

Newcomers Guide

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Introduction

Welcome adventurer, I'm Questin Adgild. Congratulations on settling into our small village of Sinnga. What you're reading now is our handy guide on things you can do around here, mostly to help us grow our village.

Hero's Rest

This is your house. It belonged to another before she went off for greater adventures, something about fighting for a dragon deity or something.

There is no teleporting or floating around in this realm, but everything is designed to work such that you only need to stand in one spot. We're efficient like that.

Your tools are here on display. It just shows your current upgrade. You don't have to take them on your journeys, they will automatically be with you.



There are also boards for your statistics such as your renown, rank and time worked.



Here's where you sleep after you're done working.



Quests

You can find boards for your quests here.



There are two types of quests. Campaign quests and daily quests.

Campaign quests are requests from me, mostly to help you discover all there is in this village. I'll send more quests as more work becomes available. Point your finger at the rock and pull the trigger to submit a quest when you have the required resources.

Daily quests are work requested by various villagers and will reward you with gold and renown. Harder quests may be unlocked as you upgrade your tools, and their reward will also be higher.

You will be assigned three requests each day and you can select them by clicking the rocks above the smaller panels.

Completing all daily quests will also award you with a streak bonus, so make sure you work hard every day!

Map

The map is how you travel from place to place.



To go to a place, point your finger at the rock (using the magic beam) and pull the trigger to select. You'll travel there automatically.

Resources

The resources you've gathered are stored here.



Don't worry about managing them. Obtaining resources and using resources are automatically handled by our village logistics. They will update as you perform tasks or complete requests.

The Green Forest

Here's where you obtain wood.

The initial cut is very important. It doesn't have to be a big swing, so make it accurate. The initial cut will determine your effective cutting zone and your following swings will all have to land within the pegs of your effective cutting zone.



To fell a tree, you'll have to make cuts deep enough on either side. Once your swings have no effect, it means that that side is deep enough, and it's time to work on the other side of the tree.

Felling a tree gives you bonus resources so make sure you always finish cutting your trees to not waste effort!

Tool upgrades increase the multiplier on the amount of wood you get from each swing and the speed at which you fell trees.

Stone Axe	X1
Copper Axe	X2
Bronze Axe	X3
Steel Axe	X4

Jackpot Mines

The mines here are magical. Rocks will regrow immediately after you break them.

You can swing at the rocks any way you like, but we suggest bringing your pickaxes up above you and letting gravity add on to the strength of your swings.

Rocks also come with special shells which you can uncover rare materials so be sure to aim at them when mining! The materials that appear depend on your tool upgrade level.

	Copper	Coal	Tin	Iron
Stone Pickaxe	X			
Copper Pickaxe	X	X	X	
Bronze Pickaxe	X	X	X	X
Steel Pickaxe	X	X	X	X

Tool upgrade multipliers also apply here.

Stone Pickaxe	X1
Copper Pickaxe	X2
Bronze Pickaxe	X3
Steel Pickaxe	X4

Nuru Slime Fields

Here's the hunting ground assigned to you.

To hunt, use a bow and arrow. Put your hands together and with your dominant hand, hold down the trigger to summon the arrow on your dominant hand and the bow in your other hand. Pull back your arrow and release to fire.

It's simpler if you try it yourself.

Hammer Smithy

Here is where you upgrade your tool.

First, from the boxes, choose the tool you want to upgrade using your non-dominant hand.

Place the tool you want to upgrade on the anvil and hit it using a hammer on the other hand.

How hard you hit, and your hammer upgrade level will determine how much progress you make with each hit.

Stone Hammer	X1
Copper Hammer	X2
Bronze Hammer	X3
Steel Hammer	X4

No matter how hard you hit, you'll use up 1 unit of each material in the recipe. The models on the board will fill up as you craft.



For example, for copper tools, each hit requires 1 wood, 1 stone and 1 copper.

Stronghold Land Plot

This land is for you. You can build anything you want. Anything you want to grip will need to be overlapping the spheres on your hands.

First, use the stones to make yourself larger, and use the stone under the worktable to bring it closer.



You can then pick what you want to build among the blueprints in the box. Wave your hand over the blueprints to choose. Use the trigger to pluck out the blueprint and release it near the board to set it as the current blueprint. Grab and pull the handle to scroll to the next set of blueprints.

To build the structure, just hammer down on the pegs. Once the required number of pegs is fully hammered in, the structure will appear on the building space. To reset the pegs, perform a squat so that your head is under the table. This will allow you to retrieve new pegs.



From there, use the grip to position and place your structure. To use snapping, while gripping, hold onto the trigger. Releasing grip while the trigger is pressed will place the structure where the blue indicator is located.

End Note

There you go, now you know everything there is to know about the basics of life in Sinnga. As we build and grow our village, there will be more things to do. If you want more involvement in our development, join our forum at <https://discord.gg/gYM4JNsp>

Looking forward to working with you!

Your Village Chief,

Questin Adgild