Songs of Syx — one-page cheat sheet

Layout rules and build order, condensed from the full walkthrough at gridworksguides.com

Five layout rules

1. **Noise is the killer** — two-tile walls or a warehouse row between workshops and housing.
2. **Cluster by purpose** — residential, industry, farming, civic, military, services.
3. **Keep services close** — well, latrine, food stall and hearth within ~20 tiles of every home.
4. **Start small** — small rooms under 100 population; large rooms past 150.
5. **Quality pays** — stone over wood, plus carpets, plants and heating.

Six zones

- **Residential** — centre or upwind; 8–12 beds per block first.
- **Industry** — one side of the map, buffered by warehouses.
- **Farming** — map edges; bakery and canteen beside the fields.
- **Civic** — centre on the main road, administration as large as possible.
- **Military** — the gate, and the direction raids actually come from.
- **Services** — one small hub per residential block, never one big central one.

Build order

1. Block one: 8–12 beds, walls, hearth, well, latrine, food stall.
2. Carpenter, hunter, tailor — small, near the housing.
3. Physician, tavern, market.
4. Second block at around 75 population, with its own services.
5. Industrial district past 100, with warehouse buffers.
6. Walls, gates and towers once the first raid shows the real direction.
7. Administration at Chieftain status, large and central.
8. Farms out to the edges, freeing the centre.

Caveats

Race changes the noise rules. Dondorians and Gathrimis tolerate industry; Humans, Cretonians and Tilapi want distance from it.

Three figures are community rules of thumb, not numbers from the V71 build: the two-tile wall, the ~20-tile service radius, and 30–50 homes per service cluster. Tune them, don't treat them as data.

gridworksguides.com/guides/songs-of-syx-walkthrough.html