

An Opened Mind script v 1.0

written by **ThundEEr**

This is a special Townhall script where the building is not offering the regular unit training from gold chests. Rather offering some new kind of upgrades for buildings and units.

Without making town hall the game is going on the classical way. The player is able to use some available new functions and able to buy few upgrades if built a TH.

The Townhall has few basic “free” function, but most of them requires to make a market too where can pay for the services and for the upgrades. For paying any TH service the Market repair button has to be enabled!

At this moment the available functions for the TH:

- **BuiderFest**

Transform maximum 25 labourers 1by1 to Rebels. Cost of it 1 gold chest trade to Stone.

- **StoneTower**

Passive function. Cost of it 5stones. The player can build few unwalkable tile around the towers.

- **TheFallenRiders**

The scouts fall down from horse and fight as axe fighter before die. Upgrade cost is 16Goldchest trade to 2 horses in the market.

- **AngrySerfs**

Upgrade your village and those serfs who are carrying weapon will transform to a TH unit. cost of is 10 traded tree trunk from Goldchest.

- **TowerDestroyers**

Passive. Every destroyed towers give 6goldchest to the main storehouse.

- **Lastchance**

Passive. If the player lost his barrack can destroy occupied buildings which will give few TH units from the TH.

All of these were made as micro scripts before let them integrated into the Opened Mind script. Details of the script few page later.

Have fun!

Thunder

Making a TH on the follow way:

1. Enable repair button in the Store House.



2. Place a Barrack's basement somewhere and this will change to TH basement.

Note that please, only one single Town hall buildable. The script is automatically blocking to make more. After placed a TH basement the Repair button will be disabled again in the Storehouse. The town hall has only **Enable** function for the special upgrade options. Without this building cannot use the upgrade functions of it. Of course looks nice and reserve some place in a village. Meanwhile placement of it can be important too as **there are several units can walk out from it in some case.**



The townhall functions on the screen



These are signing the function's state is active or inactive. (Red means inactive ;P)

Some of them is not free or passive. There is special trade counter with the wares what have to trade from the gold chest. So can trade them anytime. Note please counter is working only with ENABLED REPAIR button in the market.

BuiderFest

Transform maximum **25** labourers 1 by1 to Rebels. Cost of it 1 gold chest trade to Stone.
To this have to make a market also where need to enable the repair button before star to trading gold chest to stone.



Can Repeat this trade **maximum25 times**. After the trade is working normally as when the repair is disabled too.

StoneTower

Passive function. The player can build few unwalkable tile around the towers. Maybe the most interesting function which can help a lot for locations which are very opened and hard to defend it. It can make more 'campy' situations but can help to reduce the walk through the tower as those would not be there situations too. Cost is 5 stones from the nearest tower. How is it working?

The unwalkable object is appear when a **vine field plan is removed** from next to a **fully loaded tower**.

Vertically and horizontally minimum 2 tiles has to be between the Stones. Removing these objects has to delete the building. Any type of the buildings removing the unwalkable object.



Placed blocade



and the removed one

TheFallenRiders

The scouts fall down from horse and fight as axe fighter before die. Upgrade cost is **16 Goldchest trade to 2 horses** in the market.

Enable Repairbutton in the market and Trade the goldchest to horses.

2 pieces traded horses needed. Counter of it is on the screen.



AngrySerfs

Upgrade your village and those serfs who are carrying weapon will transform to a TH unit if they got an attack. For example if an enemy knight invade the village and attack these units.

Trade **10 Tree Trunks from gold chest**. If it is active then destroy house when no barrack after the end of peace time.



TowerDestroyers

Passive and free function. Every destroyed towers and storehouses give few gold chest to the destroyer's main storehouse. It is indicate attackers to rather destroy a tower than simply walk across between them. Late game can be useful also when the gold ore is mostly traded. No Comment.

Lastchance

Passive and free function. If the player lost his barrack then can destroy occupied buildings which will give few units from the TH. If the housekeeper were home then will stay alive if walked away from the house then will die. Townhall will give the unit only if NO barrack & game is after PT, and house were Occupied.

Versions:

Opened Mind v1.0 by **Thunder**