

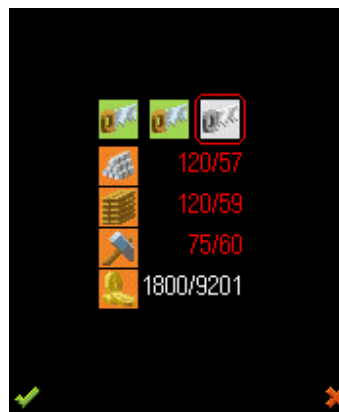
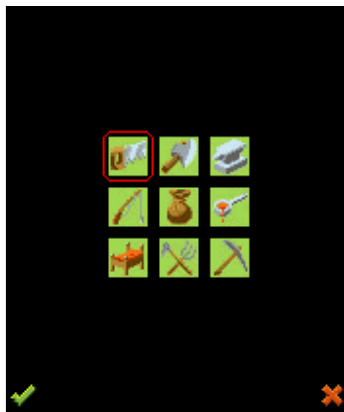
How to play



The Building Menu

In the building menu you can select the buildings you want to build or upgrade.

The following screen displays the building costs:



The screen shows in which of the three levels the building is at the moment as well as the costs for upgrading it to the next higher level.

The actual costs are in front of the slash, whilst the available resources are displayed behind it. If a resource isn't sufficient for the upgrade, the numbers will appear in red.

The Buildings

All the townsmen's buildings can exist in 3 different levels. Generally, the higher the level, the more is being produced, however, the higher is the cost of maintenance.

Of course the upgrade to the next level costs considerably more than the previous one.

1. Sawmill:



The Sawmill processes wood to timber.

Make sure that you don't use up all your wood as you still need some for the upkeep of buildings e.g. for the level one fisherman hut.

2. Forester:



The forester goes lumbering in the woods. On the one hand wood is important for the timber production, on the other hand it is needed to refurbish level 1 buildings.

3. Smithy:



The smith produces tools from iron and wood.
To be exact, he needs one unit of each to make one tool.
Tools are the most valuable resource in the game, which is why the smithy is often a very rewarding building.

4. Fisherman:



There are plenty of fish in the river. Therefore a fisherman hut is as cheap as effective in regards to food.

5. Marketplace:



The marketplace is of course the linchpin of your town's economy.
All produced goods are being stored and traded here. The workers in the marketplace will also fetch the goods from your buildings.

6. Smeltery:



The smeltery is important, because it produces iron, the raw material for tools.
But before you can smelter iron you have to mine ore. Only if there is enough ore, it will be smeltered into iron. To produce one piece of iron, the smeltery needs one piece of ore and one piece of wood to heat the melting pot.
When there is no more ore left, the smeltery workers will first get new ore from the mine.

7. Residence:



The residence is the home of all townsmen. Here you can hire your workforce and allocate it to the production buildings.

8. Farm:



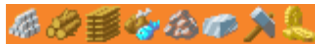
Although the farm is expensive in comparison, it is essential for sufficient food supply. Even though it produces a lot of food, it has quite a long production cycle.

9. Quarry:

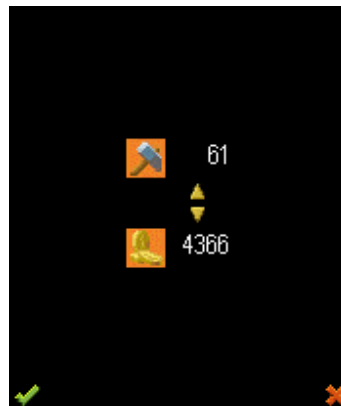


The quarry workers produce stones, an important construction material for nearly all buildings and often also a profitable trading good.

The Resources



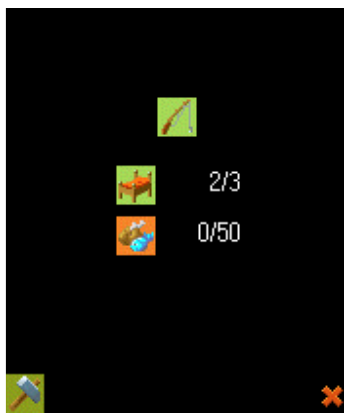
In Townsmen there are 8 different resources:
Stones, wood, timber, food, ore, iron, tools and gold.
Gold is a special resource as it cannot be produced but must be earned on the marketplace.



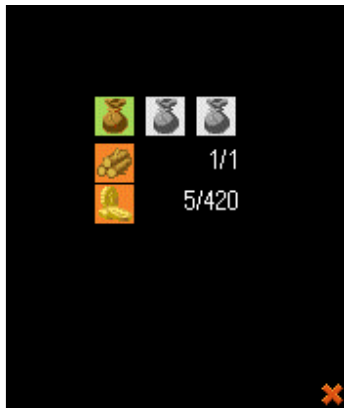
The marketplace screen is a central element in Townsmen. It allows you to buy or sell goods. The sale of surplus goods is essential in order to meet the maintenance costs (upkeep) and to have enough gold for the purchase of other - possibly rare - goods. However, you should make sure that you always have enough resources left for your buildings' upkeep. You can see how many resources you need for the upkeep of all buildings by pressing the "0" key.



This screen displays the overall resource consumption of **all** buildings. In this case white numbers indicate that there is enough of the corresponding resource, whilst red ones indicate a lack of the corresponding resource. To see the exact consumption of a specific building, simply press the key assigned to the according building.



In the building screen you can see how many townsmen are employed in the respective building, and which goods are being stored there. Again, the amount of actually existing resources / workers is displayed in front of the slash and the maximum shows behind it.



By pressing the left soft key you get to a screen that displays how many and which resources the corresponding building needs for upkeep. Insufficient resources are displayed in red as well.

By pressing the "7" key you get to the residence's building screen, where you can assign your workers to all other buildings.



By selecting the residence icon (bed) you can hire new workers, which costs 10 gold and 1 unit of food per worker. By selecting the icons of the other buildings you can assign idle workers to the respective buildings. In both cases use the up/down arrow keys to choose the number of workers to hire/assign.

Upkeep

Every building must be refurbished from time to time. That costs money and resources - just like in real life. If those resources are available they will be consumed. But if they are not available, your building will be downgraded by one level or destroyed, if it was a level one building. Should there not be enough food for all inhabitants, you will lose one inhabitant for each food unit too little in the marketplace. Once the last inhabitant has vanished, the game is over.

Events



Hooray! Finally something happens in our small town! No, not exactly, as those events are altogether not quite pleasant, although one of them seems to be at first sight.

There are five events:

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

Fire - will downgrade a random building by 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. Although fire and hurricanes can destroy buildings, they can never destroy the residence or the marketplace. They can lose their level but will always remain at least on level 1.

Hints

In the beginning it is recommendable to build a forester house first followed by a fisher's hut.

Now assign two workers to each of them, and your town can supply itself.

Once you have enough money from wood and food sales you can build a sawmill (given you have enough wood).

Lumber is a relatively valuable good and should give you a good start.

Always be sure to have enough men working at your marketplace.

Although they seem to do nothing productive, they perform a very useful task in fact: they transport the produced goods from your buildings to the central storehouse.

So if you haven't got enough workers assigned to the marketplace, the wood stays in the forester hut and the lumber in the sawmill, which means that neither can be sold nor be used in any other way!

Never have too many workers assigned to the sawmill! It can easily happen that they work so fast that all available wood is cut up and there's nothing left for your buildings' upkeep.

Always keep an eye on your wood stock and take men out of the sawmill, if need be.

You should also avoid employing too many people in the smithy, if you don't want to waste manpower. The smeltery can hardly meet the needs of a fully manned smithy, as it has to produce ore and iron.