baits to catch 15 Trout. Baits can be made in the Workbench on the 1st level from Feathers and Small Hooks. You can make 90 Baits in total.





You'll need to complete the major goal on the 1st level to unlock the Wooden Boat.





Improved Mini-Bakery







