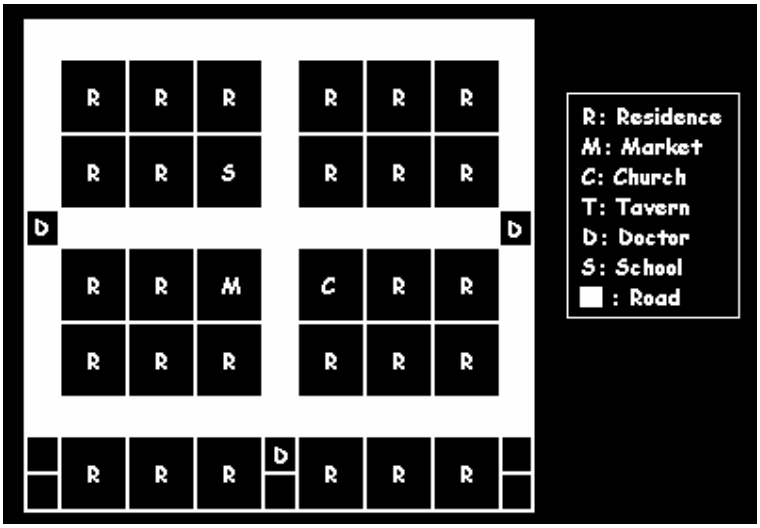
CREATE CITY FULL WALKTHROUGH

WARNING!

PLEASE THINK AGAIN; READING THE SOLUTIONS WILL GREATLY DECREASE THE SATISFACTION YOU GET FROM THE GAME, IT IS STRONGLY RECOMMENDED THAT YOU DO NOT READ THE SOLUTIONS UNLESS YOU ARE REALLY SURE THAT YOU CAN NOT FIND A WAY TO SOLVE A MISSION.

CAMPAIGN MODE:

MISSIONS 1-10 : In order to complete the campaign missions it is essential to build an efficient city. Efficient city is the one which has maximum population and income in minimum map space.Watch the demo game; building a similar city will help you to complete most of the missions,however the best city plan seems to be like:



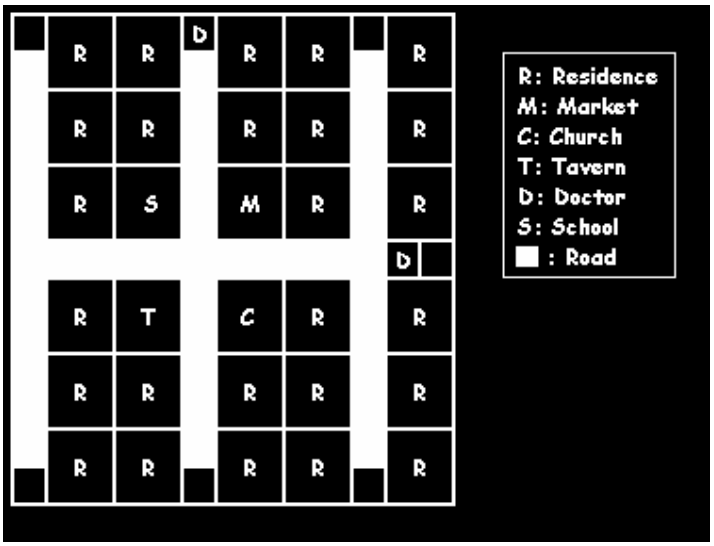
(Farms are not shown,they may be placed anywhere)

This city plan is very efficient and you can complete the campaign with this design.(you can enlarge the city with the same principles if bigger city is needed)

Another useful parameter is the tax rate; change the tax rate frequently, raise it when you need money and decrease it when you need population.

MISSION 11: The last campaign mission is indeed difficult and this is more like a puzzle mission.However you probably noticed that there is no time limit in this mission (which is a great advantage).One of the solutions for the final mission is:

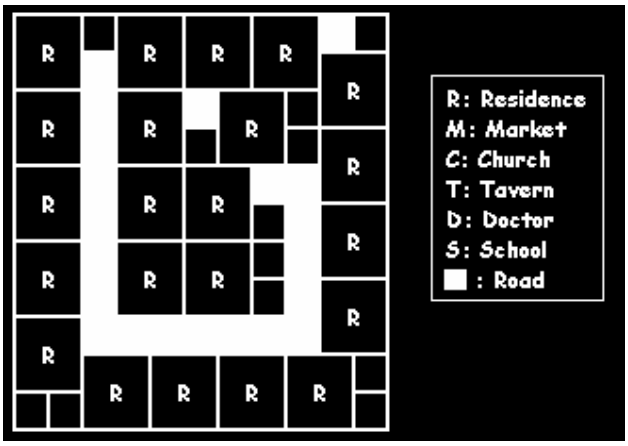
Make a small but efficient city (a city which gives gold and food surplus every month) then leave the game alone and wait for some time.When you have about 2000 food and gold, destroy the city, set the tax rate to zero and build the city as follows:



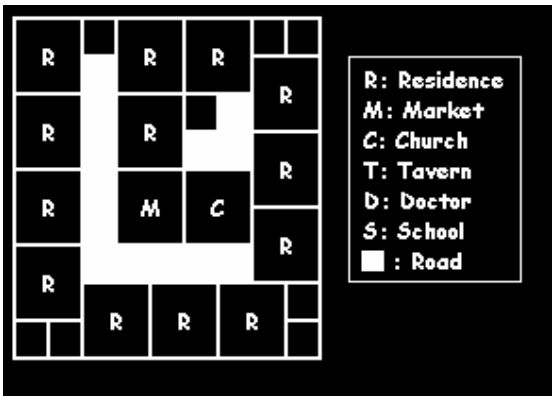
PUZZLE PLAY MODE:

PUZZLE 1:
The only solution is: Build a farm,collect some food,destroy the farm,build three residences and a market,set the tax rate to zero.You will have 62 people in your city.

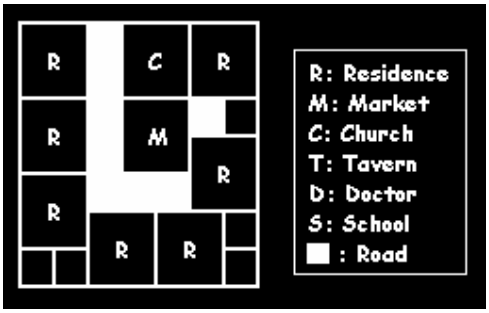
PUZZLE 2:
There are many solutions,one of them is:



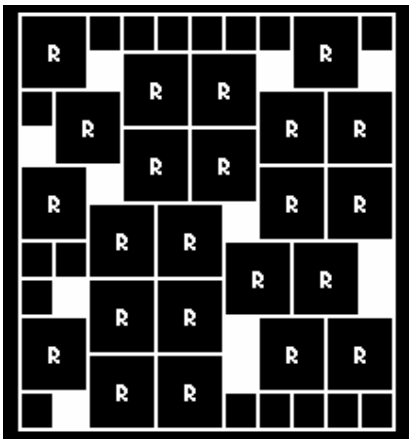
PUZZLE 3:
Set the tax rate to 30% and game speed to slow when the game starts(be quick).Then build the city as follows and set the game speed to fast.



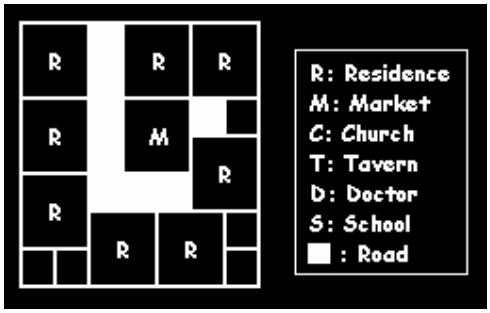
PUZZLE 4:
Build farms,collect some food,destroy the farms,set the tax rate to zero and build the city as follows:



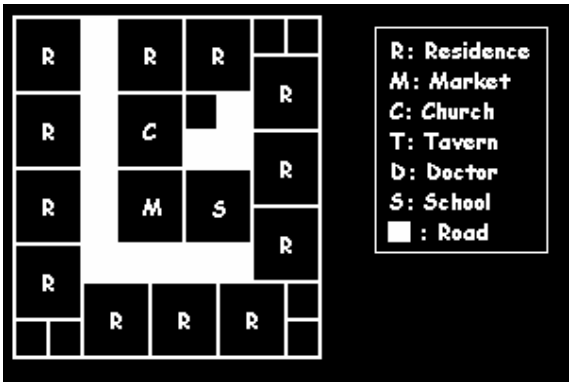
PUZZLE 5:
One of the solutions is:



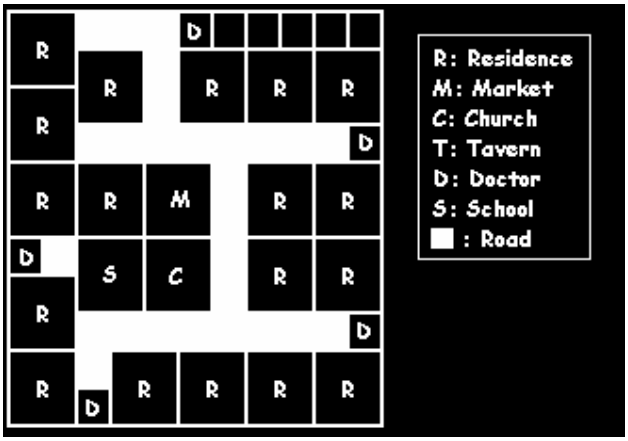
PUZZLE 6:
Set the tax rate to 30% and game speed to slow when the game starts(be quick).Then build the city as follows and set the game speed to fast.



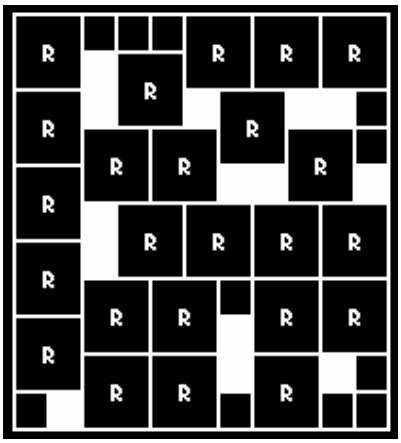
PUZZLE 7:
Build farms,collect some food,destroy the farms,set tax rate=0% and build the city as follows:



PUZZLE 8:
Build farms,collect some food,destroy the farms,set tax rate=0% and build the city as follows:



PUZZLE 9:
One of the solutions is:



PUZZLE 10:
Exactly do the same things described in puzzle 3 but be faster when building, because time is limited and you earn less when building compared to the completed city.