

Fast Castle Boom

- **Difficulty:** Beginner
- **Civs:** Any civ is able to perform this strategy
- **Perfect uptime to Castle:** 15:40
- **Good under:** 16:00



Dark Age

x6		4-7	Sheep under tc, shift qud to next sheep
x4		7-11	4 villagers to wood
x1		11-12	1 Villager to lure the boar
x4	 + 	12-16	4 villagers to berries, 1st builds 2 houses
x4		16-20	4 villagers on boar/sheep
x4		20-24	4 to wood. Build new lumbercamp and a house
x3		24-27	3 to gold
		27	Click up to Feudal Age

- When you send your 4 villagers to boar (16-20 pop) You can start building farms with extra wood
- Remember to wall since this is a build based on economy
- Build at least 8 farms before clicking up to Feudal Age
- Loom is optional if you're playing walled
- You will need 325 wood on bank when you reach **Feudal Age**. Excess can go to extra farms, but dont build more after that since you need to save for 2 Town Centers

Feudal Age

Send 2 new villagers to wood.

Pull 3 villagers (from wood, berries, or both) to build a Market with 2 villagers and a Blacksmith with 1 villager

Click up to Castle Age, research Double-bit axe (lumber camp upgrade) and Horse Collar (mill upgrade)

Buy 100 stone with the extra gold that you mine, after that, you can buy food once or twice

Castle Age

Research Bow saw (lumber camp upgrade) and build 2 extra Town Centers next to a forest.

Put all your Town Center gather points to a woodline, farm around your Town Centers with all the food you're gathering.

Once you can easily support villager production, add a 4th Town Center on your main gold mine.