ENECRA · v1.7

Play with the ENECRA Phone

ENECRA Quest and the town's residents

This book is for players who start the ENECRA Phone and play in Survival. It covers the goals, hints and solutions of all **21 quests**, the **18 residents** who move into your town, their **35 requests**, and how the King and money work. The solutions are folded at first, so you can try on your own first.

0 Phone and screens

1 Electricity Basics (4)

2 Living (8)

3 Thermal (1)

4 Nuclear (4)

5 Train (4)

6 Town residents

7 Requests and furniture

8 The King and money

CHAPTER 0

The ENECRA Phone and its screens

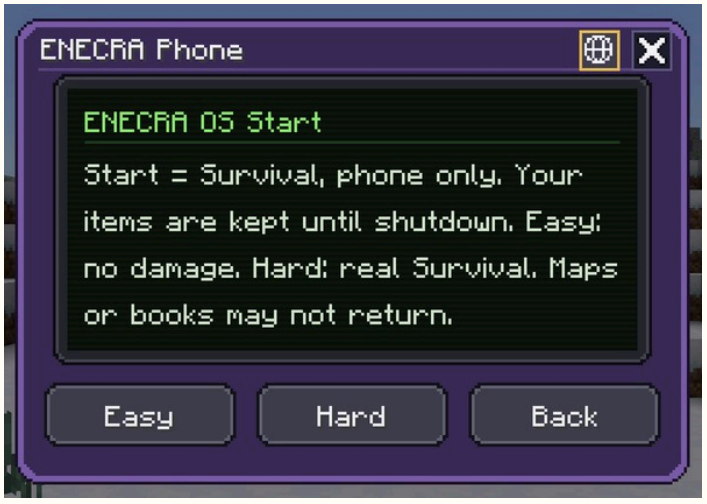
How to start it, the home screen, the quest screen, and language

Getting the ENECRA Phone

Everyone who enters a world for the first time gets one ENECRA Phone (everyone in Survival; in Creative, only the world's owner). You can also take one from the "Tools" group of the Creative inventory. Hold it and use it to open the phone.

If you lose the phone before turning it on, you can make a new one at a crafting table (search for the phone's name with the magnifier on the left of the crafting table to see the recipe. The name is in your Minecraft language: "ENECRA Phone" in English).

Starting it (Easy and Hard)

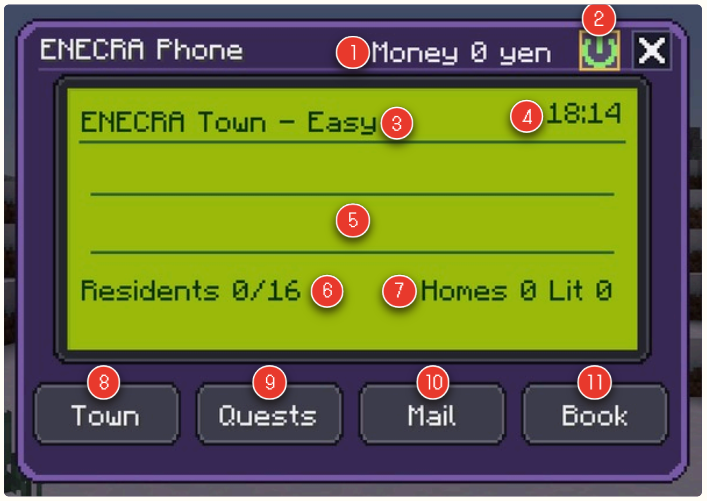


Start screen

Appears when you press the power button

- Starting the phone puts you in **Survival**, and your inventory holds only the phone. Your current items are kept safe and come back when you shut down.
- **Easy**: you take no damage and break blocks quickly. Broken blocks drop as items even without the right tool.
- **Hard**: real Survival (you take damage).
- You can't fly in either mode. You can switch modes any time while the phone is started.
- While it is started, the phone comes straight back to you if you drop it, die or lose it.

Home screen

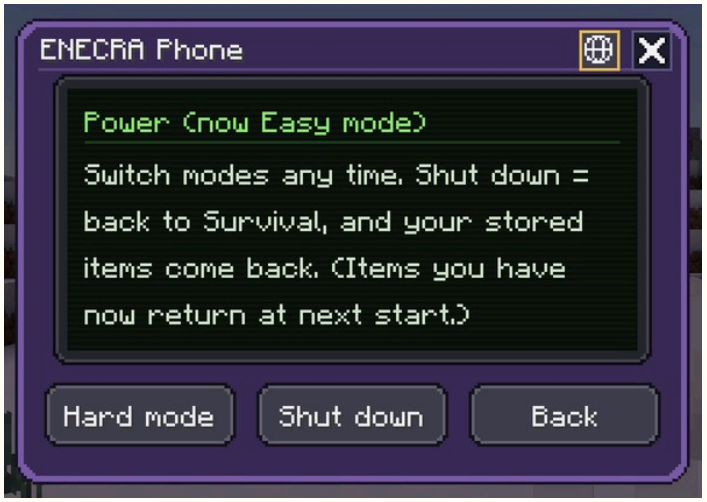


Home screen
A town just after starting (0 residents)

1. **Money** Your money (your home plus the money you have deposited).
2. **Power** Green while the phone is started. Press it for the power screen (switch mode, shut down).
3. **Town name and mode** Also shows the current mode (Easy / Hard).
4. **Time** The current time in the game.
5. **Town status** Pictures of the shops you have built, and notices (effects that are on now, "! Someone wants to move in" and so on).
6. **Residents** Residents who have come / the 16 regular residents.
7. **Homes and power** The number of homes in town, and how many have power.
8. **Town** The list of residents. Welcome people who want to move in, and see the town's day (a power graph).
9. **Quests** Opens the quest screen.
10. **Mail** Mail from the King.
11. **Book** The Residents Book and the Items Book (buy furniture you have already got).

> **Incoming** When a resident wants to move in, when a resident arrives, when there is a blackout and so on, the incoming-call screen appears first when you open the phone ("Beep! Incoming").

Shutting down



Power screen
Open it with the power mark on the home screen

- "Shut down" puts you back in the mode you had before (Survival / Creative) and gives back the items that were kept safe.
- The items you had while the phone was started are stored in the phone and come back the next time you start it.
- While training is running on the teacher tablet, the phone can't be started.

Language (Japanese / English)

- The first time the owner enters a new world, a language screen (Japanese / English) appears once. The language you choose becomes the world's language (everyone's screens and the signs in the world). Worlds you have been playing since an earlier version stay in Japanese without asking.
- To change it later, use the **globe button** on the top edge (left of the ×) of the phone's start screen and power screen. The world owner's phone changes the world's language (for everyone); anyone else's phone changes only their own screens. You can also change it on the teacher tablet (for everyone).
- Block and item names follow Minecraft's own language setting (to play in English, set Minecraft's language to English as well).

Reading the quest screen



1 **Chapter tabs**
Quests are grouped by chapter. The tab on the far right, "Requests", holds requests from residents (chapter 7).

2 **Cleared count**
How many of the 21 quests you have cleared.

3 **Quest list**
The quests in the chosen chapter. Press one to see it on the right.

4 **Number and difficulty**
The quest number and its difficulty stars.

5 **Status**
"Available", then "In progress" once you take it, then "Cleared" when you finish.

6 **Progress**
How many steps are done (done / total).

7 **Goal**
What you need to do to clear it.

8 **Steps**
What to do to clear it. While you have it, the next thing to do (NEXT) is shown too.

9 **Hint**
A hint on how to do it. Once you clear it, the answer (how to do it) appears here.

10 **Take this quest**
Press to take it. While you have it, it becomes "Quit this quest".

Walkthrough chart

1 Electricity Basics (4 quests) ▶ **2 Living** (8 quests) ▶ **3 Thermal** (1 quest) ▶ **4 Nuclear** (4 quests) ▶ **5 Train** (4 quests)

Tips You can take quests in any order. If you're not sure, go in chapter order. You can have only one quest at a time (taking another quest switches to it). Only what you do **after taking** a quest counts. If your phone is started, you get the tools for a quest when you take it (see "Tools you get" below). When you take a quest, the screen closes and the quest and the next thing to do (NEXT) appear at the top right of the screen.

CHAPTER

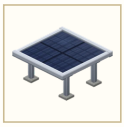
Electricity Basics

1

4 quests

1-1 First Power

Task



Difficulty ★☆☆

Goal Place a generator and make power

Hint Put a solar generator where it can see the sky (if your phone is on, you get one when you take this quest)

Tools you get Solar Generator
(once, when you take it with the phone started)

See how (spoilers)

1. After taking this quest, place a solar generator yourself (wind or hydro is OK too). If your phone is on, you get one solar generator when you take the quest
2. Solar works in the daytime where it can see the sky. Keep the space above wind turbines open. Put hydro in flowing water
3. Cleared when the generator you placed starts making power

1-2 Lights on!

Goal



Difficulty ★★☆

Goal Send your power through a wire and light an LED

Hint Run a wire from the generator and connect an LED at the end

Tools you get Blue LED, Wire x8
(once, when you take it with the phone started)

See how (spoilers)

1. After taking this quest, place an LED yourself (Black LED, Brass LED, Blue LED, Filament LED, Factory LED, or Lantern LED)
2. Run a wire from a working generator to the LED
3. Cleared when the LED lights up (it won't if the generator is stopped)

1-3 Renewables complete

Goal



Difficulty ★★☆

Goal Make power with all four: solar, advanced solar, wind, and hydro

Hint Get all four. Keep the space above wind turbines open, and put the water wheel in flowing water

Tools you get Solar Generator, Advanced Solar Generator, Wind Generator, Hydro Generator, Water Bucket
(once, when you take it with the phone started)

See how (spoilers)

1. After taking this quest, place one each of a solar, advanced solar, wind, and hydro generator yourself (ones from 1-1 don't count)
2. The two solar kinds work in the daytime where they can see the sky (they stop at night). Keep the space above wind turbines open. Put hydro in flowing water
3. Cleared when each of the four kinds makes power (counted per kind)

1-4 Light up the night

Goal



Difficulty ★★☆

Goal Store power in a battery and keep an LED on at night

Hint Solar stops at night. Charge a battery during the day, then right-click it and set it to "Send" before night, and you can use the power at night

Tools you get Battery, Wire x8
(once, when you take it with the phone started)

See how (spoilers)

1. After taking this quest, place a battery yourself, connect it to a generator (solar, etc.) with wire, and charge it during the day (batteries placed before don't count. A new battery starts in "Store only")
2. Run a wire from the battery to an LED you placed yourself after taking this quest (LEDs from 1-2 don't count)
3. Right-click the battery and set it to "Send" (green lamp, lever up). In "Store only" it sends no power
4. Cleared when the battery has charge, is set to "Send", and your LED is on at night (when solar stops). All three are needed

CHAPTER 2

Living

8 quests

2-1 The house has power

Task



Difficulty ★☆☆

Goal Build the model house and bring power to its breaker panel

Hint Build a house with the Model House Builder and connect the generator's wire to the back of the breaker panel (the green port on the outside wall of the house). The ceiling light inside turns on when you plug it into the ceiling outlet with a power cord

Tools you get Model House Builder, Wire x8 (once, when you take it with the phone started)

See how (spoilers)

1. Build a house with the Model House Builder (whoever builds it owns the breaker panel)
2. Connect the generator's wire to the back of the breaker panel (the green port on the outside wall of the house)
3. Cleared when power reaches your house's breaker panel, the breaker doesn't trip, and there is enough power (plug the ceiling light into the ceiling outlet with a power cord to turn it on)

2-2 Keep the fish cold

Task



Difficulty ★☆☆

Goal Put a fish you caught into a fridge that has power

Hint Caught fish go bad if left out. A fridge only keeps things cold when it has power

Tools you get Refrigerator, Fishing Rod (once, when you take it with the phone started)

See how (spoilers)

1. Build a house with the Model House Builder (it has a fridge). Connect the generator's wire to the back of the breaker panel (the green port on the outside wall of the house)
2. Catch a fish with a fishing rod
3. Cleared when you right-click a fridge that has power and put the fish in

2-3 Ding! Dinner — Task



Difficulty ★☆☆

Goal Heat food in a microwave

Hint Raw food stops going bad once you heat it in the microwave

Tools you get Microwave Oven
(once, when you take it with the phone started)

See how (spoilers)

1. Connect power to the microwave (in the model house, it's enough for the house to have power)
2. Hold raw meat, fish, or a potato and right-click the microwave
3. Cleared when it starts heating (it goes "ding" when it's done)

2-4 Cleaning Master — Goal



Difficulty ★★☆

Goal Fully charge the vacuum and clean up the dust

Hint The vacuum charges when it sits on its charging stand (the model house has one set up already). Dust falls around appliances

Tools you get Cordless Vacuum Cleaner, Charging Stand
(once, when you take it with the phone started)

See how (spoilers)

1. Connect power to the house (the model house's charging stand already has a vacuum on it)
2. Wait until the vacuum on the stand is fully charged
3. Right-click the stand with an empty hand to take the vacuum, then use it near the dust that falls around appliances
4. Cleared when you have both a full charge and cleaned dust

2-5 Leave it to the robot — Goal



Difficulty ★★☆

Goal Place a cleaning robot and let it handle the dust

Hint If your phone is on, you get one when you take this quest (in Creative, find it in the Living tab of the item list). Plug the charging dock into an outlet and the robot comes out

Tools you get Cleaning Robot and Dock, Power Cord (White) x2
(once, when you take it with the phone started)

See how (spoilers)

1. If your phone is on, you get the "cleaning robot and charging dock" and a power cord when you take the quest (in Creative, the Living tab of the item list; if the Electronics Dealer has come to town, you can also buy them at the shop)
2. Place the charging dock against a wall in the house and plug it into an outlet with a power cord (when it gets power, the robot comes out and charges)
3. When dust appears in the house, the robot goes out to clean. Cleared when it cleans up one piece of dust

2-6 Review the contract — Task



Difficulty ★☆☆

Goal Change your contract amps with electrical work

Hint If the breaker trips a lot, your contract may be too small. Ask the town's Electrician

Tools you get Room Air Conditioner, Washing Machine
(once, when you take it with the phone started)

See how (spoilers)

1. Welcome the Electrician to town (they move in once a house has had its breaker trip)
2. Talk to the Electrician and use "Ask for electrical work" to change your house's contract amps
3. Cleared when you change it (if a house's breaker trips a lot, its contract may be too small)

2-7 Beat the heat

Goal



Difficulty ★★☆

Goal Wear a charged fan jacket and go outside on a heat-wave day

Hint Crouch in front of an outlet to charge it. Wear it in the chest slot

Tools you get Fan Jacket
(once, when you take it with the phone started)

Reward Electric Fan (when cleared, furniture)

See how (spoilers)

1. Hold the fan jacket and crouch in front of an outlet to charge it
2. Wear it on your chest
3. Cleared when you go outside on a heat-wave afternoon and the jacket starts by itself (the TV weather forecast tells you if it's a heat-wave day)

2-8 Beat the cold

Goal



Difficulty ★★☆

Goal Wear a charged heated vest and go outside on a cold day

Hint Crouch in front of an outlet to charge it. Wear it in the chest slot

Tools you get Heated Vest
(once, when you take it with the phone started)

See how (spoilers)

1. Hold the heated vest and crouch in front of an outlet to charge it
2. Wear it on your chest
3. Cleared when you go outside on a cold night and the vest starts by itself (the TV weather forecast tells you if it's a cold day)

CHAPTER 3 Thermal

1 quest

3-1 Run a thermal plant

Challenge



Difficulty ★★★

Goal Finish a thermal boiler and turbine generator and make power

Hint Build it with the Thermal Boiler Builder and put coal in the coal yard. Steam goes from the steam drum to the turbine

Tools you get Thermal Boiler Builder, Turbine Builder, Wire x32, Steam Pipe x16, Water Pipe x16, Water Bucket x2, Coal x32
(once, when you take it with the phone started)

See how (spoilers)

1. Build the boiler with the Thermal Boiler Builder and the turbine generator with the Turbine Builder
2. Put coal in the coal yard
3. Connect the steam drum to the turbine with pipes
4. Cleared for whoever is nearby when it starts making power

CHAPTER 4

Nuclear

4 quests

4-1 Run a nuclear plant — Challenge



Difficulty ★★★

Goal Finish a reactor and turbine generator and make power

Hint The reactor turns the turbine with steam. You need a path for the steam and a return path for the water. Fuel (uranium dioxide fuel) is sold by the town's Trader. If you're stuck, check "Hint" on the control panel

Tools you get BWR Reactor Builder, Turbine Builder, Steam Pipe x16, Water Pipe x16, Water Bucket x2, Wire x16
(once, when you take it with the phone started)

See how (spoilers)

1. BWR: build with the BWR Reactor Builder and the Turbine Builder, then pipe the steam path (reactor to turbine) and the water return path (condenser to reactor). Start it up following "Hint" on the control panel
2. PWR: build with the three builders (reactor, turbine generator, transformer/switchyard), then connect the reactor and the turbine row with the main steam pipe (white) and the feedwater pipe (light blue). Put the water intake in sea or river water and go through the startup steps on the main control panel
3. Cleared for whoever is nearby when it starts making power (either type)

4-2 Made MOX fuel — Goal



Difficulty ★★☆

Goal Make MOX powder from spent fuel at the reprocessing plant

Hint Used fuel isn't just thrown away. When a BWR reactor is running, the Reprocessor comes to town. Bring 5 spent fuel assemblies to the Reprocessor and the plant starts (still in the waste container is fine)

Tools you get Wire x8
(once, when you take it with the phone started)

See how (spoilers)

1. When a BWR reactor has made power for 1 minute, the Reprocessor wants to move to town. Welcome them and build the plant with the Reprocessing Plant Builder
2. Connect a wire to the intake panel behind the plant (without power, it can't accept fuel)
3. Right-click the spent fuel pool behind the reactor to take out spent fuel (5 per batch, up to 25 at a time; in the waste container is fine)
4. Talk to the Reprocessor and use "Bring spent fuel" (1,000 yen each time). In about 96 seconds, MOX powder, uranium oxide, vitrified waste, and metal scraps appear in the shipping box to the right of the entrance. Cleared for whoever is within 24 blocks of the shipping box then (if you were far away, come back within 32 blocks)

4-3 Fuel came full circle — Challenge



Difficulty ★★★

Goal Put the MOX fuel you made back into a reactor

Hint Make MOX at the reprocessing plant and put it in a reactor

See how (spoilers)

1. Make MOX powder at the reprocessing plant (4-2)
2. Open the shipping box (barrel) to the right of the entrance and take out the MOX powder
3. Cleared when you hold the MOX powder and right-click the BWR reactor nozzle to load it (the fuel came full circle)

4-4 Power mix complete — Challenge



Difficulty ★★★

Goal Make power from renewables, thermal, and nuclear at the same time

Hint Japan doesn't rely on just one source; it makes power by combining several (the energy mix)

See how (spoilers)

1. Run renewables (solar, wind, or hydro), a thermal plant, and a nuclear plant
2. Make all three produce power at the same time (solar in the daytime; at night, wind or hydro)
3. Cleared when all three make power at once (they can be far apart in the same world)

CHAPTER 5 Train

4 quests

5-1 Get the train moving — Goal



Difficulty ★★☆

Goal Build an electric railway, connect power to its substation, and run a train

Hint A train's power flows from the substation to the overhead wire (the trolley wire, 5 m above the rails) and into the train through the pantograph on its roof. The two substations are linked by wire and share power

Tools you get Electric Railway Builder, Train Builder, Wire x8
(once, when you take it with the phone started)

See how (spoilers)

1. Build the loop line with the Electric Railway Builder (with a station, a DC and an AC substation, and a commuter train)
2. Connect a powered wire next to either substation (the two substations are linked by wire and share power)
3. Right-click the front of the train (the cab) and choose "Start auto-run" or "Sit in the driver's seat". Cleared for whoever is nearby when the train moves

5-2 Ride the train — Goal



Difficulty ★★☆

Goal Walk onto a train at a station, take any seat, and ride to the next station

Hint You can walk inside a stopped train. Look at a seat and it glows green: right-click to sit. Look at another seat and right-click to move. Crouch (Shift) to stand up

Reward Station Clock (when cleared, furniture)

See how (spoilers)

1. When the train stops at a station and its doors open, walk on from the platform (you can walk inside while it's stopped)
2. Look at a seat and it glows green. Right-click to sit (look at another seat and right-click to move; crouch to stand)
3. Cleared when you stay seated until the train reaches the next station (on auto-run or with someone else driving)

5-3 Be the driver — Goal



Difficulty ★★☆

Goal Sit in the cab, drive the train yourself, and stop at a station platform

Hint W to speed up, S to brake, nothing to coast. Stop beside the platform and the doors open. If another train is ahead, you stop automatically as you get close (block signals)

See how (spoilers)

1. Right-click the front of the train (the cab) and choose "Sit in the driver's seat"
2. W to speed up, S to brake (if another train is ahead, you stop automatically as you get close)
3. Stop beside the platform and the doors open = cleared

5-4 Cross the AC/DC border — Challenge



Difficulty ★★★

Goal Drive a train through a dead section (the border between DC and AC)

Hint The loop line from the Electric Railway Builder has a DC part and an AC part. The overhead wire at the border has no power, so the train rolls through on its momentum (real railways have this where DC and AC lines meet)

See how (spoilers)

1. Build the loop line with the Electric Railway Builder (with a DC and an AC substation and the dead section between them)
2. Connect power to a substation, then right-click the cab and choose "Start auto-run" or "Sit in the driver's seat"
3. Cleared for whoever is nearby (or riding) when the train passes the dead section. The lights inside go out for a moment as it passes

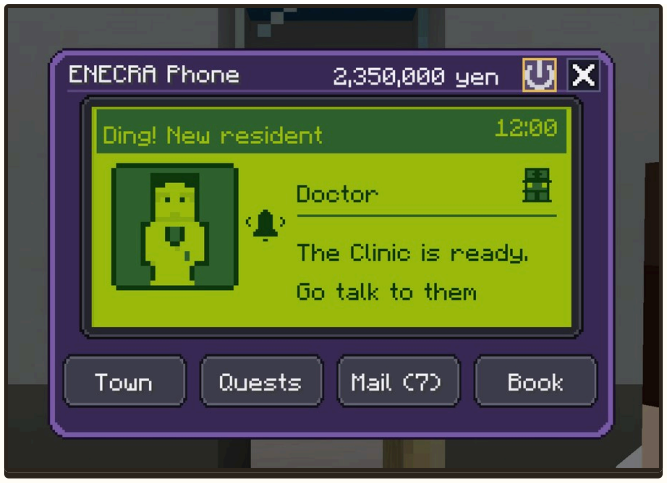
CHAPTER 6 Town residents

Deliver power well and residents move in (18 residents)

How a resident comes

1 Meet the condition — how power is in town ▶ **2 A call on the phone** — "Wants to move in" ▶ **3 Welcome them in town** — "Town" on the home screen ▶ **4 Build their shop** — the shop builder ▶ **5 The resident arrives** — stands in front of the shop

- When you meet the condition, your phone gets a call. On the home screen, open "Town" and press the resident marked "Wants to move in!" to get the builder for their shop.
- You can build the shop anywhere (use Builder Undo to rebuild it). Once it is built, the resident stands in front of it. Try talking to them.
- Residents never leave. While their shop has no power, it is "Closed" (the sign light goes out, and they look troubled when you talk to them).
- Talk to residents to hear **rumors** about residents who haven't come yet (hints about their conditions).
- Residents belong to the town (the world). Requests and quests are per player.
- There are 2 hidden residents. They don't appear in the book until they come.



The incoming-call screen

When a resident arrives (a little tune plays)



The "Town" screen

The list of residents (people who want to move in show up here too)

Resident guide

As in the in-game Residents Book, the hints for when they come are shown, and the detailed steps are folded.



No. 01

Power Company

Power Company (any time)

“Power can't be stored up, so we always match how much is made to how much is used”

When they move in Wants a town with its first generator

Detailed steps (spoilers)

1. Have an ENECRA Phone (you don't need to turn it on)
2. Place one generator (a solar generator, for example)
3. As soon as there is a generator that someone placed, they want to move in
4. Once you sign a power-selling contract with the Power Company, you can sell your spare power, as much as the town uses



No. 02

Electronics Dealer

Electronics Shop (9:00 to 18:00)

3 requests

“Power gets here reliably, so I opened my shop”

When they move in Wants homes with power for half a day straight

Detailed steps (spoilers)

1. Build at least one house and connect power to its Breaker Panel
2. Keep power going to that house for half a game day (about 10 minutes) without a break
3. If the power goes out on the way, the count starts over from there



No. 03

Baker

Bakery (4:00 to 7:00)

4 requests

“I knead the dough from 4 a.m. I need power while it's still dark”

When they move in Wants homes with enough power before dawn

Detailed steps (spoilers)

1. Build at least one house
2. Before dawn (4:00 to 6:00), keep enough power going to every house the whole time
3. Solar stops at night, so back it up with batteries or a plant that also runs at night (a new battery is set to "Store only": right-click it to switch it to "Send")
4. Mornings you didn't watch from the night before, and mornings you skipped to (bed or /time), don't count



No. 04

Police Officer

Police Box (19:00 to 5:00)

3 requests

“Bright streets at night make patrols safer”

When they move in Wants a town whose streets stay lit all night

Detailed steps (spoilers)

1. Put up at least 6 street lights along the roads (street lights not connected to a house's wiring)
2. Keep all 6 lit the whole night (19:00 to 5:00)
3. Street lights that go out on the way don't count. Nights you skipped don't count either



No. 05

Doctor

Clinic (any time)

3 requests

“The clinic's power can't stop, even at night”

When they move in Wants no blackouts all day, plus a battery (after 3 residents)

Detailed steps (spoilers)

1. Have at least 3 residents with their shops built (town stage 2)
2. Build at least one house
3. Keep every house free of blackouts for one game day (about 20 minutes) in a row
4. Connect at least one battery to the town



No. 06

Stationmaster

Station Kiosk (16:00 to 21:00)

4 requests

“A town where the trains never stop is a good town”

When they move in Wants trains running all day, nonstop (after 3 residents)

Detailed steps (spoilers)

1. Have at least 3 residents with their shops built (town stage 2)
2. Send power to a substation and run a train
3. Keep power going to the substation for one game day (about 20 minutes) (if it stops for more than 10 seconds, the count starts over)
4. If a train runs at least once during that time, they come



No. 07

Factory Manager

Factory (9:00 to 17:00)

3 requests

“I keep the machines running all day”

When they move in Wants lots of daytime power, nonstop (after 3 residents)

Detailed steps (spoilers)

1. Have at least 3 residents with their shops built (town stage 2)
2. During the day (9:00 to 17:00), keep every house and shop free of blackouts the whole time
3. Have the whole town use, on average, as much power as 10 houses (add houses, shops and appliances)
4. Days you started watching partway, and days you skipped, don't count



No. 08

Weather Forecaster

Weather Station (6:00 to 8:00)

4 requests

“I wonder what kind of power today's sky will make”

When they move in Wants solar and wind power on the same day (after 3 residents)

Detailed steps (spoilers)

1. Have at least 3 residents with their shops built (town stage 2)
2. Place both a solar generator and a wind generator
3. Make power with both on the same day (from 6:00 to 6:00 the next morning)



No. 09

Professor

Lab (10:00 to 16:00)

3 requests

“As the town grows, we learn more”

When they move in Wants a lively town with 5 residents

Detailed steps (spoilers)

1. Welcome 5 residents and build their shops (hidden residents don't count)



No. 10

Electrician

Electrician's Shop (8:00 to 17:00)

2 requests

“Leave the work to change your house's contract to me”

When they move in Wants a home with a tripping breaker (after 3 residents)

Detailed steps (spoilers)

1. Have at least 3 residents with their shops built (town stage 2)
2. Build a house and connect power to its Breaker Panel
3. Use lots of appliances at once, so you use more power than your contract allows (the breaker trips)
4. As soon as one house has a tripped breaker, they want to move in



No. 11

Trader

Trading Company (9:00 to 17:00)

“Resin and lithium come from abroad by ship”

When they move in Wants to sell imports where homes have power (after 3 residents)

Detailed steps (spoilers)

1. Have at least 3 residents with their shops built (town stage 2)
2. Build at least one house and connect power to its Breaker Panel
3. As soon as one house has power, they want to move in
4. At their shop you can buy materials brought in from abroad (resin, tin, lithium, gallium, neodymium, silver, aluminum)



No. 12

Chipmaker

Chip Factory (any time)

1 request

“If the factory's power stops even for a moment, the wafers in progress are ruined”

When they move in Wants materials and power that never stops (after 6 residents)

Detailed steps (spoilers)

1. Have at least 6 residents with their shops built (town stage 3)
2. Welcome the Trader (you can get materials from abroad)
3. Keep every house free of blackouts for one game day (about 20 minutes) in a row
4. Connect at least 2 batteries to the town (a backup for power that must never stop)



No. 13

Steelmaker

Electric Furnace Factory (any time)

1 request

“An electric furnace is a factory you can run when the town has extra power”

When they move in Wants lots of spare power, like daytime solar (after 6 residents)

Detailed steps (spoilers)

1. Have at least 6 residents with their shops built (town stage 3)
2. Build at least one house
3. Have the town's generators make at least 2 kW more than the town uses (daytime solar on a sunny day, for example)
4. When that spare power lasts for 1 minute, they want to move in



No. 14

Silicon Maker

Silicon Factory (any time)

1 request

“Silicon is made from quartz in sand. It uses a huge amount of power”

When they move in Wants a chip factory and lots of spare power (after 6 residents)

Detailed steps (spoilers)

1. Have at least 6 residents with their shops built (town stage 3)
2. Welcome the Chipmaker
3. Have the town's generators make at least 150 kW more than the town uses (a nuclear plant or lots of solar, for example)
4. When that spare power lasts for 1 minute, they want to move in



No. 15

Reprocessor

Reprocessing Plant (any time)

1 request

“Used fuel still has uranium and plutonium that can be used”

When they move in Wants used fuel from a running reactor (after 6 residents)

Detailed steps (spoilers)

1. Have at least 6 residents with their shops built (town stage 3)
2. Finish a BWR reactor
3. Make power with the reactor. When that lasts for 1 minute, they want to move in
4. At the plant, make MOX powder from spent fuel (bring 5 spent fuel to the Reprocessor; still inside a Waste Container is fine)



No. 16

Machine Maker

Machine Maker (9:00 to 17:00)

“We build factory machines one by one after we get the order, then deliver them”

When they move in Wants to bring machines to a factory town (after 6 residents)

Detailed steps (spoilers)

1. Have at least 6 residents with their shops built (town stage 3)
2. Welcome one of the factory residents (Chipmaker, Steelmaker, Silicon Maker or Reprocessor)
3. When that factory building is built, they want to move in
4. At their shop you can buy the fab machines for the factories built in your town



No. 17 · hidden resident

Astronomer

Observatory (21:00 to 24:00)

2 requests

“With the lights off, you can see so many stars in the night sky”

When they move in Wants a clear night sky, away from lights

Detailed steps (spoilers)

1. On a clear night (19:00 to 5:00, not raining), go outside where there is no roof
2. Pick a spot with no lit street lights within 20 blocks
3. Look up at the sky, almost straight up, and stay like that for 10 seconds



No. 18 · hidden resident

Mysterious Traveler

??? (rarely seen)

“What a nice town. Every house has lights that never go out”

When they move in ???

Detailed steps (spoilers)

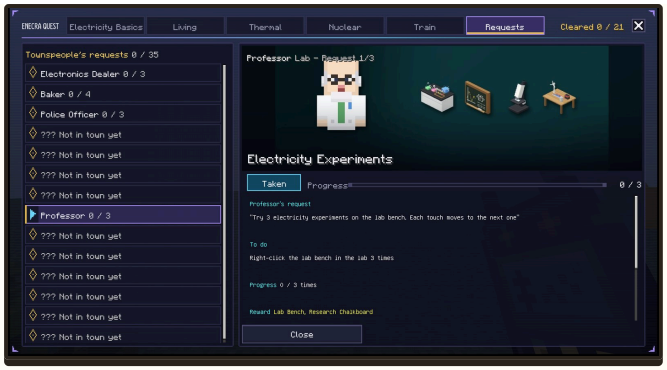
1. Welcome all 16 regular residents and build their shops
2. Keep every house free of blackouts for 3 game days (about 1 hour) in a row
3. The traveler has no building. They stand somewhere in town, so look for them and talk to them

CHAPTER 7

Requests and furniture

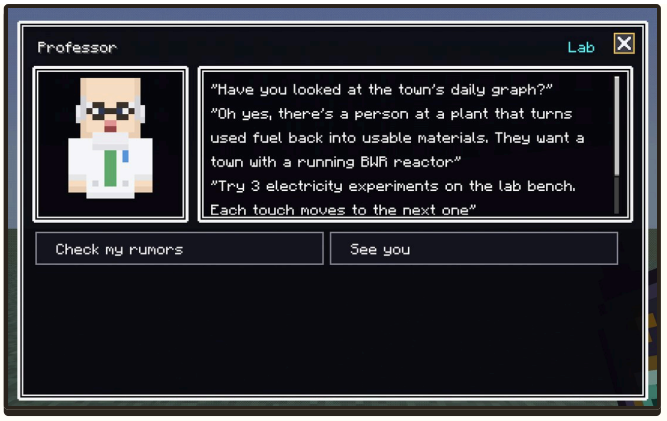
35 requests from residents, 48 pieces of reward furniture

- Talk to a resident to hear their request (hearing it means you have taken it). You can also take requests from the "Requests" tab of the quest screen.
- Each resident's requests come in order. Only what you do after taking a request counts.
- When it comes true, you get a reward piece of **furniture** right there.
- There are three ways to get furniture: requests, quest rewards (2-7 “Beat the heat”: Electric Fan / 5-2 “Ride the train”: Station Clock), and the **Items Book** (furniture you have got once can be bought from the book).



The "Requests" tab of the quest screen

The Professor's request "Electricity Experiments" is selected



Talking to a resident

The Professor (Lab); you can also choose "Check my rumors"

All requests

Resident	Request	What to do	Reward (furniture)
Electronics Dealer	**Appliance power comparison**	Right-click the appliance display shelf at the electronics shop	Appliance Display Shelf
	First Shopping	Buy 1 thing at the electronics shop	Electronics Store Register
	Appliances for a New House	Have 2 houses of your own (breaker panels)	Appliance Delivery Boxes
Baker	**Come Buy Fresh Bread**	Buy 1 thing at the bakery	Cash Register, Chalkboard Menu
	First Customer of the Day	Buy at the bakery between 4 and 7 on the town clock	Bread Crate Stand, Baguette Basket
	Keep the Oven Going	Keep power going to the bakery for half a game day (about 10 minutes)	Bakery Oven, Glass Showcase
	Lots of Bread	Buy at the bakery 3 times	Bread Shelf
Police Officer	**Town Map Board**	Right-click the town map in the police box	Town Map Board
	Night Patrol	Talk to the Police Officer at night (19 to 5) while the police box has power	Police Box Desk, Notice Board
	Bright Streets	Turn on 10 street lights at night (not wired to a house)	White Bicycle
Doctor	**Medicine Shelf**	Right-click the medicine shelf in the clinic	Medicine Shelf
	Ready for Emergencies	Have 2 batteries in town	Reception Counter, Waiting Bench
	A Clinic That Never Stops	Keep power going to the clinic for half a game day (about 10 minutes)	Examination Bed
Stationmaster	**Shopping at the Kiosk**	Buy 1 thing at the station kiosk	Kiosk Register, Magazine Rack
	Try a Station Bento	Eat a station bento	Station Bento Stand, Snack Shelf
	Vending Machine Drinks	Buy a drink from the vending machine	Vending Machine
	Cold Tea	Drink cold tea	Drink Cooler

Resident	Request	What to do	Reward (furniture)
Factory Manager	**Operation Panel**	Right-click the operation panel in a factory with power to run the machines	Operation Panel
	Daytime Factory	Keep power going to the factory for half a game day (about 10 minutes)	Lathe, Press Machine
	Make Lots	Run the machines 3 times with the operation panel	Belt Conveyor
Weather Forecaster	**Today's Sky**	Right-click the weather map screen at the weather station	Weather Map Screen
	Catch the Wind	Make power with 2 wind generators	Anemometer
	Rainy Sky	Right-click the weather map screen (or the anemometer) on a rainy day	Rain Gauge
	Sunny Day Power	Make power with 3 solar generators	Instrument Shelter
Professor	**Electricity Experiments**	Right-click the lab bench in the lab 3 times	Lab Bench, Research Chalkboard
	Microscope	Look through the lab microscope 3 times	Microscope
	Many Kinds of Power	Make power with 3 kinds (solar, wind, hydro, thermal, and so on) at the same time	Power Model
Electrician	**Contract Work**	Ask the Electrician for contract work	Electrician's Desk, Work Schedule Board
	Wiring Work	Ask the Electrician for wiring work	Wiring Supplies Shelf, Tool Battery Charger
Chipmaker	**Order Some Chips**	Pay the Chipmaker to make chips (until they're done)	Chip Making Machine
Steelmaker	**Bring Scrap Iron**	Pay the Steelmaker to turn scrap iron into iron ingots (until it's done)	Electric Steelmaking Machine
Silicon Maker	**Bring Materials**	Pay the Silicon Maker to make metallic silicon (until it's done)	Metallic Silicon Machine
Reprocessor	**Bring Fuel**	Bring spent fuel to the Reprocessor and have it reprocessed once (in the waste container is fine)	Nuclear Fuel Reprocessing Machine
Astronomer	**Starry Sky**	Look through the telescope on a clear night	Telescope
	How to find stars	Right-click the star chart in the observatory	Star Chart

Furniture you can use with right-click

Appliance Display Shelf
Right-click to compare each appliance's power
Furniture from the Electronics Dealer

Electric Fan
An appliance that runs on power (plug it into an outlet)
Furniture from the Electronics Dealer

Bakery Oven
Runs on power (plug it into an outlet)
Furniture from the Baker

Glass Showcase
Runs on power (plug it into an outlet)
Furniture from the Baker

Town Map Board
Right-click for shop locations (direction and distance)
Furniture from the Police Officer

Medicine Shelf
Right-click for a talk about hospitals and power
Furniture from the Doctor

Vending Machine
Runs on power (plug it into an outlet). Right-click to buy a drink
Furniture from the Stationmaster

Drink Cooler
Runs on power (plug it into an outlet)
Furniture from the Stationmaster

Station Clock
Right-click for the departure chime and the town time
Furniture from the Stationmaster

Operation Panel
Right-click to run nearby factory machines for 10 seconds
Furniture from the Factory Manager

Weather Map Screen
Right-click for the current sky and solar and wind power
Furniture from the Weather Forecaster

Anemometer
Right-click for the current sky and solar and wind power
Furniture from the Weather Forecaster

Lab Bench
Right-click for electricity experiments (3 in turn)
Furniture from the Professor

Microscope
Right-click to look (3 slides)
Furniture from the Professor

Telescope
Right-click to look (stars and the moon on clear nights)
Furniture from the Astronomer

Star Chart
Right-click for how to find stars
Furniture from the Astronomer

Factory fab machines

Chip Making Machine
When placed, it becomes a 3x3 machine, 3 blocks tall. Connect a wire to the bottom middle of the back (the inlet), right-click to put materials in the 9 slots, and press "Run" (once) or "Auto" (as long as materials last). Watch the 19 steps through the glass
Reward for a request from the Chipmaker

Electric Steelmaking Machine
When placed, it becomes a 3x3 machine, 3 blocks tall. Connect a wire to the inlet, put scrap iron (iron tools and buckets too) and graphite in the 9 slots, and press "Run". In 9 steps it becomes iron ingots
Reward for a request from the Steelmaker

Metallic Silicon Machine
When placed, it becomes a 3x3 machine, 3 blocks tall. Connect a wire to the inlet, put silica (sand or nether quartz), charcoal, and graphite in the 9 slots, and press "Run". In 9 steps it becomes metallic silicon
Reward for a request from the Silicon Maker

Nuclear Fuel Reprocessing Machine
When placed, it becomes a 3x3 machine, 3 blocks tall. Connect a wire to the inlet, put 5 spent fuel (in the waste container is fine) and 4 glass in the 9 slots, and press "Run". In 7 steps it makes MOX powder, uranium oxide, vitrified waste, and metal scraps
Reward for a request from the Reprocessor

CHAPTER 8

The King and money

Mail, visits, milestone rewards, and how money comes in

An ENECRA town starts on empty land. The King of this land sends challenges by mail to your phone, and sometimes comes to see how the town is doing. The King's mail and rewards go to players who are playing with the phone started (not during training).

The King's first mail

From the King

Welcome, pioneer. I am the King of this land.
Our kingdom buys most of the fuel for making power from other countries. We can cover only about 15 percent of our energy ourselves.

I want you to build a town on this empty land that makes its own power.
Power that is safe above all, never stops, isn't too costly, and doesn't dirty the air. Once the town is bright, people will move in.

The kingdom will back you with decrees: a subsidy when you buy generators, and rewards as the town grows.
If you sign a contract with the Power Company when it comes to town, it will buy your extra power at a set price, but only as much as the town uses. I'll come and see how things are now and then. Begin with the quests on your phone. The kingdom will send the tools for your quests to your phone.

S Safety	E Energy security	E Economy	E Environment
Safety comes first	Power keeps coming without stopping	Not too expensive	Doesn't pollute the air or nature

Every kind of power generation has strengths and weaknesses. The King never says which one is best. Combine them to make a well-balanced town.



The phone's "Mail" screen
Mail from the King (new mail is marked)



The King's visit
The King in front of the Baker's (talk to him for an S+3E review)

The King's visits and his "to-do"

- As your town grows, the King comes to visit. The day before, you get a mail saying he will come tomorrow.
- On that day he stands in town from morning until evening. Talk to him and he reviews your town using S+3E.
- The mail the day before may include one thing he would like you to have done. It isn't required. If it's done by the day he is there, you get **50,000 yen** as thanks.

What he asks	The King's words
Lights at Home	“bring power to your own house”
Ready for Night	“place a battery in town to be ready for night”
Lights at Night	“use wind, water, batteries, and such so the power doesn't stop at night”
More Power	“add 1 kW to your generators”
Mix Your Sources	“add one more kind of generator”

Milestone rewards (decrees)

By royal decree, a reward goes into your money once at each milestone of your town's growth. You get a mail about it.

Milestone	When	Reward
First Power	Your generator made power	**30,000 yen**
Lights at Home	Power reached your house (breaker panel)	**50,000 yen**
First Resident	1 resident came to town	**100,000 yen**
5 kW of Power	Your generators make 5 kW at once	**100,000 yen**
3 Residents	3 residents in town	**200,000 yen**

Milestone	When	Reward
3 Power Sources	3 kinds of your generators make power at once	**300,000 yen**
20 kW of Power	Your generators make 20 kW at once	**300,000 yen**
6 Residents	6 residents in town	**500,000 yen**
16 Residents	16 residents in town (all the regular residents)	**1,000,000 yen**

Money in and money out

Money in

- **Selling power**: once you have a contract with the Power Company, you can sell your spare power, as much as the town uses.
- **Milestone rewards**: the table above.
- **The King's thanks**: when his to-do is done.
- **Subsidy**: when you buy a generator from the Electronics Dealer, the kingdom pays half.

Money out

- **Power bill**: the power your homes use, plus the basic contract fee.
- **Shopping**: shops such as the Electronics Dealer, the Station Kiosk, the Trader and the Machine Maker, and the Items Book.
- **Work and orders**: installing a meter for a power plant (Power Company), and paying the Chipmaker, Steelmaker or Silicon Maker to make things for you.

Missions for lessons and training with the teacher tablet are in Teacher Tablet and ENECRA Missions.
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