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From the west of Vicky's hate you went through a dream sequence when you started going to a pickle factory and just skimmed everyone thinking it wouldn't matter, just to find you needed directions from it? Yes. Well, that's what you missed and how to get through the pieces from my experience. Solution: All you have to do is tinker with the levers until you get 11/11/11. I believe the outside two will stay in line if you can get them both to the top or bottom and then use the middle to bring them to 11. I could be wrong. Solution: Super easy. Lever 1 goes to 100s, Lever 2 goes to 10s, and Lever 3 goes on themes. Solution: This, you should get the pace up to anything above 190, but make sure the last figure is zero. Then use the release valve to get it to 190. The release valve drops the temperature by 10 each time. Stick figure, Western RPG of the Year arrives in the form of West Hate, a farce comedy adventure through a deserted landscape in search of a vile necromanc. Along the way are side quests and puzzles galore, including a few that are much more complicated than anything involving stick drawings the figures are eligible to be. Probably the hardest section to solve on your own is the trio of Pickle Factory puzzles that challenge you with putting down some ghosts and then getting the plant up and running again. Solving the West from a hate pickled puzzle you can accidentally find an abandoned pickled factory wandering the desert, or using binoculars on any of the forts with stairs, but the easiest way to locate is by looking at the fifth wanted poster in Dirtwater prison. Dirtwater Wanted Posters In the basement of the factory three rooms, each with its own puzzle and ghost mini-boss. Keep in mind that these are ghosts, not skeletons, so Alice's anti-skeleton skill won't help here at all. After completing all three pickle room puzzles, you can flip the switch in the main basement hub room to complete the quest and return home. Cukes Room is the hardest room, so we'll start here. First talk to the ghost and start the fight. After the battle, the note will show that all three vats must be in the same setting. The problem is that moving one of the settings up or down by 1 point causes the settings on the other two vats to jump up or down by 2 points. You can literally spend hours chasing the tail, trying to get them all to line up, moving each vat one point at a time. To solve the cukes room puzzle, start by using the levers on the middle and left vats to force the far-right vat (hopper #3) to #1. Installing the third vat with 1C far right, third vat set all the way to the bottom at position 1, go back to the left and middle vat and alternatively switch them until they are both in position The average two vats are now both on Return to the far right, third vat and hit the lever five times in a row, which will set all of them to #11 and complete the puzzle. If you get tangled up and accidentally hit the lever six times, just reset the far right vat to #1 and start the sequence again. All three vats at 11/Vinegar Room position To solve this puzzle, you need to already have a shovel at your disposal. If you didn't get one back at the beginning of the game by completing side quests, you can buy one in Dirtwater/Defeat Ghosts in the Vinegar Room to find out that you need to set the temperature on the furs to 190 degrees. Now take a whole pile of coal with a shovel, put it down and check the temperature. It will never go directly to 190, adding coal, so you need to get into the release valve to lower the temperature until you hit 190. The release valve and the charcoal are not added and are subtracted at exactly the same speed, and the temperature fluctuates - so there is no definite magic number. I had the best luck by adding in at least 3 coal shovelfuls at a time and then hitting the release valve once, but you can make other combinations. Salt Room Is the easiest puzzle. Defeating ghosts will show that you need to set the salinity number to 976. Just use hundreds, dozens, and those levers to change the settings while it reads 976.Now that you have all three puzzles solved, go back to the main room and hit the lever to get three ghost pickles and the remains of dead bandits who can be returned to Dirtwater prison to complete the wanted poster quest. Packing an abandoned pickled factory questHaving problems with any other West hate puzzles and quests? Let us know in the comments and we'll find solutions! The abandoned peak factory is located to the west of the hate. This is revealed when you take a search of a wanted poster for the Gerkin brothers. After reaching the door at the factory, the player will have a vision where they work triple shifts like a pickled bunker. Vision is important because it has the keys to the mission. Players who forget the information can get it again, either by communicating with the tombstone (requires 200 Mysticality or fight the ghost in each room. The contents of the show Puzzle Cukes Room The first clue in the vision is that players will have to keep the cuke shunts level equal. the lever 5 times will equalize all vats. There is also a cucumber-obsessed ghost in this room that can provide a bunch of bones and cucumbers. Salt room room Vision player had his first break and managed the salt tank. The boss says that the concentration of brine should be preserved on the salinity of nine hundred and seventy-six parts per thousand. The levers, from left to right, control hundreds of place, dozens of place, and those place salinity value. Use them to establish the appropriate salinity. In this room there is a salt-covered ghost that provides a skull with a salty crust. Vinegar Room After another short break, the boss in the vision says vinegar should be stored exactly one hundred and ninety degrees. To heat the vinegar, put the charcoal in the oven and then use the furs. Once it is close, use single measuring coal spoons along with the furs and steam exit valve to get the vinegar to the right temperature. The easiest way is to use a steam valve until it no longer works and then add fifty coal and use the furs. Add three more charcoal and use the furs for the last time. If necessary, there is a shovel in the coal cart. There is also a ghost in the vinegar room that provides vinegar-soaked bones. External Room After all three areas work properly, use the salt control switch in the main room. This will reward the player with 3 ghost pickles. Abandoned pickle Factory You went through a dream sequence when you started going to a pickled factory and just skimmed everyone thinking it wouldn't be important, just to find you needed directions from it? Yes. Well, that's what you missed and how to get through the pieces from my experience. Step 1: Cuke Shunts Solution: All you have to do is tinker with the levers until you get 11/11/11. I believe the outside two will stay in line if you can get them both to the top or bottom and then use the middle to bring them to 11. Step 2: Salty Solution: Super Easy. Lever 1 goes to 100s, Lever 2 goes to 10s, Lever 3 goes on themes. Step 3: Boiler Room Solution: This, you need to get the pace up to anything above 190, but make sure the last figure is zero. Then use the release valve to get it to 190. The release valve drops the temperature by 10 each time. Solutions for each achievement. Other West Hate Guide: It's easy. Buy each of the three special horses on a different passage. There are four partners you can score in Boring Springs, you can score one per pass, and each has an achievement to complete the game. Watch the late credits in Frisco with Crazy Pete as a partner, it should be available by default. Pete gets stronger as you wander through new areas of the map; events will pop up where he tells you about geology. Watch the late credits with Susie Cochrane as your partner. To recruit her as a boyfriend, go to her bar and then ask the bartender about her and examine her grave To the cemetery. Talk to her again and she will ask you to get her gun off her ranch. Bring it for her her She will agree to join you when you leave for Dirtwater. Susie gets stronger as you kill the cows, so kill them when you can and look for new types to kill. Watch the late credits with Doc Alice as your partner. To recruit her, talk to the hostel about his injury, he mentions that Alice gave up practicing medicine and spends her time drinking whiskey. Get the bottle out of the basement bar and invite her to get into her house. Once you're in, give it and she'll mention the undead problem. If you fought a skeleton in a cemetery you will be able to keep talking to her about them. Explore TNT in her house and ask her about it and undead a few more times, then you will be able to invite her to go out and deal with the undead and offer to take her with you when you go. Alice gets stronger as you kill skeletons, just like Susie does with cows. Watch the late credits with Gary as your partner. Gary goblin in the basement of the Boring Springs bar and recruiting him is less straightforward than the others. Once you agree to go to the basement and kill him, don't fight him. Instead, take the whiskey and give it to Alice as you do when recruiting her. Alice has a book in her bookcase that teaches you how to talk to goblins, read it, and then go back to the basement and talk to Gary. You won't be able to get meat for killing it now, but now you can take it with you when you're leaving for Duskwater. The goal of this achievement is to get the most possible meat from the prologue. This can only be done if you take Dickerni' as your free skills book and grab a needle from a haystack before leaving the family farm. Each quest in the prologue, except unlocking the door to the prison cell, you will need a needle later. Gary will have to die because you need meat from killing him for reaching. In a poker game, bet option that requires three Moxie and then use the skill of your class persuasion to get money. You will also need to sell Pete two pieces of ore from the Orehole mine and a stone stone in the Thousand Snake Gulch. After all that you have to have 2336 meats, subtracting 1000 meats for the horse, that leaves you with only one short achievement. The last piece of meat you need is hidden in the Orehole mine in the corner behind where the Dark Horse was. Walk in there and click E. you get a message that there is a crack in the wall that will take three sticks of dynamite to blow open. You can get two sticks from the Breide stall, one for needle trading and free for being a skill dicker. The third is hidden in the Gorge of the Thousand Serpents. When you get to the third rattlesnake in the gulch, surrender to him and you can get a free stick of dynamite to help when you try again, take it and the other two sticks to the mine instead. Now just kick open the wall and use To choose the castle on the castle you will find. (Remember when I said not to choose a castle in a prison cell? that's why) Now just go to Dirtwater and you get the achievement. After that, if you start a new game and miss the prologue, you can take Gary and the Sheriff badge along with the maximum amount of meat. Just keep playing the game, you get it. These achievements are to clean up all five bountys housed in Dirtwater's prison. Live: Bring a skeletal bone, a little oil and a lock. Give the dog bones, oil, gate and then lock the gang in their house and you will be able to arrest them without problems. Dead: Ignore the elements and just fight. Also, if you got Ruthless to rest by killing any of the prologue thugs in cold blood, you can complete it just like a live achievement if you also have kerosene and match with you. Once you've locked them in the house, choose the Ruthless option to burn it. Alive: Pry bars from the middle entrance to the cave. Open the door to free the spider to the right side of the cave where he will pack the gang in the webbing dead: Just come up and fight them. If you have Ruthless you can make a live route but decide to let the spider eat them. Lure all three in front of the same building in their city. One gang member runs up to any building you're too close to. The second gang member runs to the next building down the line when you get too close to it. You can talk to the third one, and he'll go to any building you tell him to go to. Now go check outthose on the edge of town to discover that this is actually a fake set. If you want them alive, cut the rope after they're all in front of the prison. If you want them dead and ruthless, move them to the sandwich shop instead and blow up a TNT barrel. Alive: Watch to see which hat theirs. For Room 5, make a piano play by Joe's public domain before you go in. dead: With Ruthless, do the same as alive, but instead of turning them in, just shoot them while they're bound and take their hats back. Alive: Balance all three cucumber vats at 11 (you'll need to effectively drop one vat to -1, which is still zero as far as the game is concerned, and then lift everything back up evenly until it balances) and then tell the ghost they're balanced. Set the salt to 976 and then say the second ghost is correct. Heat the vinegar to 190 degrees and then say the third ghost temperature is correct. Now take the bones back to the dirty water. Truly Dead: You can fight ghosts, but they will probably be too hard if you're good at fighting, abusing items or coming back later in the game. In addition, you can their unfinished business. Do the puzzles as you would, leaving them alive-ish, but instead of telling them that their work is done, pull the lever in main room to despise the three ghost pickles. They go out and thank you before moving on to the afterlife. First you need to get to the circus. Either pay a 5,000 meat entry fee at the gate, talk clown up to a lower price (unless you're a Cowpuncher) or search for ruined Campsite until you discover a clown campsite and get a ticket from them. Once you are in, buy cotton wool from the supplier. Buy him a second cotton wool and steal his slide whistle. Talk to the baby on the other side of the middle and he will tell you that he has lost his lucky bottle cover. Ask the hot dog supplier if it is in lost and found and although it is not looking, drop the slide whistle in. then ask the supplier of cotton candy for the third part and he will mention that it is free if you can find his whistle. Tell him he's lost and found, and he'll go there, leaving you alone and able to inspect his car with cotton sugar. Head to Kellogg's Ranch and Barn, either select a castle or find the keys using a crowbar on a loose board in the main building. Go to the kitchen and mix the dough with the Kellogg's recipe, but when you put it in the dough press, keep lifting the pressure until you darken. That's all there is to it. Do all the quests given by the mayor of Breadwood. Go to Breadwood's bunk house and talk to a guy with a beard. He's going to send you to the Post Road station. When you get there, check the office to find maps of the area; unfortunately you have no idea what they mean and you will need to ask someone who does like Postman Dirtwater, so go visit the Dirtwater Post Office and ask her about it. Back to Station Path and check the shelves again, this will take you to Chuck's house. Stop by and talk to him about his special tea mix, then go, switch the labels and ask him about it again. He will go to his blood-er, bedroom to sleep and you can sneak in there and grab the key to the basement, where there is no post office, a bunch of skills books and postcards waiting. Easy enough, just go to the Alexandria ranch, kill the hellish helens and plunder what's left of the book, from under the wreckage of the farmhouse. Go to Ghostwood and keep dealing with them until you get permission. Be sure to get a pencil from the cactus when you get a temporary pass. Continue to follow their instructions until they give you an unsigned permit. Take it back to Breadwood to get the mayor's signature and then get the pencil back from him. Once you return Ghostwood's permission, rest in your room at Dirtwater until they are told they will be made with a permit. Get some heat resistance and go to Soupstock Mine. Write the soup with the bowls you've been given. Three soup veins are locked behind a broken elevator. You can Solve the puzzle with some simple math or get a guide to repair from the basement of an Alexandria ranch. To open open basement, get the cannonball out of Fort Cowardice and then pick up the locks on the lockers in Fort Treason. Take the mailbox key you will find back in Dirtwater and grab the documents from there. Put the flash you got from the lockers on the basement door of Alexandria and go back to the gun to blow it open. Be sure to have a match or you can't fire it. With the skill of the basement repair guide you can skip the Soupstock puzzle and fix a few other broken elevators in the game without parts. The final vein soup requires some heat resistance and a simple place to get some of the dig in the spittoon at the Roy Bean Museum, so make a hook there if you don't. Go to the military cemetery and check the caretaker's shack. You have to find a pilot for wargames at The Fort Memorial. The caretaker guy eats chips, you can convince him to go back to his job by having your class's persuasion stats at 4 or beating all his problems. Go fight the boss, rob his corpse for the yeast. If you don't want to fight it, study the beer vat and then attach the hose to it; it requires 20 Moxie to do. Talk to Baker Boys. There are several solutions, and they are all relatively simple. If you have a Kellogg barn unlocked you can give them a grain to practice bakery s. If you have cleared the cultists from the buffalo pile you can give them a bonemeal to grow their wheat. You can also go to Lazy-A Dude Ranch and hire Louise to help them, but she will need soap to clean before she goes. If you have 3 Foragin' or beanslinger with 25 Mysticality you can just get bread and be on your way. Unlocked after learning 69 words of el Vibrato. You can recognize them by using batteries to power el Vibrato monoliths that give a vigorous positive effect or by taking El Vibrato punches to the educational center at the bottom of The Curious Abandoned Well. To accumulate enough punches you need to go through the first part of the quest El Vibrato. First, head to Hammering Cave. Walk along the northeast corner of the map until you find it or a rescue mission that has a quest that shows the way to Hammering Cave. Take the triangular device out of the cave and wander around until you find The House of Perffessor. It will show you how to use the device to find more El Vibrato technology. Take a walk until you find enough el Vibrato and robots to repair the Perffessor device and make it a cornerstone. Take this cornerstone to the Lost Dutch mine oven and use it to unlock the teleport pylon. Inside, there is a box that you can grab that will allow you to make as many el Vibrato batteries as you need. To get more punches, wander around and fight and loot El Vibrato caches or take cornerstones to the ruins of El Vibrato to unlock storage boxes. Resuscitate Buffalo Buffalo Buffalo Bill. Go to Buffalo Peel. Take the key to the locker from the coat and open the locker. Hide in the closet to learn the rhymes for buffalo fluid resuscitation recipe, (it's always been milk, blood (hor in my passage). Mix some liquid and then take some bones for the soldier off the shelf and put them on the table. Apply liquid to the bones and buffalo Buffalo Buffalo Bill will come to life and will be able to join your party. He will clean the cultists from Buffalo Peel for you, giving you access to Unlimited Bones to stir up. Defeat necromancer by absorbing his necromantic skill. Read enough Nex-Mex books to learn dark Howdy's skill and gather enough evidence from the Necromanter cultists to find the Necromenser Tower. The keys can be found lying around anywhere that necromancers were, but you should also ask Perffessor about Laylin, discover Hellstrom Ranch and get a mycology book from a military cemetery or Dirtwater bookstore if you opened it. Nex-Mex books can be found in many places affected by necromancers, but there are also those in Fort Memory and Chuck House. If you choose Pale Horse at the beginning of the game this will lead you to a hidden book while wandering. Complete the second rail quest three times with different bridges. Once you get the train through the mountains, building the railroad will get stalled again in the canyon. Smeel will suggest you go to Breadwood to get lumber, but there are two other options as well. Complete enough of the mayor's quests, and he will agree to provide you with lumber. You don't need to do them all, five is enough, although it's a good idea to finish this bridge on the same course you get your daily bread reaching. Mess with the El Vibrato console in Curious Cops north of Breadwood to make the bridge. First you need to activate the reactor in Lost Dutch Oven Mine, you will need an El Vibrato battery to power the door console leading to it. Once it's powered, explore around Breadwood until you find Curious Cops. Continue to go right, past the El Vibrato drone, until a really large teleport pylon appears. Now that the console is powered by the reactor at the mine, you need a route of power and supplies into construction. The pipeline route from solar panel to the northern central construction site and pipeline from the matter teleport to the northern central construction site. Now go to the solar terminal and orient the panels until they are in optimal position on west/east 101, north/south 42. Finally, go to the construction terminal and select the local bridge lighthouse as the current construction. Take it back to Smeel in the canyon and build a bridge. Clear the cultists from Buffalo Pile and read a few Nex-Mex books until you able the magic bridge of the bones. Not many books as Need for A black hat is enough to evoke a second type of skeletal thrall. Find Curly's meat. This is a long quest that covers the whole game. First, read about Curly's House of Doc Alice's prologue (it may be optional, I still get the next part after skipping the prologue, but I've read it in the prologue before so I'm not sure if it tolerates). Travel to Butterfield Ranch and explore the outhouse, you get the key telling you to go to The Cole Ridge Mine. Take the rope on the fence before you leave for Cole, you will need it to get to the lower level. In Kola there is a formation of rocks with drawn triangles, digging in the center to find a compass. Head to the Alexandria Ranch and use a compass there to find a cairn surrounded by aspens. With 50 muscles you will be able to lift it and take the device buried underneath, take it to Madness Maw Mine. Use the device in each room until it gives you the opportunity to dig with a pickaxe, you open a secret room with a half card that says the other half with a man named Holloway. Holloway Place is in the woods north of Frisco, so wander there until its store opens. If you talk to him with a pin from a locker at Breadwood Bankhouse and an old selection from the Jumbleneck mine he will panic but calm down when you agree to drop the subject. After that it will allow you to have your half card. Combine the two halves and read them to find out that the treasure is buried outside Holloway's shack. Dig it up and open it for your prize and achievement. Soy Roberto. This is the culmination of El Vibrato content. To solve this quest you need to get power cylinders from Madness Maw Mine and an abandoned mine south of Frisco. Once you have them, wander into the woods north of Frisco until you find The Curious False Mountain and The Curious Flat Plane. Place the cylinders in the reactors there and install powered Roberto's containment terminals. Now talk to Pvt. Bowlegs at Fort Unnecessary to learn about the Alamo Rent-a-Mule. Talk to the complaints manager there and he will give you a quest to go to Deepest Delve Mine. Grab the gas cover from the back entrance or use percussive maintenance to fix the elevator and descend to the second level. Fight or deceive cultists using the Mask of a Cultist Leader from Madness Maw with three persuasion skills of your class. Grab the big th from the altar and go down to the fourth level. Cultists here require 5 in your persuasion skill to cheat. Once you get past them, dig out the teleport pylon and go through it to find Roberto's deterrent camera. Interact with the center of the machine to set the object you got upstairs. Now powered by both objects, use the console. You will be rewarded with the achievement and crown of El for saving the world from Roberto. Get a train to Frisco, giving Norton the crown fight it. There are a few crowns he'll take. You can give him the crown of Necromanter, if you do not play hard mode (your hat will destroy him), you can give him the crown you got from containing Roberto or you can take the turnip you got your way back to the prologue and pay the Silver Plate 20,000 meat plate of it. Each crown has a different ending, but you only need to make one to achieve. Kick the game while wearing Hard Hat. You can get a Hard Hat by giving samples of Crazy Pete ore in the prologue. He'll mention something about the Nut mine being dangerous, especially on the 40th floor. Return to The Nut and set the cargo elevator to 40. The elevator will open to show the black box that contains Hard Hat. This hat gives zero stats, makes the game harder and makes you unable to have Gary like your partner or ride a dark horse. Beat the game while wearing a Hard Hat in a day. Even more difficult than the usual achievements of Hard Hat. You can't get knocked out more than your tolerance for pain will allow, and you're stuck with any food, booze and medicine lovers you take until you get a train all the way to Frisco. In short, it takes a lot more care and planning than anything else in the game. Fans of El Vibrato monolithic lovers will be vital to survive at the end of the game. You will need a place in the spleen for potions from Fort Darkness if you want to fight Norton and not pay thousands of meat to treat the anthill virus. If you want to give it the crown you are stuck paying tens of thousands for the turnip crown if you don't want to fight the cultists Roberto because they can't be missed if you wear a cult leader's hood. 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