

Fast Castle Longboats

- **Difficulty:** Intermediate
- **Civs:** Vikings
- **Perfect uptime to Castle:** 16:05
- **Good under:** 16:30



Dark Age

x6		4-7	Sheep under tc, shift qued to next sheep
x4		7-11	4 villagers to wood
x1		11-12	1 Villager to lure the boar
x1	 + 	12-13	1 vill builds the dock, build a house first. Keep it as a fisherman.
x4		13-17	4 villagers on wood. Keep an eye on 2nd boar timing
x5		17-22	5 villagers to boar/sheep. Remember to build houses. After boars are done send 6 villagers to berries
x3		22-25	3 to wood. 2nd Lumber Camp is recommended here. Split vills
x2		25-27	2 villagers to gold
		27	Get loom if its not an island map and Click up to Feudal Age

- Keeping track of your population can be tough because of the fishing ships
- After building a dock, keep producing fishing ships all the time
- Go up to feudal age with 27 villagers, around 8 fishing ships
- If you are playing on a map where you will lose your fish, build 3-4 ships and around 19-20 vills start farming until 4-6 farms. You can also mill or push the deer.
- If your fish will be 100% safe, build a 2nd dock instead of mill and send those vills to wood and make up to 13-15 fishing ships. Build the mill after clicking up to Feudal for Castle Age buildings.

Feudal Age

Send 2 new villagers to gold.

Build a market with 2 villagers and a blacksmith with 1 villager.

Click up to Castle Age, build 2 extra docks (3 in total).

Castle Age

Here you have 2 options:

- 1 - University and ballistics for a fast military approach.
- 2 - Build a 2nd TC on wood, delaying your university and ballistics.