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## Crossroads inn campaign guide 2019 calendar pdf template

As you find success in the tavern business and send customers stumbling away with full bellies and hazy vision, your fame will grow. The nice twist that keeps this fresh is that different demeanors are better in different events and with different than others are and any build is sure to bring complications with it. I also left room to grow to the left. Hire a few more people. I wasn't able to even get the game to run until I discovered that unplugging my controller seemed to do the trick and even then it seemed to struggle as it was being launched. You decide on the specifics of what you offer on your menu and how you decorate, so you can tailor it to suit whichever groups you prefer and I had a lot of fun with this. One of your bar wenches may be a hard worker who accomplishes her tasks very quickly but, as a drunkard, she'll be taking the occasional drink from your stores for herself. Each of these groups has preferences that you must meet if you hope to attract and satisfy them; bread soup and lager may be enough to satisfy the peasantry but no self-respecting noble will set foot inside your public house unless you're offering exceptional food, drink, and service. This button opens or closes your inn for new customers. When I get more money I'll add on there.Kitchen is usually 4 squares - make sure you leave money to put a firewood stand and probably a cauldron as the bread soup is cheap to make if you have one.Behind the kitchen I have a 3 square employee area with beds - this is important - they need an area to rest to maintain a good attitude and you won't want them using your guest beds.To the right you can see the storage area - it is 4 squares and slightly away from the other buildings. I spent the majority of my time in the sandbox mode due to the aforementioned issues with the campaign and the fact that the scenario mode seems to not have any scenarios to choose from. You won't be able to take your money or progress.Chapter 1Your old inn is gone and now you have to build a new one! - Don't panic! - I'll try to help!Save your game! - you will probably want to try several styles or ways to create your new inn - and money is tight.Go to your journal - you will see that you have some upgrade points- look for the grayed out upgrade that reduces the price of room creation. Verdict Crossroads Inn is plagued with bugs that make it impossible to recommend in its current state. The more stars you have on the guest room the more you can charge. Expanding and building rooms (like the seedy game room) are certainly important but you'll also need to get a handle on managing your staff and resources. As is recommended on the main menu, I began my career in the campaign, though in a matter of moments I realized that this was a mistake. You'll make your money back.Finally - windows -doors and - lights - Buy some candles or people will complain about your inn being dark - constantly (super annoying) - add windows when you have the money - make sure each room has a door. I always start with the main hall room - the icon is a mug - if you notice I made sure to leave at least 2 spaces behind where I put my bar. You'll be building a booze-slinging establishment while managing its staff and resources as you guide it from its humble origin as a single room hole-in-the-wall to a sprawling inn of legendary renown. At least that's the expectation. In the back I added several empty rooms as a hallway - this allows me to expand later on.I added 2 private rooms - mine are 3 squares and each has a bed but you could do 4 if you have the money.Add a big common sleeping room - I suggest investing in the more expensive beds (not pictured) if they are not unlocked - check your journal - there is a picture of a bed on the upgrade screen that allows people to rent rooms. One of the taverns that I messed around with was built for occupancy and I packed it full of poor peasants and made my profits by selling sheer quantity while I focused on designing another one to look like something of a rogues' guild and pulled in a seedier clientele. If you only take that much and pay it back as soon as you get your 22000 you'll have around 4000 left to get supplies and whatever else you couldn't afford.This is not the best picture - but the point is to show you the basics of how I set this up. This entrance can be locked if your items start disappearing. The ideal first room is the main room, which is the location that patrons will spend their time enjoying your hospitality, and you'll be able to modify its size and shape to your liking as long as you have the gulden to afford it. You have to pay interest, so the less you get the better. Have a little fun!During the Prologue your goal is to learn how a Inn runs, what the different rooms do, the impact of workers and decorations.Most items will be locked and slowly unlock along the way campaign.Pay attention to the open / close button - during the prologue it is turned off and on for you automatically, but you can toggle it yourself whenever you want.At the end of the prologue your inn will have an accident and you will start over. The staff do their job as you would expect and you are free to hire and fire them as you see fit, something I took full advantage of if I discovered the traits of an employee to bring more complications than benefits. You'll frequently be visiting the world map and shopping around for the best deals on everything from mugs to table wine to candles to beans. Source: More Crossroads Inn guilds It looks like a room with a % sign in it. I found this to be an interesting feature and it certainly adds depth to the overall experience, though I look forward to using more of the mechanics for becoming self-sufficient so that crops are grown at the tavern itself instead of having to frequently import them in. I suggest only getting 16000 at most from the money lender. There are just a few of the many bugs that I encountered during my several attempts to run a tavern, bugs that hopefully will be fixed quickly so that this title can overcome the curse and be remembered for the fantastic game underneath. If you can't afford the supply pad or any of the other items not in your task list that you want - don't worry - you'll get a little relief later on. If it were working as intended this game would be a must-buy for just about anyone interested in its concept but it's currently a frustrating shadow of what it could be. From here you'll furnish it with tables and seating for your guests, a counter for your staff to perform some of their service duties, and whatever decorations you decide on to spruce the place up. Once you have everything back in order you can re-open.To monitor any supply go to the warehouse tab and click on the supply then the eye button. The campaign is unplayable, the scenario mode is empty, and the sandbox mode crashes at least once every hour resulting in sizable losses of time and progress. - make sure you are ready to pause or slow time they are quick!If you have the money - hire as many watchmen as possible. Complete the quest for whoever you helped asap - this won't stop everyone from stealing but it will stop some.PrologueNice To KnowIn the Prologue many of the quests reward you with money. Nearly every entry shows great promise until it is met with general disappointment upon its release. There are a number of aspects that you'll need to manage to keep your business working efficiently. I enjoyed this feature though I didn't get much time with it as both of the times that I attempted to play the campaign I was met with game-breaking bugs that prevented any further progress. After the inn is created and you start working on the other quests you will get 22000. The old customers will stay and slowly leave. Your staff will grow alongside your business as your need for tavern maids, laborers, kitchen workers, and so forth increases. The story seemed interesting enough (although its audio and video were not synced) as it details the recent death of the king and the pretenders who seek to capitalize on it before introducing us to a young man of unknown lineage (whatever could it be?) I never managed to progress very far into this tale due to a significant number of bugs that hindered me at every turn but it did give me a good first impression. Decorate. A number of settlements and trading posts are available and you'll be able to use both gulden and juicy gossip that your staff has overheard to secure trade routes, price reductions, and even protection for the supplies that you are delivered to you. Unlike in the campaign, your sandbox tavern is non-existent and you'll be building your establishment from scratch on the plot of land that is provided to you. For example, if you lie consistently you'll build a tavern keeper with an impressive talent for deception while one who takes the aggressive approach more often will be specialized into intimidation tactics. Some of the tooltips in the game were in the wrong place while others simply did not exist at all and my staff and guests frequently got caught on door frames and other objects which slowed them down in a sim where time is of the essence. This will save you some much needed cash.Go to the money lender - How much should you get? Don't be afraid to play around and add more to your Inn. If Crossroads Inn has caught your eye, wishlist it for later as it has a lot of potential if its many issues get ironed out but even the most hardcore fans of the genre will find it frustrating and disappointing as it is now. This makes it easier to move around. Ancient Curse of the Tavern Sim As much as I love the concept and design of Crossroads Inn, it may be one of the buggiest games that I've played at its official release and it feels like a promising Early Access title. Crossroads Inn is a business management simulation where you take on the mantle of tavern keeper. There is only one entrance. The ingredients will appear with a list icon in the store.Make sure you keep an eye on the non-food supplies - firewood, candles, mugs and plates - you'll be able to make some of these earlier but in the early game you'll need to buy.Don't forget to make some staff room space - your employees need to rest too! - Put some beds (at least 3) in there and you should have much happier people.First thing you should do in chapter 1: You will be creating a new Inn - check your journal first - you can select the upgrade that reduces the price of room creation - do this! It will save you money.What to do if someone is stealing your stuff: During chapter 2 soldiers will steal your supplies, you can't stop this but you can do a few things.Make sure your storage area only has one entrance, click on the door to lock that entrance anytime you see a soldier rushing at it. As anyone interested in the medieval tavern sims already knows, the genre seems to be cursed and success stories are rare. This will result in patrons arriving more frequently and bringing higher expectations with them. I also have a signpost - ignore that.Make sure you don't forget that water barrel - you'll need to have water to clean and for most recipes.Ok back to the rooms - the last rooms can be done later - but if you have the money go for it. - Look at your journal - you have some items you must have enough money to build / purchase don't take too little or too much. - Make sure you leave money for the 2 barrels and 1 shelf - the water barrel does count toward this.In the front of the building you can see that I have a water barrel - a well is too expensive for me (right now) and a supply pad. Warning! Guide contains a lot of spoilers!Best Tips And TricksSave your game often - especially at the the start of chapter 1 before you build or get a loan - that way if you have to re-build the inn due to a mistake or lack of money its easy to start over.Press Tab to see a flat / different view of the inn - easier to see where your employees are To add a room to an existing room - click in that room first so it turns green then add the room in the blank tiles.Make use of the open/close button on the left. Each employee that you hire has a number of traits, both positive and negative that differentiate one from the next. Today's Special: Bread Soup and Lager Crossroads Inn offers three game modes that will be familiar to veterans of the business sim genre: campaign, scenario, and sandbox. Skip Navigation Page about guide and some tricks and tips for Crossroads Inn. If you are feeling overwhelmed or if your inn is dirty or you run out of money/supplies - close the inn. The heart is clearly there but the technical side of the game is a complete mess. This will add it to the bottom of your screen.If you want to know what ingredients are in a recipe or want to be able to find those in a store, go ahead and add it to your menu. The unique aspect of the campaign itself is the character progression system for your tavern keeper via dialogue options; the more you use a specific demeanor, the more success you'll have using it in the future. Your workers will also gain experience as they perform their duties which leads to increased efficiency and eventually even upgrading to a new job title with expanded abilities. The bulk of your early guests will be of the 'distressed' group, poor peasants who prefer cheap drinks and cheap food, but as you expand your services you'll have to ability to attract townsfolk, outlaws, travelers, and even nobles depending on the atmosphere and focus of your establishment. Unfortunately, Crossroads Inn fits this mold though the elements that are currently functioning leave me more optimistic for its future than usual. You can of course choose to do it your own way.To save money everything is on one floor - stairs are expensive! 1000 coins.The rooms you will need to succeed are main room, kitchen, staff room, at least 2 private rooms, 1 big guest room and a storage area.Plan ahead and watch your money - it will go fast as you build.In the picture you can see that I have several rooms.

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