

Build order created by Jupe from AOEBuilds. For more build orders, visit AOEBuilds.com/build-orders . For video classes demonstrating the build orders, visit AOEBuilds.com/aoe2-classes

Difficulty: Medium Hard

Civs: Saracen

Perfect Castle time: 14:50

Good Castle time: under 15 minutes

Map: Arena, Pre-walled maps or Super easily walled maps like BF

Fast Castle into Boom (Good eco civs) **!Pushing deer is necessary!**

	Pop	Additional notes
6 sheep	4-7	Sheep under tc, shift qud to next sheep
4 wood	7-11	
1 boar	11	
4 berries	12-16	1st one builds a house or two
4 boar/sheep	16-20	Start adding farms with extra wood (about 2-3)
4 wood	20-24	New lumbecamp (2 in total), extra farms
1 gold	24-25	Mines 10 gold without a mining camp
Don't Build Loom		Build around 6 farms

Feudal age

Build market (2 vill)s and blacksmith (1vill)

2 wood

Sell 100 wood from the market

Click to Castle AGE.

IF YOU BUILD A TC NEXT TO STONE OR GOLD YOU HAVE THE OPTION TO BUY FOOD WITH THE GOLD FOR 3-4 TIMES, BUT STILL FOCUS ON FARMING