MayorCraft

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How to Play

To select a unit, click the unit. To select multiple units, click, hold, and drag a box around them.

To move a selected unit, click where you want the unit to go.

To create buildings, click the Construction icon, click the type of building, then click where to build it.

To command a selected unit to work at a building or gather a resource, click the building or resource.

Before units can work at buildings, they must be trained. To train a unit to work at a building, send the unit to a school, then send the unit to the building.

To gather resources, you need the correct type of building and unit. The Mayor (in yellow) can do everything.

Houses slowly create units over time, until you reach a population cap (represented by the meat icon on the top bar). Farms increase the population cap.

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