

Tribeverse Players Guide Cities



This game, a city builder

Cities can be opened for a sum of stars by anyone. They are always controled by one tribe. Anyone inside that tribe can build buildings in it.

On the scale of local maps, Tribeverse is a city building game. There are all sorts of buildings from residential houses, through industry plants, military devices, and to glorious monuments. In the vast majority of cases, buildings can be unlocked by techs and can be built for stars.

Cities can be sieged and conquered by foreign tribes if they move their troops to it, so make sure to keep some defending force in them.



Example local map

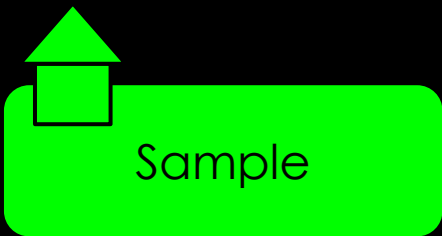
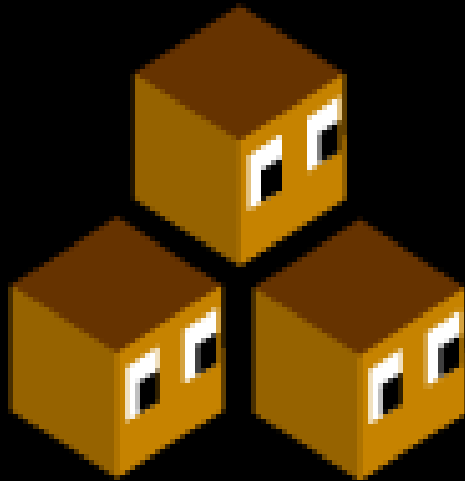


Housing

Cities have an imaginary population. They and their houses are not represented in the game. On the other hand, the housing of military troops (and their mounts) and nobles is represented.

Any nobles (=players) and their troops staying in a city for more than a turn require accommodation.

Some buildings have housing capacity displayed on their page. In all cases, the type of housing is also specified. For example, a noble can't live in a barn which is for animals.





City stats

Cities have 3 stats that are influenced by each and every building inside them.

Population capacity(pop):
Expresses the highest number of troops that can be trained in that city. Replaces the dots in city bars.

Development(dev):
Expresses the development of the city. Replaces the blue chunks and the leveling of cities.

Tourism(tour):
Expresses how interesting the city is.



Empty



Population capacity



Development

pop	#
dev	#
tour	#





Production

Certain buildings produce stars. This replaces the production of cities and buildings like mints or customs houses.



Sample

Effect

Certain buildings provide an effect. This is either a passive ability or an event that triggers when specific things happen.



Sample






#1


Castle

Every tribe starts with one in their capital city. It symbolises the main government building of the tribe, so more can not be built.



3 nobles

pop	+10
dev	+5
tour	+3



If this building is destroyed, the tribe disbands.

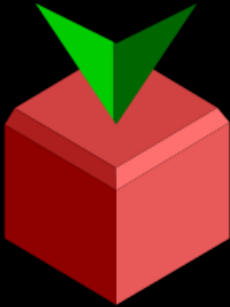
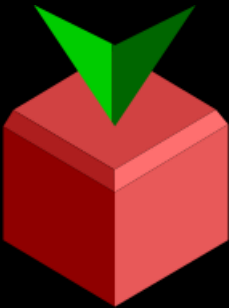


#2

Fruit

Unbuildable.

pop	+5
dev	0
tour	0



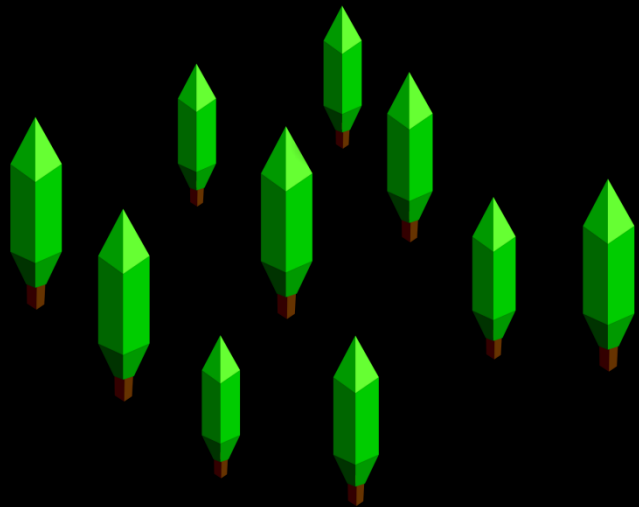


#3

Forest

Only buildable with a
Dendrologist degree.

pop	0
dev	0
tour	0



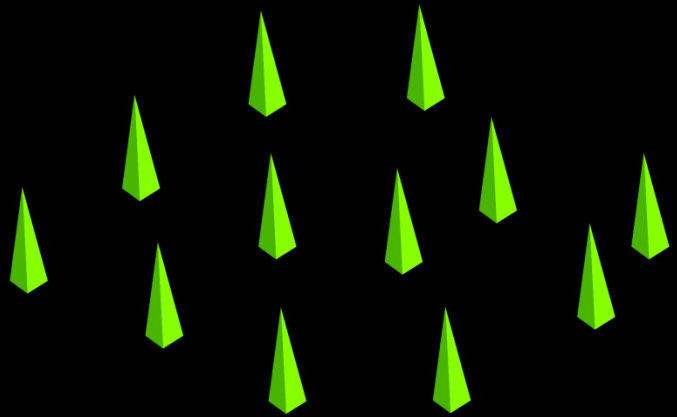


#4

Crops

Unbuildable.

pop	0
dev	0
tour	0

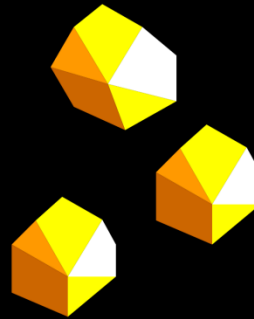




#5 Ores

Unbuildable.

pop	0
dev	0
tour	0

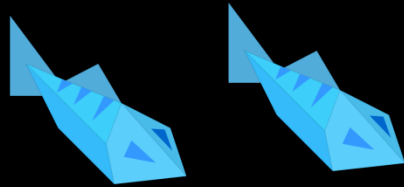




#6 Fish

Unbuildable.

pop	0
dev	0
tour	0





#108

Ruin

Unbuildable.

pop	0
dev	0
tour	0

⚡
If this building is destroyed, it gives a random bonus.

