

Beaver Lake

Railway To Dawson Continues

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Beaver Lake is the 10th station on the Railway to Dawson. It will be open to levels 45 and above. Once you travel to Beaver Lake, the 24 hour time on Madstead 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. We will be putting out fires, facing bandits and searching for a secret hiding spot on Beaver Lake.

Energy Consumption: Clearing requires approximately 21,000 energy. However, on the location you can get various energy dropping resources for a total of about 5,000.



(Click to Enlarge)

List of needed resources for builds (Does not include optional barterers)

21 	49 	46 	59 	6 	18 
90 	24 	279 	104 	15 	16 
10 	10 	16 	5 	15 	34 
20 	8 	18 	3 	12 	20 
9 	34 	5 	10 	5 	78 
31 	27 	60 		Found on location 24 	

Storage - Tent



All items in storage at home are here.

Bonfire



1  = 5  + 20  (5 minutes)

1  = 3  + 20  (5 minutes)

Sheriff's Car



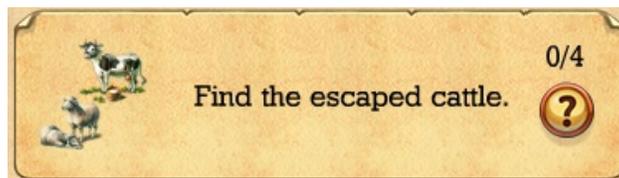
You will find 10 bandits along the way. 20, 40, and 60 energy. Can be marked for partner.

Land Task: Complete the Contract

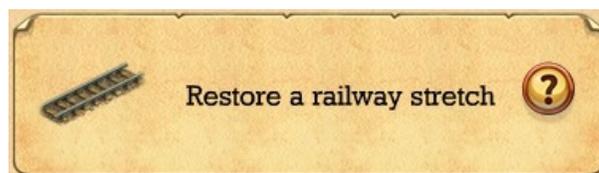
Arrive on Beaver Lake



Click above to watch the video



2 Sheep and 2 Cows. Blue boxes on map above. The cattle are just decorative and will not be fed.

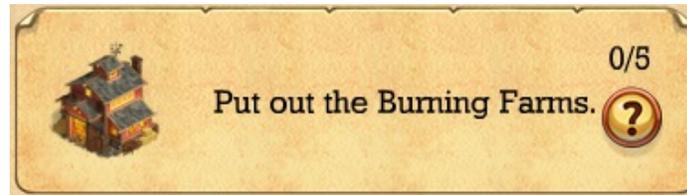


Rail Build #1:



Build 1: 3 + 5 + 19

Build 2: 17 + 3 + 2



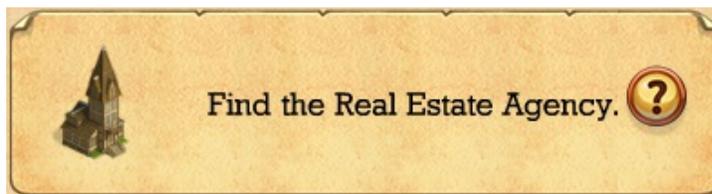
The path to the farms are blocked by logs (20 energy). The Farms of two kinds.

1st Type: (3 Farms) 12  + 8  + 18 

20  + 5  + 35 

2nd Type: (2 Farms) 8  + 5  + 20 

5  + 8  + 40 



(Green arrow on the map above.) Along the way, you will meet bandits: 5 bandits will have 20 units of courage (requiring 20 energy to begin to scare away and 20 bullets; all of which will not be used. One energy/one bullet decreases courage 1 - 3 units.) 3 bandits will have 40 units of courage. 2 Bandits will have 60 units of courage.

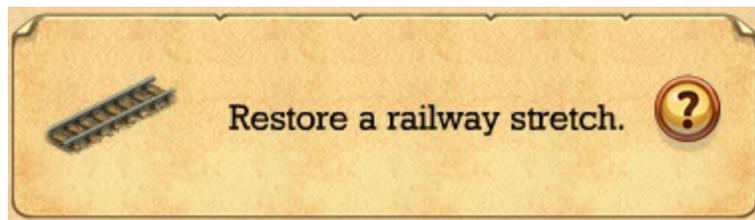
Remove these logs AFTER the 5 Burning Farms are put out in order to move along the fence to get to the Real Estate Office.




Search the Real Estate Agency.


- 1st Build Stage: 5  + 12 
- 2nd Build Stage: 15  + 10  + 5 
- 3rd Build Stage: 8  + 6  + 3 

After the Office is built, documents  and 3 keys  go to storage>production that are needed to open the gates.



You will run into gates as you build the rails. You will need to unlock each gate with recipes.



(Click to enlarge)



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First Gate: 1



➤ Rail Build #2:



➤ Rail Build #3:



•

Second Gate: 1



➤ Rail Build #4:



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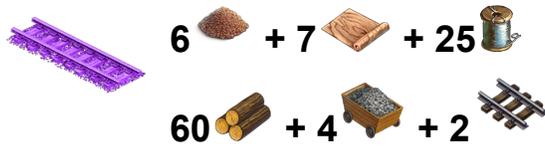
Third Gate: 1



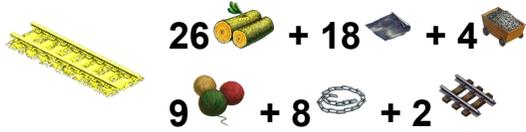
➤ Rail Build #5:



➤ Rail Build #6:



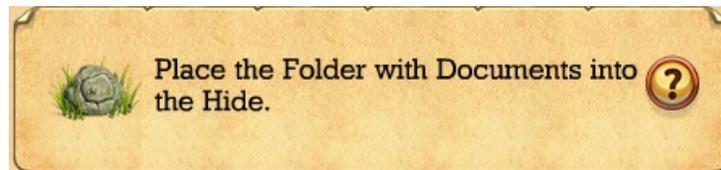
➤ Rail Build #7:



➤ Rail Build #8:



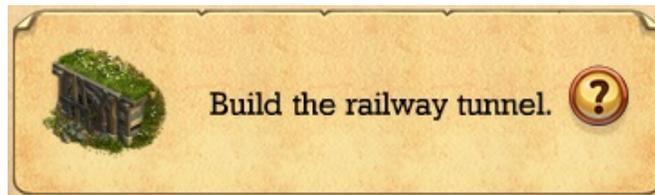
➤ Rail Build #9:



(Blue Square on the map above.)

Find the secret hiding place and put the document folder in it.





- Build Stage 1) : 20  + 12  + 15 
- Build Stage 2) : 10  + 15  + 12 
- Build Stage 3) : 24  + 8  + 3 

Reward For Completing Contract

Place the Safe received AFTER you click COMPLETE on the Contract. Found in Home storage>other



Reward for Clearing Beaver Lake 100%

Place the Reward Gift on the ground at home. Found in Home storage>other



Bufs are included again in the gift! Look for them by searching “Bronze”, “Silver” or “Gold” in home storage>other. **NOTE: There is a NEW BAKERY buff to speed up bakeries!!**



Created by [Doug Bowman](#)

Come and Join the Fun @ [Klondike Addicts 101](#) (Released September 14, 2017)