

Weather Station

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Weather station a permanent location to the left of the home station on Croonty Ridge. It is available from level 65. Weather Station's land quest is to bring down the frost on the 5 windmills. Each requires chopping the ice layer 3 times. (need 120 + 80 + 40 energy). Near each windmill is a Polar Bear. Feed the bears 150 fish to make them leave. Before you build the weather station, you will need to remove the frost by chopping 2 layers. (need 150 + 100 energy).

Travel requirements

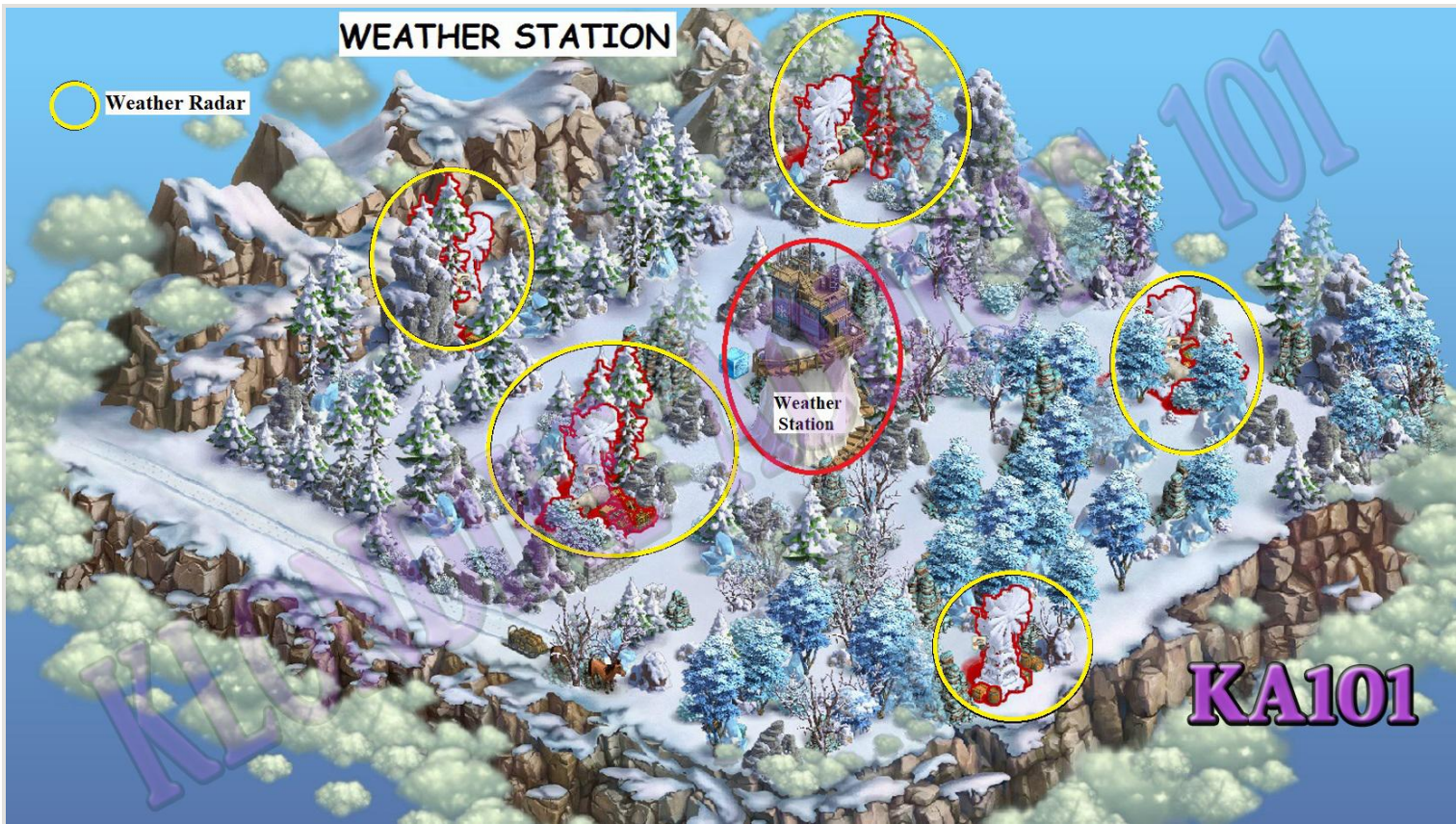


Barometer



Fur Boots





(click map to enlarge)

Weather Stations Storage/Barter building



Before you build a weather station first you must clear the ice from it in two stages:

1. Chop down the snow-covered ice, spending 125 energy.
2. Chop down remaining slush, at a cost of 100 energy. *Note: to bring down the ice, your partner can help.*

Phase one of construction:

$$5 \text{  + 2 \text{  + 6 \text{ $$

Barters:

$$1 \text{  = 3 \text{  + 5 \text{ $$

$$1 \text{  = 7 \text{  + 20 \text{ $$

$$1 \text{  = 1 \text{  + 3 \text{ $$

Land Quest:



Winds of Change

Fixing the windmills will be quite a challenge.



Clear overflow from all weather radars.

0/15

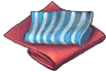
You did it! Go to your Home station to get your reward.

Reward: 3 

To knock the frost from all Weather Radar (Windmills) you will need to complete 3 stages for each of the 5 Windmills located on the land. The quest states "15"; meaning to do 3 layers on each of the 5. (3x5=15)

1. Shoot down the snow-covered ice, expending 100 energy
2. Shoot down slush at a cost of 80 energy;
3. Shoot down the remnants of ice, at a cost of 40 energy. The reward for completing the land quest is 3 - 100 dynamite. *Note: Your partner can help you clear the Windmills.*

After the clearing Windmills you will be able to barter in them:

$$50 \text{  = 2 \text{  + 3 \text{  - 15 \text{ limit}$$

$$100 \text{  = 1 \text{  + 15 \text{  - 15 \text{ limit}$$

Polar bears:



There are 5 Polar Bears located on the land that are blocking the approach to the 5 windmills. To scare them away, you will need to feed the bears fish. For each bear you will need to feed it 125 fish and 125 energy at the same time. After the bear leaves, he will leave the various rewards, including Amber and Cologne, which you can use to barter with in the Weather Station. *Note: while feeding a bear you will have to feed it one click at a time for the 125 feeds. Unfortunately, your partner CAN NOT feed the bear for you.*

Quests:

Quests opened after the construction of key buildings - Weather stations. THERE ARE A total of 16 QUESTS.



research

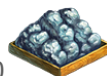
Make 15 nails. Collect 200 milk. Create 15 bales of hay.

Reward: 40 , 5 , 250 



Weather station

Make 30 boards, Harvest 200 Flax. Create 15 pillows.

Reward: :4000 , 4 , 150 



camp Guards

Make 15 shelves in Aery. Make 3 mirrors in Arnica. Make 15 yogurt.

Reward: 150 , 50 , 40 



No sleep

Create 7 red extract in Ukhty. Harvest 200 red currant. Sell 300 cherry or pear from harvest.

5 , 5 , 50 



gunshots

Create 30 saws. Harvest 200 marrow. Create 5 barbells in Arnica.

100 , 40,000 , 60 



The cold shoulder

Create 15 stools. Create 100 hay stacks in the barn. Create 15 carrot sticks in Ukhty.

20 , 40 , 6 



The Plan

Harvest 75 cherry trees. Make 4 blue extract in Ukhty. Make 2 Propellers in Amber.

6000 , 2 , 6 



Treasures of the north

Create 10 beds. Create 15 jugs. Create 4 chest of drawers in Aery.

30 , 8 , 4 



Temperature anomalies

Harvest 400 Rye. Create 20 Chains. Create 20 kettles.

30 , 150 , 2 



Danger

Collect 50 water. Create 20 glass balls. Create 15 vegetable stew in Ukhty.

150 , 5 , 15 



Another Encounter

Harvest 200 coffee beans. Create 5 sofas in Aery. Exchange 15 reptile sets.

3 , 8000 , 4 



Injustice

Create 10 nesting boxes in Ukhty. Create 10 mechanism in Caldos or Wind's Music (Harp- Caldos clearing reward). Create 4 sweaters.

3  , 200  , 30 



A happy ending?
Create 3 pickled carrots. Create 25 fabrics. Exchange 15 Horn sets.

10,000  , 200  , 50 



White Lies
Create 15 tiles. Create 10 Horseshoes in Wind's Song. Create 25 bricks.

3  , 10  , 5 



inception
Collect 200 sheep's wool. Create 15 plaid throws. Create 8 fittings in Ukhty.

15,000  , 45  , 10 



See you at the station
Create 10 decanters. Create 7 furnaces. Create 15 chocolate.

4  , 3  , 2 

The reward for clearing location:

Pink Postcard



The award is unique: you will get a Pink Postcard , which immediately goes to storage on your home station under -Other. Place the card on the ground, and click on it. Inside are two-pages, you will see special buildings from previous timed lands. Select a building by clicking Select. The postcard will become a box. Click photo on it, and from it falls a bit of experience, coins, and you have selected the building, which will go to the storage tab: Others. Put it on the location and build it. Immediately after construction, you can turn it into a mountain of gifts. In addition to a huge number of different resources, you also get the decor selected buildings. **Buildings that can be selected are:**

Festive snowman



Rainbow



Horror Tower



Trick or muck



Stained glass mill



Carousel



All the buildings are built the same way. The number of emeralds and gifts in them are similar too. The only difference: The building you will receive as a decoration which falls in the last stage of taking down the pile of gifts.

The stages of construction:

500



+ 350



+ 50



+ 12



The Decorative buildings that can fall from taking down the pile of gifts:

Festive snowman



Rainbow



Horror Tower



Trick or muck



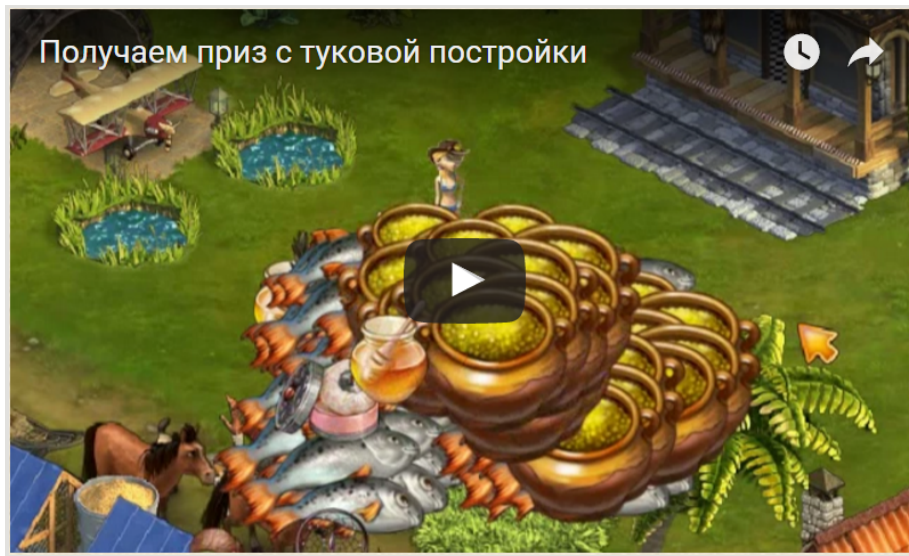
Stained glass mill



Carousel



Clearing reward video:



By [Tina Maddaus](#) and [Doug Bowman](#) (released December 2, 2016)

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[Pink Post Card](#)