

Guide for TWISTED RIVER COMMUNITY

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Introduction

He appeared from thin air. The villagers weren't prepared. They thought he was just another bad weather cloud. They found out soon that they were partly right: he was bad.

He enjoyed destroying their homes and wrecking the island. But soon a small group of jung, fearless villagers confronted him. That impressed him.

He made a pact with them: Become his followers and build a village off the isle, on the Twisted River it sources. And then do the quests he asks of them.

In exchange he would leave the villagers alive. That was a small price to pay, they started to bore him anyway. He wanted new playthings...

Welcome to Twisted River Community! You are playing a desperate villager who has made a pact with a twisted god. Your task is to build a village and do you god's quests.

System Requirements

This game requires Python 2.5 and the Pygame library to be installed. It uses 2.5 API.

1 Interface

The interface is purely mouse-driven — unfortunately, no keyboard shortcuts are available.



The game map is in the center. It displays the terrain, buildings, people (colored or white circles) and resources (colored diamonds). Left-clicking will select the person (if any), building (if any) or tile, in that order. Middle-clicking will skip the person selection. Right-clicking will unselect.

Above it is the resource overview. It shows how many of every type of resource exist on the map — this includes the wilderness, buildings and the people's inventory.

Below the map is the log panel. Here events and instructions are recorded.

On the top-right, there are the menu-button, which pauses the game and shows the menu, and the objectives-button, which prints the current objectives into the log panel.

Below these is the details-panel. It shows details about what is currently selected, or an overview over all persons in the village, if nothing is selected.

Finally, the buttons on the bottom-right let you build buildings on the map.

2 Gameplay

The game simulates a village, starting with 4 inhabitants. You can get more people by building enough houses. Your people have desires: They need to eat, sleep and socialize.

Food is provided by farms, your people can sleep anywhere, but strongly prefer having a bed in a house and they will socialize with anyone near them, but a plaza will help them gather.

To build those buildings, you need various resources. Wood and stone area provided by sawmills and quarries. Quarries can also produce marble, provided there is some on the map. You cannot tear down buildings — your god doesn't want any competition in the "Destruction" domain — so place them carefully! If you misplace, you can still fire everyone and put the building out of operation, however.

Buildings allow your villagers to take jobs, e.g. a farm employs two farmers. Their attributes — body, mind and spirit — determine how skillful they are. Their skill and their happiness determine their actual work performance.

Having all needs fulfilled will make a person more happy, while having unfilled desires will make them more unhappy. Eating and sleeping in a house also provide a happiness boost, as does drinking wine. Being fired or evicted causes unhappiness.

Your villagers a bit twisted. When they are thinking about going somewhere, they will stand around until they have the complete path in their heads — if their mind attribute is low or their destination is far way, that might take a few seconds. They usually won't go the optimal path, either, especially low-minded villagers might decide to swim through the river and climb the mountain instead of using the roads and bridges.

That means your village will run smoother when the paths are short — e.g. the house and workplace are near each other, the plaza is centrally located, the food isn't on the other side of the map... You can use storage buildings to ensure the resources are close to where they are needed.

3 Reference

3.1 Resources

	Name	Terrain	Building	Use
	Coal	Mountain	Mine or Oven	Making iron.
	Grapes	Grass	Vineyard	Making wine.
	Iron	—	Furnace	Building temples.
	Marble	Marble	Quarry	Building schools and temples.
	Ore	Mountain	Mine	Making iron.
	Sapphire	Mountain	Mine	Mysterious.
	Stone	Rock	Quarry	Various buildings.
	Wheat	Grass	Farm	Food.
	Wine	—	Winery	Drink.
	Wood	Forest	Sawmill	Various buildings.

3.2 Buildings

Name	Terrain	Size	Cost	Jobs	Use
Bridge	River	1	5 W	None	Get across water quickly.
Road	Any but river	1	1 S	None	Get across land quickly.
Plaza	Grass	3	10 S	Philosopher (1)	Let people socialize more easily.
Storage	Grass	3	3 W, 7 S	Collector (2)	Get resources where they are needed.
House	Grass	2	4 W	None	Provide people with a place to rest.
School	Grass	2	4 W, 4 S, 10 M	Teacher (1), Student (3)	Spread attributes.
Temple	Grass	5	49 S, 21 M, 7 I	Priest (5)	Reduce your god's anger.
Mirror	Waterfall	1	1 Sapphire	Seer (1)	Sit there and look mysterious.
Farm	Grass	3	4 W, 2 S	Farmer (2)	Produces Wheat.
Sawmill	Forest	2	2 W	Lumberjack (1)	Produces Wood.
Quarry	Rock, Marble	2	10 W	Mason (1)	Produces Stone and Marble.
Mine	Mountain	1	20 W, 5 S	Miner (1)	Produces Coal, Ore and Sapphires.
Vineyard	Grass	2	7 W	Vinter (2)	Produces Grapes.
Winery	Grass	2	10 W, 15 S	Vinter (1)	Produces Wine from Grapes.
Oven	Grass	2	25 S	Charcoaller (1)	Produces Coal from Wood.
Furnace	Grass	2	10 W, 15 S	Smelter (1)	Produces Iron from Coal and Ore.

3.3 Jobs

Name	Attributes	Workplace	Description
Builder	Body, Mind	Construction Site	Builds buildings.
Charcoaller	Body	Oven	Creates coal from wood.
Collector	Mind, Body	Storage	Fetches resources.
Farmer	Body, Mind	Farm	Creates wheat.
Lumberjack	Body	Sawmill	Creates wood.
Mason	Body	Quarry	Creates stone and marble.
Miner	Body	Mine	Create ore, coal and sapphires.
Philosopher	Spirit, Mind	Plaza	Influences conversation values.
Priest	Spirit	Temple	Calms the god.
Seer	Spirit	Mirror	Does mysterious things.
Smelter	Body	Furnace	Creates iron from coal and ore.
Student	Special	School	Learns attributes.
Teacher	Mind, Spirit	School	Teaches attributes.
Villager	None	None	Does nothing.
Vinter	Mind, Body	Vineyard, Winery	Creates grapes and wine from grapes.