

Evolution of humanity

This document will help you understand the game's content better. For each level of the game, you will have a list of vocabulary and tips to help you if you struggle at any point.

If these tips are not enough and you still feel lost, you can refer to the full game guide in the annex of this document.

Level 1: Hunter Gatherer

Understanding the text

Vocabulary and phrases

Word/expression: description/definition

Stone- solid substance that is often used as a building material.

Stick- piece of wood

Spear- hunting tool made of stick and stone

Farmer- someone who works on a farm

Merchant- someone who trades with goods

Barmaid- someone who works at a bar

Alchemist- historical person who worked with chemicals

Craftsman- someone who practices a particular craft

Necessary- (to do something) that is absolutely needed

Repeat- Do or say something again

Otherwise- in other way

Path- road

Indeed- yes

Campfire- a fire build outside

Medicine- something you take when you are ill

Unfortunately- something that happens unluckily

harvest- collect crops from ground

Understanding the game

What is happening?

In the first part you have to make a spear, hunt an animal, cook and eat the meat and at the end go back to the cave to sleep.

In the second part (after sleeping) you have to help the ill merchant.

What you should notice

Step 1: Go to the Craftsman

Step 2: Get stone and stick

Step 3: Go back to the Craftsman and craft a spear

Step 4: Go to the forest and find Amy

Step 5: Hunt the deer

Step 6: Go back, cook the meat and eat it

Step 7: Go to sleep and the cave

Step 8: Go ask the Alchemist for medicine

Step 9: Go to the Craftsman for a job

- Step 10: Go to the Barmaid to give you a job
- Step 11: Get milk from the Farmer
- Step 12: Harvest the crops for the Farmer
- Step 13: Give the crops to the Farmer and get the milk
- Step 14: Brind the milk to the Barmaid and get the money
- Step 15: Go back to the Alchemist and buy the medicine
- Step 16: Find the Merchant and heal him

Tips

Tips for all the steps above:

- Step 1: He is across the river
- Step 2: For the stone, there is a secret code; the stick can be found where there are trees
- Step 4: There is a sigh that indicates where is the forest; follow the flowers to find Amy
- Step 5: Get close to it and hunt it
- Step 6: Cook the meat at the campfire
- Step 7: The cave is where you first spawned
- Step 8: There are camels on the way to her
- Step 10: You can haggle for more money
- Step 11: He stays near his cows
- Step 12: Harvest only the grown crops
- Step 14: Ask for your money politely
- Step 16: He is at the bottom of the map

Annex: Full game guide

Level 1: Get spear

Give the answer to overcome the challenges.



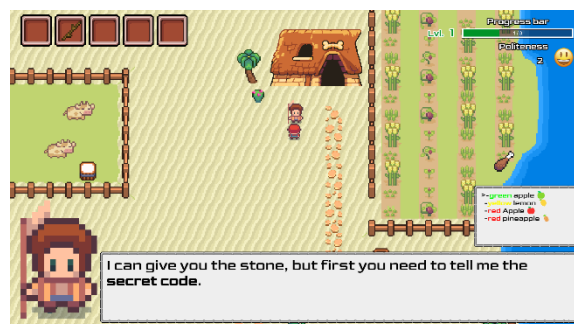
The player spawns in front of a cave, the assistant shows on the screen and tells him/her to go to the craftsman.

If the player goes to any other character, they will tell him/her how to go to the



craftsman. When the player arrives there he/she will have to press "space" on the keyboard to start a conversation. In the conversation the player will have to choose between 4 answers, from which one of them is right. If he/she selects the wrong answer the craftsman will say "I don't understand what are you trying to say" and have options to try again or give up. If the answer is right the craftsman tells

him/her to bring a stick from the nearby trees and to get a stone from the farmer. Also he tells him the secret code that the player needs to tell the farmer, the code is "red apple".



There are options where the player can ask how to go to the farmer or the nearby trees. When the player gets to the farmer, he will ask for the secret code. If the code is incorrect there is an option to try again or to give up, otherwise he/she gets a stone. The assistant shows up again and tells the player to return to the craftsman, give him the materials and also ask him how to hunt. When he/she gives the materials, the craftsman will make a spear. The player is offered to ask how to hunt. Craftsman tells him/her that he is busy at the moment, but he knows someone who can teach him/her how to hunt. Then proceeds to tell the directions to her. The player needs to go to the forest.

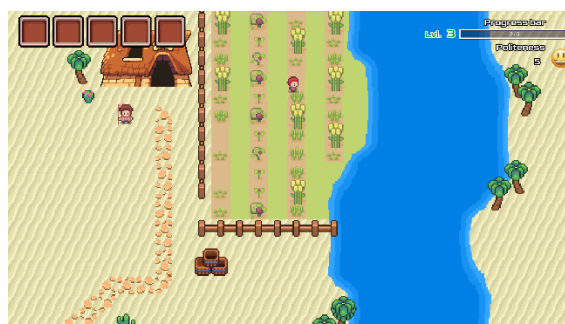
Level 2: Eat meat

After entering the forest the player has to follow the blue flowers to get to the hunter (Amy). When he/she finds Amy he/she needs ask her to teach him/her how to hunt. Amy proceeds to explain how to hunt and where to find a deer. Next thing the player has to do is to find the deer and hunt it. After hunting the animal, he/she needs to go back and talk to Amy. Amy tells the player to put the meat on the campfire so it can cook. After some time the player has to take the meat and eat it. At the end, the assistant pops up and tells the player to go to the cave and get some sleep. The cave is where the player spawns at the beginning of the game.

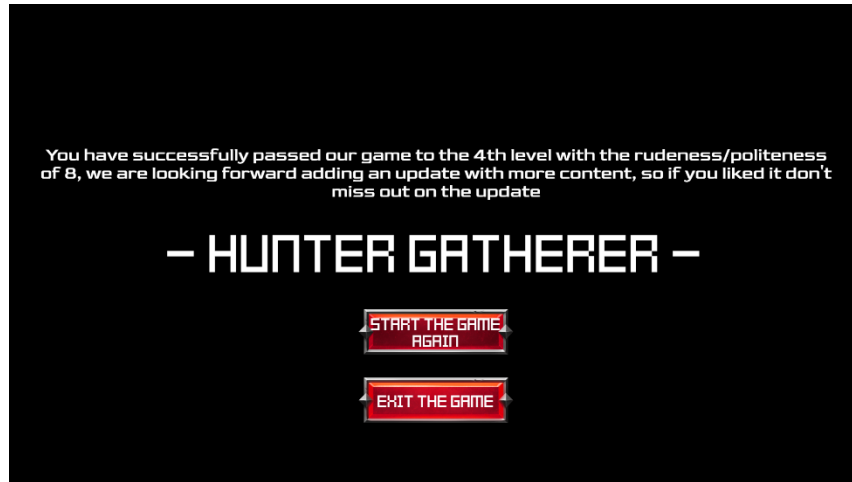


Level 3: Heal the merchant

The next thing that happens is that the assistant pops up again and says that the merchant is very ill and the player has to find a medicine to heal him. First thing he tells the player is to go to the alchemist and tells him/her how to get there. If the player goes to someone else they will tell him/her the directions to the alchemist. Once the player is there he/she will ask for medicine, but the alchemist will ask for money. The player needs to go and find work. First he/she goes to the craftsman, but he forward him/her to the barmaid. The barmaid has a job for him. If the player brings back milk from the farmer, he/she will get money. If the player declines the offer, the barmaid has another offer for him. If this happens again, the assistant pops up and warns the player that the merchant is very sick. Once they make a deal, the player goes to the farmer and asks for milk. The farmer asks for money, but when the player says that he/she doesn't have any money the farmer offers another deal (to harvest the corn for him).



When the job is done, the player goes back to the barmaid and she gives him money. Then the player goes to the alchemist and buys the medicine and finally delivers it to the merchant. The merchant thanks him/her. For the last time the assistant pops up on the screen and says that that's the end.



Sources:

- GDevelop store: The name of the asset is "Fantasy Dreamland Desert" by EvlGames
- The songs are from pixabay
 - The main menu song is called "Night of Egypt" by waelart
 - The song that's in the game is "Desert Voices" by ArtSlop_Flodur
- Other resources are gained from various websites, but it's important to note that they are CC0.
- Some of the assets are made by us.



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