

FAQ



Q: What is the goal of the game?

A: There is no goal. It's an open end game.

Q: I started the game. What now?

A: First of all you have to secure your supply of food. Otherwise your inhabitants will starve.

In order to do this, build a forester house to gain wood. You will need this to build a fisherman hut. The fisherman will provide you with enough food for a good start in the game.

Q: I have built a forester house and a fisherman hut. Yet I don't receive any resources. What am I doing wrong?

A: You have to allocate manpower to these tasks. An empty fisherman hut or forester house will not produce anything.

Select your residence by pressing 7.

To hire new manpower selecting the residence icon (bed) and then choose the number of men you need by pressing the up/down buttons. Once you've done so select the forester and fisherman icons to assign the idle manpower in the same fashion.

Q: I tried to hire new manpower but it won't work. Why that?

A: Each unit of manpower you're hiring costs 1 unit of food and 10 units of gold. Make sure your marketplace has enough resources left.

Q: The forester is walking into the forest and returns to his hut after a while carrying a wood icon. Does this work in conjunction to the production time of the forester?

A: No.

The walking man just indicates that the forester hut has manpower assigned to it. That applies to all other buildings as well.

Q: Selecting a building will prompt the current storage and the assigned manpower of the according building. Yet, the smeltery has two storages. Iron and Ore. Why?

A: At each production cycle the smeltery workers take a look into the marketplace. If there is ore left the smeltery will produce iron out of the remaining ore.

If there is no ore left the smeltery will produce some so that it can be converted to iron in the next production cycle.

Iron can be used to create tools by the smith.

Tools are the most valuable resource in Townsmen so it takes compared to other resources more time to create them.

Q: I played the game for a while and suddenly one of my buildings vanished. Why?

A: Maybe you haven't met the upkeep of the according building. Each building has to pay resources in order to maintain them. Once the upkeep can't be paid the building is decreasing to the next lower level. If the building is level 1 it will vanish.

The upkeep cycle has an interval of about 10 days.

The other possibility would that an event has destroyed your building. Fire will decrease your building by one level and the hurricane will destroy it completely.

Q: I watched the last diary entry and noticed three events. Then I played the game and had another event. What events are there and what are they doing?

A: There are five events.

Thief - will steal a random amount of a random resource.

Fire - will decrease a random building for one level.

Hurricane - will destroy a random spot of town. If there is no building yet nothing will happen.

Plague - will decrease a random amount of manpower.

Holiday - will pause the whole production for three days.

Q: I played the game now for quite some time. Selling the goods is going way to slow since you can only sell one unit of resource at a time. Is there a possibility to speed this up?

A: Yes. Hold the directions keys while you're selling or buying resources. This will result in selling / buying them in steps of 10.

Q: After playing the game for a long time I noticed that the events are happening more often than before. Is this intentional?

A: Yes. Once your town has grown the events will increase to keep the game challenging.

Q: Pressing "#" will pause the game and display strange numbers on the screen. What's this?

A: This is the pause mode. The numbers indicate the keys that have to be pressed to select the according building.

Q: Selecting a building will display the current storage. When I press the left softkey I can see another screen containing some resources and numbers. What is this screen?

A: This is the upkeep detail screen for your selected building. Unlike the total upkeep screen (which is activated by pressing "0") this screen is telling you how much upkeep the selected building is consuming alone.

Q: I have checked the total upkeep screen several times. Why is the upkeep for lumber and tools increasing when I'm upgrading my marketplace or residence?

A: The marketplace and the residence are standard buildings that can never be destroyed. Therefore they do not require upkeep in level 1.

Yet if you're upgrading your marketplace or residence they will require resources for their upkeep and are destroyable but they will never be decreased under level 1.

Q: What does "Residence level 1" or "Marketplace level 1" mean?

A: Each building has three different stages of extension. For each level increase the productivity will increase as well as the upkeep.

Q: I have a saved game from my previous town. When I'm starting a new town and saving the game, will the old saved game be lost?

A: Yes.

Q: What does the "Autosave" option do?

A: If this option is marked your town is automatically saved every 15 days.

Q: I have trouble understanding the game. Are there additional help features?

A: Yes. Select the diaries from the main menu and be sure to watch each diary entry. There you will be shown all the key steps towards building a prosperous town.

Q: I suddenly got a "Game over" message on the screen. Why?

A: The game is lost once all your manpower is gone.

Manpower can decrease by a plague event or if not enough food is provided to meet the upkeep of the residence.

Each unit of manpower will consume one unit of food on each upkeep cycle of the residence.

Make sure you've got enough food left in your marketplace or otherwise you will lose manpower.

For each unit of food that is missing one unit of manpower will vanish on an upkeep cycle. Once you've lost all your man the game is over.

Q: After playing the game for a while I noticed that my marketplace isn't storing resources anymore. Why?

A: Maybe your marketplace is full. Each level of the marketplace has a certain storage amount. Once there are more resources stored in the marketplace than storage room is available, no more resources can be stored in the marketplace.

Q: I select the marketplace and then a resource to trade with. When I buy one unit and sell it right afterwards I have less money than before. Why is that so?

A: You can't buy and sell your resources for the same price. Therefore you should be sure if you want to buy or to sell so you don't have a deficit.

If you first buy some goods and then sell them again you will lose money!

Once you realise that you bought or sold too much, you should better leave the screen by pressing the right soft key and buy or sell again.

Q: I have the following situation: My town consists of a sawmill, a forester house, a fisherman hut, the marketplace, the residence, a farm and a quarry.

My production cycle runs alright, but I have already assigned nearly 30 men.

Is it more sensible now to upgrade the residence or the marketplace?

A: The marketplace's effectivity per assigned manpower will also increase during an upgrade so, for instance, 5 people in the level 2 marketplace will fetch considerably more goods from the surrounding buildings than 5 people in the level 1 marketplace.

That goes respectively for all other buildings except the residence.

Q: Meanwhile I have built all level 1 buildings. Now I have the problem that I constantly run out of wood. Why?

A: Mind that wood is not only used for upkeep but is - for instance - also used by the sawmill for the production of lumber.

Additionally, the smithy and the smeltery each need one unit of wood to produce one tool or one unit of iron.

Considering this consumption it can easily happen that your lumberjack is overloaded or the marketplace can't meet the need for transportation of all the goods.

Either you take some manpower out of the smithy, the smeltery or the sawmill or you add some manpower to the forester house and the marketplace to satisfy the demand.

Q: I have upgraded my residence to level 3, so now I can accommodate and assign a maximum of 100 people.

But if my residence is being downgraded again - either because of an event or due to a lack of resources - all my workers are back in residence and not in the buildings they have originally been assigned to anymore. Why is that?

A: With an upgrade of the residence the maximum of assignable manpower increases.

On the other hand, it decreases with a downgrade. Therefore all workers go back to the residence and the surplus of workers is lost.

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