

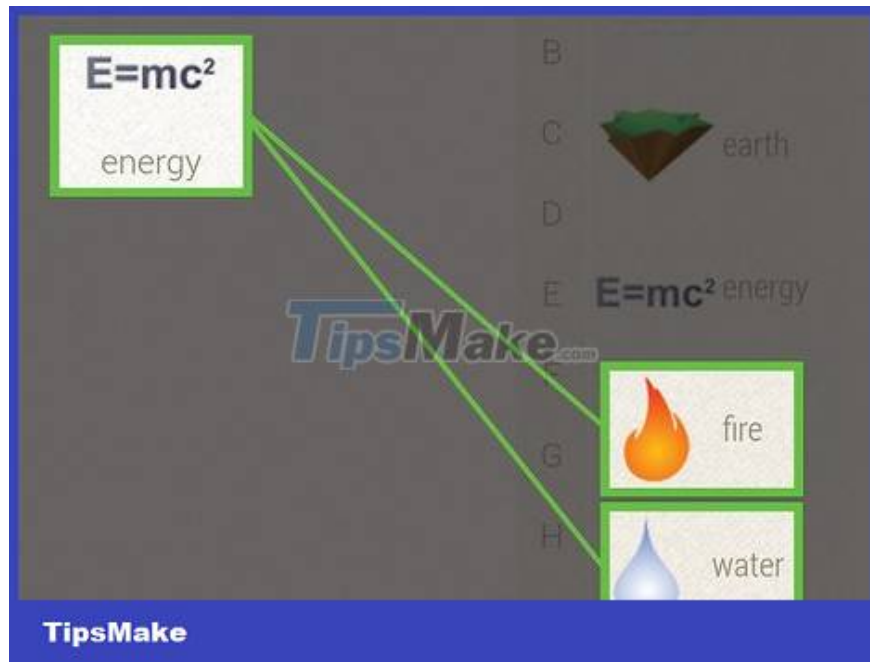
How to Create Life in Little Alchemy

This is an article on how to create 'Life' in the game Little Alchemy and Little Alchemy 2. The Little Alchemy set includes many games for PC, iPhone and Android.

Using Original Little Alchemy



Drag "air" to the board. You'll find the gas icon at the top of the menu displayed on the right side of the Little Alchemy window.



Drag "fire" onto "air". This is an operation that combines energy-generating elements with an **energy** formula symbol.

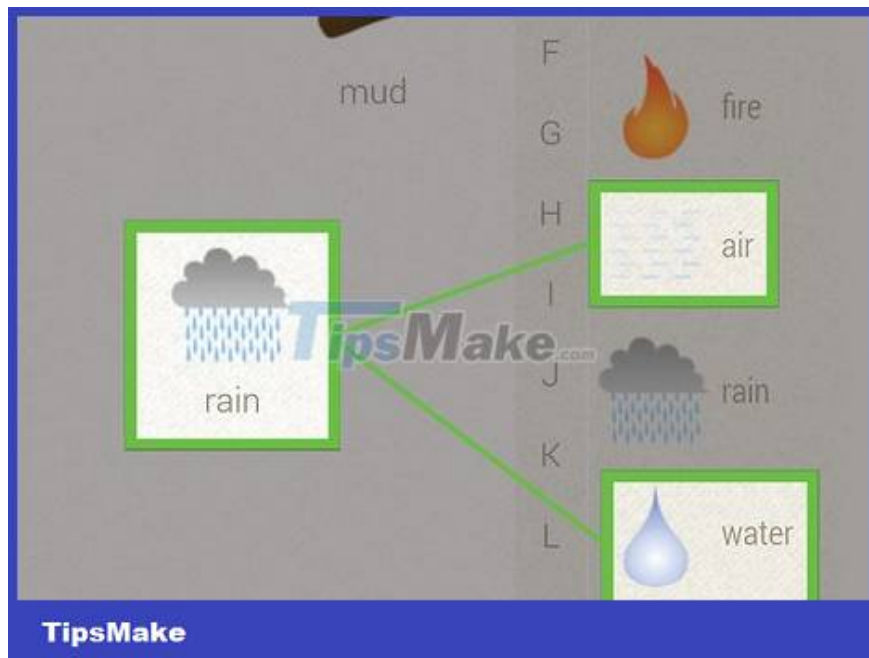


Put "energy" in the board. You'll need it later, but for now, you can leave it alone.

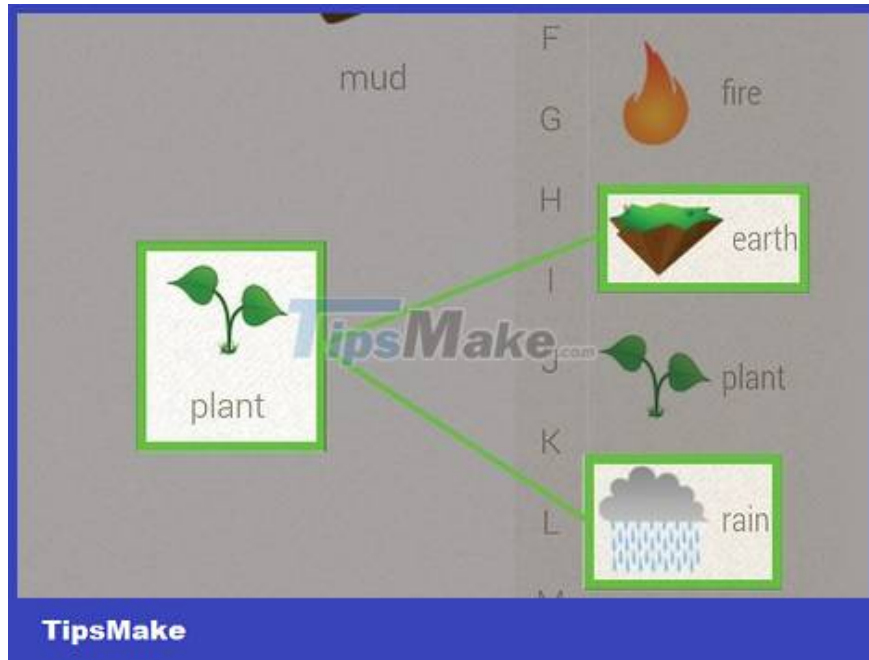


Create "mud" (mud). Put **water** (water) on the board, then drag **earth** (earth) there. **This is a mud** selection operation .

You now have **energy** and **mud** on the board.

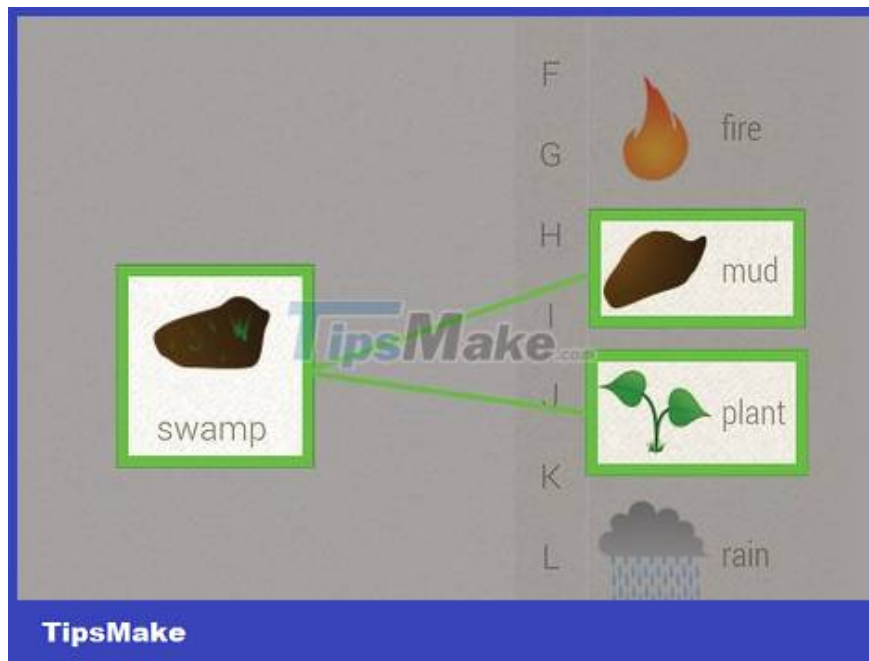


Create "rain" (rain). Drag **water** onto the board, then drag **air** into **the water** to create **rain** .

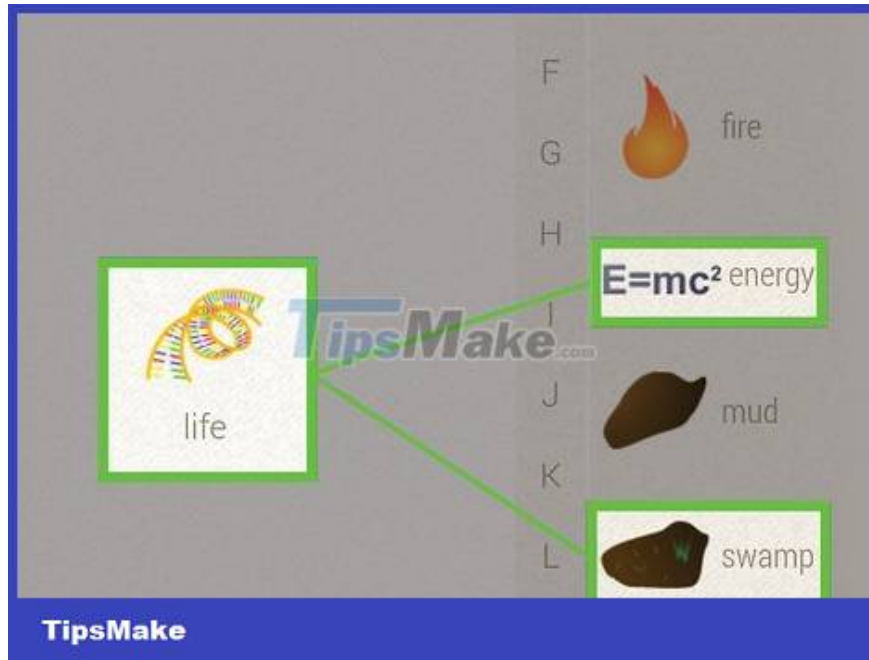


Create tree. Add **soil** and **rain** at the same time to create a **plant** .

Note: You now have **plants** , **mud** , and **energy** on the board.



Add "tree" to "mud". This is a **swamp** creation operation .

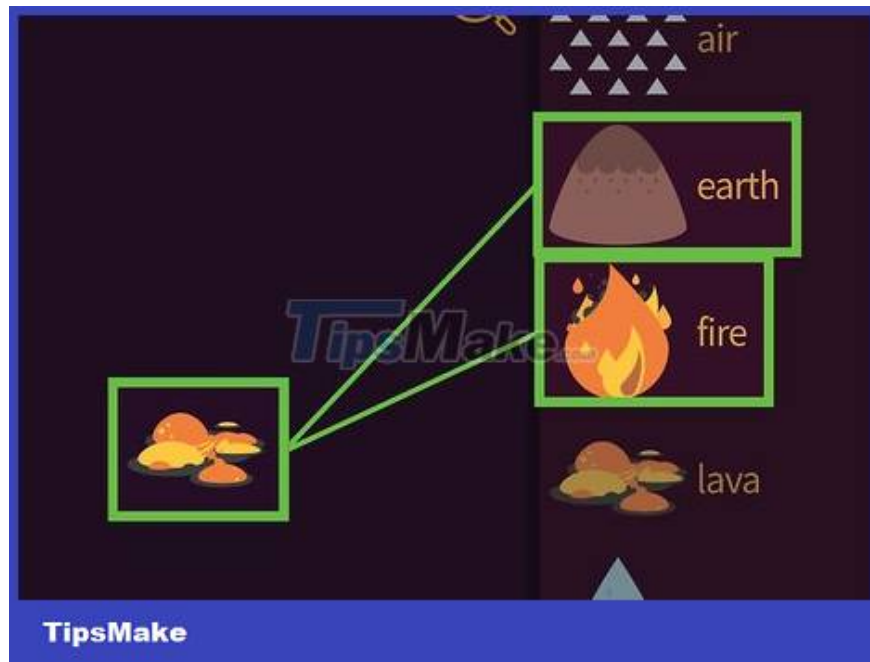


Combine "swamp" and "energy" together. This creates a **life** with a DNA sequence icon.

Using Little Alchemy 2



Drag "fire" to the board. You'll see a flame icon on the right side of the Little Alchemy 2 window.

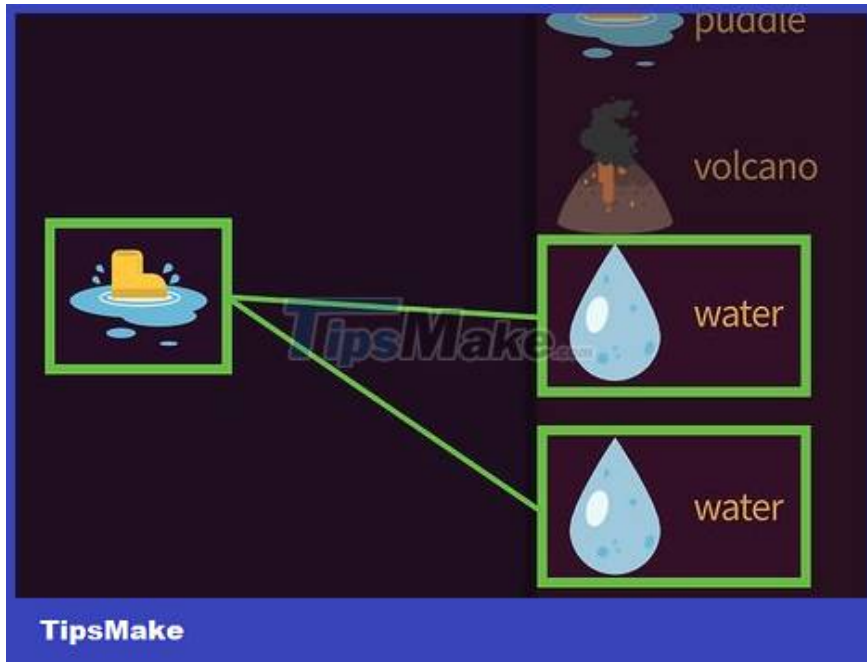


Add "earth" (earth) to "fire". This is the operation to create **lava** (lava) on the board.

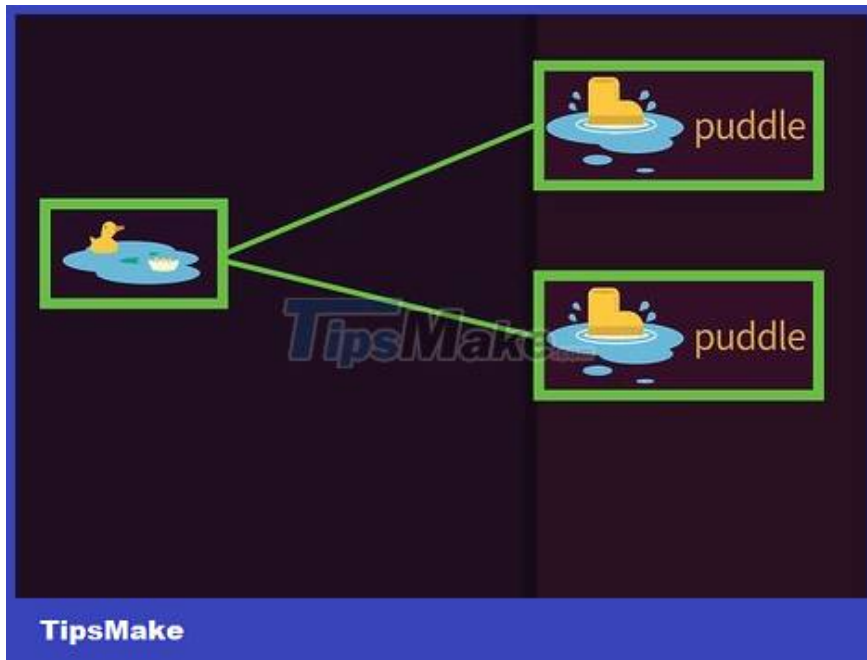
Note: In Little Alchemy 2, you'll have to click or tap the screen every time a new element is created, and you get a message to close the element's info window.



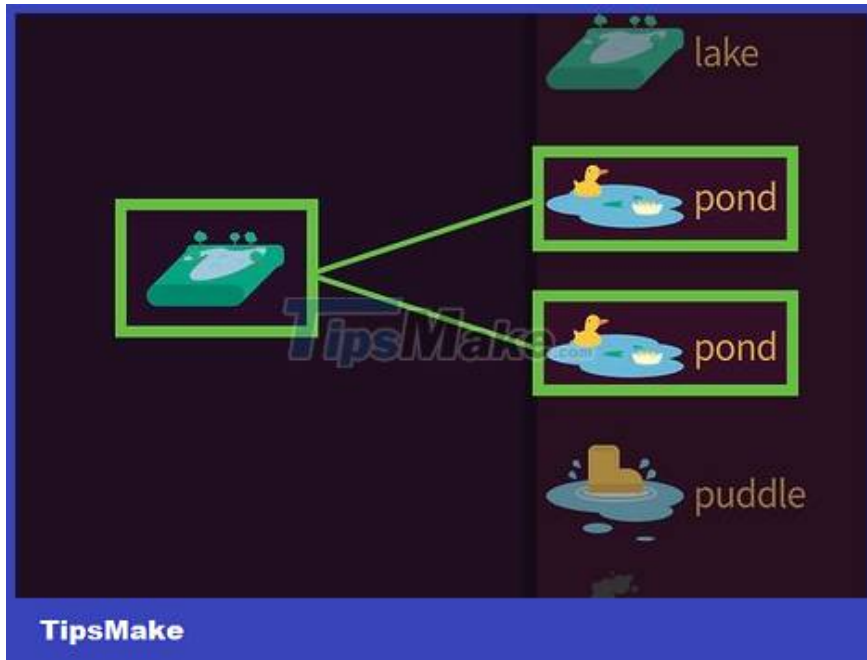
Add "earth" to "lava". This creates a **volcano** .



Combine two "water" (water). Combining two waters creates a puddle (puddle).



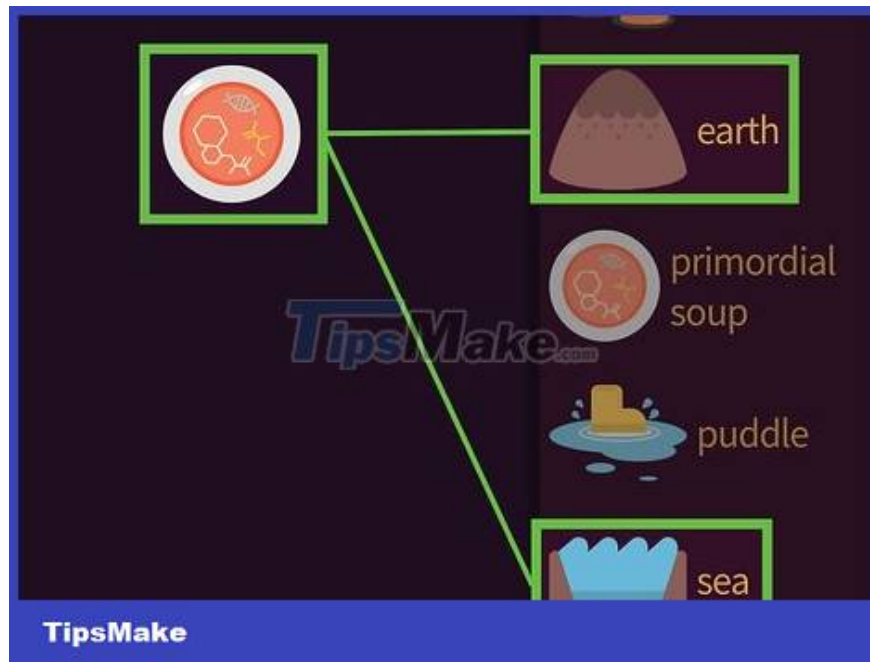
Add another "puddle" to the existing one. This is the operation to create a pond (pond) in the middle of the table.



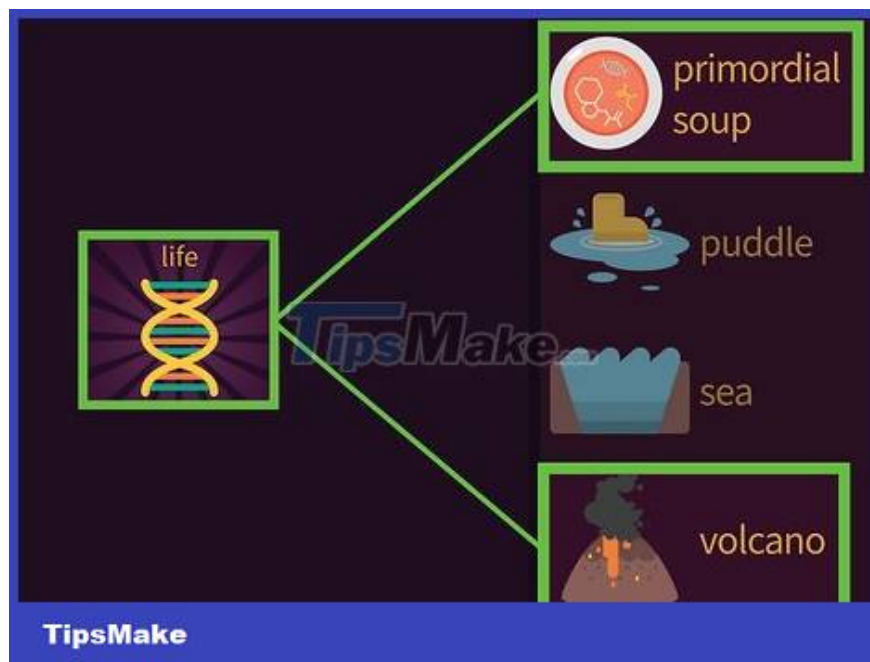
Combine two ponds. Adding another **pond** above the first will create a **lake** .



Create the sea. You just need to add two **pools** .



Add "earth" to "sea". This action creates **primordial soup** - the main ingredient that makes up **life** .



Add "volcano" to "primitive soup". This is the operation that completes the **life** creation process ; You should now see a 'DNA' strand icon in the center of **the** panel.

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