Game target: clean up pollution and defend from aggressors.

Main icons on map:

1. Village
2. Farm
3. Pollution zone
4. Mountains
5. Garage
6. Forest
7. City

Resources:

1. Food
2. Wood
3. Stone
4. Skills
5. Population
6. Defensive ?
7. Pollution ?

Food:

Farming, scouting city, hunting in forest,

Wood:

Forest, scouting city

Stone:

Mountains.

Skills:

In garage you can train your people

Population:

Increase by scouting in city

Limit by houses in village

Defensive:  
By Garage, by Village