



Castle Town

BLOSSOM HARBOR / A little town with room to grow



Welcome to the riverside.

Build a cheerful Japanese castle town: connect streets, feed your neighbors, find good work sites and turn a small landing into a thriving miniature settlement.

Six guided chapters teach the town economy. Then keep building freely. This is a single-player settlement simulator; the little residents bring its streets to life.

FREE GAME BOOKLET / WINDOWS: PAGES 2-3 / ANDROID: PAGES 7-8

Your first few minutes

Start small. Android installation and touch controls begin on page 7.



The starting town has six residents, two cottages, a well, a rice paddy, a lumberyard and a castle.

Install and start

Download the Windows 64-bit ZIP from your Truckfish library. Extract the whole archive to a writable folder. Keep the executable, data folder and DLLs together. Run **CastleTownCasual.exe** (or the included play launcher).

Welcome your neighbors

Let the connected, watered homes fill to eight residents. When the chapter is ready, press its **claim reward** button. Rewards help fund the next step; a completed objective still needs claiming.

Read the town

The top bar shows supplies, residents and happiness. The left card gives your chapter and workers at work. Choose **Homes**, **Work** or **Care** below; use **Inspect** to learn why a building is working or stalled.

Make the first connection

Choose **Work**, place a quarry on clear ground, then draw a road back to the town network. Construction and production need a connected street. Spare residents take jobs automatically.

Hands on the town

Placement previews and the inspector explain what will happen next.



Preview a building before committing. Keep enough clear ground for its whole footprint and a connected street beside it.

Left click	Select a building or place the active tool
Left drag	Draw roads; pan while in Inspect mode
WASD / arrows	Move the camera
Wheel / Q, E	Zoom / rotate
Home	Return to the overview
Space / 1 / 2	Pause / normal speed / fast speed
Right click / Esc	Cancel placement or close a panel
Ctrl+S / F12	Save the town / save a town image

When a UI button has keyboard focus, Space or Enter activates it. Click back in the town to resume world shortcuts. Menus and trading pause production. Menu settings offer sound, reduced motion, resolution and fullscreen for the current session.

People, supplies and streets

A beautiful town also needs a practical plan.

Roads are the backbone

Roads are free. A building needs an adjacent road connected back to the castle network. Disconnected construction stops. Use Inspect to check connections and erase unwanted road tiles.

Residents become workers

Connected cottages provide places to live; nearby water, rice and happiness allow growth. Workers are assigned automatically: rice first, then timber, stone, market and festival tower.

Rice

Feeds the population. Two workers produce 54/min at base level; riverside sites earn a 25% bonus.

Wood

Builds homes and workshops. A fully staffed lumberyard produces 36/min; eastern or northern woodland adds 20%.

Stone

Supports improvements. A fully staffed quarry produces 27/min; northern high ground adds 25%.

Coins

Pay for building and trade. Castle taxes continue during shortages; a staffed market adds income.

Trade for what you need

Inspect a completed, connected market to trade. Buy rice, wood or stone with coins, or sell spare rice. Trading works without a market worker; staffing adds coin income. The trade panel shows exact amounts and costs.

Expand thoughtfully

Upgrades cost resources and temporarily stop a building while work finishes. Levels go up to three. Upgrade the castle to unlock the festival tower and storehouse. A connected storehouse expands material storage.

A full store stops further material production. Spend or sell supplies, or add storage. The inspector distinguishes a full store from missing roads or workers.

Water, blossoms and weather

Help the neighborhood thrive through its first dry spell.



Select a well to see its service area. Buildings need both useful nearby services and working road connections.

A little water goes far

A connected well serves cottages and rice paddies within five tiles. Each well upgrade extends that range by two tiles. Put homes within coverage before counting on new neighbors.

Weather the dry spell

The final chapter brings a 60-second dry spell in simulation time. Unwatered rice paddies fall to 40% output. A connected well protects nearby crops; market rice can cover a shortage. Rain restores normal yields.

Make room for blossoms

A connected blossom garden improves nearby homes within six tiles. Food and water also affect happiness. The staffed festival tower adds a town-wide happiness bonus.

A recoverable setback

There is no combat victory or game-over screen. Shortages slow a growing town. Pause, inspect stalled buildings, restore roads and water, and protect rice production before adding more demands.

Six chapters, then free building

Claim each completed chapter to reveal the next one.

- | | | |
|-----------|-------------------------|--|
| 01 | Welcome home | Reach eight residents. |
| 02 | Local stone | Connect a completed quarry and give it a worker. |
| 03 | Market day | Open a connected market and make a trade. |
| 04 | A pleasant place | Complete a connected garden and reach 75 happiness. |
| 05 | Castle town | Upgrade the castle to level two and welcome 12 residents. |
| 06 | Blossom Harbor | Reach 16 residents, finish a festival tower and storehouse, and see the dry spell end. |

Save on Windows

The town autosaves every 30 seconds, after successful actions and when quitting. Use **Save** or **Ctrl+S** anytime. Starting the game restores your town; production advances only while the game simulation runs.

Windows save help

Saves live beside the executable in **Saves/CastleTownCasual/town.json**. A **.previous** copy supports automatic recovery. If both fail, the files are protected until you confirm **Start a new town**. Keep the game folder writable.

Keep exploring with Truckfish

[Castle Town - Blossom Harbor game page](#)

[More Truckfish games - truckfishgames.com](https://truckfishgames.com)

This booklet is free; no purchase or account is needed to download it. Game access is handled separately on the game page. The permanent More Truckfish games menu link opens the catalogue.

Desktop images show Windows 0.2.1: actual Unity camera and UI Toolkit renders captured offscreen. Pages 7-8 show the matched Android 0.3.0 APK running in an emulator. These are gameplay captures, not concept art; automated checks do not constitute a human playtest.

Blossom Harbor on Android

Android 0.3.0 / Android 8.0+ / ARM64 / Landscape phone or tablet



The dock keeps Build, Goals, Details, Pause, Speed and Menu within reach. Goals becomes Reward! when a chapter is ready. Close a tray to see more of your town.

Download and install

Sign into the same Truckfish account and open this game in your library. Android and Windows access belong to the same game ownership. Download the signed Android APK, open it, and follow the Android install prompts.

Your town stays here

Android saves to this app's local storage: every 30 seconds, after successful actions and when the app pauses. Use **Menu > Save town** before leaving. On return, your saved town loads automatically.

An Android download

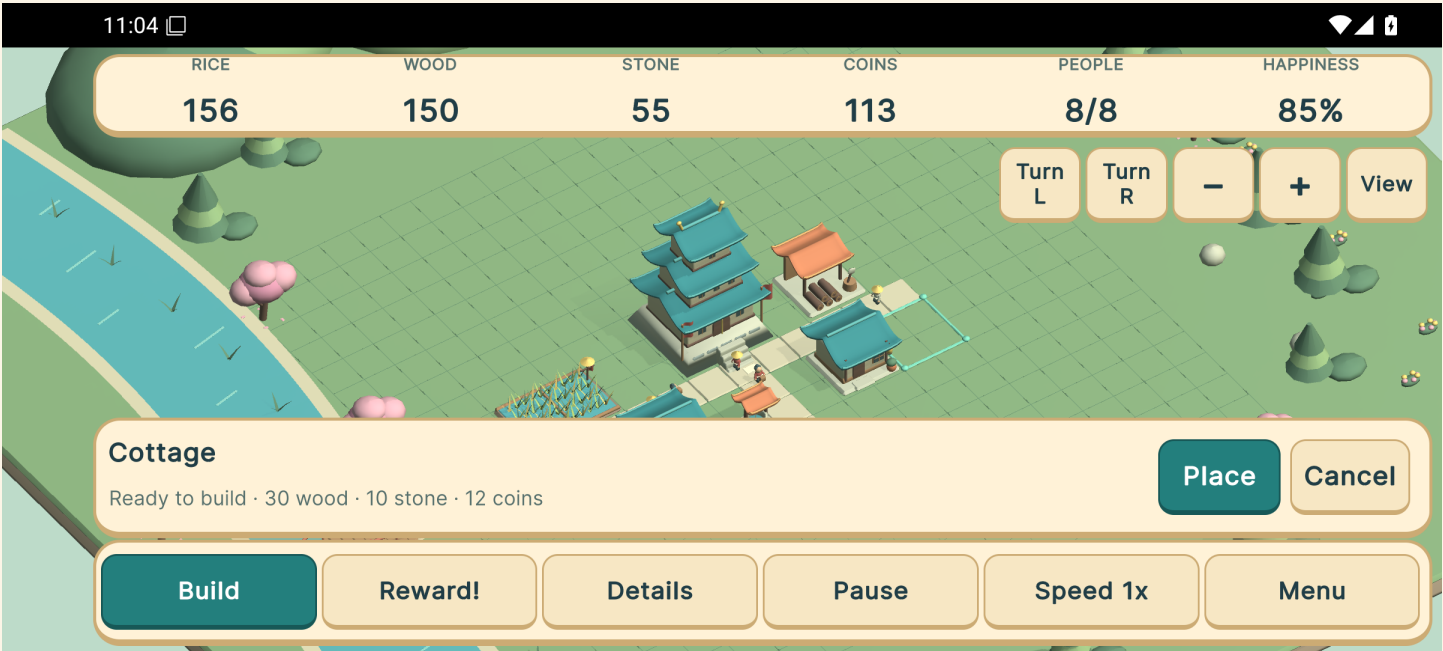
If Android asks, allow installation from the browser or file app opening this download. Launch Blossom Harbor and hold your device in landscape. Scroll the Goals, Build and Details trays, or close them when you need more room.

Keep local progress safe

Uninstalling the app or clearing its app data removes this device's town. There is no automatic cloud save or cross-platform town sync. Owning both downloads does not transfer your Windows save to Android.

Tap, preview, then place

The town-building rules are shared. Touch controls give each action room.



Choose a building in Build, tap a clear parcel to preview, then tap Place. Cancel returns to inspection without building.

Build / Goals / Details	Open one scrollable tray; Close gives the town more space.
Tap a building	Inspect its connection, workers, services and upgrades.
One-finger drag	Move the camera, except while drawing or erasing roads.
Pinch / two-finger drag	Zoom / move the camera on the town; UI touches are excluded.
Turn L / Turn R / - / +	Rotate or zoom with one finger. View returns to overview.
Draw road / Erase road	Stroke with one finger and lift to commit. Roads are free.
Second finger in road mode	Cancel the pending stroke; release both before drawing again.
Pause / Speed / Back	Pause or use 1x/3x. Android Back closes a menu or cancels a tool.

Menu offers Save town, Load town, help and Settings. Android remembers sound and reduced-motion preferences on this device. Menus pause production. Use the same six chapters and economy guide on pages 4-6.