

Asher's Studio- Story Adventures- Part 2

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



Zeke Asher needs your help in saving his hometown from an unfortunate destiny. Go to Asher's Studio and prepare the sets for filming! Save the real-life sets from different kinds of threats. Build the most lifelike film set to shoot a landing on Mars.

Timer = 30 days from the date of arrival at the location

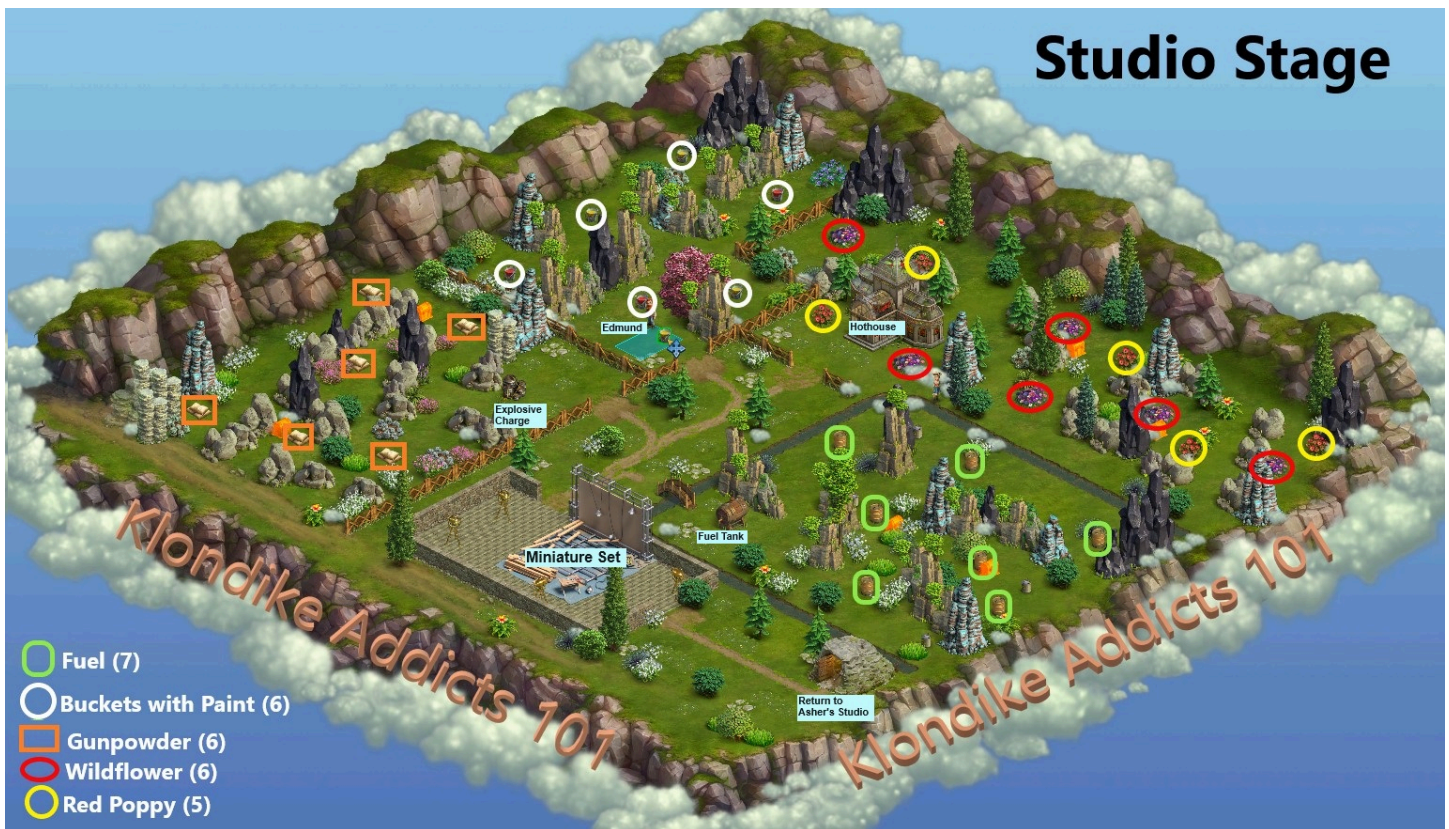
Travel Equipment: Nothing needed



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

Energy Consumption:

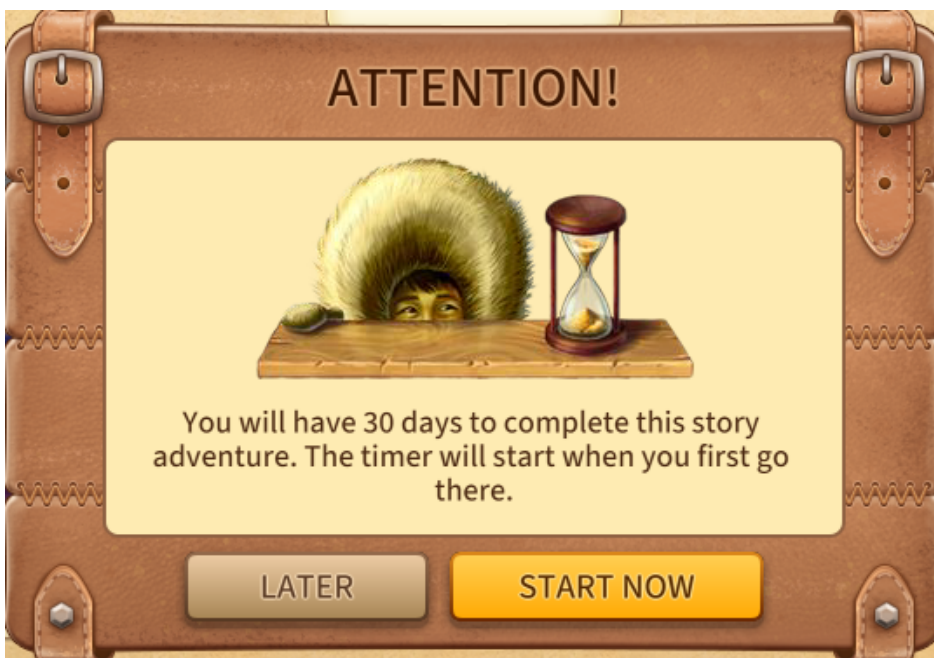
The total Net Energy used on this land was 43,219. About 324 complete Horn sets were gained.



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

Energy Consumption:

The total Net Energy used on this land was 21,513. About 141 complete Horn sets were gained.



Your home storage will be available from the site and all items collected will go straight to your home storage.

Links- [Vine Oscar](#), [Blue Pond with Crafts](#), [House with Roulettes](#), [House with Barbers](#), [Eric Show](#), [Spaceship Model](#), MAIN TASKS: [Prop's Storage](#), [Posters in the Wind](#), QUESTLINE: [Film Tour](#), [A missing Actor](#), [Through Fire](#), [Through Water](#), [The Actor's Spaceship](#), Studio Stage, [CLEARING](#)
[REWARDS](#): Asher's Studio: [25%](#), [50%](#), [75%](#), [100%](#), Studio Stage: [25%](#), [50%](#), [75%](#), [100%](#).

Main Building: Storage

Storage is shared with home storage. There is no “Storage” building.

Other Buildings On Land

IMPORTANT INFORMATION

- At locations you cannot use the help of a partner but you do receive pickaxes to help elsewhere.
- Only one adventure chain can be open at a time. Completing the William Bierce chain is not necessary, but it must be already closed or not yet started if we want to start the Granthill Rescue chain.
- For completing the adventure "Saving Granthill" we receive two items to improve the Ancient Totem. For the final quest of the second location, "The Actor's Spaceship" and for completing the entire chain. But we only get the second one if we meet the 30-day timer.
- In addition, for completing the chain we get:
 - Film director's roulette
 - 2 Roulette Engines
 - Film director's stagecoach (sled skin)
 - Granthill Hotel. You can accommodate 30 people for three days, who will work as 120 workers
 - 30 emeralds

If you haven't started Bierce's adventure yet, you can choose which story adventure you want to start first.

Part 3 opens after completing the final quest of building the Miniature Set.

Houses with Roulettes (Total 4) Spin once every 23 hours.



HOUSE with Barters (Limited Barters)



Stage: 1/1

Reward: 100 XP

Fir-tree logs  0/20 ACCEPT 20	Stones  0/10 ACCEPT 10
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	= 15		+ 5		- 30 minutes
	= 10		+ 15		- 2 hours

 = 5  + 30  - 4 hours

ERIC SHOW



Give him The Martian Noon Posters to receive random rewards.

Stage: 1/8

Reward: 500 XP

The Martian Noon Poster

 0/9

GIVE





SPACESHIP MODEL(Limited barter)



$$\text{🌶️} = 15 \text{ 🌾} + 5 \text{ 🪣} - 1 \text{ hour}$$

$$\text{🎒} = 10 \text{ 🍌} + 10 \text{ 🪵} - 2 \text{ hours}$$

$$\text{🍰} = 15 \text{ 🍎} + 25 \text{ 🥒} - 5 \text{ hours}$$

MAIN TASK(s):



PROPS STORAGE

The studio had its own storage for things they didn't need on set. Zeke let me take whatever I wanted, but he had lost the storage keys in all the chaos.



Open the Warehouse Gates. Requires 48 keys.

The gates of the storage were fully open. I was very curious to see the things that hadn't made it to the set, there could be something interesting among them.

Reward: 2 



Receive 3 Keys from each pickup.

There are 16 keys on the land to pick up.



Click on image to enlarge



VINE OSCAR



Crafts:

$$20 \text{  = 20 \text{  + 15,000 \text{  (limit 10)}$$

$$200 \text{  = 20 \text{  + 15,000 \text{  (limit 10)}$$

$$10 \text{  = 20 \text{  + 15,000 \text{  (limit 10)}$$

$$10 \text{  = 20 \text{  + 15,000 \text{  (limit 10)}$$

$$20 \text{  = 10 \text{  + 15,000 \text{  (limit 10)}$$

$$20 \text{  = 10 \text{  + 15,000 \text{  (limit 10)}$$

$$\text{} = 15 \text{  + 20,000 \text{  (limit 2)}$$

$$\text{} = 40 \text{  + 25,000 \text{  (limit 3)}$$

$$\text{} = 40 \text{  + 25,000 \text{  (limit 3)}$$

$$\text{} = 60 \text{  + 35,000 \text{  (limit 3)}$$

$$\text{} = 50 \text{  + 35,000 \text{  (limit 2)}$$

$$\text{} = 50 \text{  + 35,000 \text{  (limit 2)}$$

$$\text{} = 50 \text{  + 35,000 \text{  (limit 2)}$$



POSTERS IN THE WIND

Eric Show's assistant had lost some movie posters in a hurry. I went to collect and bring them straight to Eric before they got lost again.



Collect The Martian Noon Posters and give them to Eric Show.

The stack of posters I had collected was completely safe. Now Mr. Show could send them to all the neighboring towns to announce our premiere!



Reward: 2



Receive 3 posters from each pickup box. There are 24 Martian Noon Posters to pick up.

Eric Show gives rewards each time (8) you give him posters.

QUESTLINE:



I can't believe it! We're doing this! We're filming a movie!

I see everything is in motion. Need another pair of hands?

Now, it's rather another pair of feet. I need someone to go look for Jones Ford.

Is he here? Is it true you're shooting him?

Yes! I sent him an invitation, and Ford said that science fiction is his favorite genre.



Zeke, where is Mr. Ford? He didn't come to the fitting, and you promised to find him.

I'll go find him. Zeke's hands are full enough.

Thank you/ I'll go to the studio stage, they asked to come an hour ago. I'm so busy!



FILM TOUR

Zeke Asher had gathered a dream crew for the sci-fi movie filming! Now we needed to prepare the studio for making the ambitious idea come true.



Go to Asher's Studio

The preparations were in full motion. The hammers were banging, the sets were moving and someone was called to a fitting. Zeke came to meet me, all preoccupied.

Reward: 250 



A MISSING ACTOR

I couldn't wait to see Ford again, but he had got lost on the streets of Granthill. I needed to find the actor and finally bring him to the fitting.



Find Jones Ford in Asher's Studio.

Turned out, the famous actor had been chatting with his local fans. When he finished signing cards, he finally managed to come back to the studio.

Reward: 20 



Sure, all the best to you too, I'll be here for another two weeks...

Jones Ford himself!

Hello! Sorry, my fans are very precious to me.

Everyone is waiting for you on the set, Mr. Ford. you have a fitting scheduled!

Really? I must've forgotten... It's so unprofessional. I'll go there right now!

It's my first sci-fi movie. So exciting!



Fire! The set is burning! Please help!

Oh no! Have you called the fire brigade?

Yes, but everything will burn down before they arrive!

We need to put out the fire ourselves before the other sets catch it!



THROUGH FIRE

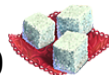
The fire on the set was an emergency! The fire brigade was on its way, but we couldn't just stand waiting and started putting out the fire ourselves.



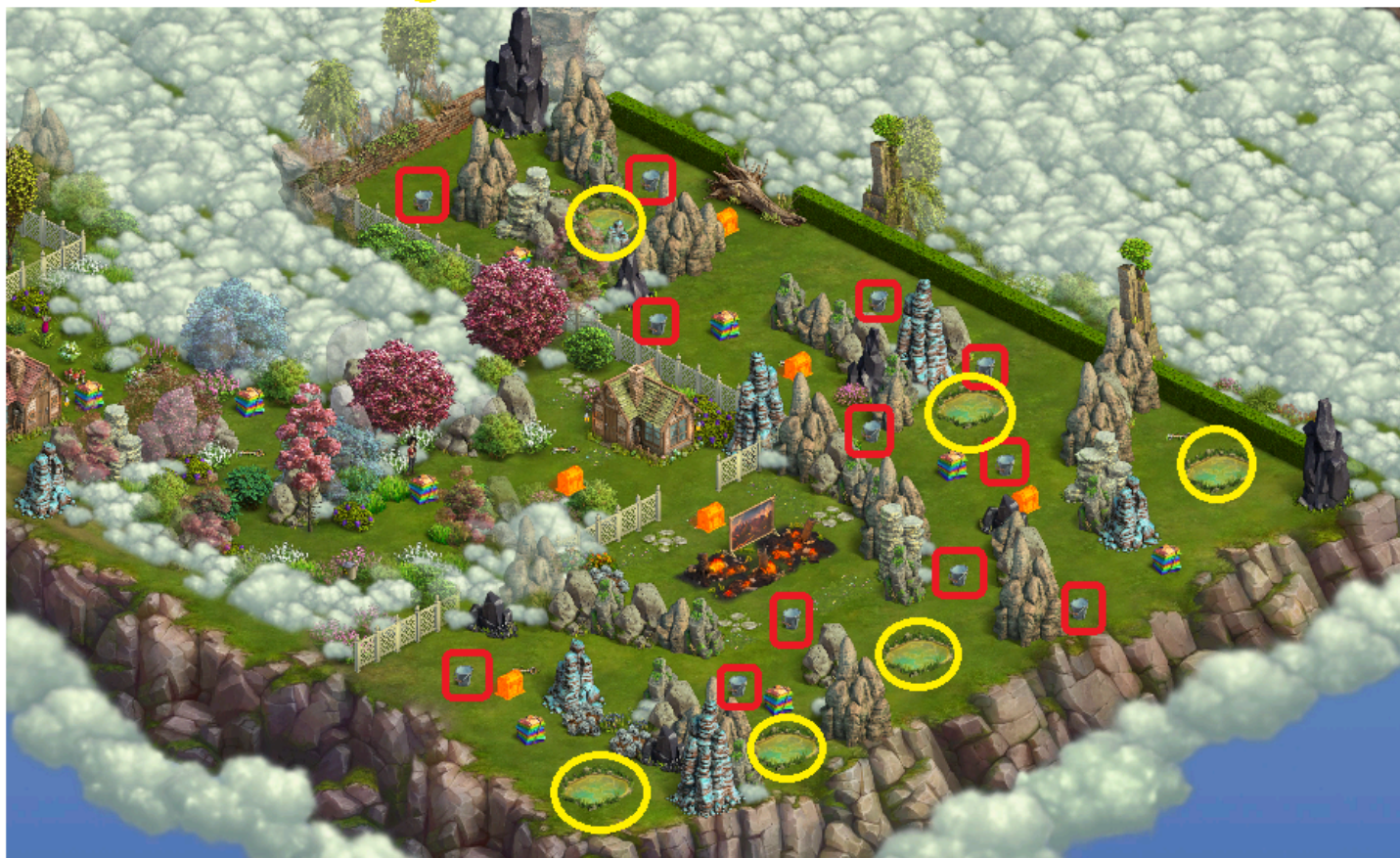
Put out the Burning Set in Asher's Studio

The fire had been finally put out. Fortunately, the set wasn't damaged. And finally, the fire brigade showed up.

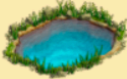
Reward: 10



 Empty Bucket (12)  Pond (6)



POND



Here you can get some water.

Stage: 1/1

Reward: 500 XP

Empty Bucket



0/2

ACCEPT 2

COLLECT



BURNING SET



Put it out to stop the fire.

Stage: 1/1

Reward: 500 XP

Bucket of Water



0/12

ACCEPT 12

PUT OUT





*Wow, you put it out yourself! We couldn't get here, there are so many... things around.
Could you stay just in case?*



*Ah, when it rains, it pours! The workers overdid it and flooded the other set.
Now there are puddles there, but there can't be puddles on Mars!
We have to scoop them out. Buckets aren't the best solution, it would take too long.
We have a pump for that! It'll dry the puddles in no time.
Thanks, we could use a pump like that.*



THROUGH WATER

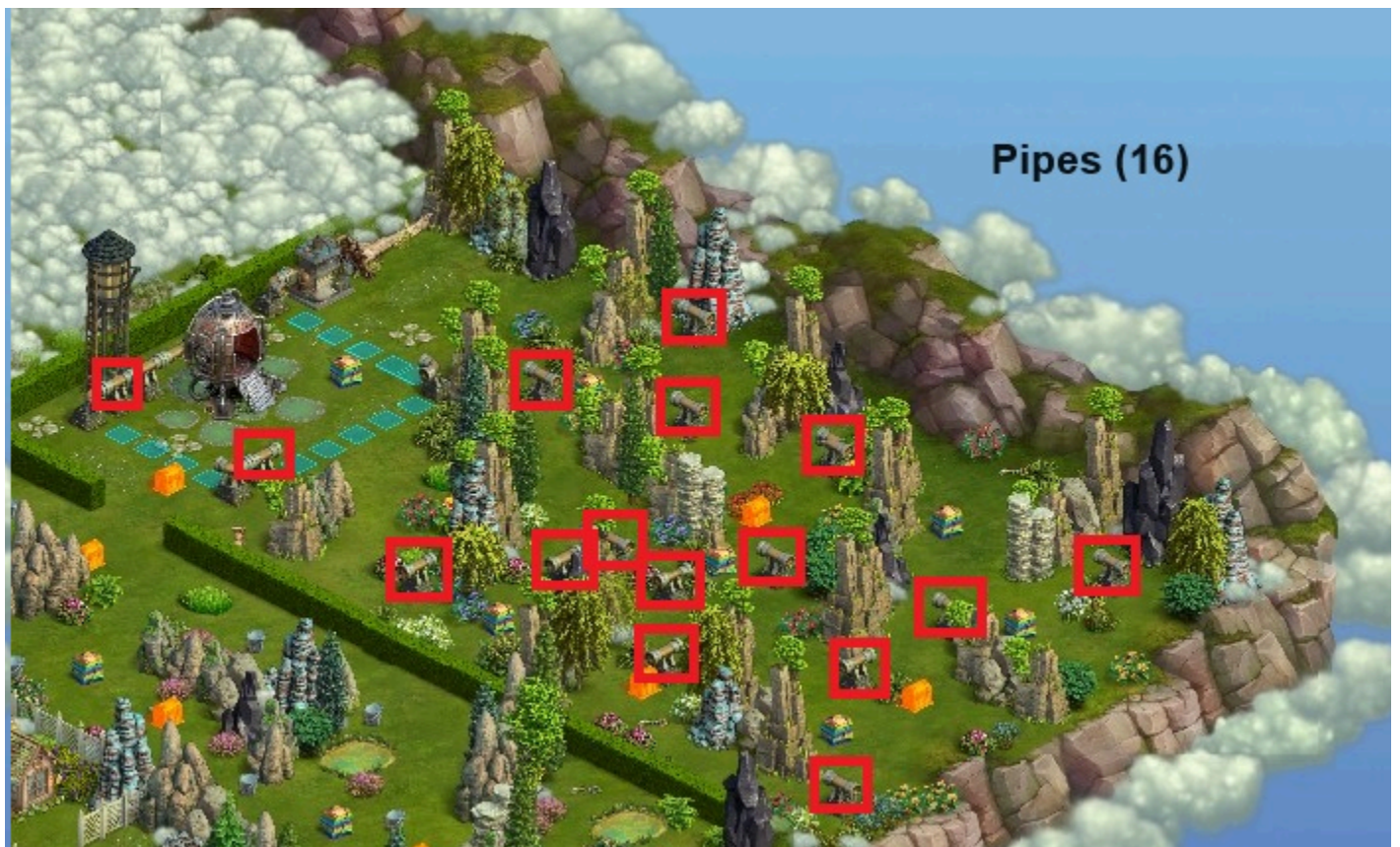
It was too late to add seas and lakes to the script, so we decided to pump out the water from the flooded set. Luckily, the fire brigade had a pump for that.



Pump out water with the Pump in Asher's Studio.

Now our patch of Mars was as dry as intended. We thanked the firefighters and asked them to stay on the set for a while, just in case.

Reward:







Great! Now we need to assemble one of the most important models, the spaceship.

I remember once we launched a real one.

Well, now Professor gave use of simpler drawings. There is a hull, a cabin, and lights.

We'll use this one for close-ups and the miniature on the stage for long shots.

Then let's start building!



THE ACTOR'S SPACESHIP

Now we needed to build a life-size spaceship. Jones Ford was to step out of it at the beginning of the movie and become the first human to walk on Mars.



Build the Spaceship Model in Asher's Studio.

We really did our best! The spaceship looked very lifelike, and the crew couldn't wait to start shooting the first scene.



Reward: 1

(Rune for upgrading the ancient totem)

Box with Electronics (7)

Scrap (7)



Build the spaceship and receive prizes for each stage of building.

SPACESHIP MODEL



Collect Scrap and Electronics to build it.

Stage: 1/4

Reward: 500 XP

Scrap



ACCEPT 3



Stage: 2/4

Reward: 500 XP

Scrap



ACCEPT 4

Electronics



ACCEPT 5



Stage: 3/4

Reward: 500 XP

Scrap



ACCEPT 7

Electronics



ACCEPT 8



Stage: 4/4

Reward: 500 XP

Scrap



ACCEPT 7

Electronics



ACCEPT 8



BUILD





So beautiful! It looks very lifelike, don't you think?
Are you sure it won't take me anywhere?
Don't worry, it's just a model. It won't go anywhere, neither up nor down, I hope.



It's a miracle, friends! Congratulations, we've finished preparing the sets!

STUDIO STAGE



Welcome to our studio stage!

I can't wait to start filming! What are we waiting for?

Professor has taken the film, and he promised to work on it.

If everything works out, we'll make a movie in color!

It's so good you've made such colorful sets.

We still have some small things to do. I've got a list.

Let me take care of it. I love checkpoints.



Comes from completing each task.

Tasks

26d. 23h.



Breed a new plant in the Hothouse to get some unearthly plants for Mars.

0/1



Bring the Buckets with Paint to Edmund so that he could start painting.

0/1



Fill the Fuel Tank to make the model mechanisms work.

0/1



Fill the Explosive Charge with Gunpowder to create some controlled explosions for our movie.

0/1

Reward 1



x10

Reward 2



x10

Reward 3



x10

Super Prize



x3

Tasks completed: 0/4



HOTHOUSE



Crossbreed Wild Flower and Red Poppy.

Stage: 1/1

Reward: 500 XP

Wild Flower



0/210

Red Poppy



0/175

CROSSBREED



ALAS



Bring the Buckets with Paint to Edmund. Buckets brought: 0/6.

OKAY...

A screenshot from a game showing a character with red hair and a brown coat standing on a blue square in a grassy field. A red bucket is on the ground next to the character. A blue crosshair icon is overlaid on the blue square. The field is enclosed by a wooden fence.

EDMUND



Bring the Buckets with Paint to him.

Stage: 1/1

Reward: 2000 XP

Cucumbers



0/7

Buy all
for 7

Wool



0/5

Buy all
for 5

Ordinary
logs



0/10

Buy all
for 10

PLACE



FUEL TANK



Fill it with Fuel.

Stage: 1/1

Reward: 500 XP

Fuel



0/21

FUEL



EXPLOSIVE CHARGE



Fill it with Gunpowder.

Stage: 1/1

Reward: 500 XP

Gunpowder



0/18



COVER WITH EARTH





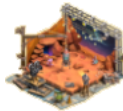
MARS IN MINIATURE

The only thing left on our to-do list was to assemble the miniature set. We needed it for the very first scene where our hero landed on Mars.



Assemble the Miniature Set in the Studio Stage.

The miniatures were so real! I was sure they would look great in the movie and the audience would enjoy watching the Mars landing.



Reward: 1

MINIATURE SET



Assemble it for filming on the stage.

Stage: 1/4

Reward: 500 XP

Miniature
Set Pieces



ACCEPT 1

Stage: 2/4

Reward: 500 XP

Miniature
Set Pieces



ACCEPT 1

Stage: 3/4

Reward: 500 XP

Miniature
Set Pieces



ACCEPT 1

Stage: 4/4

Reward: 500 XP

Miniature
Set Pieces



ACCEPT 1

COLLECT



One set
received from
completing
each task





It gives me goosebumps, that's exactly how I imagined it!
I'm glad we've captured your vision, Miss Moore.
Some more good news: Professor has made a color film for us!
A movie in color? Amazing!
I could only dream that my story would become a movie in color. Thank you!



What a day... And we haven't even started filming yet!
We'll get through this as well, don't you worry.
We will! You should get some rest, though, you've done so much already...

*Besides, I don't want to spoil your first impression of the movie.
It won't be so interesting to watch if you know all of our secrets!
But what if Ford gets lost again? Or there will be another fire?
I've found an assistant for Ford, and we have a fire brigade now. It's all under control.
Very well. I'll be waiting for an invitation to the premiere!*

Reward: Miniature set Multibox



It gives rewards (energy, emeralds, fittings, pipes, etc) every 24 hours, 10 times in total, and leaves a decoration.

Clearing Rewards:

We receive prizes for clearing the Asher Studio location by 25%, 50%, 75%, 100%. For 100% we get the Blue Pond with crafts

We receive prizes for clearing the Filming Pavilion location by 25%, 50%, 75%, 100%. For 100% we get a Greenhouse (multibox)

Asher Studio:

Clear 25% of the location to get this wonderful prize:



25%



Clear 50% of the location to get this wonderful prize:



50%



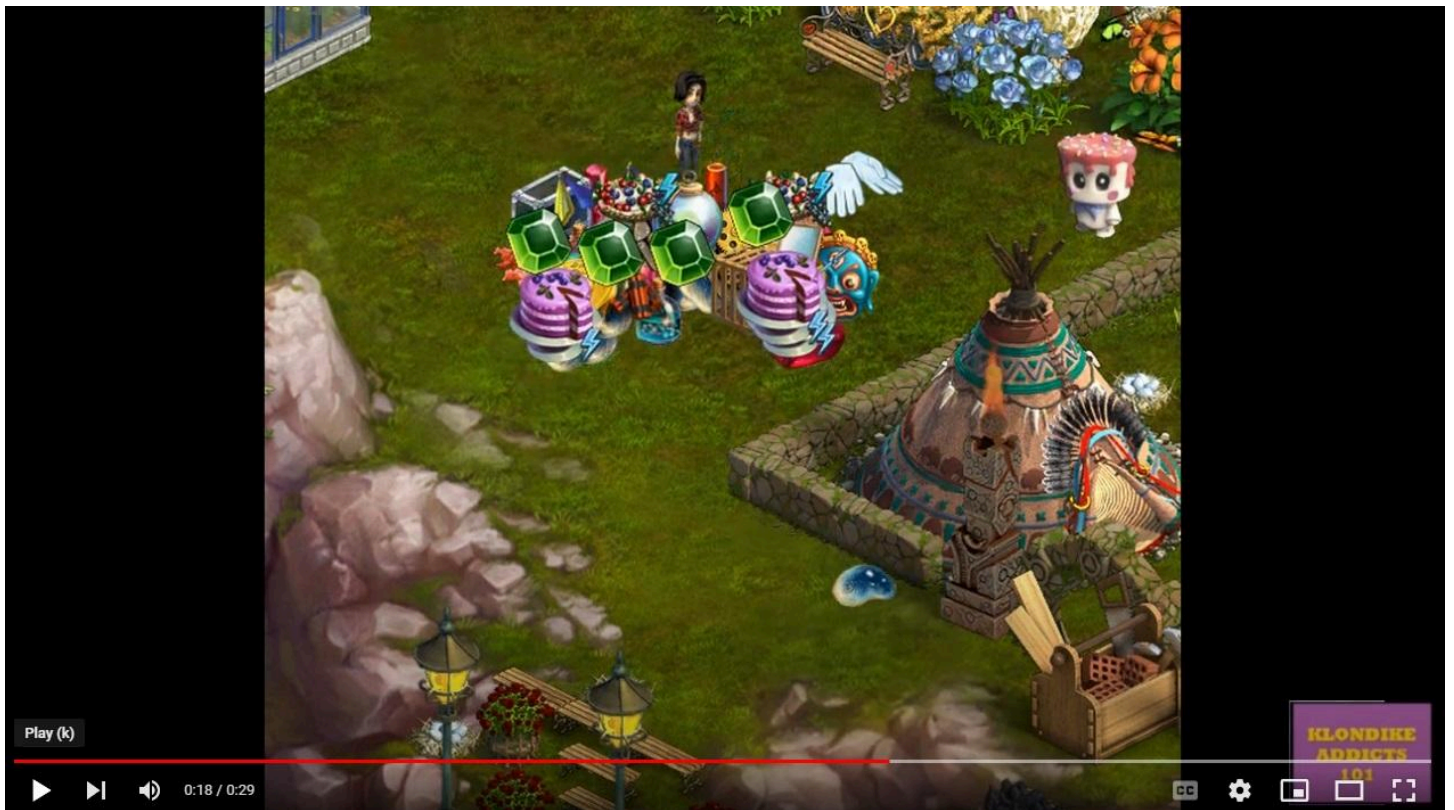


Clear 75% of the location to get this wonderful prize:



75%





Clear 100% of the location to get this wonderful prize:



100%



For 100% we get the Blue Pond with crafts

Blue Pond with crafts



Ordinary Logs 20 + Coins 1000 = Coal x50 (craft limit 3)

Fir-tree Logs 20 +Coins 1000 = Iron x50(craft limit 3)

Dry Twigs 20 + Coins 1000 = Clay x50 (craft limit 3)

Stones 20 + Coins 1000 = Wind x30 (craft limit 3)

Beans 10 + Coins 1000 = Chocolate (craft limit 15)

Wild Strawberries 10 + Coins 1000 = Gold Prospector's Lunch +60 Energy (craft limit 7)

Milk 10 + Coins 1000 = Piece of sun (craft limit 10)

Wool 10 + Coins 1000 = Hanging feeder (craft limit 1)

Boards 10 + Coins 1000 = Falling back (craft limit 1)

Wool 10 + Coins 5000 = Lemon Powder (craft limit 1)

Goose eggs 10 + Coins 5000 = Bronze Gear (craft limit 1)

Ostrich eggs 1 + Coins 5000 = Pocket singularity (craft limit 2)

Peafowl eggs 1 + Coins 5000 = Lucky Coin (craft limit 2)



Studio Stage:

Clear 25% of the location to get this wonderful prize:

25%



Clear 50% of the location to get this wonderful prize:



50%





Clear 75% of the location to get this wonderful prize:



75%





100%

Hothouse Multibox- It gives rewards (energy, emeralds, fittings, pipes, etc) every 24 hours, 10 times in total, and leaves a decoration.



Storage After 100% Clearing

There is no Storage After to show because items went directly into home storage from the ground.

Written by [Tina Maddaus](#), [Ruth Bell](#), Pam Hardy, and Judy Yen. Released November 30, 2023
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