

Quick Start Manual of “Infinite Construction”

1. Hot key R

Because there are a lot of buildings to be built in the game, in order to improve the operation speed, it is recommended to use the hot key R to realize batch construction. Press the hot key R once, which is equivalent to "repeat the construction of the last built building", so as to finally achieve the purpose of batch construction.

2. Quick start

The resources given at the beginning are few;
At the outset, the following resources must be ensured:

- **Wood (produced by "tree farm")**
- **Vegetables (produced by "vegetable farm")**
- **Money (making money with the "vegetable market")**
- **Population (provide population with "small house")**

Therefore, from the beginning, it is necessary to continuously build "tree farm", "vegetable farm", "vegetable market", and "small house" in batches to ensure that the four resources of "wood", "vegetables", "money" and "population" are in total growth in dynamic equilibrium.

3. Dynamic balance of resources

This is a sandbox construction game without borders, simulating the reconstruction of a post-war town; there are 18 kinds of resources in the game, and the construction strategy is to increase the resources and maintain the dynamic balance of different resources; in addition, please pay attention to the difference between different buildings The layout and arrangement of the game, maintaining proper clearance, so as to make the town in the game more beautiful.

What is "dynamic balance"?

Because the "structures" in this game will still automatically consume a certain resource to generate another resource after being constructed,

If a resource is exhausted, another resource will no longer be produced.

Therefore, there is an interdependent relationship between different structures.

For example, the production of wood in "tree farms" requires "vegetable farm" to provide enough "vegetables".

If there are no vegetables, the "tree farm" will not be able to produce "wood";

For a specific type of structure, how many resources are consumed per minute and how many resources are produced per minute,
Click on such structures built in the game to see them.