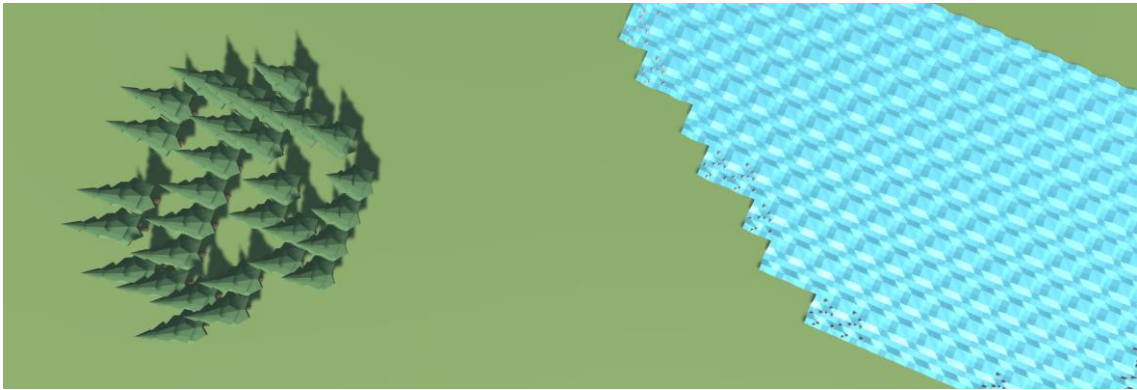
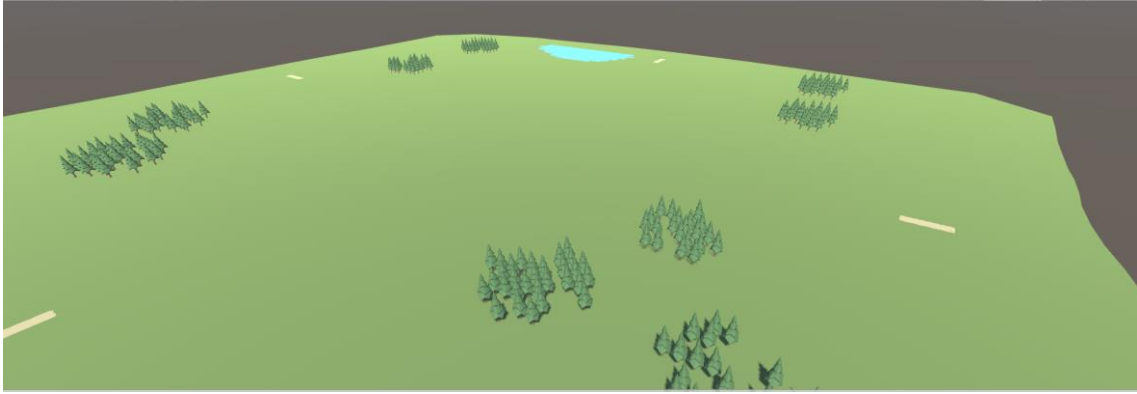


## USER MANUAL

### 1- Movement:

You can move the camera with the keyboard arrows or with the WASD key settings.

You can also rotate the camera by moving the mouse while holding down the mouse wheel. At the same time you can change the height of the camera with the mouse wheel.

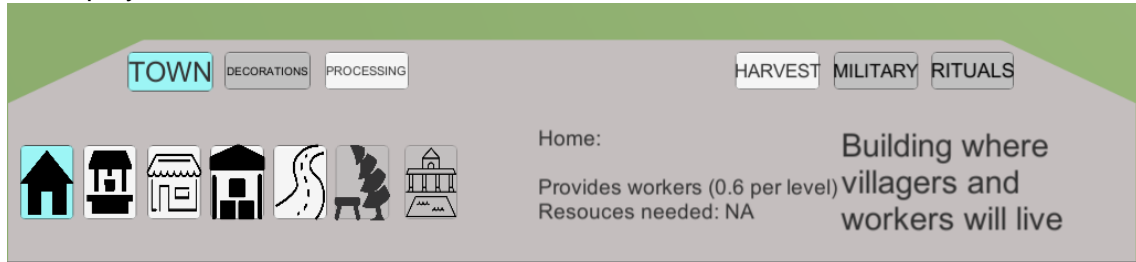


## 2- Construction and Destruction:

To build you just need to select a category in the bottom bar.



When a category is selected, the list of available buildings will be displayed whenever the cursor is over it. Additionally, when selecting a building, information related to it will be displayed.



And with the left click place it on the map, with the right click the selection of the building is undone, or the category if there is no building selected.



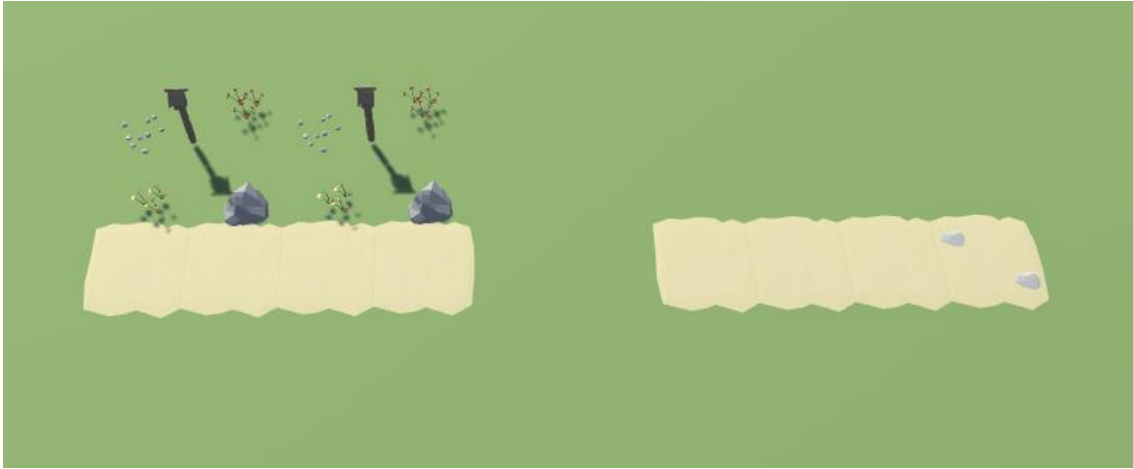
Some buildings will require you to have certain resources available, which will be automatically consumed from the stores, and if you don't have them, a message will pop up letting you know which resource is missing. If you see that you have the resource and the message still pops up, don't worry, since the resource will have been reserved by a building and the NPC hasn't arrived yet to claim it.



Finally to destroy, you have to select the destroy option in the lower right corner and then left click on a building.




3- **Paths are important**, without paths new residents won't arrive and won't be able to move around the stage, so they won't be able to perform basically any tasks, so make sure buildings are adjacent to a path and it is connected to all other existing paths.




4- **Needs of the houses**, obviously the citizens require various resources to survive, but these change as their houses do.

Water Stored: 0 / 100	Fish Stored: 0 / 0	Hygiene Value: 0 / 0	Weapons Stored: 0 / 0
Firewood Stored: 0 / 0	Crops Stored: 0 / 0	Utilities Stored: 0 / 0	Religion Value: 0 / 0
Meat Stored: 0 / 0	Cloths Stored: 0 / 0	Nature Value: 0 / 0	

Resources with 0/0 are not needed for the current level of the house, but as mentioned before, this can change, so be sure to look at their needs as you progress.



Water Stored: 94 / 100	Fish Stored: 0 / 0	Hygiene Value: 0 / 0	Weapons Stored: 0 / 0
Firewood Stored: 0 / 100	Crops Stored: 0 / 0	Utilities Stored: 0 / 0	Religion Value: 0 / 0
Meat Stored: 0 / 0	Cloths Stored: 0 / 0	Nature Value: 0 / 0	



Water Stored: 48 / 100	Fish Stored: 62 / 100	Hygiene Value: 0 / 0	Weapons Stored: 0 / 0
Firewood Stored: 73 / 100	Crops Stored: 0 / 0	Utilities Stored: 0 / 100	Religion Value: 0 / 0
Meat Stored: 0 / 0	Cloths Stored: 0 / 0	Nature Value: 0 / 0	

5- **Workers**, as it is logical to suppose, the different structures need workers, but the important part is that they require a minimum to start operating, so watch the relationship between the workers you have and those you need, since they are distributed among all the buildings, so workers will be a limiting element when constructing new buildings. This is displayed in the lower left corner.

Workers

Have: 139

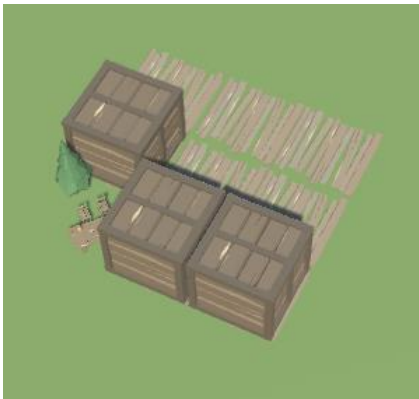
Need: 134

6- **Resources, Storages and market:**

The resources are obtained from different sources and they have a building dedicated to them, which will collect and process the resources automatically, and then take them to the Storages. The markets, on the other hand, are in charge of collecting the resources in the different Storages to make them available to the houses.

**Storages:**

The Storages can be configured to accept different resources in different amounts, to do this you have to right click on the Storages to display its menu at the bottom, from there you can change how much to store of each resource in quantities of 100. By default Storages accept 400 of each resource.



Resource	Wood				Fish				Utilities				Vegetables			
Stored	0				0				0				600			
Max	-	0	+	-	0	+	-	0	+	-	0	+	-	800	+	-

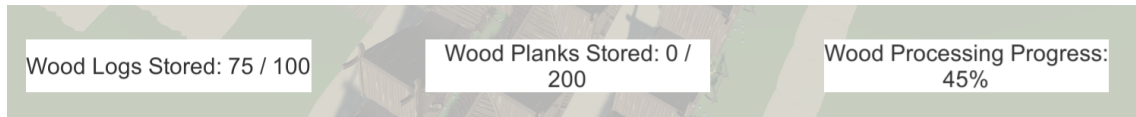
**Market:** The market operates completely independently, but you can see how many resources it has stored with a right click. An important point to keep in mind is that markets have a limit on how many homes they can support, so it is good to have markets at different points.



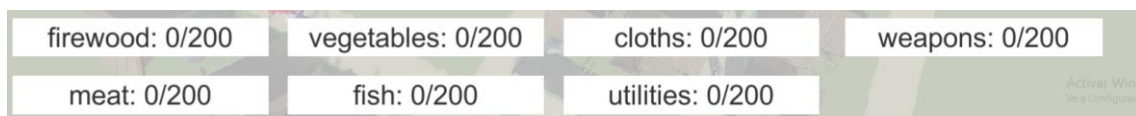
## 7- Building information

All buildings have an information screen that is accessed by right clicking on them, this can be useful to know the time that some processes take or if the building lacks some material to operate.

lumberjack cabin:

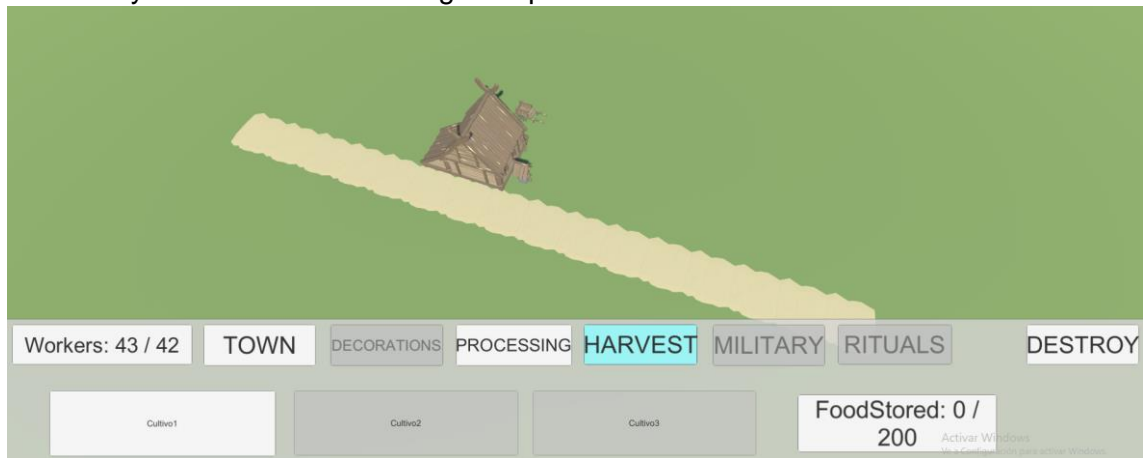


Market:



## 8- Farms:

The only thing you have to know about farms, apart from their requirements like any other building, is that you must indicate where to farm, this is done by right clicking on an already built farm and selecting a crop.



This must be done for each farm individually, since they do not share cultivation areas.



## 9- Fires

Every minute there is a small chance that a building will catch fire, in case this happens, the houses closest to the fire will send an NPC to a nearby water well and from there, to the fire to put it out. Therefore, having the entire population center in one place can cause some buildings to be doomed to be destroyed by fire.

