

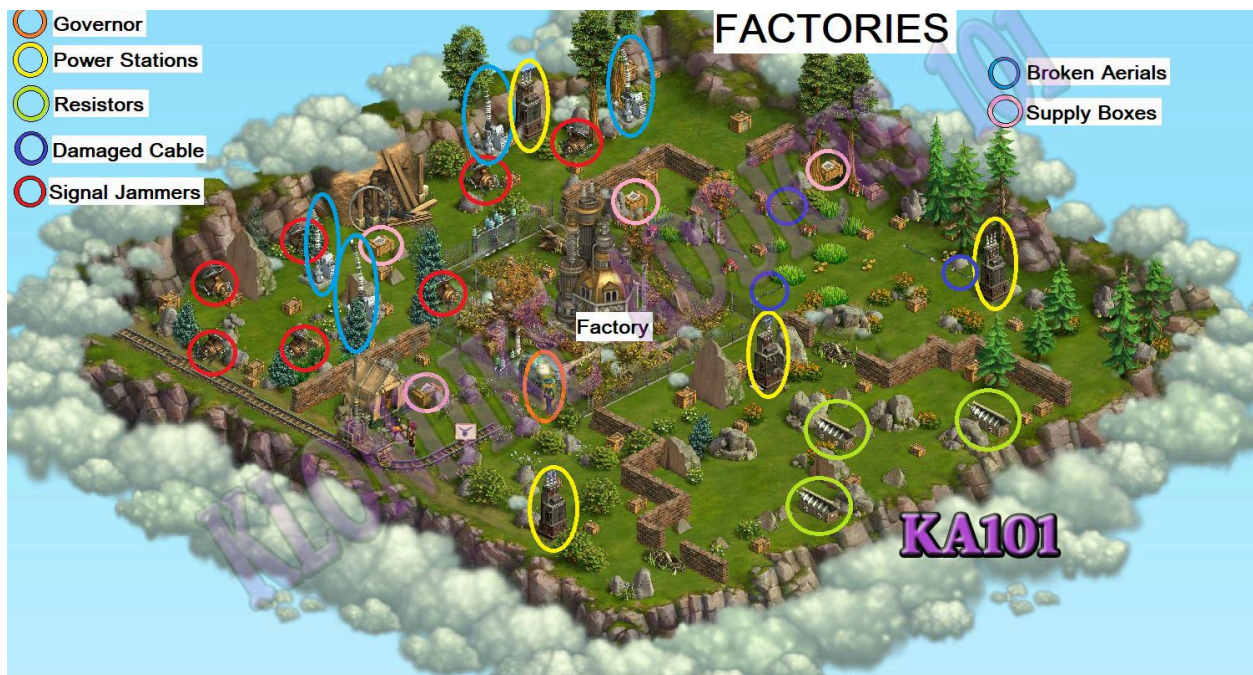
# Factories

## The Railroad to Dawson Continues

For all the up-to-the-minute information, join us in [Klondike Addicts 101!](#)



Factory is the 12th location on our Railroad to Dawson. It is available to level 46 and above. Once you travel to Factory, the 24 hour time on Sunnydale Road will begin. Be sure you have completed all there and collected your resources! Again, you will find your Tent will contain your storage from your home station, so you will not need to carry any supplies with you. You will also have the Bonfire at the entrance to craft sausage in from frogs and fire. Upon arrival, you will find a short video to welcome you and your contract will await you on the right of your game screen.



(Click to Enlarge)

### **Energy consumption:**

*The complete chopping of the location requires about 19,000 energy. However, in the location you can get various resources for a total of about 4,500 energy and about 80 complete Horns collections.*

## Storage - Tent



All items in storage at home are here.

## Bonfire



1 = 5 + 20 (5 minutes)

1 = 3 + 20 (5 minutes)

## Land Task

Locate the Contract on the right side of the game screen. Complete the contract. Be sure you click "Complete" when finished to receive your reward in your home storage.

Chart of Items for Land to be placed here

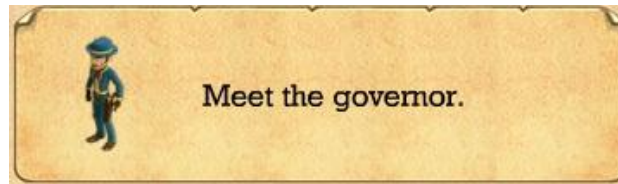
|    |    |    |                       |    |    |
|----|----|----|-----------------------|----|----|
| 33 | 47 | 15 | 20                    | 36 | 32 |
| 52 | 8  | 10 | 18                    | 5  | 34 |
| 5  | 8  | 23 | 35                    | 30 | 4  |
| 78 | 20 | 6  | 12                    | 3  | 12 |
| 9  | 24 | 12 | 72                    | 36 | 18 |
| 60 | 60 | 8  | 24  Found on location |    |    |

## Arrive on Factories and Speak With the Inuit

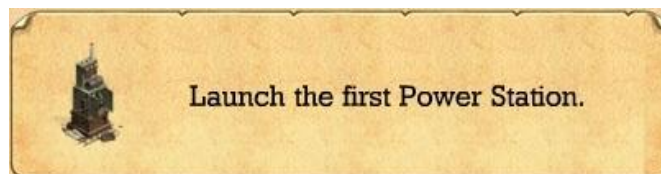


### CONTRACT

1.



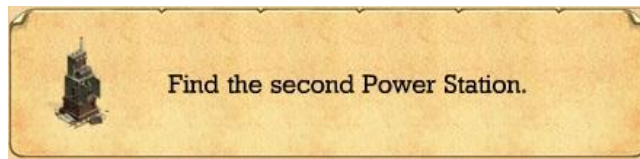
2.



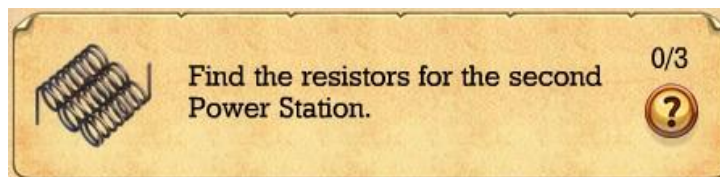
$$8 \text{ (spool of wire)} + 12 \text{ (logs)}$$



3.




4.














5.




Launch the second Power Station.

Stage 1: 1  + 15  + 20 

Stage 2: 1  + 8  + 10 

Stage 3: 1  + 25  + 8 


6.




Find the third Power Station.



7.



Fix the damaged cable.

0/3  






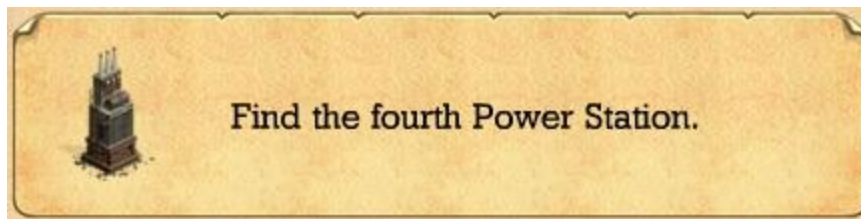
Cable 1: 10 + 8 + 5

Cable 2: 10 + 5 + 8

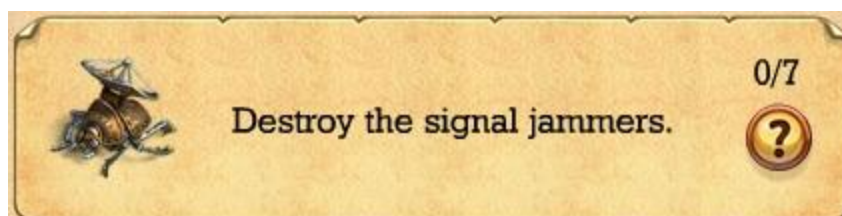
Cable 3: 8 + 15 + 10

NOTE: Not all the cables are damaged, some are repaired. See Map above.

8.



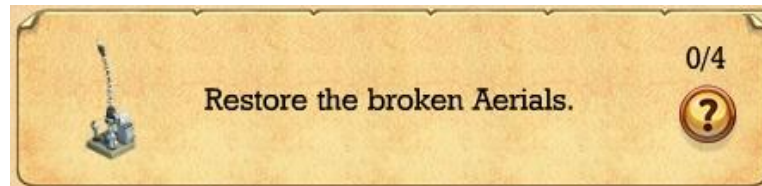
9.



Beetles are a resource object. Strength = 16 energy.



10.

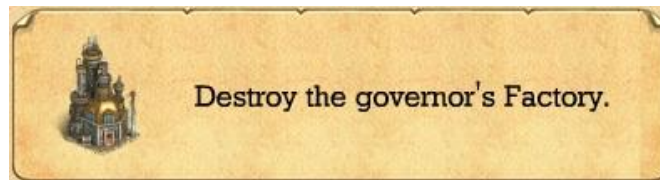


1  + 12  + 5  (All X 4)





11.



Stage 1: 20 + 12

Stage 2: 6 + 12 + 15

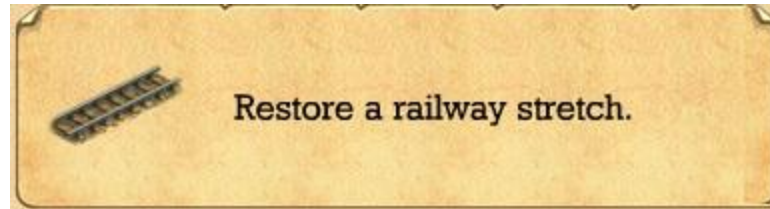
Stage 3: 3 + 12 + 10



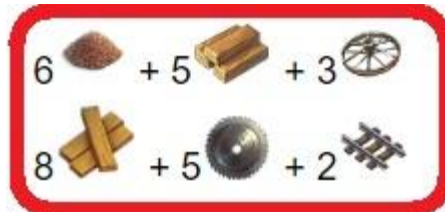




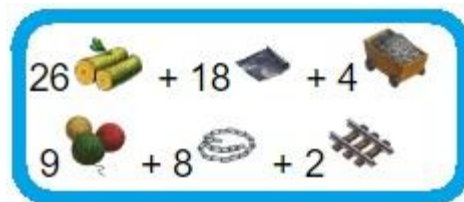
12.



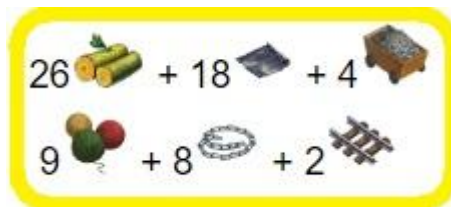
Rail 1:



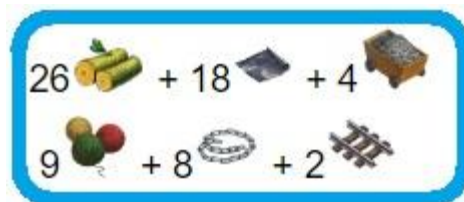
Rail 2:



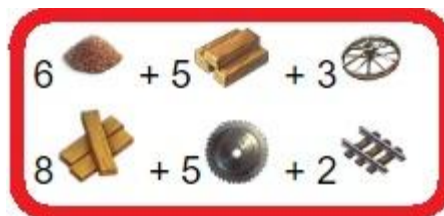
Rail 3:



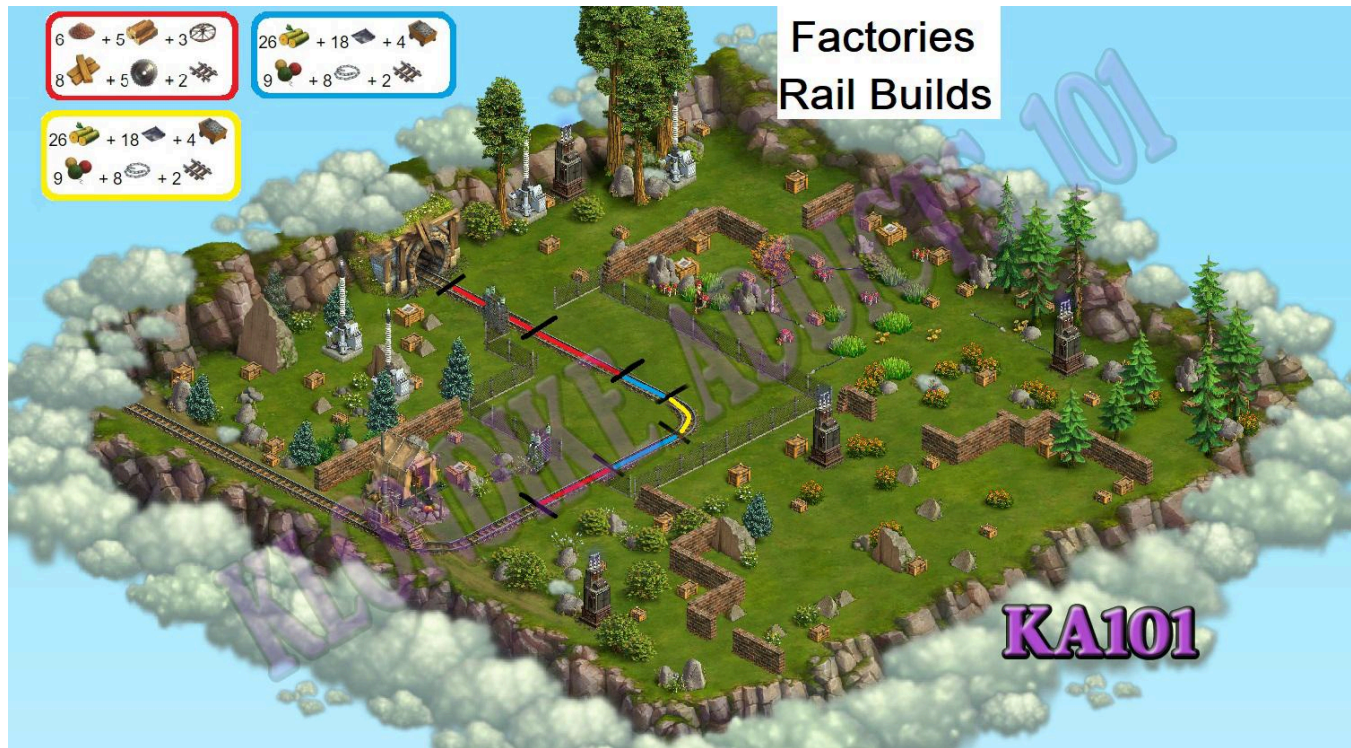
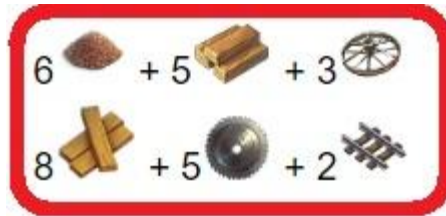
Rail 4:



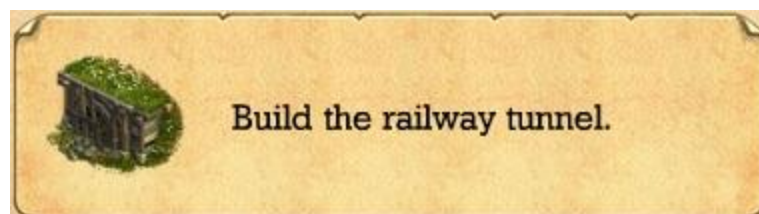
Rail 5:



## Rail 6:



13.



- Stage 1: 60 dirt + 20 wood + 15 stone
- Stage 2: 20 wood + 20 stone + 15 rails
- Stage 3: 24 rails + 15 wood + 8 stone



## Contract Completion Reward



## Gift for 100% Clearing Governor's Factory



## Barter In The Governor's Factory




$$15 \text{ 🌳 } + 3 \text{ 🪄 } = 50 \text{ 🍷 } \quad \text{Limit 5}$$

$$15 \text{ 🌿 } + 5 \text{ 🪵 } = 50 \text{ 🍷 } \quad \text{Limit 8}$$

$$15 \text{ 🌿 } + 3 \text{ 🪄 } = 50 \text{ 🍷 } \quad \text{Limit 5}$$

10  + 10  = 1  Limit 10

5  + 10  = 1  Limit 1

150  + 15  = 100  Limit 2

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Created by [Doug Bowman](#)

Come join the fun at [Klondike Addicts 101](#) (Released December 7, 2017)