

THE LONG REIGN



The Book of the Realm

AN INTRODUCTION AND GUIDE



THE CARAVAN



At first there was no town, no hall and no name on any map. There were only two wagons, three young couples with two children between them, and a rider who carried the standard.

At dawn the road ran out, and the land lay open before them: a river, the dark edge of a forest, grass that no plough had ever touched. The wagons held all they owned. A few days of bread, a little timber, canvas for tents. No stone. No gold.



Where they stopped was theirs to choose, and it would decide everything after. Near water there would be fish. Near the trees, firewood when the snow came. They chose, drew the wagons up side by side, and that evening lit a fire where a hall would one day stand.

So began a long reign. Children would be born in that camp and grow old in the town that rose around it. The rider would pass the standard to other hands. And every year, the seasons would decide what was on the table.

CONTENTS



The same chapters as the Book of the Realm inside the game. The first is open; the others are coming soon.

I	FIRST STEPS	 OPEN
II	YOUR PEOPLE	 <i>Coming soon</i>
III	THE YEAR	 <i>Coming soon</i>
IV	FOOD ALL YEAR	 <i>Coming soon</i>
V	BUILDING	 <i>Coming soon</i>
VI	KNOWLEDGE	 <i>Coming soon</i>
VII	THE COUNCIL	 <i>Coming soon</i>
VIII	LAWS	 <i>Coming soon</i>
IX	ORDER	 <i>Coming soon</i>
X	THE LEADER	 <i>Coming soon</i>
XI	VILLAGES AND NATIONS	 <i>Coming soon</i>
XII	NIGHTS	 <i>Coming soon</i>
XIII	HEALTH	 <i>Coming soon</i>
XIV	WAR	 <i>Coming soon</i>
XV	CONTROLS	 <i>Coming soon</i>

FIRST STEPS

Your realm begins as a caravan on the road. Found a camp, make it stand on its own feet, then raise a Town Hall.

1.1 THE CARAVAN



FIG. 1 *The caravan on the move, one wagon selected.*

You arrive with two wagons, six settlers in three couples, two children and a rider on horseback: your leader, who carries the realm's standard.

Select the wagons and the people like any other unit, and send them where you want them to go.

The wagons carry everything you own: rations for a few days, a little more when winter is near, and 50 wood, or 80 near winter. There is no stone and no gold. Everything else your people must win from the land. Each world arrives on its own date, shown at the top of the screen, so your first winter may be near or far.

Keep the leader close to the work. Inside the golden ring around the leader, people work 15% faster and strike 10% harder. With nothing selected, the Leader button finds them.

1.2 CHOOSING A HOME

Select a wagon and choose *Found settlement*. As you move over the land, a panel in the corner reads it for you: fresh water, open land, woods, stone, gold and any neighbours within the ring.



FIG. 2 *Choosing the spot: the outline of the camp, its fire, tents and wagons.*

Look for water, for fish; woods, for firewood and timber; and berry bushes close by. When the place is right, click to found: the wagons drive there and park.

There is no rush. Every load your people gather is carried to the nearest store, and building sites are supplied from it too, so a store far from the work means long walks. A good place saves many of them later.

Near water, a fishing hut on the shore can later give the camp food of its own.

1.3 THE WAGON CAMP AND TENTS



FIG. 3 *The Wagon Camp: wagons parked, the fire lit, the first stakes going in.*

The parked wagons become the Wagon Camp: your first store, where every resource is brought. A settler lights the campfire where the Town Hall will one day stand.

While you live in the camp, homes are Tents: 20 wood each, room for one family. Settlers pitch them in a minute or so, stakes, frame, canvas and ropes, and each family moves into its own.

People sleep in tents first and then in the camp; anyone without a bed sleeps cold. And two single adults marry only when a tent stands free.

1.4 GETTING BY



FIG. 4 *Picking berries by hand, the camp behind.*

Everything is scarce at first, and your people gather by hand, slowly. Berries, fish and game feed the camp; wood builds it. Each grown-up eats 2 food a day, at three meals, and a child 1.

Hover the food counter at the top to see how long the store will last. After 0.3 days without food people go hungry and work 30% slower; days of hunger make them ill.

Berries ripen from June to the end of November, and the bushes near home run out. Fish show as rings on the water near the shore: send villagers, children too, and they fish from the bank, four fish to a load. Deer run from anyone who comes close; boar stand their ground and charge, so send two hunters. A kill leaves a carcass to butcher, and its meat spoils.

1.5 RAISING THE TOWN HALL

Before a Town Hall, the camp must stand on its own feet. It needs five tents, shelter for every family; a lumber camp; and food of its own: a field, a fishing hut or a chicken coop. Select the camp to see what is still missing.



FIG. 5 *The Town Hall going up: walls and scaffolding, then the rafters.*

Then choose *Raise the Town Hall*, for about 275 wood and 100 stone. The wagons brought no stone: it must come from the land. The hall is a big work, built piece by piece, so put a crew on it. When it stands, its hearth takes over from the campfire and proper houses can go up.

Raiders leave the camp alone until its hall stands, at least 20 and at most 80 minutes of play after you found it, and for 10 minutes more after that. Then keep an eye on the night.

With the hall standing, the work of a realm begins: families to house, fields to sow and a first winter to prepare for. The chapters that follow take each in turn, and the Book of the Realm inside the game holds them all.

TIP

A GOOD FIRST PLAN

1. Found near water and woods.
2. Send most settlers to berries or fishing, two to wood.
3. Pitch more tents and build a lumber camp.
4. Get food of your own: a field, a fishing hut or a chicken coop.
5. Raise the Town Hall with a crew.
6. Before winter, put food and firewood in store.



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