

THE ATLANTEAN TOOLSMITHY

Lore



With the need to survive in uncharted lands, and defend their settlements, the Atlanteans partly gave up some of their habits. The the most versatile and clever craftsmen took up the task of making tools for the others and so the profession of a tool maker was established.

Based on the many crafty inventions that the Atlantean artisans have developed over the centuries, the Atlantean culture has its own way of meeting the demands of the daily life. No other tribe has mastered the breeding of spiders for their silk, or even noticed this materials' superb properties. In elder days, as a rule, each craftsman made his own tool for his trade, but even facing the hardships of exile, will a craftsman seldom use them as they are delivered, but perfect them, until they are „his“ tools; unique - and adapted to his individual style of working. In that sense the ►toolsmith◄'s wares, well-wrought as they are, are only raw models.

General Section

Purpose: Make all the tools that the Atlantean economy needs.

The ►atlantean◄►toolsmithy◄ will produce the following wares:

The Atlantean tools:



- bread pedal◄s for the ►baker◄s
- buckets◄ for the ►fish breeder◄s
- fire tongs◄ for the ►smelter◄s
- fishing net◄s for the fishermen
- hammer◄s for ►armorsmith◄s, ►geologist◄s, ►armorsmith◄s, and ►weaponsmith◄s and the ►shipwright◄s .
- hook pole◄s for the ►smoker◄s
- hunting bow◄s for the ►hunter◄s.
- milking tong◄s for ►spider breeder◄s.
- pick◄s for the ►stonecutter◄s and ►miner◄s.
- shovel◄s for the ►forester◄s and the ►blackroot farmer◄s.
- scythe◄s for the ►farmer◄s.
- shovel◄s for the ►blackroot farmer◄s and ►forester◄s.

Tip! Build a ►toolsmithy◄s before you run out of tools. The little iron you have initially is usually better used for additional tools than for weapon or armour.

Working range: n/a

Conquer range: n/a

Vision range: 4

Dependencies:

Widelands creates craftsmen by permanently giving a tool to a carrier. Carriers are available in any number, but the tools must be produced once you have exhausted your initial ones.

The ►toolsmith◄s in their ►toolsmithy◄s will supply all the craftsmen in the realm with their tools.












They will also produce and send some stock to the warehouses, so that, as a rule, your workers will not have to wait for their tools when they want to occupy a new building. The amount of spare tools to hoard can be set by adjusting the minimum storage value in the economy setting of the flag menu. This value cannot be set to „0“, so that you will always have at least one specimen of each tool.

The craftsman so created keeps his tool for lifetime. He can never learn any other profession additionally, nor will he hand out his tool to be given to someone else.

Example: If have given all hammers to 10 workers and made them geologists, you cannot get the hammers back to have more builders. You must make new hammers.

Tip! Should you ever find yourself in a situation, that you have no more tools available, let's say because you forgot to build a ►toolsmithy◄, or when playing with the „hardcore“ starting condition, you will find, that the ►toolsmith◄ will always build the much wanted tools in a fixed (alphabetical) sequence and in the quantity determined by the minimum storage value. This will must likely not be particularly helpful for your situation. If so, set this value as low as possible, - but best: Don't let it come to that! Build the ►toolsmithy◄ early.



Building:		
Space required:	 a ▶medium◀ plot	<p>Tip! Try to find a space near a warehouse that has your smelter's input wares. Short transport is important. Once a craftsman is created, however, the distance to his workplace is not so critical. He moves by himself, ignores traffic jams and carries his tool.</p>
Build cost:	 ▶planks◀  ▶spidercloth◀  ▶stone◀  ▶trunk◀	
Dismantling yields:	 ▶planks◀  ▶spidercloth◀  ▶stone◀  ▶trunk◀	
upgradable to:	▶n/a◀	
upgraded from:	▶n/a◀	
Workers:		
Crew required:	 ▶toolsmith◀	<p>The ▶atlantean◀ ▶toolsmith◀ needs a ▶saw◀. Besides in the▶toolsmithy◀, ▶toolsmith◀s have no other occupation.</p> <p>Tip! The ▶toolsmith◀ has a central role in the ▶atlantean◀ economy. You'll best realize this when playing the „hard core“ starting condition.</p> <p>Even that has a prefabricated toolsmith, so that you cannot give your last saw to another woodcutter by accident. :)</p> <p>The „citadel village“ provides you with a ▶toolsmithy◀ from the start, and the default „headquarters medium“ starting condition even has a ▶toolsmith◀ ready to start working in his building.</p>
Tool used by worker:	 ▶saw◀	
Worker is trainable to:	▶n/a◀	
Production		
Performance:	▶67◀ s/tool	<p>Currently an ▶atlantean◀ ▶toolsmith◀ will produce a tool within ▶67◀ seconds for all tools uniformly.</p> <p>Tip! Once you can afford it, set the minimal storage value higher, so that you can build a number of the same production sites at once without having to wait for the tools being created.</p>