

New outfit



Storage buildings

Storage (Quiet Station)



20  Flax + 10  Carrot =  Loud Bullets x50 (limit 3)

Storage (Martin's Farm)



Quests

1. Martin's ambitions

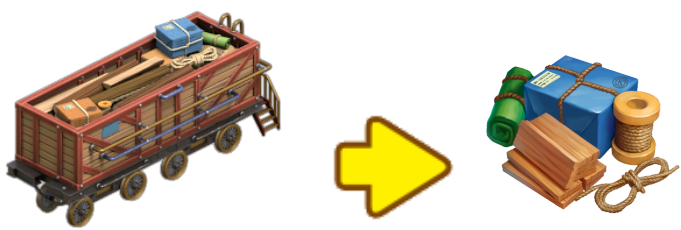


Go to the Quiet Station.



2. Unloading

Unload the Freight Railcar at the Quiet Station.



You need to find a Freight Railcar and unload it using 30 energy. You'll get 50 Construction Materials, you'll need them in the second location.

3. Repairing the tracks

Pick up the Plan Scraps at the Quiet Station.



You need to find and collect 12 Plan Scraps from pick-up boxes . There are 4 pick-up boxes in the location, each gives 3 Plan Scraps.

Restore the Work Plan at the Keeper's Table.

Place 12 Plan Scraps on the Keeper's Table and solve a puzzle.

A hint:



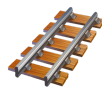
(See below for solution)

4. The right track

Repair the Rail Tracks at the Quiet Station.



You need to find and collect 5 New Rails from 5 pick-up boxes, then repair 5 Rail Tracks. Each Rail Track requires 1



New Rail and 40  energy.

Turn the Railway Switches.



You need to turn 5 Railway Switches for 30  energy each.

5. Alone with bandits



Chase away the Bandits at the Quiet Station.

You'll need to open a Toll Bar for 40  energy and 5  Cables to access the next area.
Then, find 3 Bandits.



Chase them away using Loud Bullets, you can make them in the Storage. Each Bandit has 50 courage.

6. The sieged farm

Go to Martin's Farm.



You can go there via this sign.



7. Undercover

Find Sheriff Applegold at Martin's Farm.

Explore the land a little bit further, open the Gates for 40  energy and find Sheriff Applegold in a cage.

8. A diversion

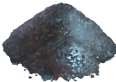
Collect Gunpowder at Martin's Farm.



You need to collect 1 Gunpowder from a Bag of Gunpowder .

Create Firework Pieces at the Farmer's Workbench.



You need to create Firework Pieces for 10  Gunpowder and 30  energy on the Farmer's Workbench. The

Farmer's Workbench is guarded by a Bear, you can treat it to 50  Fish and it will walk away.

Set off the Fireworks.



You need to set off the Fireworks for 1 Firework Pieces  and 3 Matches .

9. Freedom for Sheriff!

Open the Cage with Applegold at Martin's Farm.



You need to open the Cage using 50  energy.

10. The turkey squad

Hide the Turkeys at Martin's Farm.

You need to open the Gates for 40  energy to open the area with the Shelter. Then, you'll need to open another Gate for 40  energy to find turkeys.



Then, place 5 Turkeys near the Shelter using the MOVE tool.



Then, click on the Shelter and give 30  energy.



11. A done deal

Put the Stetson Hats on the Turkeys at Martin's Farm.

Open the Gates for 40 ⚡ energy to open another area.
You'll need to find here 5 Stetson Hats and



put them on 5 Turkeys. You can collect Stetson Hats from 5 Scarecrows, each Scarecrow requires 30 ⚡ energy.



Arm the Hiding Turkeys with fake guns.

Click on the Shelter  and give 5  Pipes .

12. Wet business

Collect Catapult Parts at Martin's Farm.

Open the Gates for 40 energy to open another area. You need to collect 1 Catapult Lever, 1 Catapult Frame and 1 Catapult
Wheels from pick-up boxes:



Build the Catapult.

You need to build the Catapult on the spot near the Shelter using 1 Catapult Lever, 1 Catapult Frame and 1 Catapult Wheels.



Wet the Bandits.



You need to turn on the Irrigation System for 40  energy and you will receive 3 Water Bombs from it.



Then, click on the Catapult and choose your target, you need to wet 3 Bandits.

13.Fast repair

Pick up the Catapult Parts at Martin's Farm.

Click on the Catapult Parts near the Catapult and give 40  energy.

14.Everyone gets a bale

Collect Hay Bales at Martin's Farm.



You need to collect 3 Hay Bales from 3 pick-up boxes.

Immobilize the Bandits.

Click on the Catapult and choose your target.

15. Cozy again



Repair the Farmer's House at Martin's Farm.



Open the gates for 40 energy. Then, repair the Farmer's House for 2  Tiles and 50  energy.

16. Houses for pets

Start making Martin's Farm cozy.

You need to build a **Rabbit House**, a **Raccoon Playground**, a **Pond**, a **Cat House** and a **Dog House**.

Rabbit House: 10  Slates + 8  Chains + 10  Construction Materials

Raccoon Playground: 8  Beams + 12  Tinplate + 10  Construction Materials

Pond: 8  Beams + 50  Water + 10  Construction Materials

Cat House: 2  Tiles + 10  Construction Materials

Dog House: 2  Tiles + 10  Construction Materials

17. A feast for the eyes

Collect Seedlings at Martin's Farm.



Open two Gates for 40 energy into two areas. Then, you need to collect 24 Seedlings from pick-up boxes:
There are 8 pick-up boxes, each gives 3 Seedlings.

Plant Landscape Compositions.

There are 12 Landscape Compositions, each requires 20  Water and 2  Seedlings.



Major goals

Martin's Farm

1. Explosive opportunities



Inspect the Bags with Gunpowder.



There are 10 Bags with Gunpowder in the location, each gives 1 Gunpowder.



You can use this Gunpowder to make 100-energy dynamite at the Farmer's Workbench :
10 energy + 2 Gunpowder = 1 x 100-energy dynamite.

2. The carrot lunch



Reward: a gift box

Fill the Rabbit Feeders.

There are 5 Rabbit Feeders in the location, each requires 20 Carrots.



Reward: Clock (a deco, shows real time from the player's computer)

Extras

Vegetable Processing Table and garden beds.



You need 10 Water each time to grow the garden beds.



Use the pumpkins in the Keeper's house to buy useful things.



Clearing rewards

1st location

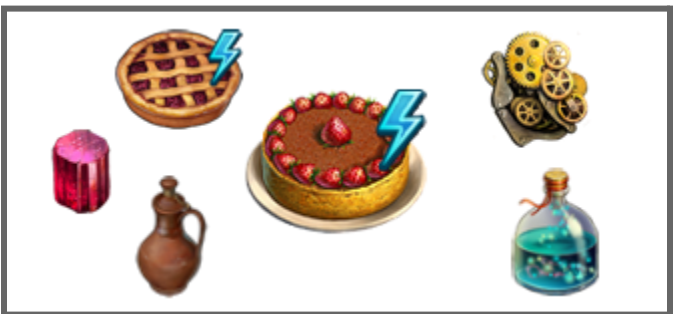
20%



35%



50%

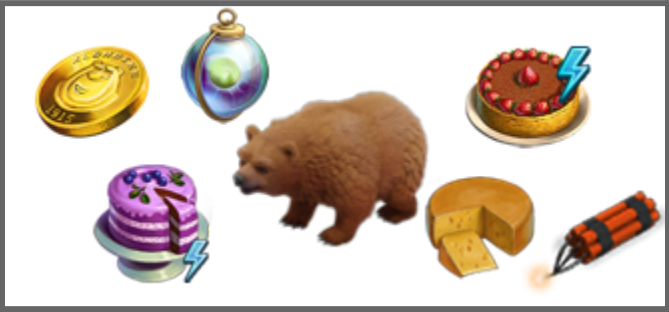


70%



an Irrigation System (an animated deco)

85%



A bear. For 20 Wild Strawberries will give you dynamite and useful items, every 6 hours, limit 9. Leaves an animated deco.

100%



Porcupines - a multibox, 7 pick-ups every 24 hours. Leaves an animated deco.

2nd location

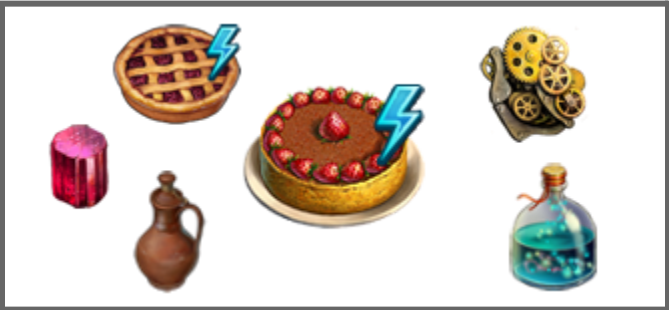
20%



35%



50%



70%



85%



100% - wagons (decos)



Train - a multibox, 10 pick-ups every 24 hours. Leaves a deco in the end, changes by rotation.
There are Railway cars on the land, collect rewards from these.



Puzzle solution

Match the pieces, careful with the two bottom horizontal lines.

