

Japanese M@A - Four Lakes

- **Difficulty:** Intermediate
- **Civs:** Japanese
- **Perfect uptime to Feudal:** 9:40
- **Good under:** 9:50



Dark Age

x6		4-7	6 vills to sheep under tc, shift queued to next sheep
x4		7-11	4 villagers to wood
x1		11-12	One villager lures a boar
x1	 + 	12-13	House + Dock and another house after, then keep the villager shore fishing
x3	 + 	13-16	3 more villagers to wood
x5		16-21	After 3 fishing ships, build Barracks
	 + 	21	Research Loom and click up to Feudal
x4		21	Move 4 to wood (11 in total) create a new lumber camp and split them 6/5
x3		21	Move 3 villagers to gold
		21	Produce 3 militia and send them towards the enemy

- This strategy is good in hybrid maps with safe fishboom like Four Lakes, Two pools, etc
- Add fishing ships up to a total of 4
- In maps like Four Lakes, woodlines are really exposed, you can tower your opponent's woodline as well
- You can keep adding fishing ships up to 6-8 per lake
- If you want to keep your lake safe from enemy's docking, add a galley and keep it patrolling

Feudal Age

Upgrade your man at arms as soon as you reach Feudal Age

Get Double-bit axe (lumber camp upgrade) as soon as you reach Feudal Age. Dont get the mill upgrade.

Build 1 Archery Range as soon as possible in order to produce archers. and a blacksmith (after having a blacksmith you can add 2nd Range)

Send 5 villagers to gold. After you're done with sheep under TC, send them to berries and mill them

Once you got the buildings (or if you're floating too much wood) all your extra wood can go to fishing ships. You can also go to dock another lake too (6-8 fishing ships per lake)