



City of Rauma -game guide

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About the game

In 'City of Rauma' the player works as a city designer. The goal is to build as large a city as possible while keeping the inhabitants satisfied. In the game you build residential housing and different public services and recreational services. In addition, the player may build 'special buildings' in his city. These buildings become available as the city grows.

The game is free to play. User may choose English or Finnish as the game-play language. The game works both in Windows and Mac OS X operating systems. The game requires a monitor resolution of at least 1024x768 pixels and free hard disk space of about 15 megabytes.

More information and updates available at: www.raumagame.com

How to get started

A new game is started by clicking on the "New game" button on the main window. The gameplay window will show up.

The first thing to do is to place the town hall on the gameplay area. The pointer shows the area the building requires. Find a spot you like and click the mouse button. You can not build over water, trees or other objects already built.

In the beginning it is most reasonable to build residential housing. Public services and recreational services are expensive and shouldn't be built too early in the game. It's best to make sure you always have residential houses in your city because without inhabitants you won't receive tax money and your cash will run out fast.

First you need to build plots for the buildings. Choose the house icon and on the gameplay area click on a zone you like on. By keeping the mouse button down and dragging the mouse you can create large plots. **Once you have made the plots, make a road next to them. Residential houses can't be built unless there is a road nearby!**

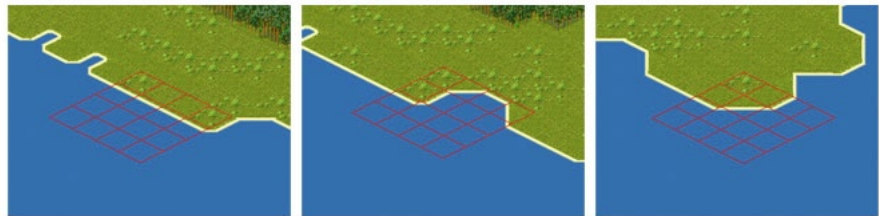
Once your city begins to grow, the contentment of the inhabitants will start to drop. At that point it's necessary to build public services and recreational services. **The cheapest way to keep the inhabitants satisfied is to plant trees!**



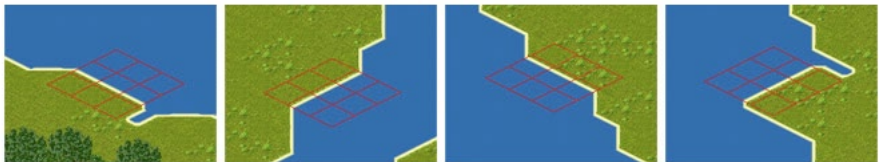
Tips for playing

- **Remember to save the game every now and then!** There might be errors in the game that cause any unsaved changes to be lost.
- Large areas of residential plots (house, apartment building, Old Rauma) can be made by clicking down the mouse button and dragging the mouse. This also applies when making long straight roads.
- Keep an eye on the contentment percent on the bottom of the gameplay window. If the rate goes below 30%, people will start to move out of the city! Recreational services will help to this problem most sufficiently.
- You can change the game settings by clicking on the "Options" button in the main screen. In the options window you can choose, eg. game speed. You can choose the game language by clicking on the flags in the upper right corner of the main screen or in the options window.
- To build a terminal or a marina, you will need to find a certain type of location. Here are few examples of where they can be built:

Terminals



Marinas



- Roads can be build accross a straight river that has the width of one zone. Here are few examples of places where bridges can be built:



Gameplay window

There are five functional areas in the gameplay window. Below you can see a short description of each area.



Grid



Simple view

1) The tools meant for navigation can be found in the upper left corner of the window. You can move around in the game area by clicking on the map. You can click down the grid button to show a baseline grid on the gameplay area. There is also a button to turn on a simple view mode in the game play, which is useful when building objects behind trees and tall buildings.

You can also see a detailed map of the game area. This map will also show trees and any objects you may have built.

2) On the middle left you can see the buttons required for building different kinds of buildings. A detailed description of each button can be found on the next page.

3) The options for saving or loading the game can be found on the bottom left corner of the window. This is where the exit game button is also located.

4) On the bottom middle you can see your city statistics. Above you can see the population and contentment rate. Below you can see the amount of cash available.

5) You can see advisor's comments on the bottom right corner of the window. The advisor tells you what is happening in the game and gives some tips.



Description of icons



Houses. With this tool you can make plots for residential houses. Buildings can be between 1x1 to 3x2 zones. Price 10/zone.



Old Rauma buildings. With this tool you can make plots for valuable Old Rauma buildings. Buildings are the size of 2x2 zones. Inhabitants are most happy with these houses. Price 30/zone.



Apartment buildings. With this tool you can make plots for apartment buildings. Buildings can be between 2x2 to 3x2 zones. Price 50/zone.



Roads. With this tool you can make roads. Plots must always have a road-connection. You can build a bridge over the narrow straight, one zone wide rivers. Price 5/zone.



Info. With this tool you can see information about any object on the game area. Free.



Special buildings. With this tool you can build the available special buildings on the game area. As your city grows, more of these buildings will become available. Only one of each building can be built. Free.



Empty zone. With this tool you can empty one specific zone. Price 2/zone.



Destroy area. With this tool you can destroy a small area. Clears out many zones at once, but usually causes fires. Free.



School. With this tool you can build a school. Raises the contentment of the inhabitants. Price 400.



Fire station. With this tool you can build a fire station. Raises the contentment of the inhabitants and helps to put out fires. Price 500.



Hospital. With this tool you can build a hospital. Raises the contentment and safety of the inhabitants. Price 500.



Police station. With this tool you can build a police station. Raises the contentment and safety of the inhabitants. Price 500.



Forest. With this tool you can plant trees. Raises the contentment of the inhabitants. Price 5/zone.



Soccer stadium. With this tool you can build a soccer stadium. Raises the contentment of the inhabitants. Price 250.



Swimming hall. With this tool you can build a swimming hall. Raises the contentment of the inhabitants. Price 600.



Ice hockey arena. With this tool you can build an ice hockey arena. Raises the contentment of the inhabitants. Price 700.



Library. With this tool you can build a library. Raises the contentment of the inhabitants. Price 800.



Park. With this tool you can build a park. Raises the contentment of the inhabitants. Price 200.



Marina. With this tool you can build a marina. Raises the contentment of the inhabitants. Marina requires a solid land in one side and clear water on the opposite side (see page 2). Price 300.



Outdoor swimming pool. With this tool you can build an outdoor swimming pool. Raises the contentment of the inhabitants. Price 300.



Papermill. With this tool you can build a papermill. Raises tax incomes and prevents forests from spreading. Extra income when using the 'empty zone' tool on forests. Price 600.



Nuclear power plant. With this tool you can build a nuclear power plant. Raises tax incomes. Price 1100.



Terminals. With this tool you can build different types of ports. The port requires a solid land in the upper left corner and a clear water on the bottom (see page 2). Raises tax incomes. Price 500-600.