

Fast Castle Knights

- **Difficulty:** Intermediate
- **Civs:** Any except Aztecs, Mayans or Incas. Good cavalry civs preferred
- **Perfect uptime to Castle:** 16:05
- **Good under:** 16:30



I 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
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	Get loom and 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 Fast Castle strategy
- Build 8 or more farms with extra wood
- Start building barracks at around 50% advanced to Feudal Age, so you finish it on time
- Prepare 2 villagers for building your stable and blacksmith/market. (market needs +1 villager)

II Feudal Age

Send 2 new villagers to gold.

Build Stable and Blacksmith/Market with 1 villager on the Stable and 1 on Blacksmith (1+2 if you choose Market)

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

Build a 2nd Stable

III Castle Age

Research Bow saw (lumber camp upgrade) and produce knights from 2 stables.

Put new villagers to gold or new farms. You can also invest your wood into Town Centers (if you do this, remember to farm a little bit more)

Remember to keep your Town Center and stables producing, your aim is to try on keep your buildings producing and to have your resources at minimum.