Difficulty represents the pure, tangible difficulty of a puzzle.

Puzzliness represents the amount of puzzle-y thinking required. Includes wordplay, "outside-the-box" solutions, leaps of logic, and the kind of stuff you'd generally find in a normal puzzle or riddle.

Wastiness represents how much Wasting is required. Note, some puzzles CAN be Wasted, but do not require it. Wastiness is how much is REQUIRED, not how susceptible a puzzle is to Wasting. If you don't know what Wasting is, start with low-Wastiness puzzles, and you'll learn with time.

Effort represents how much effort is required. This isn't difficulty, just endurance.

"In-sim rewards" refers to something where, by completing a puzzle, you gain some kind of code, shortcut, easter egg, or otherwise that can be used to directly affect SBURBSim or some other sim on the FarragoFiction site.

"Discord rewards" refers to something where, by completing a puzzle and showing proof to the relevant authority (usually FarragoFiction Discord moderators), you receive a reward on Discord, such as a role or access to a new channel.

"Knowledge rewards" refers to something where, by completing a puzzle, you gain some sort of supplemental material that grants you new knowledge of the lore, puzzles, site, or people around the site.

"Influence rewards" refers to something where, by completing a puzzle, you gain some ability to affect the lore/contents of the site itself.

- [???]

Difficulty: Low
Puzzliness: Moderate
Wastiness: None
Effort: Low

[???] is the easiest puzzle. It requires no Wasting, and is not particularly difficult compared to most other puzzles, though the answer isn't always obvious at first glance. It yields in-sim and Discord rewards.

- LORAS

Difficulty: Low
Puzzliness: Low
Wastiness: Moderate
Effort: Moderate

LORAS functions as a sort of tutorial for Wasting. It doesn't require too much complex thought, but does require a decent amount of low-level Wasting. There are two versions, LORAS and LORAS2 (the latter of which is linked above), but the only difference is some updated information, code, and rewards, as well as added functionality in relation to later puzzles. It yields in-sim, Discord, and knowledge rewards.

- AlchemySim

Difficulty: Very High
Puzzliness: Moderate
Wastiness: None
Effort: Very High

AlchemySim is a simple, but difficult puzzle. Simply obtain every single achievement in AlchemySim. This is incredibly exhausting, and is a ridiculous test of endurance. It also has mild puzzliness in figuring out the item recipes. It yields in-sim and Discord rewards.

- [AudioLogs](#)

Difficulty: High
Puzzliness: High
Wastiness: Very High
Effort: Very High

The AudioLogs are supplements to Farrago content. Up until this point, and from this point onwards, you may be redirected to this page at various times. By entering a correct password here, you may access some audio file of varying origin. These passwords and audio files are interspersed throughout puzzles, wiki pages, Wasting, Tumblr posts, Discord conversations, and so on and so forth. See how many you can collect! Each code may have a number of different things associated with it, not limited to audio files. Again, explore a bit, and see if you can find how to view this alternate information. This almost solely consists of knowledge rewards, although some audiologs are the gateways to or parts of puzzles in of themselves.

- [LOHAE](#)

Difficulty: Moderate
Puzzliness: Moderate
Wastiness: Moderate
Effort: High

LOHAE is the first land of Farragnarok. It is an idle game about growing trees. It requires some puzzle-y thinking, some clever Wasting, and a decent amount of effort, as it is, in fact, an idle game. It yields knowledge, in-sim, and Discord rewards.

- [LOMAT](#)

Difficulty: Moderate
Puzzliness: Moderate
Wastiness: High
Effort: Moderate

LOMAT is the second land of Farragnarok. It is an Oregon-Trail-style game where you try to bring seagulls to their desired locations. It requires some clever thought and effort, but primarily requires a moderate amount of Wasting. It yields knowledge, in-sim, and Discord rewards.

- [Who Is Shogun](#)

Difficulty: Very High
Puzzliness: Very High
Wastiness: Very High
Effort: Very High

Who Is Shogun is the ultimate of the basic Farrago puzzles. It requires heavy wasting, a lot of creative thought, and a decent time investment, to the point that the most common piece of advice given for solving Who Is Shogun is "work on a team with other people". It yields knowledge, in-sim, and Discord rewards.

- [VikingBook](#)

Difficulty: High
Puzzliness: High

Wastiness: High

Effort: High

One of several AprilARG puzzles, and the only one to still be fully solvable. Functions similarly to the AudioLogs in that you seek out passwords that yield pages, which function like text-based audiologs. People who found all the pages during the original lifespan of the ARG are credited, but for now, all there is to find is knowledge rewards in the form of the pages themselves.

- [Narrative Stability Customer Support](#) + [customer_support](#)

Difficulty: Moderate

Puzzliness: Moderate

Wastiness: Moderate

Effort: Moderate

A pretty average puzzle. Dig into a customer support website for SBURB players and figure out what's going on inside. Yields knowledge rewards.

- 1669

Difficulty: Very High

Puzzliness: Insane

Wastiness: Very High

Effort: High

The trouble with this puzzle is that to start off with, all you get is one number. No links, no web pages, just the number "1669". This is your starting position. Figure out what to do next. It yields knowledge, Discord, and influence rewards.

- AudioLog Source

Difficulty: Insane

Puzzliness: Insane

Wastiness: Insane

Effort: Insane

This is not a puzzle. THIS is a bounty. The website that hosts the audiologs is hidden very well, mostly because it isn't MEANT to be seen. There is no intended way to find it, as of now. However, to those clever enough to somehow waste their way in on their own, rewards await. In addition to having all the audiologs at your disposal, in exchange for informing JR as to how you got in so she can patch it up, you get to request an audiolog. This isn't a puzzle, and isn't meant to have a solution. You'll be fully Wasting to try and find a way in and every time someone makes it in it gets a bit harder. Feel free to try, though. It yields knowledge and influence rewards. (Note from 2023 CD: Don't think this bounty still applies. You can still look for the audiolog source to find the actual audiologs, though.)

- [ZampanioSim](#)

Difficulty: ???

Puzzliness: ???

Wastiness: ???

Effort: ???

ZampanioSim is a very… unique puzzle. From a single small page, it stretches out into a very, very vast labyrinth of complex, confusing puzzles that not even I have fully unraveled, and that may not even have one true answer. Its scope extends outside of even the website itself, reaching into other websites, and to an extent, to even our own reality. Whether it even truly

HAS an ending is part of the puzzle itself. Handle with care. Take occasional breaks. Make sure to stay hydrated. Try not to get TOO caught up in the spiral. Though there may or may not be a true end state to this puzzle, rewards of all kinds - sim, Discord, knowledge, influence, and perhaps even more - await those willing to dig deep enough to find them - or make them. Zampanio is a very good game. You should play it.
WARNING: Contains heavy themes of unreality. Watch your step. You have been warned.