

The background of the cover is a detailed illustration of a medieval village. In the foreground, a wooden windmill with a tall tower and two large sails stands on a dirt path. The village consists of numerous wooden houses with steeply pitched roofs, some with stone accents. The houses are built on a hillside, and there are green trees and fields of crops like corn scattered throughout. The sky is a pale, hazy blue.

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About the game

Patron is a survival city builder with a unique social dynamics system. Gather and produce resources, build your fledgling village into a prosperous city, and navigate the intricate social tensions before they reach boiling point.

Patron New World builds upon the foundations laid out by the staples of the survival city builder genre like Banished and enhances the experience with a large research tree and, more importantly, with introducing intricate social dynamics into the game, and the genre in general. Happiness, the standard *numeric* feature of all such games, in the case of Patron is a mechanic, a gameplay system in its own right.

Each individual citizen in the town has his or her own needs, desires and issues troubling him or making him happy. Depends on how the citizen views the town's policies regarding the issues. Some citizens are more concerned with immigration, while others are more aggravated by tax-related issues. If the citizen's view on the subject is *in line* with what the town government (YOU, the player) is doing, he'll be happy. Works the other way around as well of course.

Patron starts off similarly to other games in the genre, but then veers off exploring social intricacies and what it means to truly *run a society and not just a city filled with automatons*.

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Quick start guide

For those of you who, like most of us at Overseer when we get our hands on a new game, are impatient to get the game rolling, we've assembled a summarized *Quick start guide* to ease you into the game and explain the basic concepts. Once you cross that line, you'll have no trouble grasping the *more advanced* concepts of the gameplay. This short guide follows the in-game guided tutorial, with a few additional tidbits added into the mix. To make it simple to follow, we're providing the guide as numbered steps.

1. Moving around the map is of course a necessity. You can do this using the *WSAD* keyboard buttons or by holding the *right mouse button* and dragging the mouse. And finally, you can move the cursor to any *edge of the screen* to move the camera in that direction. If this last bit goes on your nerves, you can turn this off in the options menu.



2. To zoom the camera in and out, use the mouse wheel.



3. To rotate the camera, use *QE* on the keyboard or press and hold the *mouse wheel* and drag the mouse.



4. To interact with objects in the game world, click on them with the *left mouse button*.



5. In the very beginning of the game, your Citizens are in desperate need of housing. Citizens who have a place to live in are happier and pay taxes. Taxes are your primary income of *Coins*. Only one family can occupy a single house and if they have more room and are at least content in your town, they will have children. A good step in the beginning is to build several Tents to provide basic housing.

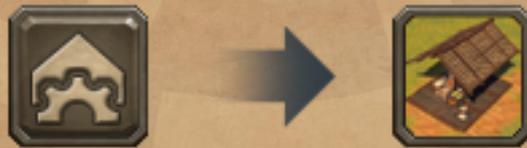
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6. Nothing in Patron is free. While things don't necessarily cost Coins, they do require some other resource. **Lumber** is one of the fundamental construction resources. The fastest way to acquire Lumber is to chop down the trees that are already there on the map. **Mark some trees** for gathering. Your Workers will cut them down and carry the Lumber to your stockpile.



7. It is also important to note that nothing in Patron is *instantaneous*. Everything takes time to carry out. Resources can only be used after they arrive at your stockpile, your warehouses, and depots. Overly long transport routes can cause serious problems. Build Depots (and later warehouses) to create new resource drop-off and pickup locations. Besides the aforementioned bonus, depots and warehouses also increase the overall stockpile maximum size. Resources that exceed this limit will rot away and you will lose them.



8. Among the basic needs of your Citizens, Food is likely the **number one priority**. Gathering berries and various other wild fruit is the most inexpensive way of *producing food*. We suggest you build a Gatherer's shelter as soon as possible. Keep in mind that this form of food production severely depends on the weather, season and local flora.



9. Almost all buildings require Citizens to operate them. In the above case, the Gatherer's shelter requires Gatherers to go out and forage for food. To do this, you should assign Workers to the profession. You can do this either through the *info panel of the Gatherer's shelter*, or if you prefer to look at the big picture, through the *Jobs board*. You can only assign workers to a profession if you have any free Workers. But be careful! The most "basic" of professions, the **Worker** is perhaps the most important one. Your city cannot function if you don't have enough Workers. They are the backbone of your entire economy and construction.



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10. And so, we come to production chains. Patron is all about *production chains* which means transporting resources between various buildings is essential. This work is done by Workers and Carriers, the latter being specialized in such tasks so they do them faster. To make it even easier for them, place roads and connect your buildings. It is not required, but it will make their work faster and make your city look nicer which is always a plus.



11. Winter will come, as it always does. Remember that your Citizens need to *keep warm* or they will get sick and eventually die. Your Citizens use Firewood and/or Coal for this purpose. Make sure you have a good supply of either of the resources. If there is Coal available, your Citizens will use that, otherwise they'll *revert* to using Firewood. Build a Sawmill to create Firewood from Lumber. Secure a nice stockpile of Lumber so they don't run out of it and don't forget to assign Woodcutters!



12. Great! Your Citizens are warm and have food on their table. Well... some food at least. Let's *fix* that a bit. Having enough food is great, but for your Citizens to be healthy and happy, they need more variety in their diet. Let's give them some meat. Build a Hunting lodge and assign a worker to the Hunter profession. He'll get working right away, but don't forget that hunters use Lumber and Iron to create traps and arrows! They can't hunt without those. Lumber you already know how to obtain. Later you'll build Forester huts to create a steady flow of Lumber. But what about Iron? Let's check that out in step 13.



13. One way to obtain Iron is to gather Iron from exposed metal deposits, like chopping down trees for Lumber. You can find them on the map and mark them for gathering. The same

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can be done for Stone deposits. The other, more sustainable way, which you'll get to sooner or later is to build Iron mines in ore-rich areas, which brings us to point 14...

14. When you take care of the basic necessities, you'll want to expand, grow and advance. Take a look at the various research projects that you can undertake on the Research panel, opened via the button on the top right of the screen. Research costs resources and takes time, but it is well worth it. Before you can build the Iron mine, for example, you'll have to research it first. The research panel offers a wealth of new buildings, passive bonuses and another key element of Patron: *Social policies*. Social policies are a more advanced topic, so we won't delve into it in this quick start guide. We advise to *get your feet wet first* and then check out the more advanced gameplay concepts.



15. As noted, before, everything in Patron takes time. And at times, especially if you're *the master of organization*, it will seem like there's not much for you to do. To make it possible to *jump ahead a bit*, you can use the time controls to speed up, slow down or pause the passage of time, at your discretion.



16. A key element in growing a sustainable city is to plan in advance and to use whatever info you have. One such fundamental tool can be accessed through the HUD buttons in the top right. One of the options there is to cycle through several overlay view modes. More precisely, you can see where you can find good soil fertility for your farms and orchards or ore-rich ground where to best place ore mines. And lastly, there's the "grid" overlay which clearly shows where you can construct buildings etc.



17. We're at the end of the quick start guide. The basics learned here give you all the tools you need to kickstart your quaint little community. Take care of your Citizens and your town will prosper. Ignore their pleas and you can expect trouble. Good luck, Patron!

Maps

The different maps available in Patron can roughly be divided into two categories: standard and challenge. All building and other gameplay options are available on all maps, but the challenge maps come with some form of penalty or a challenge to overcome like very limited fertile soil or ore etc. It is best to start off your Patron journey with one of the first 6 maps and then, once you're comfortable with all the gameplay *tools*, try your luck and test your skills on the challenge maps.

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Volcano



A dormant volcano dominates the area with many fertile islands and their rugged coastlines.

Mediterranean



Peaceful, almost Mediterranean looking island with a lot of fertile soil, scarred with bays and coves, is surely a place your people will be proud to call home.

Pineridge



Named after thick pine forest that sprawls through the area, Pineridge also boasts tame grasslands excellent for future agriculture.

Twin Islands



Almost the same in size, the Twin Islands are rich in all accounts, soil fertility, forests, ore - abundant. It is truly a wonder no one has claimed the area already.

The Summit



A northern island with fertile soil and grand pine forests, abundant with rivers that spring up from the great mountain looming over the land.

Reef



The Reef, a Caribbean gem with jungle forest converging the land and soil so fertile almost anything will grow.

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Islands of Plenty



Abundant in resources and with a temperate climate, "Islands of Plenty" rightfully made their name.

Oasis



The central oasis dominates the area and breathes life into an overall harsh environment.

The Delta



The Delta might be just the land you are looking for. Riverbanks flood the soil with ever needed water while mountain ridges show promise of abundant stone and iron ore.

Highlands



Although looking tame, the Highlands can be a hard land to survive in. Covered with thick forest and with cold climate, animal hunting and fishing might be your main food source.

Fjords of Iron



The rugged northern land is obviously not something your farmers will love, but enormous quantities of stone and iron ore might change their mind.

Archipelago



The Archipelago filled with many small palm-covered islands will undoubtedly look like a heaven on earth if you manage to maintain production in this overall resources-scarce area.

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Northpeak



The Grasslands with fish-abundant central lakes that cut through ore-rich mountain range should just make up for low soil fertility in the area.

Resources

There are two basic types of resources in Patron: *natural* and *produced*.

Natural resources

Natural resources can be gathered directly in the game world. These are resources like Lumber, Herbs, Stone and Iron. You don't need any special building to collect these, but keep in mind that these are of very limited amount, and you should only rely on them in the early stages of the game. A lot of these can in later stages be grown on fields and in orchards or dug from the ground using mines.

Produced resources

Every other resource has to be either produced or purchased via traders (Docks). While the natural resources take care of the necessities of your citizens, you'll need to construct and organize efficient production chains to make your city grow and advance.

Apples



Beans



Beef



Beer



Beetroot



Blackberries



Bread



Bricks



Cabbage



Candles



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Carrots



Cherries



Chestnuts



Chicken



Cider



Clay



Clothes



Coal



Combs



Corn



Crabs



Decorations



Eggs



Fine garments



Firewood



Fish



Flour



Furniture



Garlic



Grapes



Hazelnuts



Herbs



Honey



Iron



Jewelry



Leather



Leeks



Lettuce



Lumber



Milk



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Mushrooms



Mutton



Oats



Onions



Peach



Pears



Peppers



Plums



Pork



Potatoes



Pottery



Pumpkin



Roots



Squash



Stones



Strawberries



Tobacco



Tomatoes



Tools



Venison



Walnuts



Wax



Wheat



Wine



Wool



Citizens

Aging citizens

Your citizens are born, come of age, grow old and eventually die. It is the natural course of life, and you must take this into account when planning your town and society.

Children do not work. They do not contribute to production other than occasionally gathering some wild fruit, but it is always better to educate them in schools so once they do join your town's workforce, they will be more effective.

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The adult citizens are your workforce. They construct all the buildings, carry, and collect resources and operate all the buildings. The *adult* segment of the population could be the most important.

Citizen classes

As your town grows and becomes more prosperous, some of your citizens will also *move up the social ladder*. Better jobs will provide them with greater income and more opportunities. It will also bring new desires and interests. Do not take these changes lightly. If your citizens' needs or desires are not met, **they will not be happy**. Providing higher quality resources and luxury items is just one variable though. Each citizen has a number of *social issues on his mind*. See *Social Dynamics* section for more info.

CLASS	INFO
Peasant	Almost all of your citizens start off as Peasants, doing the basic jobs like gathering herbs, fishing, chopping down trees for lumber, hunting, mining etc..
Laborer	Once you get agriculture going, planting fields and orchards, you'll start noticing Laborers in your town.
Merchant	Much like in many real societies, Merchants tend to appear when the town's production and citizens' income gets high enough. High-end merchandise and luxury goods as well as more expensive construction materials like bricks, is what Merchants like and want.
Gentry	Gentry, the unofficial nobility, the financial royals. These guys want <i>only the best stuff</i> : fine garments, jewelry, entertainment...

For a city to prosper, a diverse population is essential. Keep this in mind when doing any planning or expanding the town.

Construction

Patron New World is in essence a city builder game, so construction is naturally paramount. The buttons in the lower right of the HUD provide everything you need to *build away* or to demolish what buildings you want to remove.



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Buildings

There are a lot of buildings that you can construct in Patron and they are divided into several categories to make it easier to find in the construction options of the HUD.

Housing buildings

Shelter



Provides temporary housing for your citizens. They will get unhappy if they can't move to a proper house in a timely manner. Citizens will not have children while living in shelters.

Tent



Provides basic housing. Citizens will get unhappy if they can't move to a proper house in a timely manner. Citizens will not have children while living in tents.

House



Provides housing for your Citizens. Can be upgraded to a Stone house.

Stone house



Provides housing for your Citizens. Has lesser heating costs than a standard House. Can be upgraded to a Two-story house.

Two story house



Provides housing for your Citizens. Has lesser heating costs than a Standard House and more room than a Stone house.

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Town buildings

Healer's house



Ensures the health and wellbeing of your Citizens. Uses quite a lot of Herbs.

Docks



Enables trading with merchant ships periodically passing through the region.

Harbor



An upgraded version of the Docks that can accommodate larger ships.

Inn



Increases Happiness in the area

Market



Sells goods to your settlers and provides the city coffers with a cut

School



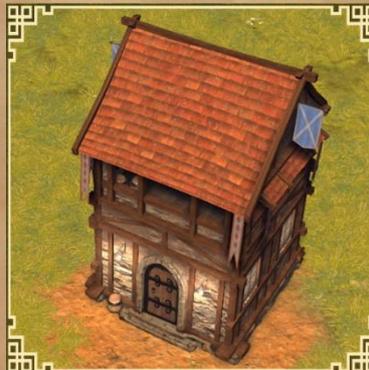
Allows the training and education of children

Well



Increases Health and reduces the chance of a raging fire

Guard tower



Ensures safety within its radius

Church



Increases Happiness and reduces the impact of negative events

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Cathedral



An upgraded version of the Church. Increases Happiness and reduces the impact of negative events.

Peasants Guildhouse



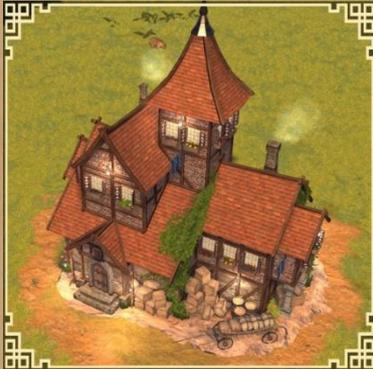
A place for Peasants to gather and discuss their issues. A little bit of Coins is gained for each member.

Laborers Guildhouse



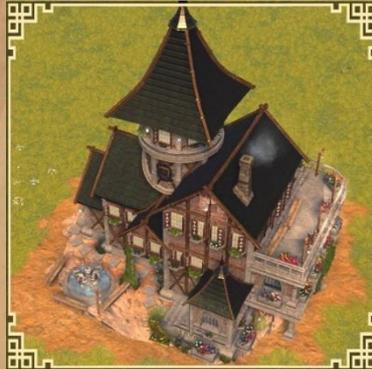
A place for Laborers to gather and discuss their issues. A little bit of Coins is gained for each member.

Merchants Guildhouse



A place for Merchants to gather and discuss their issues. A little bit of Coins is gained for each member.

Gentry Guildhouse



A place for the Gentry to gather and discuss their issues. A little bit of Coins is gained for each member.

Patron's Mansion



Your very own seat of power and a testament to your governing genius.

Production buildings

Apiary



Bakery



Brickworks



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Produces Wax and Honey

Candle shop



Produces Candles from Wax

Coal mine



Produces Coal

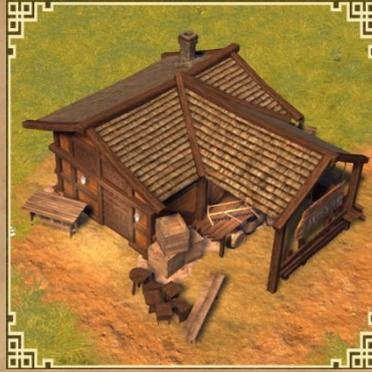
Fisherman's hut



Produces Fish and Crab

Produces Bread from flour

Carpenter



Produces Furniture

Depot



Provides a limited amount of storage space for your resources and a drop-off point for your carriers. Has less space than a Warehouse.

Forester's hut



Plants and cuts down trees to produce Lumber

Produces Bricks from Clay

Clay pit



Produces raw Clay

Distillery



Produces Liquor

Gatherer's shelter



Gathers various wild fruit and other produce

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Gold mine



Produces Gold ore, which can be minted into Coins

Herbalist's hut



Gathers herbs and increases Health

Hunting lodge



Produces Venison and Leather

Iron mine



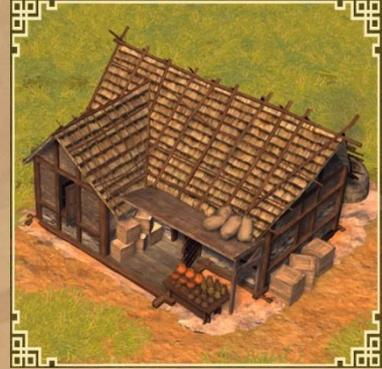
Produces raw Iron

Jewelry store



Jewelry store

Pottery workshop



Produces Pottery from Clay

Quarry



Produces Stone

Sawmill



Produces Firewood from Lumber

Tailor's shop



Produces Fine garments

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Toolsmith



Produces Tools

Warehouse



Provides a limited amount of storage space for your resources, produced, or collected, as well as a drop-off point for your carriers.

Windmill



Produces Flour from Wheat

Clothes shop



Produces Clothes, as a basic Peasant luxury.

Mint



Produces Coins from Gold

Job types

There are a lot of different jobs your Citizens can do in your town, mostly in production. You have direct control over what and when your Citizens do through the Jobs board. In fact, *shuffling* your Citizens through different jobs can mean the difference between a successful society and a slum.

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PROFESSION	INFO
Worker	General worker. Does all sorts of menial jobs like carrying resources around, although slower than Carriers. It is important to have general Workers in your workforce, otherwise your production might come to a halt.
Carrier	Carriers are specialist workers, dedicated to carrying resources around the town, to and from the warehouses and production buildings. Carriers do NOT construct buildings.
Woodcutter	Woodcutters produce Firewood in Sawmills.
Gatherer	Gatherers gather wild fruit and other produce that grow freely in the woods and on the plains. Gatherers work in the Gatherer's hut. This produce is essential, especially in the early stages to have enough food for all your citizens, but in later stages as well, to provide enough food variety.
Quarryman	Quarrymen work in stone quarries and produce Stone.
Miner	Miners work in Coal, Iron and Gold mines.
Farmer	Farmers grow crops on fields, tend to orchards and herd animals on ranches.
Hunter	Hunters hunt wild animals to produce venison and leather, both essential in the early stages of the game.
Fisherman	Fishermen, as the name implies, do fishing and produce fish and crab meat.
Forester	Foresters both plant and chop down trees in the area around Forester's huts.
Herbalist	Herbalists gather herbs and provide some initial health services to your Citizens. Your Citizens use Herbs to treat light afflictions.
Toolsmith	Toolsmiths, operating from the Toolsmith building, use Iron and Coal to produce Tools, used by numerous other buildings, both in construction and production.
Innkeeper	A good Inn can only function if there is a capable Innkeeper running it.
Tailor	Tailors create clothes from Leather in the early stages of the game. Later, the same profession serves in the Tailor's shop to create luxury Fine garments for the Gentry.
Baker	Bakers bake bread. Simple. The key ingredient is Flour.

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Miller	Millers break down Wheat into Flour in the confines of the Windmill.
Trader	Traders work in Markets, a great source of Gold coins income, as well as in Docks and Harbors.
Teacher	Teachers work in Schools to educate children in becoming more efficient adults.
Healer	Healers provide advanced health services to your Citizens. They operate from the Healer's house.
Cleric	Clerics tend to spiritual questions from their Churches.
Jeweler	Jewelers create shiny, but expensive jewelry.
Potter	Potters produce Pottery from Clay.
Candle maker	It is basically the Middle Ages. There is no electricity yet, no electric light bulbs. So, they use a whole lot of Candles.
Distiller	Distillers produce tasty Liquor.
Guard	Security and safety are important. The Guardhouse employs Guards.
Carpenter	Carpenters craft wooden furniture, a basic luxury, and Decoration.
Mint worker	Mint workers melt Gold ore and create Coins in Mints.
Brickmaker	Brickmakers create Bricks in Brick works, used in the construction of more advanced buildings

Beautification

Once all your Citizens' basic needs are met, they will want more. That's not inherently a bad thing. Everybody wants to grow and advance and move up in their lives. The different beautification structures and objects are one of the most basic ways to let your Citizens know that the town is doing well, and things are going nicely. It brings a smile to their faces, at least for a little bit.

Here are some examples of the beautifications you can construct in your city:

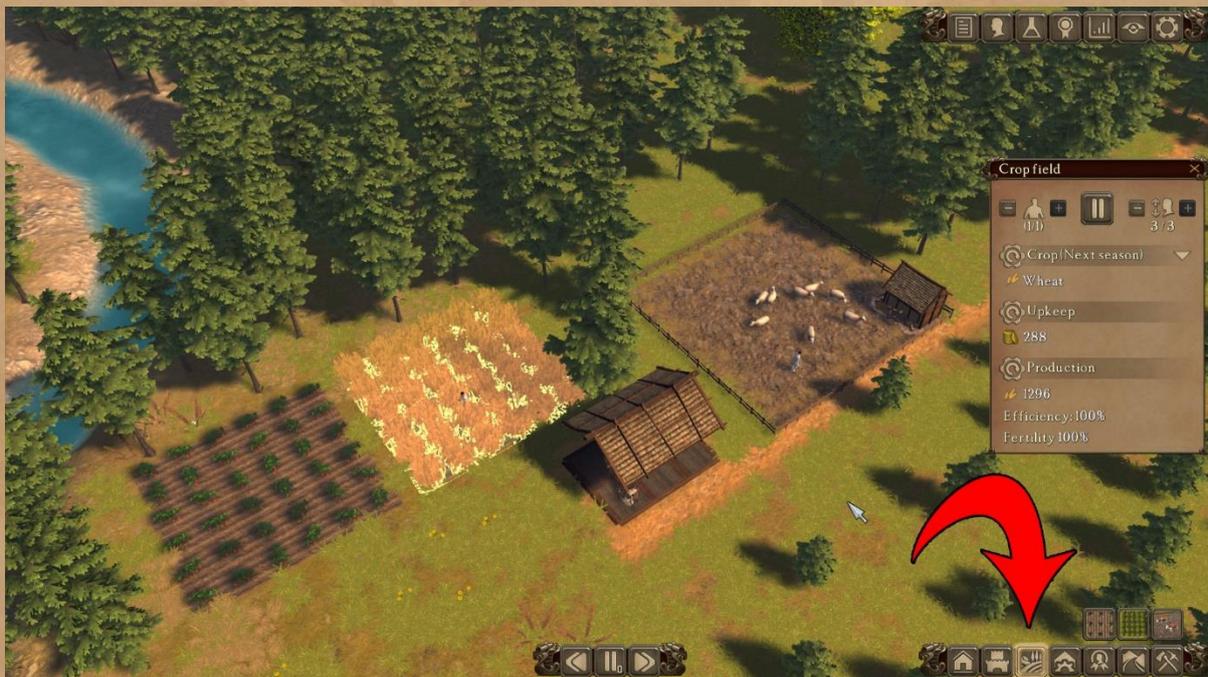


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Fields, Orchards and Ranches

Unlike production buildings that have a fixed size, fields are *marked areas* where you instruct the Farmers *what* exactly to plant. Different crops bring different yields, some are more resistant to erratic weather, others not so much. It is also important to keep in mind that *crop rotation is* a thing. Keeping the same crop on the same field will deteriorate how much produce you get in return each year. Change what crop is planted periodically to *let the soil recover*.



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Orchards function in the exact same manner as fields, while Ranches are a little bit different. Ranches require livestock to *function*. You can purchase new domesticated animals or give your ranch animals time to breed. Both are valid.



Roads & bridges

While your Citizens don't *need* roads to move around, if you want them to really be efficient, you will plan and place a good road *grid*. It makes their trips a whole lot easier, and faster.



Bridges on the other hand are a *must-have* if you want to enable your Citizens to cross over rivers. They can't fly.

Roads and bridges are constructed instantaneously.

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Warehouse & stockpile

Keeping and improving production chains, making sure you never run out of a resource is naturally of the utmost importance, but it's not always possible to organize everything to work without a hitch. This is where your stockpile comes into play. Warehouses and depots, besides increasing your stockpile space (inventory) also serve as points where your carriers and workers can drop off produced or collected resources and from where they can pick up what is needed elsewhere. Make sure to create an efficient and sustainable coverage of all your production and housing buildings. If your warehouses and depots are spread too thin, your Citizens will need to travel farther to get what they need, thus reducing efficiency.



The other benefit of warehouses, as noted above, is increased stockpile space, meaning you can store more resources. This makes it possible to withstand longer periods of a resource scarcity,

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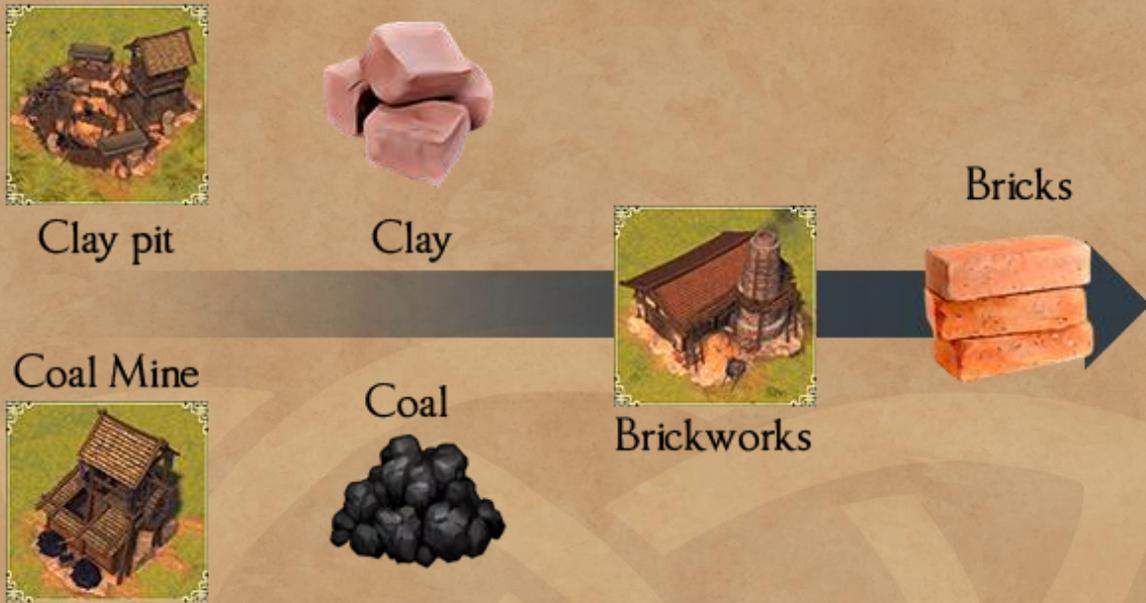
but also to go into *grand construction projects*. For example, if you have enough construction materials stored (Lumber, Stone, Bricks, Iron, Tools...), you can build many structures in a short period of time. Another good example is food. Food *income* is not constant. Fields can't grow crops during the winter, fishing efficiency is lower during droughts etc. You should always have enough food in storage for such situations. *Plan ahead!*

Production chains

Production chains and their optimization are a staple of the city-builder genre. Patron has this in ample supply. Here are some examples.



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Trade

Once your city, your society, is running smoothly, or at least relatively so, build the Docks. This opens the great world of trading. Periodically, merchant ships will arrive to your town to sell and buy goods. It's a great way to earn gold Coins, but also to *plug a hole* in your production chains and citizen needs. Bear in mind though that ships have a limited amount of goods they can carry.



Social dynamics

The citizens in Patron aren't mindless automatons. They have their own wishes, needs and issues that cause them grief and unhappiness. Be mindful of this since if it gets out of control, you'll

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have a riot on your hands and before you know it, your beautiful city will be burning left and right.



Social issues

Unlike in similar games, meeting the citizens' *material* needs are just one cog in the machine. As the town progresses, different social issues will arise that will need your watchful eye.

Health

It is only natural that your Citizens want to be healthy and have a long, fruitful life. Keeping them healthy, investing in the appropriate infrastructure and social policies will enable this. There are of course some things you have no control over. Sudden disease outbreaks cannot be completely prevented, but a good health system can go a long way in preventing needless deaths.

Safety

Everybody wants to feel safe, especially in their own home. Placing Guardhouses and employing enough Guards helps with this a lot, but depending on other factors, you could run into riots and looters running through your fair city.

Immigration

You're all immigrants, that's a given. You've arrived here on a ship and claimed these lands as your own. But that doesn't mean all your Citizens will welcome more destitute immigrants with open arms. It could actually make them quite, quite angry. Others will be more inclined to the idea though. As usual, it can be a truly polarizing issue.

Loyalty

Some of your Citizens are *in love of the King and the Monarchy*. Not all though, but actions that go directly against the King's orders and wishes will anger the former and appease the latter. You'll have to balance the issue with finesse.

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Religion

There's nothing like *good 'ol religion* to stir up a conversation or two. Your Citizens are spiritual creatures, at least some of them. Others... not so much. Those who *are* will appreciate you building churches and focusing on the matters of spirit. The other *side* will find it problematic.

Education

Who wouldn't want their kids to get properly educated and *move up the social ladder*? Well, perhaps those at the top of the ladder, or those who benefit from an uneducated *mob*... who knows. It's definitely an issue to consider carefully.

Basic goods

As noted above, material needs shouldn't be neglected. Simply put, people want *stuff*. Even basic *stuff* like food and construction materials. They use those every day. It's no wonder they find it important.

Luxury goods

Once the basic needs are fulfilled, your Citizens will look for more luxurious *things*. *The finer things in life* as some call it. In Patron, they're simply called luxuries like quality furniture, warm clothes and fine garments, jewelry and fine liquor.

Taxes

There are only two things you cannot escape: death and taxes. Taxes truly are inescapable, but you're the Patron and you still have a lot of maneuvering room with tax decrees to both *balance the budget* and to *keep the people happy*... or at least content.

Happiness

All of the above, summed up, constitute general *Happiness*. When your people are happy, they work well. When they're not, they'll go so far as to cause problems and even riot. Some social policies and buildings have an impact on this general happiness directly.

Enacting social policies

Before you can enact social policies, you have to research them, which is covered in more detail in the RESEARCH section. Enacting policies is done through the Town center panel. Click on the town center to open the panel where you can see all active policies and what their effects on the town are. Your *global* social agenda consists of individual social policies. Click on an empty slot to add a new policy or click on a filled slot to change an active policy with a new one. The new effect on the city is displayed in the *Details* tab. When you're pleased with the setup, click the *Enact policy* button to put the new social agenda in effect.

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Bear in mind that enacting policies is not entirely free-of-charge. While it doesn't cost Coins to enact a policy, it does cost *Influence*.

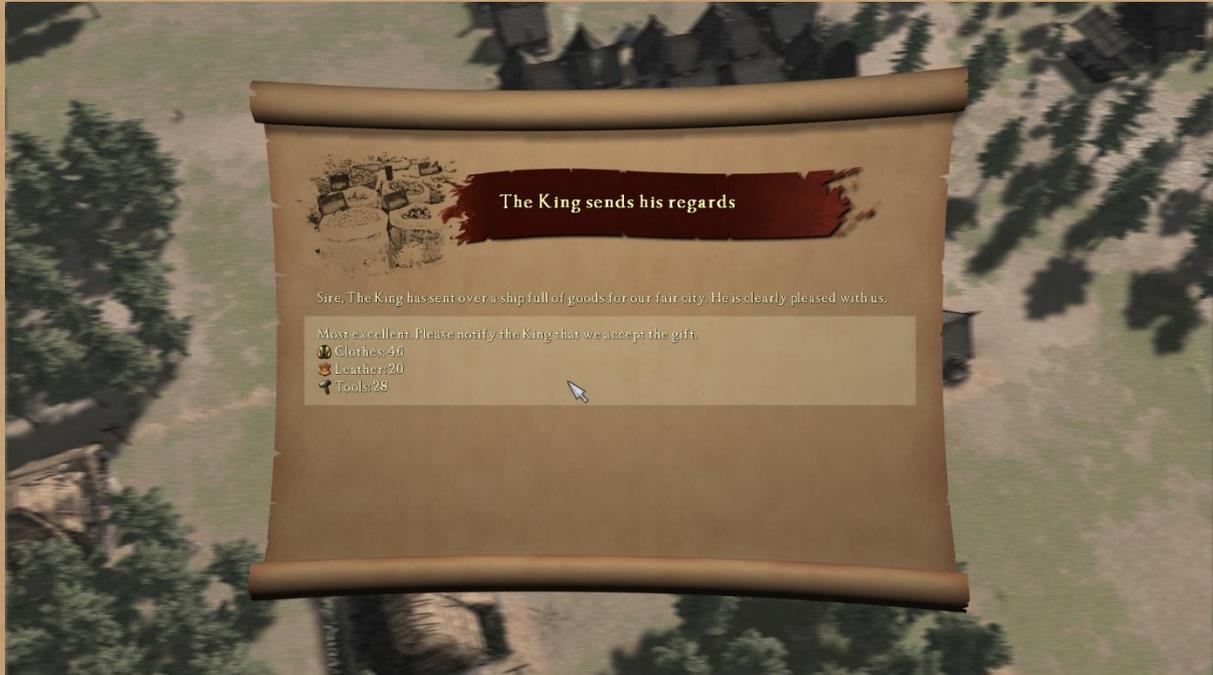


Another key aspect of the social policies segment is that, although enacting doesn't come with resource cost, active policies DO come with a cost. Policies are an investment. You have to pay Coins from your treasury to sustain your social agenda. If you run out of Coins, social policies start getting *suspended* automatically. Make sure you have enough income to sustain a policy for the duration you intend it. Otherwise your carefully designed plans might break down quite swiftly.

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Events

The world outside of your quaint colony is big. A lot is happening and some of that can *spill over* into your little world. These things manifest as *events* that you can usually respond to in at least two ways. What you decide to do will have an impact on your Citizens. Some decisions more than others too as some of these events can stir up quite a fuss and cause social tensions in your population.



There are also events that occur locally, in your town, like a massive fire, or a great crop season etc. Anything can happen.

Research

Patron sports an extensive research tree, riddled with various building unlocks, passive bonuses and social policies. Researching it all will take time and resources, but the investment is well worth.

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Town center upgrades

The central building in your town, in the beginning called the Townhouse, can be upgraded through the research tree. Researching the upgrade automatically upgrades the building to the next level, unlocking more bonuses and options.

Gathering hall

750 Coins, 30 Lumber, 30 Stone
15 days

Council hall

3000 Coins, 300 Lumber, 150 Stone
35 days

Townhall

2000 Coins, 150 Lumber, 100 Stone
25 days

Royal hall

4000 Coins, 500 Stone, 150 Tools
40 days

Construction unlocks

Some basic buildings can be constructed from the very start, but to really advance your population and build a thriving city, you'll need to invest in research to unlock more advanced buildings and production options.

Quarry

300 Coins, 5 Lumber
8 days

Mine

200 Coins, 5 Lumber
7 days

Small statue

150 Coins, 3 Stone

Decorative hedge

100 Coins, 3 Lumber
5 days

Small park

300 Coins, 5 Lumber, 10 herbs
6 days

Small pond

300 Coins, 10 Stone

Fisherman's hut

200 Coins, 10 Lumber
7 days

Toolsmith

300 Coins, 10 Lumber, 10 Stone
9 days

Small fountain

150 Coins, 3 Stone

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6 days

Clothes' shop

500 Coins, 10 Lumber, 10 Iron
10 days

Field crop I

500 gold

10 days

Chicken ranch

550 Coins, 20 Lumber

10 days

Well

1000 Coins, 30 Stone

15 days

Medium pond

1150 Coins, 50 Stone

8 days

Medium statue

1150 Coins, 60 Stone

8 days

Orchard seeds II

1700 Coins, 80 Lumber

18 days

Stone house

2250 Coins, 100 Stone, 25 Tools
22 days

Windmill

2350 Coins, 120 Lumber, 40 Iron
25 days

School

2500 Coins, 200 Lumber, 30 Tools
30 days

Jewelry store

3300 Coins, 250 Lumber, 100 Stone

8 days

Clay pit

550 Coins, 10 Lumber

12 days

Pottery workshop

600 Coins, 15 Lumber, 10 Stone
12 days

Apiary

800 Coins, 20 Lumber, 15 Iron
15 days

Pig ranch

1200 Coins, 40 Lumber, 30 Iron
15 days

Carpenter

1400 Coins, 50 Lumber, 30 Tools
18 days

Market

1500 Coins, 75 Lumber, 50 Stone
20 days

Decorative trees

2000 Coins,

9 days

Candle shop

2300 Coins, 120 Lumber, 30 Tools
23 days

Bakery

2400 Coins, 150 Stone, 50 Tools
31 days

Inn

3100 Coins, 300 Lumber, 50 Tools
30 days

Tailor shop

3300 Coins, 250 Lumber, 80 Tools

6 days

Stone road

400 Coins, 5 Stone

10 days

Field crop II

650 Coins

10 days

Depot

1000 Coins, 30 stone, 20 Iron

18 days

Medium fountain

1000 Coins, 30 Stone

9 days

Gazebo

1100 Coins, 40 Lumber, 20 Stone
8 days

Orchard seeds I

1500 Coins, 60 Lumber

15 days

Medium park

2150 Coins, 100 Lumber, 50 Stone
9 days

Brickworks

2300 Coins, 120 Lumber, 30 Tools
23 days

Distillery

2500 Coins, 200 Iron, 65 Tools
30 days

Guardhouse

3000 Coins, 150 Lumber

30 days

Cow ranch

3100 gold, 200 Lumber, 50 Tools

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32 days

Two story house
3250 Coins, 300 Lumber,
100 Stone
30 days

Large fountain
3100 Coins, 150 Stone
11 days

Church
3500 Coins, 400 Stone, 50
Tools
35 days

Healer's house
3850 Coins, 200 Lumber,
100 Tools
33 days

Large pond
3600 Coins, 250 Lumber
11 days

Orchard seeds III
4150 Coins, 200 Lumber
36 days

32 days

Large statue
3000 Coins, 150 Stone

11 days

Merchants' guildhouse
3450 Coins
30 days

Quay
3500 Coins, 200 Lumber,
100 Stone
15 days

Mint
3100 Coins, 300 Lumber, 50
Tools
30 days

Garden
3700 Coins, 150 Lumber, 100
Herbs
11 days

Laborers' guildhouse
4400 Coins
37 days

Patron's mansion
10000 Coins, 500 Lumber,
500 Stone
50 days

20 days

Gentry guildhouse
3450 Coins

30 days

Plaza
3100 Coins, 300 Stone
10 days

Peasants' guildhouse
3750 Coins

35 days

Field crop III
3650 Coins

25 days

Large park
4100 Coins, 250 Lumber, 150
Stone
12 days

Field crop IV
4350 Coins
30 days

Global bonuses

Along the building unlocks noted above, the research tree also provides a series of various upgrades that offer global bonuses, applied on your entire town from the moment they are researched. Check them out and invest in the research!

Cleared path

Increase Herbalist's hut efficiency if near a Forrester's hut.
300 Coins
7 days

Tracking prey

Increases Hunting lodge efficiency if near a Forrester's hut.
450 Coins
10 days

Quarry pool

Increase the maximum amount of stone that can be extracted from quarries.
450 Coins
10 days

Deep mine

Increase the maximum amount of raw ore that can be extracted from mines.
300 Coins
8 days

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Ice fishing

Increase Fisherman's hut efficiency during the Winter.
350 Coins
9 days

Pottery apprentice

Pottery workshop workers learn the ropes faster.
650 Coins
15 days

No-waste approach

Increase Carpenter production if adjacent to another Carpenter.
1300 Coins
20 days

Market availability

Increase Happiness of Laborers living near a Market.
1800 Coins
28 days

Maximize potential

Increase Windmill production if near a Wheat field.
2200 Coins
31 days

Optimized distilling

Increase Distillery production if adjacent to an Orchard.
2500 Coins
30 days

Loitering tax

Inn produces 0.1 Coins for every adult settler living in the Inn's radius.
3150 Coins
35 days

Fine garments

Increase Happiness of the Gentry living near a Tailor shop.
3250 Coins
32 days

Good times

Increase Happiness of Merchants living near an Inn.
3500 Coins
35 days

The little things

Increase Peasant general happiness in the Clothes' shop radius.
500 Coins
13 days

Cooperation

Increase Ranch production if near a Field.
750 Coins
18 days

Market radius

Increase the effective radius of Markets.
1750 Coins
24 days

Pollination

Increase Orchard production if near an Apiary.
1650 Coins
25 days

Optimized route

Increase Candle shop production if near an Apiary.
2300 Coins
31 days

Neighborhood school

Increase School efficiency by 1% for each house in the vicinity.
2550 Coins
30 days

High society

Increase Happiness of the Gentry living near a Jewelry store.
3400 Coins
32 days

Religious zeal

Increase Church effect if it overlaps with another Church.
3550 Coins
33 days

The healer's route

Increase Healer's house efficiency if adjacent to a Herbalist's hut.
3700 Coins
34 days

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Natural immigration

Increase immigration for every Church and School in your town.

4350 Coins

37 days

Social policies

As noted in the *Social dynamics* section, your Citizens will react to what you do differently, depending on their view of some key social issues. Your most direct *lever* to influence social issues in your city is the enactment of Social policies. Keep in mind that, much like in the real world, treating one group as your favorite, will inevitably cause another group to become aggravated. Your best tactics is to navigate that *fine middle line*. Before you can enact a social policy, you have to research it first.

One other important thing to consider is that social policies always come with actual costs, mostly in Coins.

Construction goods

Enacting the policy increases the production of resources used in building construction.

200 Coins

7 days

Essential budgeting

Enacting the policy reduces upkeep of essential production buildings.

500 Coins

11 days

Essential goods

Enacting the policy increases the production of essential goods.

500 Coins

13 days

Research drafting

Enacting the policy reduces the time it takes to conduct research.

1500 Coins

25 days

Duties

Enacting the policy increases taxation on Merchants.

1400 Coins

20 days

Trade customs

Enacting the policy reduces the Royal Trade tax.

1750 Coins

22 days

Food production

The Food Production policy increases the efficiency of all food production facilities.

300 Coins

8 days

Immigration incentive

Spend coin to urge immigrants to travel from the old world and join your town.

600 Coins

14 days

Basic budgeting

Enacting the policy reduces upkeep of basic production buildings.

750 Coins

15 days

Tariff

Enacting the policy increases taxation on Peasants and Laborers.

1300 Coins

15 days

Market toll

Enacting the policy increases income from Markets.

1900 Coins

28 days

Housing contribution

Enacting the policy grants Coin income for every House.

2400 Coins

25 days

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Basic goods

Enacting the policy increases the production of basic goods.

2100 Coins

28 days

Education focus

Enacting the policy funnels more resources into education.

2650 Coins

25 days

Luxury budgeting

Enacting the policy reduces upkeep of luxury production buildings.

2800 Coins

25 days

Tax cut

Enacting the policy reduces taxation on Peasants and Laborers.

3200 Coins

30 days

Garrison

Enacting the policy increases the effectiveness of Guardhouses.

3300 Coins

25 days

Property dues

Enacting the policy grants Coin income for every Stone house.

3400 gold, 30 days

30 days

Wealth rebate

Enacting the policy reduces taxation on Merchants and the Gentry.

3500 Coins

30 days

School budget cuts

Enacting the policy reduces the effect and upkeep of Schools.

3750 Coins

28 days

Luxury goods

Enacting the policy increases the production of luxury goods.

4500 Coins

30 days

Advanced budgeting

Enacting the policy reduces upkeep of advanced production buildings.

2600 Coins

28 days

Food restrictions

Enacting the policy restricts food rations for all of your citizens.

2700 Coins

25 days

Tribute

Enacting the policy increases taxation on the Gentry.

2800 Coins

28 days

Secular society

Enacting the policy reduces the effect and the upkeep of Churches.

3250 Coins

30 days

Luxury tribute

Enacting the policy grants Coin income for every Two-story house.

3400 Coins

30 days

Natality

Enacting the policy increases the birthrate in your town.

3500 gold, 35 days

35 days

Church & State

Enacting the policy increases the effect of Churches.

3650 Coins

30 days

4400 gold, 28 days

Enacting the policy increases the production of advanced goods.

4400 Coins

28 days

Town celebrations

Enacting the policy increases overall Happiness of your townsfolk, at a hefty cost.

4500 Coins

30 days

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Tips & tricks

- In the beginning, focus on getting your essential production in order: food, firewood or coal, construction materials and housing.
- Social issues and *tensions* will gradually *ramp up*, as your Citizens become a more diverse group.
- Do not neglect researching bonuses and social policies. Unlocking new and more advanced buildings is important but try to stick to a balanced approach.
- Your stockpile is *global*. Don't worry about a single warehouse or depot going out of storage space. Watch your global inventory space and equally important: optimize the placement of your depots and warehouses, so your Citizens don't have far to travel.
- Your people will not be happy or healthy eating *only* meat, or *only* fish, or *only* vegetables. Keep your food storage diverse. At least give them options.
- Remember that a single housing unit (tent, house, stone house, two story house) can only be occupied by a SINGLE family! It may seem like you have enough room for new residents, but new family will want a house of their own.

Modding Patron

Modding is an integral part of Patron, for those who are interested of course. The game is as open as possible to change, tweak and add new things, with some limitations. Not everything is possible at this time, but we plan to work on the modding part quite a bit more after the game is released. One of the things we will work on is naturally the modding documentation.

Useful links

- Game homepage: www.patronnewworld.com
- Steam store page: <https://store.steampowered.com/app/1538570/Patron/>
- YouTube channel: <https://www.youtube.com/watch?v=KNasvRahKS8>
- Facebook: <https://www.facebook.com/Patron-the-Game-100603162159148>
- Twitter: <https://twitter.com/patronthegame>
- Discord: <https://discord.com/invite/PzRCuFyns7>
- Instagram: <https://www.instagram.com/patronthegame/>

About Overseer Games

Overseer Games is a young game studio from central Europe. A handful of eager, passionate developers came together in early 2017 and decided to start making virtual worlds for everyone to enjoy! Our goal – make awesome, creative games to allow gamers a lengthy, deep experience that we can be proud of in the years to come.

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