CREATE CITY MANUAL

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1-INTRODUCTION:

Create City is a strategy game on city building and management which takes place in 1700s. The game has many original features such as puzzle missions as well as addictive campaign and beautiful landscape graphics in the background. The game is played from isometric perspective and nice medieval music contributes to the atmosphere.

2- MINIMUM SYSTEM REQUIREMENTS:

Minimum requirements:
Create City requires monitor and video card capable of displaying 800x600 (16 bit colors) to run correctly. Create City will run on almost any computer (tested on as low as P120) but the better your configuration,the more comfortable the playing will be.

Performance:
You may suffer from slowdowns especially when your city gets bigger with many buildings. In that case, turning off the farm animation and sprites (from the preferences menu) will increase the performance.

3-GAME INTERFACE:

View mode:
Default is normal view.By changing this mode you can see whether your residances have access to the public buildings or not.For instance,if you click on C button (indicating church),the view on the map will change;you will see churchs,roads and colors.Blue will indicate residance which has access to a church and red will indicate residance which does not have access to any church.Then you may plan better where to build your next church or residence.

Status:
This window is the summary of your city's parameters.You will need to check these data often while managing your city.

Preferences:
You can adjust game preferences here.Turning off sprites and farm animation will boost the game performance.

Info-Build mode:
In the info mode,if you click on a building in the map you can have detailed information about it.
If build mode is selected,you will place the selected building when you click on the map.

Goals:
The goals for the current mission.

Game menu:
For Saving,loading and leaving game.

4-GAME MODES:

Create City is a strategy game,if you place the buildings without planning, you will soon run out of gold because of maintenance costs.In order to build a big city with a powerful and balanced economy,you have to place the buildings effectively.

Campaign:
In the campaign mode,you will work on the same city until you complete every mission on that part.Therefore,in the first missions of a part, it is essential to plan the city accordingly;if you plan your city for the mission you play,you may pass that mission but you will have problems in the following missions and probably you will have to destroy and re-build some part of your city or play the previous mission again.

Puzzle play:
The missions in the puzzle play may be very difficult at first but keep in mind that there is always a solution;all of the missions in the game are tested many times.Try the mission several times with alternative strategies.If you still can't pass a mission take a look at the walkthrough of the game or ask for help from Create Citygame@yahoo.com

Open play:
In this mode you will not be challenged with goals and you can freely build your city as you like.

5-STRATEGY ELEMENTS:

Population:
There are three ways to increase the population of your settlement:
1)Reduce the tax rate
2)Build more residances
3)Build public buildings
On the contrary,your population will decrease under the conditions:
1)High tax rate
2)No food

Food:
The residances will not evolve if you don't provide food to them,even if you place public buildings nearby.If your food supply is depleted,people will immediately leave your city.
Farms will produce food regularly,but the yield is depended on the fertility of the land.The residances don't need to have access to the farms,they will get food automatically from the city store.

Money:
To increase your income,you can do three things:
1)Increase the tax rate
2)Destroy some public buildings to save maintenance cost
3)Build more residances to collect more taxes

6-BUILDINGS:

Houses:
This is where your citizens live in.

Farms:
Farms produce food for your people.They are the only buildings which do not need to be close to a road.

Public buildings:
These buildings serve to increase your settlement's population.
If there are no access to any public building ,the residance will be a tent with a population of two people.
In case of access to one public building,the population per tent will be four people.
In case of access to two public buildings and enough food in the city,four tents will evolve to one house,population per house will be 24 people.
In case of access to three public buildings and enough food in the city,population per house will be 32 people.
In case of access to four public buildings and enough food in the city,four houses will evolve to one apartment,population per apartment will be 40 people.
In case of access to five public buildings and enough food in the city,population per apartment will be 48 people.
The population densities given are for normal tax rate (15%) ,they will increase or decrease depending on tax rate.

Trees:
You can build two types of trees. They do not affect the gameplay (don’t increase appeal of the houses). They are free to build.

7-TIPS:

-At the beginning, focus on building roads and houses, don't make haste to build farms and public buildings.
-When you place a public building,try to fill all of the effect area with residances to maximize the benefit you get from that building.
-Always examine your income and maintenance level.Be sure that you make profit when you place a public building.For example,if you place a market near only two residances,the increase in the tax revenue will be less than the increase in the maintenance cost.However if you place the marketplace near ten residances,you will get a profit.
-Change tax rates;if you need population,decrease it,if you need money,increase it.
-If you run out of money and increasing taxes don't help,the only way to make money is destroying buildings which have maintenance costs.Keep in mind that destroying process is free.

8- TROUBLESHOOTING

If your screen settings are not restored after you exit the game:
-If your screen resolution is not 800x600 the game will switch to that resolution while starting and then restore it to original value when exiting. In some cases the game may not be able to restore some of your original screen settings; if this is the case, change your resolution manually to 800x600 before launching the game and then restore it again manually after exiting (to change screen resolution manually, right click on desktop-properties-settings).

If the game does not start and gives screen resolution error:
-Be sure your sytem supports 800x600 resolution. Change the resolution manually before launching the game (rightclick on desktop-properties-settings).

If the game gives "file not found" error:
-An essential game file is deleted or modified; uninstall and then reinstall the game to solve this problem.

9-CREDITS:

Game made by:
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and
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