

basecase the
resources to make
the company sunne,
find off the attack

+

(scale the number of
participants
the strategy
elements to fit
shape your comp-

+

Get full special
messengers to
process things
through
the strategy
(special messen-

ger the game
overview loop

week passes by

Handle choices for
shortlife events
(processing the shortlife)
- parallel resources

+

Delegate tasks for
this game week
(dealing with people to achieve
who goes to build, who
watches over the camp,
who works where)
+ special resources
+ citizens
+ shops

+

Handle choices for
midlife events
(resolving disputes, building
sead structures,
counting special resources)

Debriefed loop
for "Week Ahead"
(second - to - second)

AVAILAble
resources:
(main currency)
scrapes (building blocks) ← left, you will the large buildings now
citizens (workers) ← they won't buildings now for staff
arms (securiy resource) ← securiy measure
food (food/resource) ← food measure
telc (special building resources) ← special buildings