



A Healer's Almanac

a traditional Chinese medicine village life sim

OFFICIAL DOCUMENTATION

World Map & Locations

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MAP

Welcome, explorer. This guide is your friendly companion to the world of A Healer's Almanac. It explains how to read the in-game world map, then walks you place by place through the world: the Village and your Home to begin with, and the Herb Garden, the Orchard, and Bamboo Valley that open up as the village grows, along with the indoor rooms that connect them. You will learn what you can do in each spot, who you might meet there, and how every area links to the next. Take your time and wander at your own pace.

This guide describes the current build. Areas, residents, and connections may grow as the game develops.

Using the World Map

After the Village Chief gives you a Village Map, press M during play to open the parchment-framed World Map, and press M again (or Escape) to close it. The selector shows all five outdoor maps: unlocked areas can be viewed, while locked areas remain visible but disabled. When you are indoors, the map falls back to the relevant or most recently visited outdoor area.

On the map for your current outdoor area you will find a live miniature of your own character, so you can see exactly where you are. Buildings, cave entrances, and other notable places appear as map markers, with names and details available through tooltips. Use the area selector to inspect any outdoor map you have unlocked.

Open / close the World Map Press M after receiving the Village Map (Escape also closes it)

Move around the world WASD or the Arrow keys

Interact, talk, advance dialogue E, the Spacebar, or a left-click

Landmark labels Hover the map to read them as tooltips

Switch outdoor maps Use the area selector; unlocked maps are selectable

The Village

The Village is the heart of your new life and the busiest place you will visit. It is the main social and production hub, home to most of the people you will come to know, and dotted with crafting stations and gathering spots. Spend time here foraging in the fields and hedgerows, knocking on doors, working at the benches, and simply getting to know your neighbours.

Notable spots on the village grounds include the Forge, the Loom, the Artisan's Bench, and the Carpenter's Bench for crafting, plus the Village Well and the Village Board for everyday business. Inside the Community Center, a flight of stairs leads up to a second floor for larger gatherings. Elsewhere on the village grounds, a cave mouth opens into the village cave for those who like to explore underground.

This is where you will meet many of the villagers: Angelica the herbalist, the Village Chief, Asher the blacksmith and Cedric the geology professor who share a house, Dahlia the farmer, Tobin the cook and his apprentice Theo, Dora the carpenter and Rowan the laborer, Garren the hunter with his apprentice Forsyth, Magnolia the tailor and her apprentice Rayne, and Wren the rancher. Each one keeps a daily schedule, so you will find them in different places at different times of day.

The Herb Garden

Once the village has built it, the Herb Garden lies just off the village square, a calm, specialised cultivation

zone reached by a short flight of stairs. This is your dedicated space for growing medicinal herbs in tiered planting beds, and for foraging seasonal herbs from the wild patches around the edges. Plant and harvest your seeds, study what you gather, and watch your collection grow.

No one lives in the Herb Garden, though Angelica passes through now and then on her rounds. A cave mouth here leads down into the herb cave for deeper gathering. Because the garden flows directly out of the village, stepping between the two feels seamless.

Bamboo Valley

Bamboo Valley is a green river gorge and one of the most rewarding areas to explore. Forage bamboo shoots and riverside herbs among the reeds and willows, and visit the temple, where you can pray and collect offerings. A cave mouth opens into the bamboo water cave, a watery world with fishing spots further down.

The valley is home to Quinn the engineer, Faye the healer, and Emmett the young scientist, who all share Quinn's house. Stop by to talk and learn. The valley rewards curious explorers, so keep an eye out for quiet corners and hidden paths.

Your Home

Your Home is your own personal homestead and your anchor in the world. Here you tend a tidy patch of farm plots, grow crops through the seasons, forage wild herbs in the surrounding grassland, and rest. A Lost and Found box safely stores overflowed deliveries and rewards when your inventory is full.

Step inside your house to sleep, store your belongings, and rest between days. Sleeping saves your progress and starts the next morning, and you can also save or load from the pause menu during normal play. The current build includes the starter interior and a cottage upgrade.

The Orchard

The Orchard, opened once the village builds it, is a peaceful place of fruit trees and stone terraces, and your best source of fresh fruit. Plant and harvest your own fruit trees in the tree plots; the game has twenty-three fruit-tree varieties, among them peaches, apricots, persimmons, lychees, longans, and pears. A watermill sits among the terraces, adding to the orchard's gentle, old-world charm.

No one lives in the Orchard, though villagers wander through from time to time. A cave mouth here leads down into the orchard earth cave, an earthen cellar that opens onto an old quarry for those who enjoy collecting minerals and stone.

Indoor Rooms

Many buildings can be entered through their doors, leading to cosy interior rooms. In the Village these include Angelica's house, the blacksmith's house (shared by Asher and Cedric), the carpenter's house, the farmer's house, the cook's house with its cooking station, the tailor's house with its sewing station (shared by the hunter's family and Magnolia), the rancher's house, and the two-floor Community Center. In Bamboo Valley you can step inside Quinn's house to visit Quinn, Faye, and Emmett. At your Home, your own house interior is where you sleep and store your belongings. Most house doors return you to the same spot outside, so it is easy to pop in and out as you go.

How Areas Connect

Every outdoor area links to the Village, which acts as the central crossroads. The table below shows the

main routes between places and how you travel each one. Indoor rooms and caves connect through doors and cave mouths in their parent areas.

From	To	How
Village	Your Home (homestead)	Along a path
Your Home (homestead)	Village	Along a path
Village	Bamboo Valley	Along a path
Bamboo Valley	Village	Along a path
Village	Orchard	Along a path
Orchard	Village	Along a path
Village	Herb Garden	Up the stairs
Herb Garden	Village	Down the stairs
Village	Community Center	Through a door
Community Center floor 1	Community Center floor 2	Up the stairs
Village	A villager's house	Through the house door
A villager's house	Village	Through the house door
Village	Village cave	Through the cave mouth
Bamboo Valley	Quinn's house	Through a door
Bamboo Valley	Bamboo water cave	Through the cave mouth
Orchard	Orchard earth cave	Through the cave mouth
Herb Garden	Herb cave	Through the cave mouth
Your Home (homestead)	Your house interior	Through a door

Each cave opens from a cave mouth in its parent area and leads back out the way you came. Once you have the Village Map, use the World Map (M) to spot the cave-mouth icon that marks each cave entrance.

That is the lay of the land. Wherever you wander, the Village is never far away, and once the Village Map is in your hands, the World Map (M) is there to guide you home. Enjoy the journey, explorer.

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