

Instructions for “Dusk”

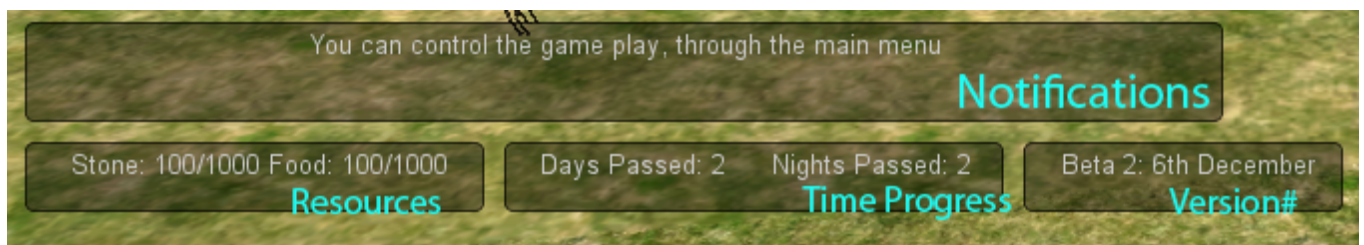
Win/Lose Conditions:

The goal of the game is to help your settlers build a town and survive for 5 nights, i.e. have at least one live settler remaining at the end of the 5th night. You lose the game if the monsters eat all of your villagers before then.

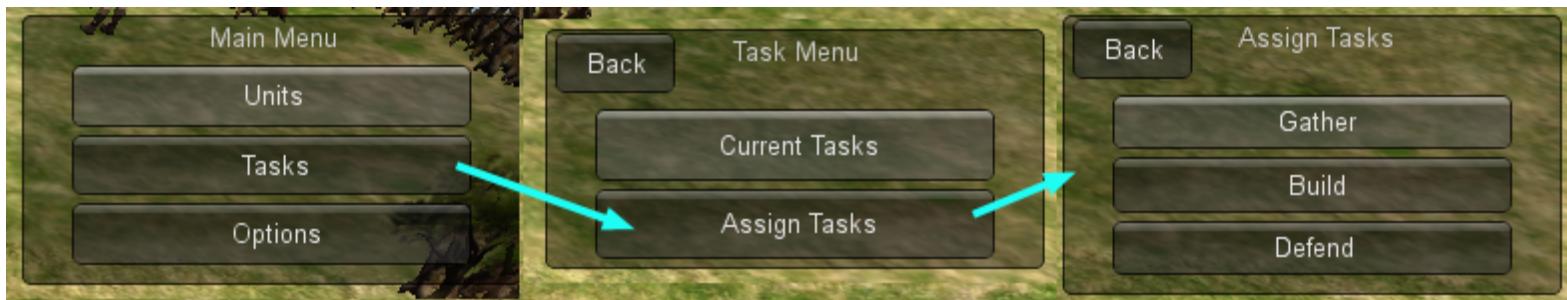
You get two new villagers today, but each night even more monsters will attack.

GUI & Controls

The upper left gives Resource and Progress information:



All interactions must be executed through the GUI. The main tool you have is assigning tasks, which is done under Main Menu > Assign Tasks.



Gather Tasks: Pick where to gather; e.g. pick a pile of stone resources to gather stone from.

Build Tasks: Choose a building type, and click on the map where you want to build it.

Defend: Pick one location on the map for your fighters to guard.

You begin with only builders. In order to perform other tasks, you need to have villagers assigned to the correct jobs. Go to the Main Menu > Units menu to reassign villagers to different jobs.

View all builders

Switch this builder
to a gatherer

Switch this builder
to a fighter



Below is an image of what the four monster types look like. Good luck!

