



WATER

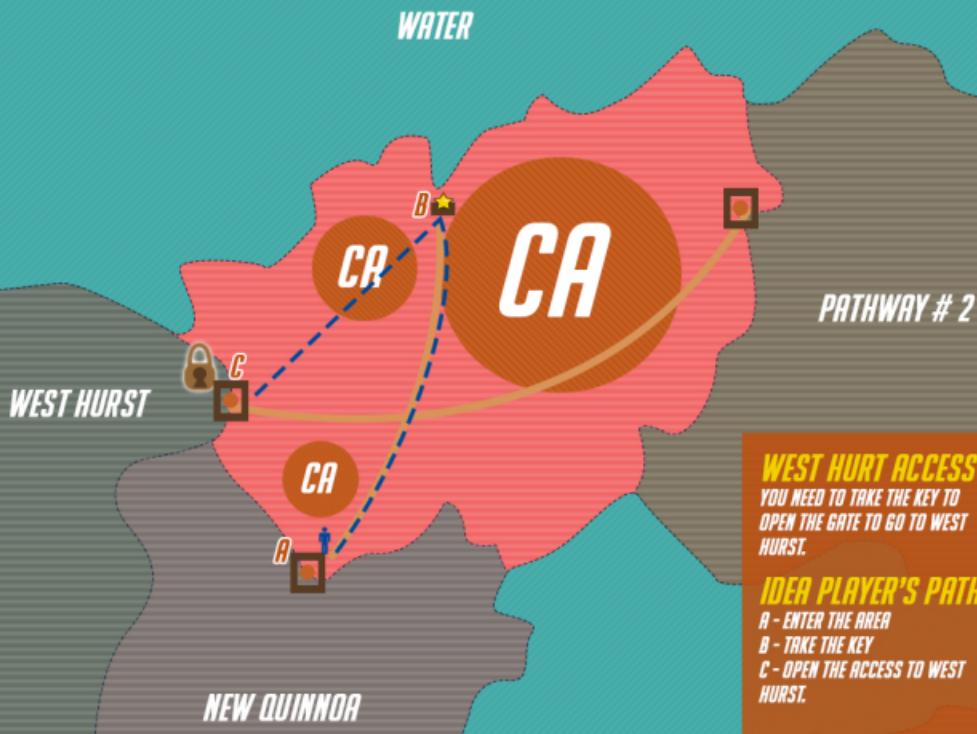
WEST HURST [TOP]



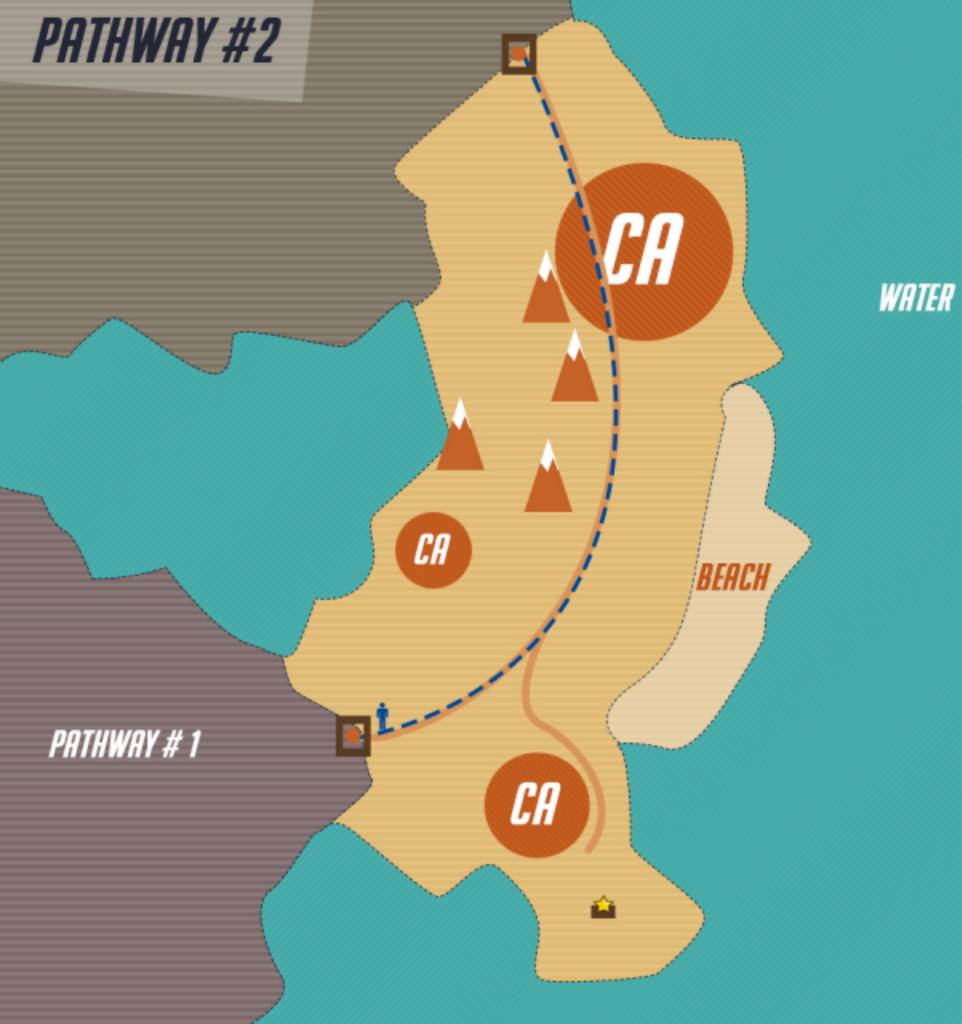
WEST HURST (BOTTOM)



PATHWAY #3

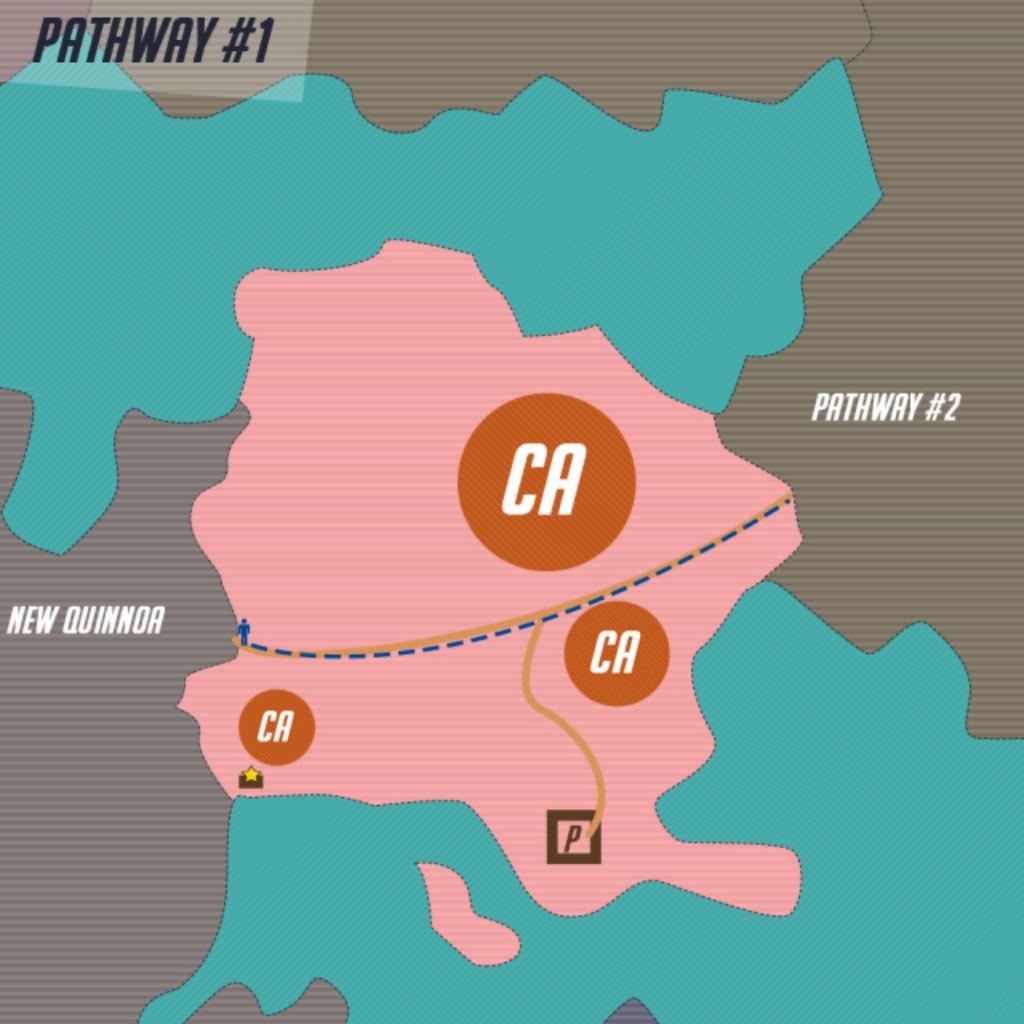


PATHWAY #2



PATHWAY #1

PATHWAY #1



PATHWAY #2

NEW QUINNOA



PLAYER'S PATH

- A - PLAYER IS SPAWNED IN THE WORLD
- B - PLAYER IS GUIDED TO THE WITCH (QUEST 1)
- C - COLLECT WATER BUCKETS FOR QUEST 2 (Q2)
- D - TAKE SHOVEL (Q2)
- E - DEFEAT MONSTERS AND DROP A KEY
- F - USE THE KEY TO UNLOCK A NEW AREA

H - SIMPLE HOUSE
W - WITCH'S HOUSE
WM - WINDMILL
SHOVEL KEY

*PLAYER CAN'T ENTER THE WATER

MOUNT BOTRA



QUEST - FIX THE PORTAL

YOU NEED TO GATHER:

- 8 EMERALD STONES,
- ★ 3 FAIRY POWDERS,
- ✿ 10 CALATHERS FRAGRANCES

IDEA: PLAYER'S PATH

A - PLAYER ENTERS THE AREA.

(NPC GIVES HIM A NEW QUEST)
B - NPC TELLS WHAT TO GATHER
TO FIX THE PORTAL

C - ENTER THE VILLAGE

D - BUY 3 FAIRY POWDERS

E - COLECT 8 EMERALD STONES

F - COLLECT 10 CALATHERS FRAG-

GRANCES

G - DELIVER ALL MATERIALS TO
THE GUARD

MEAFIELD



QUEST - HELP PUT OUT THE FIRE FROM THE TAVERN AND HEAL THE CIVILIANS

IDEA: PLAYER'S PATH

- A** - ENTER THE AREA
- B** - ENTER THE VILLAGE
- C** - LEARN HOW TO HELP (PICK UP SOME WATER BUCKETS)
- D** - GO TO WELL AND GATHER A WATER BUCKET TO HELP.
- C** - HEAL THE BURNED CIVILIANS

PRIZE: FIRE RUNE