

City Scripts

From Dueling Electrons Documentation

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Comfort

Usage: comfort comforttype

Example: comfort pray
comfort 1
comfort bless
comfort 4

Performs one of the comfort commands in the city that it is run from.

comforttype

- 1 relief
- 2 pray
- 3 bless
- 4 popraise

Levy

Usage: levy levytype

levy 1 levy food

Example: levy 3
levy stone
levy 5

Performs one of the levy actions in the city run from.

levytype

1 gold

2 food

3 wood

4 stone

5 iron

SetTaxRate

Usage: settaxrate rate%

Example: settaxrate 20

Sets Tax Rate to 20%

Production

Usage: production food% wood% stone% iron%

Example: production 100 100 100 100

Sets city production of resources. You must use a number between 0 and 100 and there must be ONE space between the command and each value changed.

Evacuatetown

Usage: evacuatetown coords

Example: evacuatetown 111,222

This script command will tell the bot to send all troops and resources that it can carry to the specified

coordinates from this city, in order for the town to be abandoned later. The bot will leave all of the heroes in the city. You must move them manually. This script should be run before [config abandon:1](#) is used in goals.

To cancel the evacuation use **EndEvacuate**.

Teleport

Usage: teleport [state]

Example: teleport saxony

States: freisland, saxony, north march, bohemia,
lower lorraine, franconia, thuringia, moravia,
upper lorraine, swabia, bavaria, carinthia,
burgundy, lombardy, tuscan, romagna

Random teleports your city to the state specified.

Abandon

Usage: abandon XXX,YYY

Example: abandon 111,222

Abandon the valley at 111,222

AbandonTown

Usage: AbandonTown [city]

Example: abandontown 111,222
abandontown OtherCity

- You can only run *abandontown* from a different city than the one you want to abandon.
- The city being abandoned can be referred to by name or coordinates.
- The bot **does not check** for troops or heroes. Any heroes or troops in the town **or travelling** from the town will be irreplaceably deleted.
- Be sure your escaping troops have arrived at their destination before abandoning any city.

Abandontown should be used with care. It is best to allow the bot to BUILD NPCs, but for whatever purpose you must use this command DOUBLE CHECK that you have entered the correct coordinates or city name to be abandoned. Be sure to run 'evacuatetown' script command previous to using this command if you have troops or resources in the city to be moved.

There are No 2nd Chances using this command!

There is no crying in baseball. If you accidentally delete your level 850 training hero, we feel really bad for you, but don't come crying to us. We cannot get it back for you.

Buildcity

Usage: buildcity xxx,yyy

Example: buildcity 111,222

Used to build a city on at 111,222. It will capture the flat for you.

To cancel a city building, use **CancelBuildcity**.

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