

BUILDING REGISTRY AND TOWN MANAGEMENT

All the buildings you can build during your adventure are listed in the Building Registry. Some have requirements you must follow in order to build them. For example, you will not be able to build a Small Prison before building the Blacksmith. However, a Blacksmith can be built as soon as you have at least \$200.

Let's imagine you decide to build the Blacksmith. First, deduct \$200 from your Bank Account. Next, look at your map, which is divided into squares. According to the Building Registry, the Blacksmith takes up one square on the ground. You can build it wherever you want on your map as long as you have sufficient land. At the beginning of your adventure, you can only build in the section labeled "Town Zone". You will be able to buy or trade for the other territories (Zones) as you progress through the adventure.

When placing buildings, you must follow the following rules: First, you must build within the predesignated squares. Building on rivers, mountains, or outside of the grid is not allowed. Second, each building must have at least one side facing the street. For example, you cannot build a lot of 3 buildings by 3 since the house in the middle will not have access to the street. These rules will be explained in more detail as you progress through your adventure.

After building the Blacksmith and filling in a single square on your map, you create a new job: check one box on the **Jobs** table. The Blacksmith gives you one Safety point and two Approval points, so check the appropriate number of boxes on the **Safety** and **Approval** tables. Finally, add the \$50 that the Blacksmith will give you each month to the **Monthly Income** section.

At any time and if you have the necessary resources, you can build a new building and place it on your map. Thanks to your carrier falcon, you can order work on a building site without needing to physically be in town. Progress, amiright? And since we're in a book, we can do as we please: building is instantaneous! Residents work the same way. If you build a house, a resident will automatically come to Your Town.

A word of caution if you lose a building (yes, that will most likely happen): you lose all of its bonuses (Monthly Income, Approval, Population, etc.). Don't forget to track this on the tables in your Ledger.

Also note that some buildings will lose money each month (school, prison, etc.). The sum shown in the Monthly Income column of the Building Registry will thus need to be deducted from your Monthly Income.

QUICK HINT : To make identifying your buildings on the map easier, assign them an initial or an icon. For example, identify a bank with \$, draw a cross for a cemetery, a stick figure for a house, etc.

MYSTERIES



Whenever a panel contains this icon, it means that a mystery is present. This might be a riddle to solve or a puzzle to decipher. Often times the solution to the mystery will not be obvious, and solving it may require you to have found a hint or clue elsewhere. Each mystery has a different colored icon, allowing you to quickly determine if you've found the solution simply by checking the icons. **Don't cheat!** Solving the mysteries on your own is one of the most satisfying aspects of the game.

EVENTS



Starting with the third month of your adventure, each time you see a circled letter at the top of a panel, make a note of your current panel and then visit panel **102** to discover which event happens in Your Town. Afterwards, return to the panel you were previously at. You may gain or lose money, population, or various points. However, you can never have a negative value.

OBJECTS

During your adventure, you can pick up any object you see, as long as it's not on someone. Some of these objects will not be of any use, but you won't know for sure. As long as you have space, take whatever isn't nailed down and make a note of it in your **Notes** box. Consequently, if you find an object, you can only pick it up during your first pass through.



If you haven't yet started your adventure and this is your first time playing, now is the time to turn the page and begin (don't worry, you'll return here later to choose a mission objective). Otherwise, choose the objective you wish to attempt to complete. The number of stars indicates the mission's difficulty level. If you succeed, at the end of the game you will multiply your points by the difficulty level of your mission. Once you've chosen your mission, return to 88 to make your first decisions.

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| <input type="checkbox"/> Build at least 5 buildings in Zone D ★ | <input type="checkbox"/> Have a Monthly Income of \$3000 ★★ |
| <input type="checkbox"/> Build 15 different buildings ★ | <input type="checkbox"/> Build at least 2 buildings in each Zone ★★ ★ |
| <input type="checkbox"/> Have a Population of at least 100 ★ | <input type="checkbox"/> Have an Approval rating of 100 ★★ ★★ |
| <input type="checkbox"/> Complete the adventure without cheating ★ | <input type="checkbox"/> Own all Zones ★★ ★★ |
| <input type="checkbox"/> Build a School, a Hospital, a Large Prison, and a Town Hall ★★ ★ | <input type="checkbox"/> Have Monthly Income of \$5000 ★★ ★★ |
| <input type="checkbox"/> Have a Population of at least 150 ★★ ★ | <input type="checkbox"/> Build all the buildings on the Building Registry ★★ ★★ |

If you're a young reader or wish to play a shorter and simpler game, you may ignore the events, you have unlimited bullets, and you start your adventure with \$500 in your Bank Account!