

Old Depot

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New permanent land, introduced September 9, 2016. It requires having built the storage at Strangeville (opens level 71). It is available only to Level 69 and above. The land is very energy-intensive and requires many expensive materials in the production.



Enlarge Map: [Website](#) [KA101 Facebook Photo Album](#)

Energy Consumption:

The total clearing of the location requires about XXX energy. However, in the location you can get various energy resources for a total of about 12,078 energy and about 124 complete Horn sets.

Links: [Gates](#), [Water Towers](#); Main Task: [Old Depot](#), Questline: [Destroyed Road](#), [Tunnel](#), [The Story Part 1](#), [The Story Part 2](#), [The Story Part 3](#), [The Story Part 4](#), [The Story Part 5](#), [Mining Plants](#), [What's Next](#), [Destiny of the Road](#), [Earnest Search](#), [Meet You on the Train](#), [Good News](#), [Hit the Road](#), Clearing Reward: [Storage after clearing 100%](#), [Blowing up the Ponds](#).

Travel Equipment:



Main Building and Storage:

Coach (It is already built)



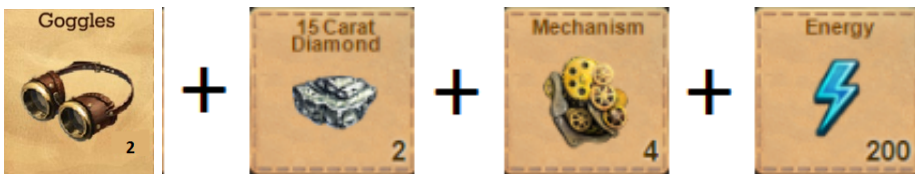
Other Buildings on Land:

7 gates total

Main and Conventional Gates



2 Goggles + 2 15-carat diamond + 4 Mechanism + 200 Energy



4 Main Gates

To open the **Conventional Gates** will require:

2 Goggles + 2 15-carat diamond + 4 Mechanism + 200 energy



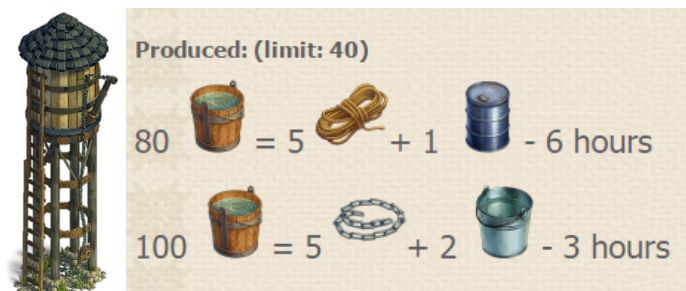
3 Conventional Gates

Note: The land CAN be cleared 100% without removing all gates.

Water Towers

There will be 2 water towers on the land. (No build required)

Reserves X 40





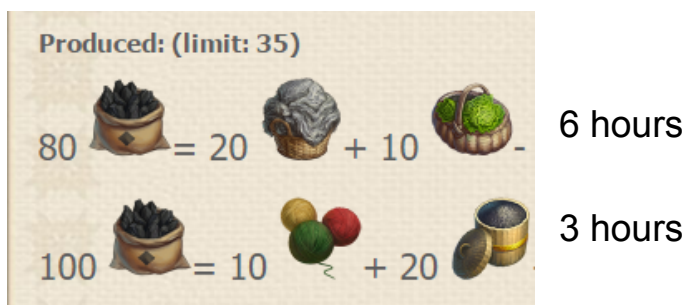
COAL UNITS (3)

There will be 3 coal plants on the land. (1 already built, 2 require construction)

Reserves X 3



Barters



**Required time to process



Total after all exhausted

Main Task:



Old Depot

Complete this task as soon as possible and get the reward.



Help the keeper catch all the outlaws. 0/22
 You did it! Go to your Home station to get your reward.

Reward: 3



Outlaws will require between 60 or 80 and 115 energy. They can also be driven away by your partner. (Chop sandstone and take home to get niter)



You will receive Sheriff's Badges from catching bandits. The value of the Sheriff's Badge will be revealed in the future. As of July 2022 there is still no use.



Loud Bullet		Wallmond	1 Gunpowder + 1 Cartridge
Loud Bullet		Utopia	1 Gunpowder + 1 Cartridge
Loud Bullet		Amber	1 Gunpowder + 1 Cartridge
Loud Bullet(12)		Dawson Land Warehouse Sheriff's Car	3 Cotton thread + 1 butter
Loud Bullet		Arcane	1 Gunpowder + 1 Cartridge
Loud Bullet		Gold Rush	1 Gunpowder + 1 Cartridge
Loud Bullet		Sol	1 Gunpowder + 1 Cartridge
Loud Bullet		Alderra	1 Gunpowder + 1 Cartridge
Loud Bullet(10)		Dawson Land Cold Springs Sheriff's Car	2 Cotton thread + 1 butter
Loud Bullet(15)		Horton	2 Cages + 6 Cotton Thread

Quests will become available when you first visit the location.

QUESTLINE:



Greetings, Traveller!

You came here at an unfortunate time.

A gang of outlaws showed up in the Old Depot recently.

It's not safe here anymore.

I can protect myself.

All is well then. Good luck!



Old Depot:

Whenever I pass the old depot I can't help thinking about the times when a train used to come here and about the brave treasure seekers that arrived to the valley in their pursuit of riches.



Harvest 50 Pears. (Pear trees on the land count)



Create 10 Slate in the Tinker factory or Metallurgy.



Make 15 bales of hay

I decided to find out why trains had stopped coming here and the depot became abandoned.

Reward: 50  , 10  , 250 



Destroyed Road:

To reach the abandoned depot, I had to overcome some steep slopes up the winding mountain road.



Travel to Old Depot.



Harvest 200 Flax.



Create 15 pillows in the Furniture Factory or Timberworks.

Not to complicate life further and to save time, I decided to take my plane.

Rewards: 4 , 100 , 10,000 



Tunnel:

The faded inscription on one of the coaches indicated that the last train arrived at this station about thirty years ago.



Exchange 15 Gentleman sets.

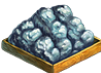


Create 12 Shelves in Aery.



Create 15 Yogurt in the Milk plant or Dairy.

I noticed a tunnel at the station. I wonder where it leads.

Rewards: 40 , 130 , 30 

The Story, Part 1:

Now the tunnel didn't lead anywhere; it was piled high with stone. But once upon a time everything was different.



Create 5 Red extract in Ukhty.



Harvest 200 Red Currant.



Harvest 100 Grapes



Many years ago happy treasure hunters with their bags filled with gold were returning to Dawson through the tunnel.

Rewards: 4  , 2  , 60 



The Story, Part 2:

At the very beginning of the gold rush these places had nuggets lying on the ground. Trains were crowded, and the train station was bubbling with life.



Make 20 Saws in the Smithy or Metallurgy.

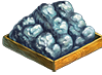


Harvest 200 Marrow.



Create 3 Barbells in Arnica

Everyone wanted to get here and become rich right off the bat, without traveling more than a dozen kilometers.

Rewards: 80  , 50,000  , 50 



The Story, Part 3:

However, the flow of people from Dawson began to decrease. Less and less nuggets were being found here.



Make 100 Hay stacks.



Create 10 Carrot sticks in Ukhty.



Create 12 stools in the Furniture factory or Timberworks.

Popularity came to these places again only after a few lucky ones found Tigroid nuggets here.

Rewards: 30  , 20  , 4 

The Story, Part 4:

Now, instead of native treasure hunters, shady people began showing up at the station.



Create 2 Blue extract in Ukhty or Darfoot



Harvest 50 Cherry trees.



Create a propellor in Amber.

In a while the station became notorious. Its bad fame made all the decent people get off early in Aery.

Rewards: 1  , 5  , 3 



The Story, Part 5:

When it became clear that there was no more gold here, people left the station. Everyone traveled to Wind's Song or Indigo instead.



Create 4 fittings in Darfoot or Ukhty.



Create 10 Jugs in the Pottery or Manufactories



Create 7 beds in the Furniture factory or Timberworks

Now you can find only a few old coaches and a gold producing unit here.

Rewards: 5  , 30  , 50 



Mining Plants:

I found it surprising that no one started mining other resources here. This place had the potential to reclaim its fame!



Create 3 Lens in Machaon.



Create 18 Chains in the Smithy or Metallurgy.



Harvest 300 Rye

I had enough time to fix the units and even to test them out. As it turned out these places had large coal deposits!

Rewards: 100



, 3



, 20



What's next?:

After I fixed up coal production, I started to investigate the tunnel.



Create 16 Glass in the Glassblower or Steelworks.



Collect 40 Water.



Create 10 Vegetable stew in Darfoot or Ukhty.

But I couldn't clear the passage even with the help of my Inuit friends.

Rewards: 150



, 3



, 4



Destiny of the road:

I missed one important detail: frequent avalanches. It seems that the abandoned depot is going to stay abandoned.



Create 20 Kettles in the Tinker factory or Metallurgy



Harvest 150 Coffee beans.



Exchange 15 Reptile sets

Amazing, but during the gold rush these places didn't have a single avalanche.

Rewards: 2



, 2



, 4





Earnest Search:

After visiting Dawson, I got the governor's permission to export useful materials and resources that might be used in the construction of the new railway.



Create Clever books on Greenday.



Create 11 Plaid throws in the Spinnery or Manufactories.



Create 5 furnaces in the Tinker Factory or Metallurgy.

What a shame that I wasn't here thirty years ago! Half of all these things simply rusted away and got damaged beyond repair.

Rewards: 7  , 15  , 1 



Meet you on the Train:

I almost forgot! The governor made me responsible for the whole railway line!



Create 2 Mirrors in Arnica.



Create 5 Chocolates in the Cottage.



Collect 200 Wool from Sheep

Now, besides expeditions, I'll be busy building the railway.

Rewards: 10  , 15,000  , 150 



Good News:

At first it will be very difficult. I'll need to find workers, organize the production of necessary materials. Will I have time to rest?



Create 25 Bricks in the Pottery or Manufactories.



Create 10 Horseshoes in Wind's Song.



Exchange 15 Hunting sets

My life is about to change, but it's a welcome change!

Rewards: 100 , 10 , 5 



Hit the Road:

Well, most of the resources are removed. I just have to dismantle the units and load them on the plane.



Create 4 Sweaters in the Spinnery or Manufactories.



Create a Trowel in Terra.



Create 15 Tiles in the Pottery or Manufactories.

Back on the road! New adventures are heading my way!

Rewards: 3 , 3 , 20,000 

In the farthest corner of the locations we will have a mysterious entrance to the tunnel. He boarded it up tight. Obviously, the tunnel is destroyed, and so is not available yet. Where did he lead us? We learn in future updates!

***Since it has been settled there will be no use for the tunnel.

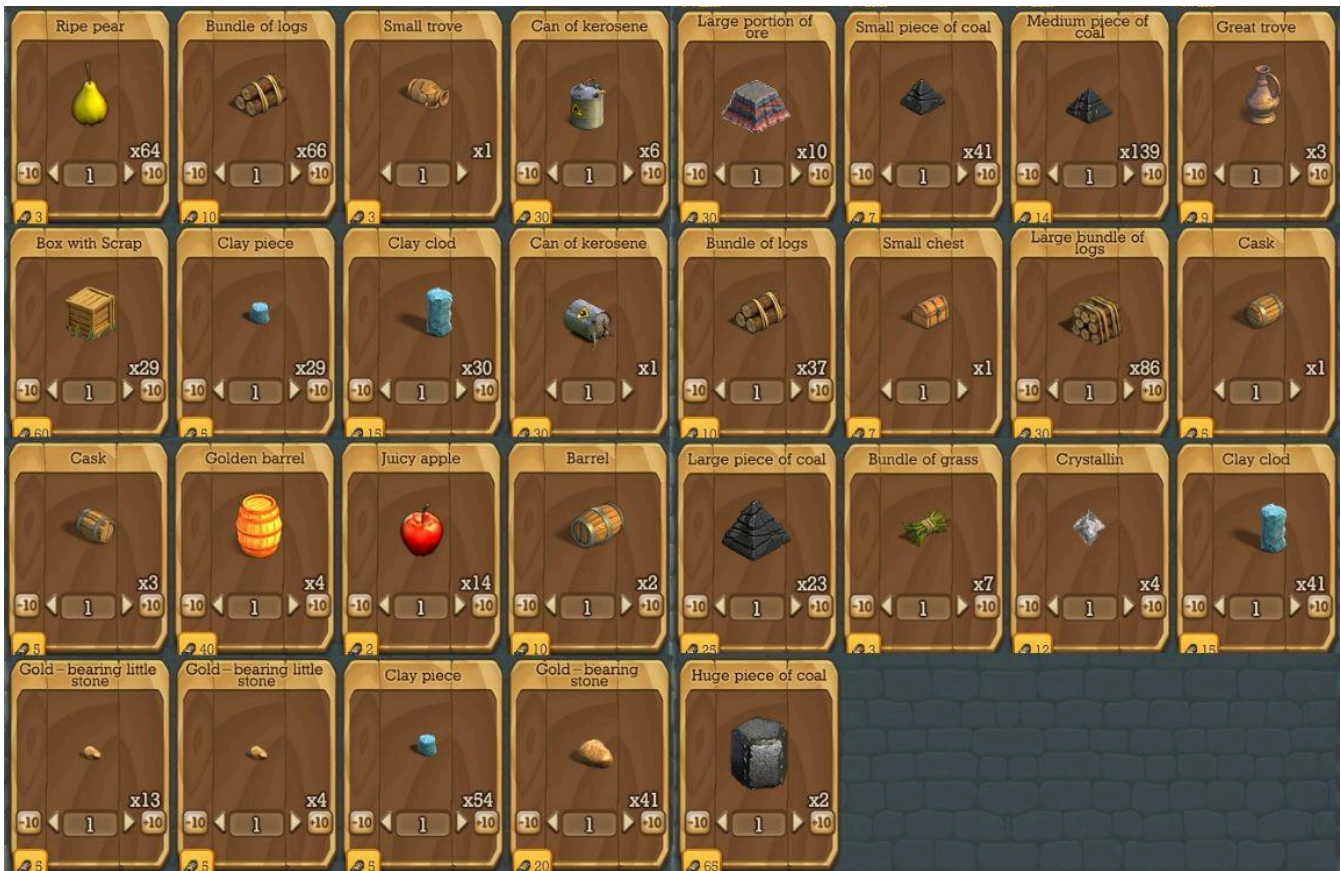
CLEARING REWARD:

You will also get a decorative Old Depot Coach as a clearing reward that will house 3 workers free for 216 hours. Old Depot Coach for home station requires a build before it can be used to house free workers.



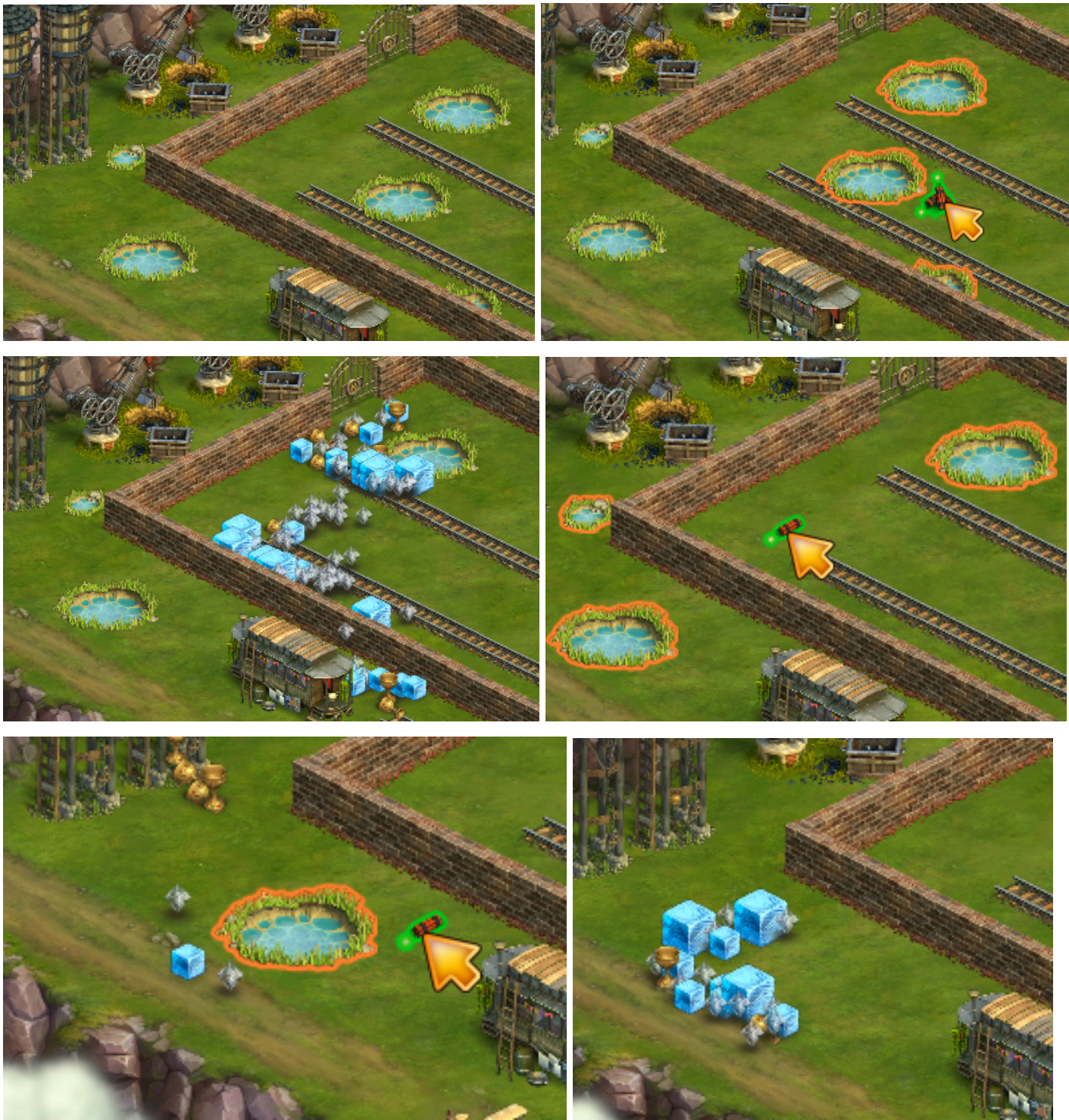
Storage After Clearing 100%:

Fresh grass x235 -10 1 +10 2	Apple +2 Energy x9 -10 1 +10 2	Edible mushroom +1 Energy x4 -10 1 +10 2	Pie +20 Energy x13 -10 1 +10 2	Rye x68 -10 1 +10 2	Dry twigs x21 -10 1 +10 2	Frog x13 -10 1 +10 2	30 ounces of gold dust x20 -10 1 +10 2
5 ounces of gold dust x21 -10 1 +10 2	10 ounces of gold dust x17 -10 1 +10 2	Sheriff's Badge x26 -10 1 +10 2	100-ounce nugget x18 -10 1 +10 2	250-ounce nugget x12 -10 1 +10 2	500-ounce nugget x12 -10 1 +10 2	Sausage +5 Energy x8 -10 1 +10 2	Plum +1 Energy x42 -10 1 +10 2
50-ounce nugget x22 -10 1 +10 2	Cheesecake +35 Energy x4 -10 1 +10 2	1 ounce of gold dust x1 -10 1 +10 2	Blueberry x37 -10 1 +10 2	Coal x7300 -10 1 +10 2	Water x8000 -10 1 +10 2	Large chest x36 -10 1 +10 2	Sandstone clod x144 -10 1 +10 2
Medium portion of ore x386 -10 1 +10 15	Crystallin of luck x49 -10 1 +10 25	Large stone x141 -10 1 +10 45	Medium stone x230 -10 1 +10 25	Bundle of logs x184 -10 1 +10 10	Box x296 -10 1 +10 25	Gold-bearing clod x91 -10 1 +10 50	Large bundle of logs x225 -10 1 +10 30
Poultry nest x246 -10 1 +10 10	Poultry nest x188 -10 1 +10 15	Large bundle of grass x221 -10 1 +10 12	Bundle of dry twigs x68 -10 1 +10 5	Small treasure x160 -10 1 +10 10	Poultry nest x430 -10 1 +10 5	Chest x34 -10 1 +10 20	Small portion of ore x123 -10 1 +10 5
Big treasure x13 -10 1 +10 45	Cask x92 -10 1 +10 5	Large bundle of grass x132 -10 1 +10 12	Bundle of grass x313 -10 1 +10 3	Sandstone x136 -10 1 +10 10	Crystallin x100 -10 1 +10 12	Cask x89 -10 1 +10 5	Large barrel x32 -10 1 +10 30
Barrel x4 -10 1 +10 10	Small stone x83 -10 1 +10 5	Bundle of grass x328 -10 1 +10 3	Bundle of sequoia x110 -10 1 +10 15	Large bundle of sequoia x277 -10 1 +10 40	Large barrel x6 -10 1 +10 30	Great treasure x14 -10 1 +10 25	Small trove x3 -10 1 +10 3



Bringing home the 60kg boxes.

BLOWING UP THE PONDS



Blowing up the ponds-Required 1 x 250, 2 x 100 dynamite.





SETTLEMENT

Created by: [Tina Maddaus](#) Originally added September 6, 2016,
updated November 7, 2022, Format updated April 18, 2023
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May 31, 2018 Can now be settled.

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