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Please help I broke the rules I didnt mean to but I got this in the mail..... Your character's name breaches our rules. The rules are linked from several places in the game, the forum and the homepage. If you want to play The West it is your responsibility to read its rules and to make sure that you follow them. The rules: You must change your characters name within five days or you will be permanently banned. Yours Sincerely, Phil Community Manager I am sorry to all I have offended:sad:. I need help I dont know how to change my name I looked around but found noting :unsure: I have spent a lot of time playing this game and would not like to delete the account just change of name if any1 could help I would be grateful. Thank you You need to put a ticket in and one of the support staff will change it for you Thank you gem I will do it now I only got a few days left, again thank you can someone mark this as resolved thank you.Hello! I recently started playing The-West after a long break (4years to be exact) and alooooot has changed. Anyways Ive been thinking of making a character who basically only duels therefore my question has come as the title says, the best character for dueling? Ive seen the advantages of each character which leads to these 3 characters to choose from, adventurer soldier or duelist. Any suggestions or advice would be highly appreciated.Hello! I recently started playing The-West after a long break (4years to be exact) and alooooot has changed. Anyways Ive been thinking of making a character who basically only duels therefore my question has come as the title says, the best character for dueling? Ive seen the advantages of each character which leads to these 3 characters to choose from adventurer soldier or duelist. Any suggestions or advice would be highly appreciated.i would choose dueler no doubts speed and radius is biggest advantage you will have (much more fun for dueling). builder would be my second choice they have xp bonus which is really nice for faster leveling (and you want to level as fast as possible). and soldiers well HP bonus is nice but to use if you need to go melee route which means you will lose more duels. getting KOed only has 24h timer now and gives you one surprise attack so no need to worry about it. tactics is useless at least now and if you put skill points in tactics for dueling youre doing it wrong.i was thinking adventurer cuz of the hotel advantage + the questlines give u 20skill points. So if Im Melee I should go with soldier and if Im Range I should go with Duelist? soldier class for the added hp and tactics boost when fully premium is great for dueling I was thinking adventurer cuz of the hotel advantage + the questlines give u 20skill points. Things really have changed since you last played, \$250 for the hotel is loose change, and 20+ skill points dont mean a damn thing when you can get thousands from clothing. Soldiers are the best duellers and duellers are the best soldiers. HP bonus Tactics bonus and ability to use higher level weapons early is much stronger than faster motivation and not having to move as much you can buy and craft motivation buffs and the tombola speed sets are pretty crazy now (as well as buffs that increase your speed). Dueller has traditionally been the weakest class overall but if youre interested in doing fort battles as well as duels then dueller is a solid class choice now. Advent and Worker both give no advantages in duels.Howdy Cowboy and Cowgirls, Are you in a need of new animal and yield? We have prepared three animals and yield items to you! Isn't that amazing? You will have chance to obtain them soon! Only from October 18th 12:00 local to October 20th 12:00 local you will have chance to buy Thereses horse and saddle set John Endecotts horse and pipe set Josefas horse and beer mug set. \*\*This sale is not added to Ozarks!!\*\*We're really looking forward to hearing your thoughts on this update in the discussion forum! See you in-game soon!! Your The West Team paraphrased text hereHey there, [player name], It's me, Cole. Your arrival is quite a surprise. Listen...we're plannin' the biggest stagecoach heist these parts have ever seen. We could use extra help, would you like to join? There'll be quite a payday at the end! First we need some key information to get started. Head over to the local saloon and see if you can charm the folks there into spillin' some details. Keep your ears open and your wits about ya!To accessSuccessfully complete the quest 'Whispers of Trouble'NPCBandit HideoutQuest TitleInvestigating the TracksReward TextFollowing the tracks is like tracking a ghost. They lead me on a merry chase through the hills east of the Ranch, but I ain't give up hope yet. Maybe they'll leave some clues behind that'll help me figure out who's been stealin' them cattle Requiremnt Go to the Ranch 1 hour###ARTICLELooking forward to see everyone at the meeting tomorrow and discussing our strategies. Some folks get a bit loose-lipped after a few drinks. See if you can pick up any details about unfamiliar faces or unusual comings and goings. Don't cause a scene, though!Requirement Work as a Bartender - 5 hours Record - x10 RewardCompletion TextSo, you heard talk of a fella with a nasty scar and riders headin' towards the old abandoned mine? That's interesting. Be careful if you decide to poke around that dusty place. To accessSuccessfully complete the quest 'Gathering Clues'###ARTICLETo uncover the truth behind the map, one must be cautious and clever, for the path to success is often shrouded in deceit and danger.Looking into the rumors surrounding the locket, Henry advises seeking information rather than blindly following the trail of gold. Be wary of those who seem too eager, as greed can lead them down a treacherous road. The town's residents are all chasing the same dream, but only one will emerge victorious.Winning three rounds of high-stakes poker against "Lucky" Lou at the saloon is just the beginning. Roaming the land as a gambler takes you to new heights, where the stakes are high and the rewards are greater. A map to the lost mine seems like the ultimate prize, but beware of those who would stop at nothing to claim it.Dakota's troubles have brought her to your doorstep, and with her knowledge comes a chance to uncover more pieces of the Oakhaven map. Help her fend off the loan shark's thugs, and she'll share what she knows about the map piece. The journey is perilous, but together you might just make it out alive.Sheriff John Fitzburn has taken notice of the loan shark's shady dealings, but concrete evidence is hard to come by. With Dakota's information about the harmonica, he asks for your help in acquiring it. The town cleanup duty provides a perfect opportunity to sneak into the loan shark's office and retrieve the silver-plated harmonica.As you delve deeper into the quest, Waupee shares his vision of a desert canyon under a crimson moon, where a weathered journal rests atop a stone altar. He believes this journal contains the final piece of the map, guarded by spirits or those who understand the land's secrets. Seek out Rattlesnake Canyon and listen to the land.Finally, you have arrived at the Canyon Guardian's domain, where respect for the land is demanded before passage can be granted. You've proven yourself worthy, but beware: the treasure of Oakhaven has a price.The final piece of the map revealed the location of the treasure chest beneath the watchful eye of the petrified giant, but a complex locking mechanism required three unique keys. The journal mentioned one key was entrusted to a former associate in Fort Mencer, another lost in a stagecoach robbery near Sal\*\*\*\*er, and the last hidden with a reclusive mountain man in the Abandoned City.Blackwood, a strange man, had given the shopkeeper a small wooden box containing a key. The shopkeeper hid it, afraid of attracting thieves, but needed help finding it amidst the chaos. You found the box and key, which looked unique, and were rewarded with 20,000 XP and a new title.A survivor of the stagecoach robbery near Sal\*\*\*\*er recounted the details of the robbery and remembered an iron key taken by one of the bandits. They suggested investigating Rattlesnake Canyon for a possible hideout. You cleared out a small bandit camp in the canyon to find the iron key, which was heavy and looked old.Waupee knew of the reclusive mountain man and believed you must prove your respect for nature to obtain the final key. He set a challenging task: tracking and observing a rare moose without disturbing it. You completed the task and tracked the great moose in the high peaks, earning 40,000 XP and a skill point towards Animal Instinct.The mountain man revealed he held the final key a piece of intricately carved bone and warned that the true treasure of Oakhaven might not be gold, but something far more profound. With all three keys in hand, you must now travel to the Petrified Giant and unlock the chest.You stands before the imposing Petrified Giant, its silent gaze fixed on the horizon. At its base, the hidden alcove reveals different markings, and the three keys you fought so hard to obtain are now in your hand. The legacy of the Oakhaven Vein awaits.Treasure hunt time! With your treasure hunt motivation at an all-time high, you're ready to dive into the Oakhaven Vein's deepest secrets. The Legendary Silver Revolver awaits, its shiny engravings a testament to your unyielding spirit. Your choices have led you to this moment, and now it's time to claim your prize.As you click away and grind through the heavy lock, the chest finally yields, revealing its precious contents. The true treasure of the Oakhaven Vein is within your grasp, a shining reflection of your unwavering ambition. New item alert: The Legendary Silver Revolver boasts 12-22 damage, with +0.05 dexterity, +0.05 charisma, and other stats that'll make you shine in combat.Meanwhile, Task 8 has been renamed from the "S-word" (you know which one) to a more family-friendly title - Salt-Water. And, get ready for some explosive updates! We're planning a major game update to version 2.201 on June 22nd, with new questlines and features that'll shake things up.Advanced players, rejoice! A new questline awaits, "A brief story of explosives," containing 9 quests that'll put your skills to the test. Finish it, and you'll earn the coveted achievement "BOOOM!" The Golden Colt has also gotten a revamp, with per-level bonuses that'll make you a force to be reckoned with.We've made some tweaks to item settings, including selling Sulfuric Acid at the town market. And, we've fixed a quest requirement mishap for "Sales" from the "Hunting season" questline. As always, we're eager to hear your feedback and make the game an even better experience for you.Cheers to new adventures, and thank you for being part of The West community!

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