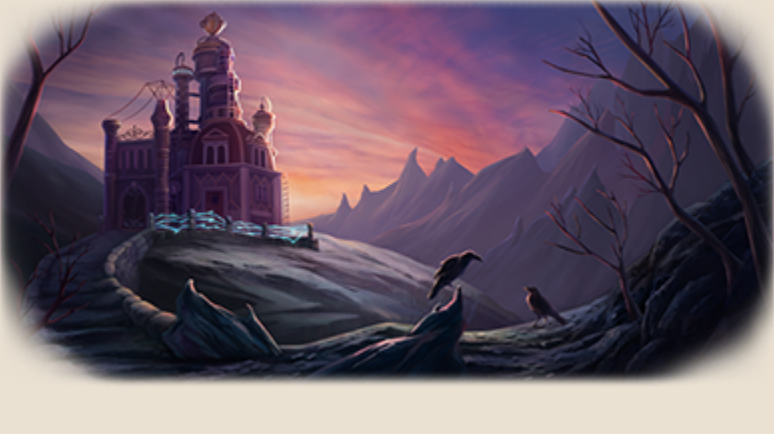


Factories

12th land on the Road to Dawson
Available from level 45

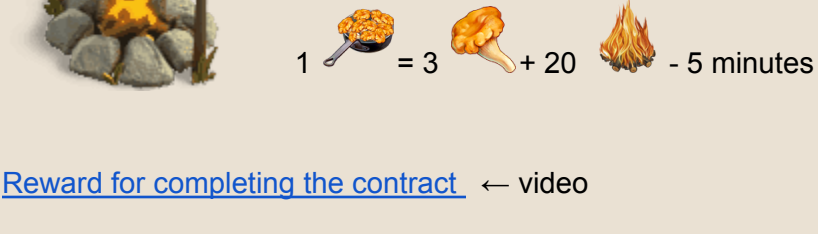
Follow the contract carefully, remember once you open
Factories, Sunnysdale will become inaccessible after 24
hours.



Main Building & Storage

Storage is shared with the Home Station, no need to load energy and materials to the sled.

Once again the bonfire is available to craft energy.



[Reward for completing the contract](#) ← video



[Reward for clearing the land 100 % - Governor's Factory](#)

Contract

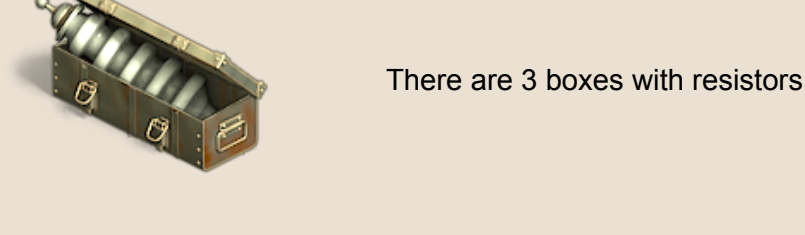
1 Meet the Governor



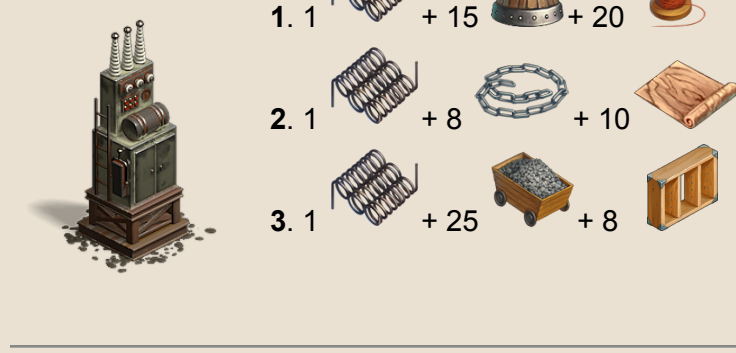
3 Find the second Power Station



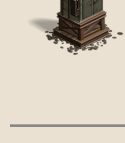
4 Find Resistors for the Second Power Station



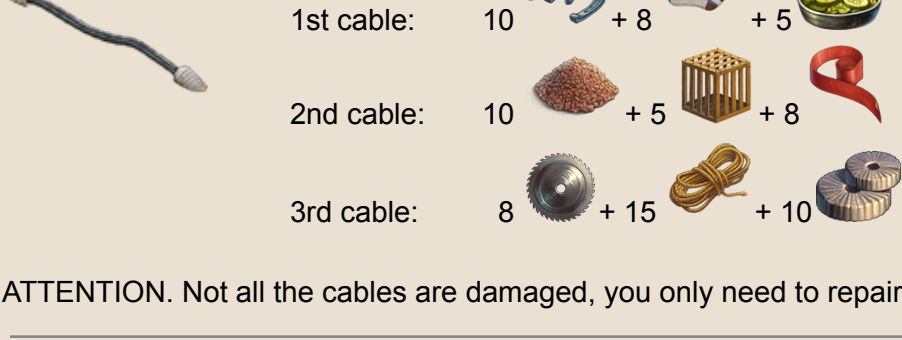
5 Launch the second Power Station



6 Find the third Power Station



7 Fix the Damaged Cables

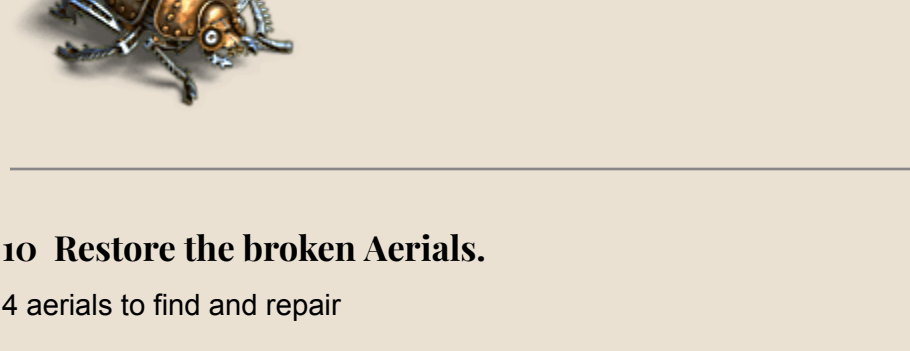


ATTENTION. Not all the cables are damaged, you only need to repair 3.

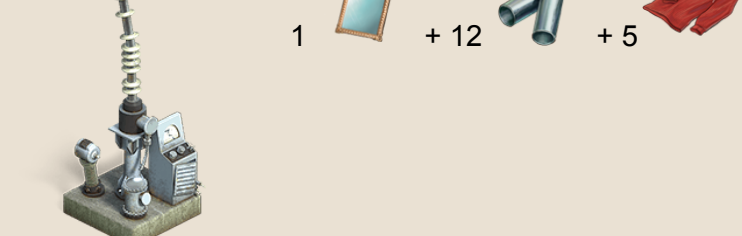
8 Find the fourth Power Station



9 Destroy the Signal Jammers



10 Restore the broken Aerials.



11 Destroy the Governor's Factory

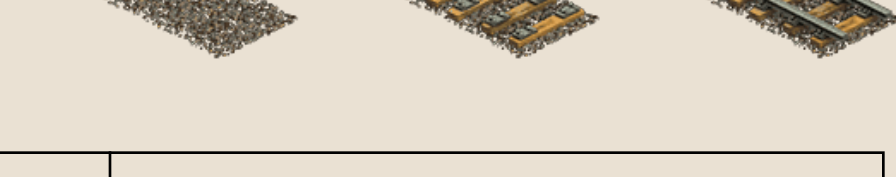


3 stages



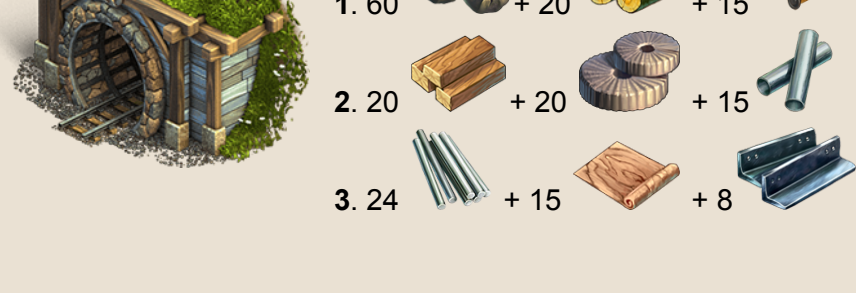
12 Restore a Railway stretch

6 tracks to build



Rail No. 1	6	5	2
	8	5	2
Rail No. 2	26	18	4
	9	8	2
Rail No. 3	6	7	25
	60	4	2
Rail No. 4	26	18	4
	9	8	2
Rail No. 5	6	5	3
	8	5	2
Rail No. 6	6	5	3
	8	5	2

12 Build the railway Tunnel

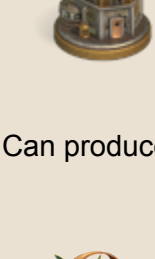


Energy Consumption

Approximately 19,000 energy to clear the land. You can find about 4,500 energy on the land and about 80 full Horn collection sets.

[Map of the land](#)

Governor's Factory



Reward for clearing 100% of the land

Can produce:



This guide is the work of Klondike fans. It is in no way an official guide from Vizor Interactive and may contain mistakes and inaccurate information.