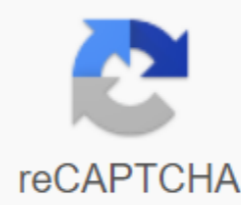




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## Klondike adventures guide

The game gets the player started with a short tutorial that teaches the very basic mechanics of the game. At the end of the tutorial the player has the following basic resources at hand: 10 emeralds, premium currency games two free Inuit workers 14 units of energy 22,500 coins, following the sequence of simple quests the player can load on energy and learn the basic routine tasks of Klondike. What to do and what not to do, especially during the energy build-up phase, to level 8, does not initiate any task without being asked to do so in search. Otherwise you run in danger of having to do some things twice and wasting time and precious energy. You are given a chance to score 30 emeralds for free. This is a clever ploy by the creators of the game. You don't actually pay a cent, but you have to provide payment data such as PayPal or credit card details. So you're all setting up for emerald purchases later. If you do this task is up to you. These 30 emeralds are worthless and may come in handy at some point. Don't buy emeralds if you're not sure what you want. These little green gems make almost everything easier, but can start buying a spree once you've tried how easy they do things. My way of going about emeralds is this: I buy a small packet of emeralds (10 euros) once a month. So I can support the game's creators and the emeralds will come in handy to get rid of these ugly pillars on the song Wind. The energy-building phase This section describes the optimal sequence of quests at the beginning. If you play your cards right, you should end up with over 300 energy points. Reminder: Don't harvest or clean anything just yet. Under no circumstances do you collect chicken nests. They are hard enough to find as it is in an obscure area. Wait until the relevant tasks come in search. Klondike Beginners Tasks visit the official facebook game page to visit the Klondike Newcomers Facebook page paying 15 Energy It's pretty straight forward. Just download two pages of links in the quest window and you're all set. Fix Sawmill's task of restoring the sawmill to start chopping down the tree paying 10 energy 2,000 coins The first task has already been cleaned because the sawmill has already been restored during the textbook. Ideally you should start chopping away at the huge Sequoia next to the tent. It takes almost a full day for 90 pieces to cut it to the player's energy limit. Since you have two Eskimos at your disposal, it would be advisable to challenge the second with a reduction in the big spruce. The task of setting up a tent in the shed to create a kerosene lamp in the barn paying 50 porridge 30 energy 2 emeralds (achieving bonuses for the construction of a lamp and a tent) you will need to collect strawberries from the greenhouses to build a lamp. Don't touch the beans yet. How to get used to tasks of harvesting beans to milk cows get to get paying 8 fertilizers 10 energy 2,000 coins Again, a fairly simple matter. Take already ripe beans and the cow should have one of two loads of milk ready for now. If not, you may need to wait a few minutes. Then click on the avatar and change your clothes a little. In the garden task to build another 4 garden beds plant eight units of rye paying 5 wires 10 energy there are a few things to pay attention to. First: Build 4 garden beds, but do not plant rye in it. Because of their 200% bonus, each greenhouse grows 4 units and can be planted with one click, thus using only one unit of energy. So you plant 8 units of rye using only two units of energy instead of eight. That's 75% savings. By now you should be at level 2 with about 95 energy. Loading tasks load the tent on a sleigh load of kerosene lamps on a sleigh paying 30 energy 10 times 10-energy comestible. New Day Tasks find 2 stone units to find 3 logs paying 10 energy 1,000 coin There's an easy way to collect these 2 stone units for profit. There is a big rock next to the dog kennel. It only takes two strokes to clean up and you can rob a good hide on it. An impatient player just beats the tree three times, but it's a waste of precious energy. Changing the clean clothes task to get a modified payout of 10 fertilizers is pretty simple. If your rye is ripe, don't harvest yet. Also, don't start the Local Offers quest yet. Harvesting rye at the right time can clear tasks in two quests and save energy. Cleaning the space is the task of clearing three grass bushes to sell three items of grass in the vault to clear the two rocks completely. Paying 5,000 coins 5 wires 5 tiles Save energy on that one. Use shrubs that need only 2 strokes. If you're lucky, the cow may even have eaten one or two doen size 1. The closest cadidats are next to a wooden fence and barn. For stones, use two sizes-4 of them. You will find one next to the dog sled and one near the barn. They also come with two small skins. By now you had to reach Level 3, having about 140 energy and 44,000 coins. Local deal tasks to harvest three rye items with three strawberry items selling three golden nuggets from storage payouts of 10 energy 5,000 coins 5 worms Harvest rye and collect a 10-fertilizer achievement bonus. Now, with the greenhouses free again, prepare one and plant strawberries in it. What kind of nugget you sell doesn't matter. Either go with the little ones to big payouts for later, or cash like boss. It doesn't make any difference at the beginning of the game. Porridge challenge to put five units On the sleigh paying 150 experience The Wind Expedition Song is unlocked After cleaning this quest, unload the porridge again. It's just a waste of precious cargo space. Dogs are fed before the trip. My Home Foundation tasks to harvest 7 stone units to buy and place a cabin paying 150 experience 10 energy for stones, again find a size-4 or size-5 of

