

Fractured City Planning: Priority list

By Morgan Reed

Right now you should have nothing but a blueprint for town hall. Build it. The ruins surrounding you right now are one-time stone quarries ready to be used. Mine them all and put them into town hall, and into your wagons if there is any left over.

Here is the Priority Order for which buildings you should build first. I will give my reasonings for these choices. Furnishing placement will be discussed at a later chapter.

Buildings	1
Recapped priority order:	4
Final words and contact info:	4

Buildings

1. The Tavern.

The Tavern is the beating heart of the city, and is the rest stop for most players. Without it, players would not be able to recover from fatigue or change their presets. Place this right next to the Town Hall.

2. Dirt Roads:

To help plan your city place dirt roads in the beginning and over time replace them with paved roads at the end. Do this after you have scouted out the entire area. Be careful as once a building plot is placed next to the road, the road itself cannot be deleted.

3. Carpenters Workshop

This place is important as it contains the wood shed. Though building cities often do not use that much wood compared to stone, having a stockpile is

important for future expansion. Its workbenches can create better wooden weapons such as clubs, quarterstaves, and better shields. Its location is not that important. Placing it right next to the town hall is a mistake. Instead place it off to the side towards which direction you are expanding in. It synergizes with the magic shop and blacksmith with carpenters being able to create magic staves and wooden handles for metal weapons , so place with those locations in mind. Make sure in an area that you will put Tannery, Blacksmiths, Magic shop and call it the workshop area.

4. Farmland/Packaging Station.

At the beginning food does not seem that important compared to the blacksmith or magic shop. However those that underestimate the value of food end up trading precious ores and resources just to keep their cities fed. Planting this a day late could lead to debt and losses you could not recuperate. I recommend placing this in a direction OPPOSITE to where you are expanding and place many farming plots. It's better to be overfed than starving. The packaging station should be where the farmland ends and in the direction of town hall, as harvesting and packaging your food products takes a long time and requires a slow wagon/handcart to deposit your food in town hall. If you expand your farmland in another location place a packaging station also in that new location to save time. Farmland is said(?) to be more fertile the closer it is the water so placing it near a river or sea is a great idea. Placing it also where the ground is yellow or rocky could also decrease fertility, also according to rumours.

5. Tannery

Tanneries are important as both the Carpenters and Blacksmiths products usually require some leather. Once cured, hides turn into leather in the tanning tubs, which can be used to make better light armour for rogues and archers. It also can have a weaving station, which is used to craft better mage clothes. Leather right now can take up to 16 to hours to cure, so making this soon as possible would be great because by the time you finish the

blacksmith you will have leather to use. Just remember to properly place the 10 tanning tubs, which will be discussed at a later section.

6. Blacksmith

For cities that have ores or coal, this priority may be higher than those who want to smelt as soon as possible (i.e. precious metal cities). Blacksmiths require a lot of stone to build and furnish. The blacksmith alone costs around 100 stone to create. 24 stone is needed to make a normal smelter, and many players create 4 of them, nearly doubling the stone cost. It synergizes with the carpenter. I would recommend placing 2 of these right next to each other, as one blacksmith can't meet the demand for metal in most active cities.

6. Magic shop

This place comes pretty low on the priority list as it does nothing to directly help the city, it does not have timers attached to making materials, and it mostly helps a subset of players. It synergizes well with the carpenter so place it near there.

Trading posts:

Place a trading post to sell any excess resources you may have, and get the ones that are in shortage. Advertise in the discord or global chat if you feel that business is slow. Make sure to fill it up with gold. Depending on the city it may be very important, or not important at all.

7. Player housing

Personal housing at this point is mostly decorative. The only thing they have that the city does not is a milling stone, and most players eat meat anyways. They also serve as ways for the city to get gold, because the governor can set prices on how much a player has to spend to claim a housing plot in a city. Private houses can serve as another way to trade items between players by having a public chest.

8. Paved Roads

Replace those dirt roads you placed earlier with paved ones.

Recapped priority order:

Town Hall

Tavern

Dirt roads for city planning

Carpenters Workshop (workshop area)

Farmland and packaging station (near water and outskirts of town)

Trading posts(may be higher or lower depending on the city)

Tannery (in the workshop area.)

2x Blacksmiths (in the workshop area)

Magic shop

Player housing

Stone roads

Final words and contact info:

Thank you for reading my guide. If you have any feedback or criticism please contact me on discord. My ID is Morgan Reed#3155. DM me if you want to join my city also :). This is Morgan Reed of Coal City, wishing you luck on your future governorship.