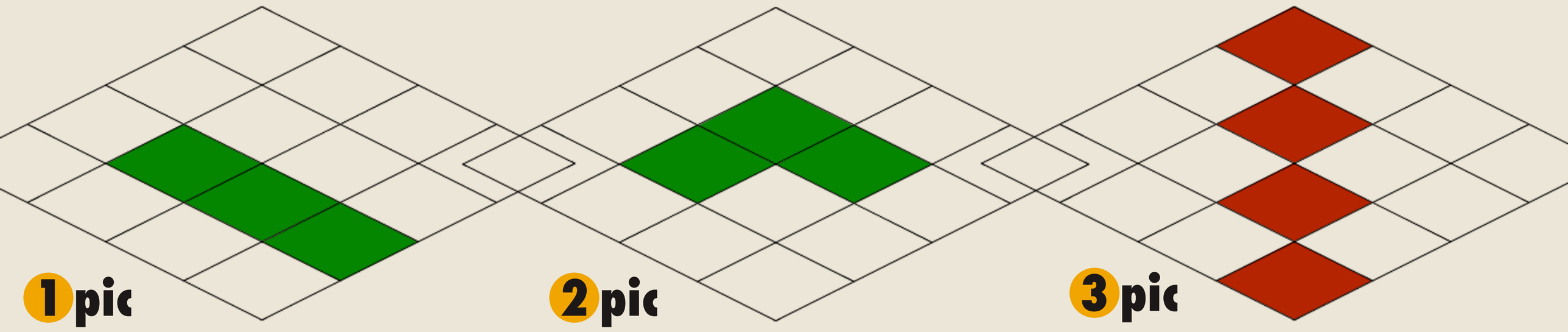
FIRST STEPS

MATCHING



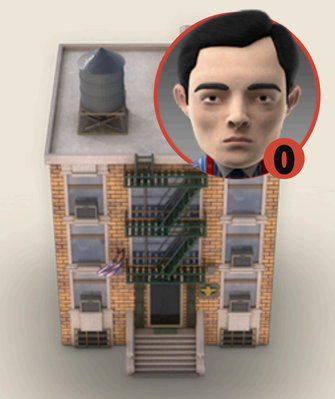
YOU MATCH THE SAME CHARACTERS AND OBJECTS
BY PLACING THREE OR MORE OF THEM ON THE GAME FIELED
AS IT'S SHOWN ON *pic1* AND *pic2*

BUT CHARACTERS AND OBJECTS **CAN NOT BE MATCHED**
IF PLACED LIKE IT'S SHOWN ON *pic3*

BASICS



EACH TIME YOU MAKE A MOVE TURN COUNTERS
ON EVERY BUILDING **DECREASE.**
WHEN YOU SEE 0 IT MEANS THAT THE CHARACTER
WILL BE **EXPELLED AND APPEAR AT A RANDOM PLACE.**





AT THE TOP RIGHT OF THE SCREEN YOU CAN HOW
MUCH MONEY YOU GAIN IN THIS VERY TASK AND
HOW MUCH TURNS YOU HAVE TO FINISH THE TASK.
YOU FAIL WHEN HAVE NO MORE TURNS.

MATCHING THE RIGHT CHARACTERS IN THE RIGHT WAY WILL PROVIDE YOU WITH MONEY AND STAMPS.
IF YOU HAVE ENOUGH STAMPS AND MONEY YOU CAN ENHANCE THE CURRENT CHAIN OF CHARACTERS.

E.G. 3 OF THE POLITICS GRADUATE BECOME A COUNCILLOR. 3 COUNCILLORS - A MAYOR AND
3 MAYOR - A GOVERNOR. MAX LEVEL IN THIS CHAIN GIVES YOU A BUILDING PERMIT WHICH TURNS
INTO THE OPTION TO BUILD A NEW BUILDING.

A BUILDING CAN SPAWN DIRECTLY HIGHER LEVELS OF YOUR CHARACTERS LIKE MAYORS OR SALESMAN.
THE BUILDING HAVE A COUNTDOWN AT WHICH THEY HAVE TO BE PLACED OR BECOME AN UNWANTED
ELEMENT LIKE RIOTERS OR PROTESTORS. THESE CAN ONLY BE REMOVED BY BUILDING POLICE BUILDINGS
WHICH SPAWN COPS, SWATS ETC (ONE FOR EACH TYPE OF UNWANTED ELEMENT).