

Nation information

- Unit Specification -

- Maya
- Spain
- Britain
- Iroquoian
- Incas
- France
- Delaware
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- USA
- Pueblo
- Sioux
- Aztec

Maya

The Mayan culture is one of the highest of pre-Columbian America. In fact, the name "Maya" was actually Columbus' invention, analogous to the expression "Indian". It refers to the residents of the Yucatan peninsula, and was heard to be spoken among the native traders. The name of the peninsula Yucatan is an adaptation of "siou-tan" which, in the language of the natives, meant "I do not understand you". This was the answer of the native traders to the European explorers' questions. The Mayas lived in the Cordilleras, a mountainous region of Central America, and in the tropical lowlands of Peten, now the territories of Guatemala and Honduras. The Mayan civilization appeared long before the beginning of the Christian calendar and developed rather independently. Mayan society was very similar to that of the ancient Greeks in structure. The country was made up of city states. At the head of a state stood a ruler, a "halac uinic" (a great man). His power was unlimited and lasted a lifetime. A council made up of the richest citizens and called a "kuc kabob" helped him make important decisions. They also controlled the performance of the ruler's orders. "Batabs" were in charge of the settlements belonging to a city-state. Their post was also hereditary. In case of war, they would lead the troops recruited in their village. Officials - "ah kulebobs" and "ah kholops" - helped the batabs to govern the village. Nobles lived in stone palaces in the heart of a city surrounded by walls. Workers and craftsmen resided on the outskirts in hovels covered with palm leaves. The major part of the population was preoccupied with growing and treating corn. Apart from corn, the Mayas also cultivated cotton, beans, tobacco and cacao, hunted wild rabbits, caught lizards and armadillos. Sometimes they also kept turkeys or ducks. Apart from free workers there were also slaves in Mayan states, most of them prisoners of war. The Mayan people reached great achievements in the field of science. Their discoveries in mathematics are quite extraordinary: They discovered zero a thousand years before the Old World, and were the first to apply the system of figure positions when recording big numbers; they introduced a numerical system rather like ours, but based on the number twenty. Astronomy and writing were also developed in the Mayan state. The basic territory inhabited by the Mayas was the area along the Usumacinta river. Here the great cities of Copan, Tikal, Quirigua, Palenque, Yaxchilan, Uaxactun and many more were located. The most important among these cities is the city of Chichen Itza, founded approximately around the year 495 and named after the Itza people. These were beautiful cities with palaces and pyramids. But, for unknown reasons, by the 10th century these cities had fallen into decay. In 987, Chichen Itza was conquered by the Toltec tribe. The conquerors set up the two new city-states of Mayapan and Uxmal, which subsequently united to form the Mayapan league. But by the year 1194 the internal opposition between the cities had led to war. Hunac Ceel of the Kokom dynasty assaulted Chichen Itza and captured it. He united the entire Yucatan peninsula under his rule. The Kokom reign lasted 250 years, but in 1441 a rebellion flared up against them and the capital of Mayapan was destroyed. That event was followed by the division of the Mayan state into 18 independent states. It was in 1511 that the first Europeans reached Yucatan. These were Spaniards under the command of captain Valdivia. He was on his way to deliver a message to the governor of Espanola, informing him of the riots in Darien, as well as 20,000 pesos for the king. But the Spanish caravel never reached its destination. It sank after running aground in the shallows of Snake River. Twenty sailors managed to survive in a boat, and after thirty days of traveling reached the shore of Yucatan. The locals captured the survivors and four of them, including Valdivia, were sacrificed and subsequently eaten. Five surviving Spaniards fled from captivity and after many long days of traveling two of them finally reached the Spanish domain. In 1517, a new expedition under the command of Francisco de Cordova disembarked at Yucatan. Numerous clashes between the Spanish and Mayas took place, but neither Cortes, nor Cordova could entirely conquer Yucatan. This was achieved by the relentless and cunning Don Francisco de Montejo. It was he who introduced the custom of feeding dogs with the flesh of killed natives. In 1542 his son, who had the same name, founded Merida, the first European city in the area, to replace the Mayan city of Tihoo. In 1546 he defeated the last opposing Mayas in Yucatan.

Peasant

Worker. Procures resources and constructs buildings. Relatively inexpensive. Ineffective in combat operations. Has less strike power than other European peasants. When entering a clash with an enemy, this unit should be accompanied by military units, otherwise it can be captured by the enemy. Very resistant fighter, not inclined to flee from the battlefield. Average creation time.

Price: food 100

Life: 30

Building time: 180

Storm force: 10

Attack: 19 (sword)

Defence: 0

Pikeman

Warrior with a pike. Quite quick to create, relatively inexpensive. Before sending these warriors out to fight, it would be wise to perform the maximum number of upgrades. Pikemen are not very strong without upgrades and will not be able to effectively oppose the enemy. The best method is to start producing masses of these units once the creation speed upgrade has been performed. When all the upgrades have been carried out, this warrior becomes the main combat unit of the Mayan army and can be used for defensive operations and assaults on enemy bases.

Price: wood 5, stone 2, food 60

Life: 100

Building time: 75

Storm force: 15

Attack: 7 (pike)

Defence: 12 (sword), 2 (pike)

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+1) gold 20, food 100

Fortress, Conduct a fencing drill (+2) gold 30, food 4600

Fortress, Conduct a fencing drill (+ 3) gold 60, food 6200

Fortress, Conduct a fencing drill (+2) gold 100, food 15300

Fortress, Conduct a fencing drill (+1) gold 200, food 25300

Fortress, Conduct a fencing drill (+1) food 50000

Town Center, Improve cold steel (strike power +5) wood 15000, iron 4000

Defence

 Fortress, Conduct a physical training (+2) gold 100, food 1000

 Fortress, Conduct a physical training (+ 1) gold 250, food 2200

 Fortress, Conduct a physical training (+3) gold 500, food 1075

 Fortress, Conduct a physical training (+1) gold 300, food 18075

 Fortress, Conduct a physical training (+8) wood 16100, food 65050

 Fortress, Conduct a physical training (+2) food 65000

Archer

Warrior with a bow. Very quick to create and quite inexpensive. Feeble in melee combat and therefore best used in ranged attacks only. These warriors are most effective in great numbers. Particularly effective when setting buildings on fire.

 Price: wood 10, food 95

 Life: 30

 Building time: 25

 Storm force: 10

 Attack: 10 (arrow), 3 (sword)

 Defence: 0

Upgrades:**Attack**

 Fortress, Conduct a fencing drill (+1) gold 50, food 100

 Fortress, Conduct a fencing drill (+1) gold 300, food 9400

 Fortress, Conduct a fencing drill (+ 1) gold 100, food 18600

 Fortress, Conduct a fencing drill (+1) gold 100, food 55500

 Fortress, Conduct a fencing drill (+1) gold 200, food 65050

 Fortress, Conduct a fencing drill (+1) food 65000

Defence

 Fortress, Conduct a physical training (+2) gold 90, food 350

 Fortress, Conduct a physical training (+ 1) gold 100, food 1000

 Fortress, Conduct a physical training (+3) gold 50, food 4200

 Fortress, Conduct a physical training (+1) gold 300, food 11075

 Fortress, Conduct a physical training (+2) gold 150, food 15050

 Fortress, Conduct a physical training (+1) food 65000

Shaman

Priest. Takes a very long time to create and is expensive. Can heal warriors and allied troops. Fairly good in melee combat. Good vision range. As a warrior, this unit is very effective when defending buildings. Necessary in order to create squads and combat formations of warriors. Can carry out diplomatic negotiations with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 45, food 240

Life: 30

Building time: 4000

Storm force: 100

Attack: 50 (sword)

Defence: 0

Healing: 25

Chief

Chief. Takes a very long time to create and is expensive. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create squads and combat formations. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 100, food 255

Life: 125

Building time: 800

Storm force: 100

Attack: 25 (pike)

Defence: 0

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+1) gold 200, food 100

Fortress, Conduct a fencing drill (+2) gold 300, food 1400

Fortress, Conduct a fencing drill (+ 3) gold 600, food 4600

Fortress, Conduct a fencing drill (+4) gold 1050, food 6200

Fortress, Conduct a fencing drill (+5) gold 2050, food 15300

Fortress, Conduct a fencing drill (+50) food 65000

Defence

Fortress, Conduct a physical training (+5) gold 90, food 350

Fortress, Conduct a physical training (+ 6) gold 150, food 1000

Fortress, Conduct a physical training (+7) gold 550, food 4200

Fortress, Conduct a physical training (+8) gold 2000, food 11075

Fortress, Conduct a physical training (+9) gold 3500, food 15050

Warrior with Staff



Warrior with a macamba staff - a kind of battle staff strengthened with sharp obsidian thorns. Very quick to create and inexpensive. Very fast-moving, with high protection against arrows. Therefore this unit is effective when used against archers and shooters. Very effective for sabotage. It is best to use these units after a lot of upgrades. The attack parameter increases greatly with combat experience.

Price: wood 15, stone 5, food 10

Life: 55

Building time: 10

Storm force: 5

Attack: 5 (macamba)

Defence: 1 (sword), 150 (arrow), 7 (pike)

Upgrades:

Attack

Fortress, Conduct a fencing drill (+1) gold 50, food 8100

Fortress, Conduct a fencing drill (+1) gold 150, food 14050

Fortress, Conduct a fencing drill (+ 1) gold 260, food 24600

Fortress, Conduct a fencing drill (+1) gold 100, food 46200

Fortress, Conduct a fencing drill (+1) gold 200, food 65300

Fortress, Conduct a fencing drill (+1) food 65000

Town Center, Improve cold steel (strike power +5) wood 15000, gold 6900

Defence

Fortress, Conduct a physical training (+1) gold 90, food 7350

Fortress, Conduct a physical training (+ 1) gold 100, food 9000

Fortress, Conduct a physical training (+1) gold 500, food 14200

Fortress, Conduct a physical training (+1) gold 300, food 21075

Fortress, Conduct a physical training (+1) gold 300, food 65050

Fortress, Conduct a physical training (+1) food 65050

Town Center, Conduct parade and training for the whole army (Protection against arrows +25) wood 15000, iron 5000

Town Center, Improve protective armaments (protection against pike +5) gold 10000, food 65000

Fishing Canoe



Effective means for procuring food, especially after a number of upgrades. It is best not to use this unit for military actions unless the situation is desperate.

Price: wood 850

Life: 1500

Building time: 1000

Storm force: 0

Attack: 199 (arrow)

Defence: 160

Battle canoe



Native American military vessel. When fighting Europeans, it is effective for shelling enemy boats from afar rather than at close distance. In battles against ships with cannons, it is best to keep these units scattered rather than forming dense groups. Effective for shelling buildings. When it becomes necessary to create a big fleet, upgrades which speed up canoe building are advisable.

Price: wood 1900, gold 400, iron 250

Life: 3000

Building time: 2000

Storm force: 0

Attack: 199 (arrow), 200 (fiery arrow)

Defence: 160

Ferry



Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Fortress

This structure is designed to create infantry units. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 300, stone 300

Building time: 900

Life: 35000

Max. inside: 100

Cost: 100.00

Mill

This building is designed for growing and processing grain. Peasants bring grain here to be processed. You can also conduct important upgrades in the mill to improve food procurement.

Price: wood 250, stone 25

Building time: 100

Life: 10000

Max. inside: 35

Cost: 25.00

Dwelling 1

This structure is designed to create peasants.

Price: wood 20, stone 20

Building time: 250

Life: 10000

Max. inside: 25

Cost: 25.00

Storehouse

This building is designed to store the wood gathered by the peasants. Hunters can bring meat here too.

Price: wood 10, stone 200

Building time: 100

Life: 10000

Max. inside: 20

Cost: 25.00

Town Center

The scientific center of the city. You can carry out most improvements and upgrades in this building.

Price: wood 300, stone 300

Building time: 700

Life: 65000

Max. inside: 25

Cost: 50.00

Temple

This structure is designed to create shamans.

Price: wood 950, stone 1450

Building time: 2000

Life: 55000

Max. inside: 75

Cost: 50.00

Dwelling 2

This structure is designed to create peasants.

Price: wood 100, stone 200

Building time: 250

Life: 20000

Max. inside: 35

Cost: 40.00

Tower

Defensive structure.

Price: wood 300, stone 300

Building time: 600

Life: 25000

Max. inside: 30

Cost: 20.00

Shipyard

Designed for building a fleet. Boats deliver procured fish here.

Price: wood 70, stone 755

Building time: 100

Life: 15000

Max. inside: 0

Cost: 50.00

Lookout Tower

Defensive structure.

Price: wood 30, stone 50

Building time: 300

Life: 4100

Max. inside: 5

Cost: 5.00

Dwelling 3

This structure is designed to create peasants.

Price: wood 345, stone 100

Building time: 1000

Life: 35000

Max. inside: 45

Cost: 50.00

Mine

This structure is designed for resource procurement (gold, stone, iron, coal). The number of peasants working in a mine can be increased by carrying out corresponding upgrades. Each mine has to be upgraded individually.

Price: wood 50

Building time: 50

Life: 5000

Max. inside: 5

Cost: 1.00

Spain

In the 15th century Spain expands, grows stronger and gains political authority. On August 3, 1492, Christopher Columbus sets sail from Palos with three small sailing heading west. As a result of his voyage, Columbus discovers a new continent! The most striking thing about the expedition is that Columbus had no intention to find new lands. He searched a new way to an affluent India from where he was supposed to deliver lots of gold, silver, spices and slaves for his masters. This would justify significant funds allocated to him. For example, Queen of Spain Isabella had to pawn her diamond crown to cover the undertaking. Now, the discovery of America opens immense possibilities for development. Rivers of gold and silver start to flow to Spain, making it the biggest colonial power.

Spain possesses vast territories in northern Europe and exploits them mercilessly. However, it does not last long. The uprising breaks out in the Netherlands. Significant Spanish forces under duke Alba are dispatched to suppress the revolt, where they are successfully opposed by well-trained Dutch troops. England, British pirates in particular, harass Spanish ships, ransack coastal towns and merchant ships. Thus, for example, Francis Drake on his galleon "Golden Hind" plunders Lima on February 13, 1579, capturing 12 Spanish ships and lots of treasures. On March 1, he attacks and captures a well-armed Spanish galleon, which carries 26 tons of silver, 80 pounds of gold, 13 chests with money and adornments to the sum of 200,000 pound sterling. For this campaign Drake is appointed a vice-admiral of the British fleet and dubbed. All efforts of Spain to punish the pirates are futile. To remove the sea adversary, Spain sends a huge armada towards England. However, it is heavily battered on the way by a storm and finally finished off by the British fleet. That is the end of the Spanish rule at sea. At the same time, Spain starts losing its power in the New World. England and France join the struggle for the American Continent.

Peasant



Worker. Procures resources and constructs buildings. Has a very high cost. Ineffective in combat operations. When entering a clash with an enemy, this unit should be accompanied by military units, otherwise it can be captured by the enemy. Very resistant fighter, not inclined to flee from the battlefield. Average creation time.

Price: food 30

Life: 50

Building time: 200

Storm force: 10

Attack: 14 (sword)

Defence: 0

Halberdier



Halberdier. Average creation time and low cost. Very strong in melee combat and possesses a high protection from arrows and bullets owing to a strong cuirass. The main combat unit of the Spanish early in

the game. The most important upgrades referring to this unit are those which improve the creation speed. Effective for capturing and defending buildings.

Price: gold 1, food 85, iron 25

Life: 100

Building time: 187

Storm force: 30

Attack: 14 (pike)

Defence: 1 (sword), 175 (arrow), 4 (pike), 85 (shot), 200 (grape-shot)

Upgrades:

Attack

Fort, Conduct a fencing drill (+1) gold 20, food 200

Fort, Conduct a fencing drill (+1) gold 30, food 3200

Fort, Conduct a fencing drill (+2) gold 60, food 6050

Fort, Conduct a fencing drill (+1) gold 100, food 28050

Fort, Conduct a fencing drill (+3) gold 200, food 60300

Fort, Conduct a fencing drill (+1) food 65000

Defence

Fort, Conduct a physical training (+2) gold 90, food 150

Fort, Conduct a physical training (+3) gold 10, food 400

Fort, Conduct a physical training (+4) gold 50, food 1650

Fort, Conduct a physical training (+2) gold 300, food 12050

Fort, Conduct a physical training (+6) gold 600, food 56300

Fort, Conduct a physical training (+2) gold 800, food 56300

Town Center, Increase cuirass production (shields +2) gold 530, iron 2900

Town Center, Purchase European cuirasses (protection of armored soldiers +2) gold 370, iron 1100

Town Center, Purchase new army uniformss (defence +2) wood 20500, gold 650, iron 2150

Officer 17th century



17th century officer. Quite quick to create, but expensive. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create squads and combat formations of British troops. Requires gold for upkeep. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 50, food 300

Life: 150

Building time: 150

Storm force: 30

Attack: 50 (sword)

Defence: 0

Upkeep: gold (workers in mines/1000 units): 62

Upgrades:**Attack**

Fort, Conduct a fencing drill (+27) gold 800, food 7000

Defence

Fort, Conduct a physical training (+23) gold 300, food 6300

Town Center, Increase cuirass production (shields +2) gold 530, iron 2900

Town Center, Purchase cuirasses in Europe (protection of armored soldiers +2) gold 370, iron 1100

Town Center, Purchase new army uniformss (defence +2) wood 20500, gold 650, iron 2150

Fusilier

Fusilier. Warrior armed with a fusil, which in some countries is also called a flint musket. Basic unit of the 18th century. Quite quick to create, but rather expensive. Possesses one of the best shot radii and an excellent rate of fire, shot power and range of vision. Good in melee combat owing to bayonet. High morale characteristics. Combat experience considerably increases the strike power of this unit. The most important upgrades for this unit are those referring to the creation speed.

Price: gold 15, food 250, iron 2, coal 10

Life: 120

Building time: 400

Storm force: 50

Attack: 600 (shot), 14 (pike)

Defence: 0

Upkeep: gold (workers in mines/1000units): 12, coal (per shot): 4, iron (per shot): 2

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+1) gold 200, food 4200

Fortress, Conduct a fencing drill (+2) gold 300, food 8600

Fortress, Conduct a fencing drill (+3) gold 600, food 16020

Fortress, Conduct a fencing drill (+4) gold 100, food 28075

Fortress, Conduct a fencing drill (+1) gold 1500, food 36300

Fortress, Conduct a fencing drill (+2) gold 18000, food 7000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Defence

Fortress, Conduct a physical training (+2) gold 90, food 350

Fortress, Conduct a physical training (+1) gold 150, food 1000

Fortress, Conduct a physical training (+3) gold 750, food 4200

Fortress, Conduct a physical training (+5) gold 200, food 11075

Fortress, Conduct a physical training (+3) gold 1300, food 36300

Fortress, Conduct a physical training (+3) gold 700, food 36300

Officer 18th century



18th century officer. Quite quick to create, but expensive. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create squads and combat formations of 18th century soldiers. Requires gold for upkeep. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 200, 300,

Life: 150

Building time: 150

Storm force: 30

Attack: 150 (sword)

Defence: 0

Upgrades:

Attack

Fortress, Conduct a fencing drill (+22) gold 800, food 7000

Defence

Fortress, Conduct a physical training (+2) gold 90, food 150

Town Center, Increase cuirass production (shields +2) gold 530, iron 2900

Town Center, Purchase cuirasses in Europe (protection of armored soldiers +2) gold 370, iron 1100

Town Center, Purchase new army uniformss (defence +2) wood 20500, gold 650, iron 2150

Priest



Priest. Takes a very long time to create and is expensive. Can heal warriors and allied troops. Fairly good in melee combat. Good vision range. As a warrior, this unit is very effective when defending buildings. Necessary in order to create squads and combat formations of warriors. Can carry out diplomatic negotiations with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 10, food 550

Life: 30

Building time: 1800

Storm force: 60

Healing: 50

Defence: 0

Harquebusier

Harquebusier. Armed with a light fuse rifle - a harquebus - and a sword. Quite quick to build, low cost. Possesses high protection against arrows and average protection against bullets and can therefore be used against archers and riflemen. The drawbacks are a low rate of fire and the large amount of resources needed for shooting. Not very strong in hand-to-hand combat, so it is best to use this unit for ranged attacks. The most important upgrades for this unit are those referring to the creation speed.

Price: gold 2, food 10, iron 3, coal 10

Life: 80

Building time: 50

Storm force: 20

Attack: 300 (shot), 7 (sword)

Defence: 7 (sword), 155 (arrow), 1 (pike), 60 (shot), 110 (grape-shot)

Upkeep: coal (per shot): 8, iron (per shot): 4

Upgrades:**Attack**

Fort, Conduct a fencing drill (+1) gold 20, food 50

Fort, Conduct a fencing drill (+1) gold 30, food 100

Fort, Conduct a fencing drill (+2) gold 600, food 250

Fort, Conduct a fencing drill (+1) gold 100, food 450

Fort, Conduct a fencing drill (+1) gold 200, food 6300

Fort, Conduct a fencing drill (+3) gold 1800, food 17000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Town Center, Provide money for new broadswords and rapiers (strike power +5) gold 1750, iron 4800

Defence

Fort, Conduct a physical training (+2) gold 90, food 200

Fort, Conduct a physical training (+1) gold 100, food 600

Fort, Conduct a physical training (+1) gold 500, food 1600

Fort, Conduct a physical training (+2) gold 300, food 1800

Fort, Conduct a physical training (+1) gold 300, food 2650

Fort, Conduct a physical training (+2) gold 300, food 26050

Blacksmith, Increase cuirass production (shield +2) gold 530, iron 2900

Town Center, Purchase European cuirasses (+2) gold 370, iron 1100

Town Center, Purchase new army uniforms (+2) wood 20500, gold 650, iron 2150

Drummer 17th century

17th century drummer. Quite quick to create, but expensive. Cannot attack. Intrepid. Required in order to create combat formations.

Price: gold 10, food 50

Life: 50

Building time: 150

Storm force: 30

Defence: 0

Upgrades:

Defence

Fort, Conduct a physical training (+14) gold 300, food 6300

Musketeer



Musketeer. Warrior armed with a heavy fuse rifle - a musket. This unit succeeds the harquebusier. Quite quick to create, but expensive. Possesses average protection against arrows and bullets. Quite a good shooter and a strong warrior in melee combats. The drawback is the long time it takes to prepare for attack. At the medium development stage, musketeers are the basic combat units.

Price: gold 8, food 200, iron 3, coal 10

Life: 100

Building time: 50

Storm force: 10

Attack: 400 (shot), 12 (sword)

Defence: 1 (sword), 55 (arrow), 5 (pike), 20 (shot), 50 (grape-shot)

Upkeep: coal (per shot): 5, iron (per shot): 3

Upgrades:

Attack

Fortress, Conduct a fencing drill (+1) gold 200, food 4200

Fortress, Conduct a fencing drill (+1) gold 300, food 8600

Fortress, Conduct a fencing drill (+1) gold 50, food 16020

Fort, Conduct a fencing drill (+1) gold 100, food 28075

Fortress, Conduct a fencing drill (+1) gold 200, food 36300

Fortress, Conduct a fencing drill (+1) gold 18000, food 7000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Town Center, Provide money for new broadswords and rapiers (strike power +5) gold 1750, iron 4800

Defence

Fortress, Conduct a physical training (+2) gold 950, food 350

Fortress, Conduct a physical training (+3) gold 125, food 4200

Fortress, Conduct a physical training (+4) gold 500, food 4200

Fortress, Conduct a physical training (+2) gold 150, food 11075

Fortress, Conduct a physical training (+5) gold 5300, food 36300, coal 12050

Fortress, Conduct a physical training (+5) gold 2450, food 53300, iron 2700

Drummer 18th century

18th century drummer. Quite quick to create, but expensive. Cannot attack. Intrepid. Required in order to create combat formations.

Price: gold 100, food 50

Life: 50

Building time: 150

Storm force: 30

Defence: 0

Upgrades:**Defence**

Fortress, Conduct a physical training (+21) gold 300, food 6300

Standard bearer 17th century

17th century standard bearer. Quite quick to create, but expensive. Cannot attack, but possesses a long vision range. Intrepid. Can be used when creating combat formations to boost their characteristics.

Price: gold 20, food 110

Life: 100

Building time: 150

Storm force: 30

Defence: 0

Upgrades:**Defence**

Fort, Conduct a physical training (+21) gold 300, food 6300

Drummer 18th century

18th century drummer. Quite quick to create, but expensive. Cannot attack. Intrepid. Required in order to create combat formations.

Price: gold 700, food 50

Life: 100

Building time: 150

Storm force: 30

Defence: 0

Upgrades:

Defence

Fortress, Conduct a physical training (+28) gold 300, food 6300

Conquistador 16th century



Rider. Armored cavalryman armed with a broadsword and a pair of pistols. Quite quick to create, but very expensive. Very effective in melee combat, can fire pistols, but has a limited range of fire. Owing to its armor, this unit has a high protection against arrows and bullets. Fast-moving, with good morale. The attack parameter increases considerably with combat experience. Can be effective in combat operations and sabotage.

Price: wood 150, food 5800, iron 40

Life: 350

Building time: 100

Storm force: 10

Attack: 200 (shot), 20 (sword)

Defence: 7 (sword), 155 (arrow), 1 (pike), 70 (shot), 245 (grape-shot)

Upkeep: coal (per shot): 6, iron (per shot): 3

Upgrades:

Attack

Fortress, Conduct a fencing drill (+2) gold 20, food 4200

Fortress, Conduct a fencing drill (+3) gold 300, food 8600

Fortress, Conduct a fencing drill (+4) gold 650, food 16020

Fortress, Conduct a fencing drill (+1) gold 1100, food 28075

Fortress, Conduct a fencing drill (+1) gold 200, food 36300

Fortress, Conduct a fencing drill (+1) gold 500, food 56300

Defence

Fortress, Conduct a riding drill (+3) gold 60, food 4200

Fortress, Conduct a riding drill (+4) gold 10, food 8600

Fortress, Conduct a riding drill (+5) gold 50, food 16000

Fortress, Conduct a riding drill (+2) gold 30, food 21075

Fortress, Conduct a riding drill (+2) gold 70, food 36300

Fortress, Conduct a riding drill (+2) gold 25, food 36300

Blacksmith, Increase cuirass production (shield +2) gold 530, iron 2900

Town Center, Purchase European cuirasses (+2) gold 370, iron 1100

Town Center, Purchase new army uniforms (+2) wood 20500, gold 650, iron 2150

Dragoon 17th century



17th century dragoon. A cavalryman armed with a wheel lock gun and a sword, but without armor. Takes an average amount of time to create and has a very high cost. Good both in melee and ranged attacks. Average range of fire. Fast-moving, with good morale. The attack parameter increases considerably with combat experience. Can be effective for combat operations and sabotage. Requires gold for upkeep.

Price: gold 20, food 1950

Life: 340

Building time: 300

Storm force: 10

Attack: 350 (shot), 11 (sword)

Defence: 9 (sword), 1 (pike)

Upkeep: gold (workers in mines/1000 units): 187, coal (per shot): 8, iron (per shot): 3

Upgrades:

Attack

Fortress, Conduct a fencing drill (+3) gold 20, food 1200

Fortress, Conduct a fencing drill (+4) gold 300, food 6050

Fortress, Conduct a fencing drill (+5) gold 600, food 56020

Fortress, Conduct a fencing drill (+1) gold 100, food 18075

Fortress, Conduct a fencing drill (+1) gold 200, food 15300

Fortress, Conduct a fencing drill (+1) gold 18000, food 7000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Defence

Fortress, Conduct a physical training (+2) gold 900, food 8200

Fortress, Conduct a physical training (+1) gold 100, food 16000

Fortress, Conduct a physical training (+3) gold 500, food 42000

Fortress, Conduct a physical training (+1) gold 300, food 31075

Fortress, Conduct a physical training (+2) gold 800, food 36300

Fortress, Conduct a physical training (+2) gold 980, food 36300

Mounted Officer, 17th century



Mounted 17th century officer. Takes quite a while to create and is very expensive. Armed with a broadsword and a pair of pistols. Pistols have a short range. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create mounted squads and combat formations of Spanish 17th century cavalrymen. Fast-moving. Good vision range.

Price: gold 340, food 3850, iron 50, coal 20

Life: 480

Building time: 1000

Storm force: 10

Attack: 200 (shot), 54 (sword)

Defence: 17 (sword), 8 (pike), 75 (shot)

Upkeep: coal (per shot): 8, iron (per shot): 4

Upgrades:

Attack

Fortress, Conduct a fencing drill (+22) gold 800, food 7000

Defence

Fortress, Conduct a riding drill (+10) gold 300, food 36300

Dragoon 18th century



18th century dragoon. A cavalryman armed with a flint musket and a broadsword. Takes a very long time to create and is expensive. Fairly Good for both melee and ranged attacks. Average range of fire. Fast-moving, with good morale. The attack parameter increases considerably with combat experience. Can be effective for both combat operations and sabotage. Requires gold for upkeep.

Price: food 6150

Life: 420

Building time: 550

Storm force: 10

Attack: 400 (shot), 10 (sword)

Defence: 16 (pike)

Upkeep: gold (workers in mines/1000 units): 62, coal (per shot): 5, iron (per shot): 2

Upgrades:

Attack

Fortress, Conduct a fencing drill (+3) gold 20, food 4200

Fortress, Conduct a fencing drill (+4) gold 300, food 16000

Fortress, Conduct a fencing drill (+5) gold 60, food 56020

Fortress, Conduct a fencing drill (+1) gold 100, food 18075

Fortress, Conduct a fencing drill (+1) gold 200, food 15300

Fortress, Conduct a fencing drill (+1) gold 18000, food 7000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Defence

Fortress, Conduct a riding drill (+2) gold 5, food 8200

Fortress, Conduct a riding drill (+3) gold 6, food 16000

Fortress, Conduct a riding drill (+4) gold 7, food 42000

Fortress, Conduct a riding drill (+1) gold 250, food 31075

Fortress, Conduct a riding drill (+2) gold 175, food 36300

Fortress, Conduct a riding drill (+3) gold 300, food 36300

Mounted Officer, 18th century

Mounted 18th century officer. Takes quite a long time to create and is very expensive. Armed with a broadsword and a pair of pistols. Pistols have a short range. One of the strongest units in hand-to-hand combat. Intrepid. Required in order to create mounted squads and combat formations of Spanish 18th century cavalry. Fast-moving. Good vision range.

Price: gold 380, food 4250

Life: 550

Building time: 1250

Storm force: 10

Attack: 200 (shot), 85 (sword)

Defence: 0

Upkeep: coal (per shot): 6, iron (per shot): 3

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+29) gold 800, food 7000

Defence

Fortress, Conduct a riding drill (+22) gold 300, food 36300

Standard bearer 18th century

18th century standard bearer. Quite quick to create, but expensive. Cannot attack, but possesses a long vision range. Intrepid. Can be used when creating combat formations to boost their characteristics. Good vision range.

Price: gold 150, food 1200

Life: 350

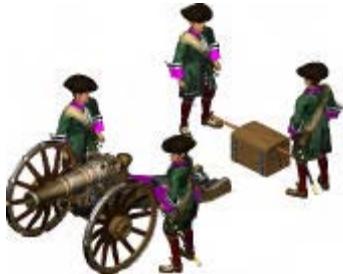
Building time: 400

Storm force: 0

Defence: 0

Upgrades:**Defence**

Fortress, Conduct a physical training (+28) gold 300, food 6300

Cannon

Gun. A weapon possessing the greatest range and a considerable damaging force. Can be effectively used against a group of units or masses of troops. One shot can kill several enemy soldiers. Can also be effectively used against enemy ships and structures. Takes a very long time to create and is expensive. Very good vision range.

Price: wood 2500, gold 500, iron 1000, coal 1550

Life: 10000

Building time: 3000

Storm force: 0

Attack: 3000 (cannonball)

Defence: 0

Upkeep: coal (per shot): 100, iron (per shot): 50

Rowing boat

Rowing boat. The most common European military vessel. Effective at close range. Can be used to cover ships armed with cannons.

Price: wood 1200, gold 400, iron 100

Life: 2500

Building time: 2000

Storm force: 0

Attack: 800 (shot)

Defence: 160

Upkeep: iron (per shot): 9, coal (per shot): 9

Ferry

Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Caravel

Prototype of the caravel. A small two-cannon ship (one gun per board). Effective for fighting canoes and shelling buildings.

Price: wood 3550, gold 1450, iron 500, coal 700

Life: 45890

Building time: 2000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 50, coal (per shot): 100

Nao

Prototype of the nao Santa Maria. Average sized, 4-cannon ship with two guns on each board. Effective for shelling buildings and masses of enemy troops. Does not fire point-blank.

Price: wood 9500, gold 7050, iron 2900, coal 1100

Life: 57440

Building time: 3000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 50, coal (per shot): 100

Frigate

Large vessel with several rows of cannons, the most powerful in the game. Effective for shelling buildings and masses of enemy troops. Does not fire point-blank. Requires large quantities of ammunition to fire, therefore shelling single targets is unadvisable.

Price: wood 65500, gold 22300, iron 2500, coal 7500

Life: 63620

Building time: 5000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 250, coal (per shot): 500

Fort

This structure is designed to create infantry units. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 500, stone 100

Building time: 100

Life: 25000

Max. inside: 75

Cost: 100.00

Mill

This building is designed for growing and processing grain. Peasants bring grain here to be processed. You can also conduct important upgrades in the mill to improve food procurement.

Price: wood 200, stone 100

Building time: 100

Life: 15000

Max. inside: 15

Cost: 25.00

Dwelling 1

This structure is designed to create peasants.

Price: wood 50, stone 80

Building time: 250

Life: 5000

Max. inside: 5

Cost: 25.00

Storehouse

This building is designed to store the wood gathered by the peasants. Hunters can also bring meat here.

Price: wood 25, stone 200

Building time: 100

Life: 5000

Max. inside: 15

Cost: 0.30

Blacksmith

In this building you can conduct upgrades relating to metalwork.

Price: wood 30, stone 50, iron 10

Building time: 250

Life: 5000

Max. inside: 10

Cost: 25.00

Fortress

This structure is designed to create infantry and cavalry units, as well as artillery. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 4000, gold 4000, stone 5500

Building time: 1000

Life: 40000

Max. inside: 300

Cost: 300.00

Upkeep: iron (per shot) 10, coal (per shot) 10

Dwelling 2

This structure is designed to create peasants.

Price: wood 1900, stone 50

Building time: 1000

Life: 25000

Max. inside: 15

Cost: 50.00

Shipyard

Designed for building a fleet. Boats deliver procured fish here.

Price: wood 250, stone 250

Building time: 500

Life: 25000

Max. inside: 50

Cost: 50.00

Town Center

The scientific center of the city. You can carry out most improvements and upgrades in this building.

Price: wood 2150, stone 5200

Building time: 2000

Life: 35000

Max. inside: 25

Cost: 50.00

Temple

This structure is designed to create priests.

Price: wood 150, stone 600

Building time: 2000

Life: 35000

Max. inside: 50

Cost: 50.00

Mine

This structure is designed for resource procurement (gold, stone, iron, coal). The number of peasants working in a mine can be increased by carrying out corresponding upgrades. Each mine has to be upgraded individually.

Price: wood 50

Building time: 50

Life: 5000

Max. inside: 5

Cost: 1.00

Log Cabin



Defensive structure.

Price: wood 300, stone 300

Building time: 1500

Life: 25000

Max. inside: 20

Cost: 50.00

Log Cabin 2



Defensive structure.

Price: wood 1700, stone 1700, iron 400, coal 350

Building time: 4500

Life: 35000

Max. inside: 30

Cost: 75.00

Britain

For many times of history, Britain combated fiercely with Spain, the Netherlands, Portugal and France to build a mighty colonial power. War with Spain, which had started in the second half of the 1500's, ended in the late 1600's with a British victory led to war with the Netherlands. Britain's successes in war awarded them with reign at sea, creating a base for capturing vast colonies in the New World. By the end of the 1700's, chiefly after the victories in the 7 Years' War, Britain acquired the entire expanses of land that is now Canada and Florida. At the same time, the final stroke on French possessions in India was delivered. Still, the victorious rebellion of the American colonies shattered the colonial domination of the English. Loss of these colonies, stretching over 400,000 square miles and populated by 2.5 million settlers, had great consequences on further destiny of the British Empire. The focus of colonial expansion shifted from America to India, Australia and New Zealand. Their expansion was made stronger after the victory over Napoleonic France, as well as an industrial boom on the home soil.

Peasant



Procures resources and constructs buildings. Relatively inexpensive. Ineffective in combat operations. Has less strike power than other European peasants. When entering a clash with an enemy, this unit should be accompanied by military units, otherwise it can be captured by the enemy. Very resistant fighter, not inclined to flee from the battlefield. Average creation time.

Price: food 30

Life: 50

Building time: 200

Storm force: 10

Attack: 12 (sword)

Defence: 0

Pikeman



Takes an average time to create and has a relatively low cost. Strong in melee combat and possesses a high protection from arrows and bullets owing to a strong cuirass. Basic combat unit at the beginning of the game. The most important upgrades referring to this unit are those which improve the creation speed. Effective for capturing and defending buildings.

Price: gold 2, food 95, iron 15

Life: 95

Building time: 100

Storm force: 10

Attack: 10

Defence: 3 (sword), 150 (arrow), 3 (pike), 70 (shot), 150 (grape-shot)

Upgrades:**Attack**

Fort, Conduct a fencing drill (+1) gold 20, food 200

Fort, Conduct a fencing drill (+1) gold 30, food 3200

Fort, Conduct a fencing drill (+2) gold 60, food 6050

Fort, Conduct a fencing drill (+1) gold 100, food 28050

Fort, Conduct a fencing drill (+3) gold 200, food 60300

Fort, Conduct a fencing drill (+1) food 65000

Defence

Fort, Conduct a physical training (+2) gold 90, food 1500

Fort, Conduct a physical training (+3) gold 100, food 2400

Fort, Conduct a physical training (+4) gold 500, food 7650

Fort, Conduct a physical training (+2) gold 300, food 12050

Fort, Conduct a physical training (+6) gold 600, food 56300

Fort, Conduct a physical training (+2) gold 800, food 56300

Blacksmith, Increase cuirass production (shield +2) gold 530, iron 2900

Town Center, Purchase European cuirasses (+2) gold 370, iron 1100

Town Center, Purchase new army uniforms (+2) wood 20500, gold 650, iron 2150

Officer 17th century

17th century officer. Quite quick to create, but expensive. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create squads and combat formations of British troops. Requires gold for upkeep. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 50, food 300

Life: 150

Building time: 150

Storm force: 30

Attack: 50

Defence: 0

Upkeep: gold (workers in mines/1000 units): 62

Upgrades:**Attack**

Fort, Conduct a fencing drill (+23) gold 800, food 7000

Defence

Fort, Conduct a physical training (+23) gold 300, food 6300

Fusilier

Fusilier. Warrior armed with a fusil, which in some countries is also called a flint musket. Basic unit of the 18th century. Quite quick to create, but rather expensive. Possesses one of the best shot radii and an excellent rate of fire, shot power and range of vision. Good in melee combat owing to bayonet. High morale characteristics. Combat experience considerably increases the strike power of this unit. The most important upgrades for this unit are those referring to the creation speed.

Price: gold 15, food 250, iron 2, coal 10

Life: 110

Building time: 400

Storm force: 50

Attack: 10 (pike), 600 (shot)

Defence: 0

Upkeep: gold (workers in mines/1000 units): iron (per shot): 2, coal (per shot): 4

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+1) gold 200, food 4200

Fortress, Conduct a fencing drill (+2) gold 300, food 8600

Fortress, Conduct a fencing drill (+3) gold 600, food 16020

Fortress, Conduct a fencing drill (+4) gold 100, food 28075

Fortress, Conduct a fencing drill (+1) gold 1500, food 36300

Fortress, Conduct a fencing drill (+2) gold 18000, food 7000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Defence

Fortress, Conduct a physical training (+2) gold 90, food 350

Fortress, Conduct a physical training (+1) gold 150, food 1000

Fortress, Conduct a physical training (+3) gold 750, food 4200

Fortress, Conduct a physical training (+5) gold 200, food 11075

Fortress, Conduct a physical training (+3) gold 1300, food 36300

Fortress, Conduct a physical training (+3) gold 700, food 36300

**Officer 18th century**

18th century officer. Quite quick to create, but expensive. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create squads and combat formations of 18th century soldiers. Requires gold for upkeep. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 200, food 300

Life: 150

Building time: 150

Storm force: 30

Attack: 110

Defence: 0

Upkeep: gold (workers in mines/1000 units): 12

Upgrades:

Attack

Fortress, Conduct a fencing drill (+24) gold 800, food 7000

Defence

Fortress, Conduct a physical training (+24) gold 300, food 6300

Priest



Priest. Takes a very long time to create and is expensive. Can heal warriors and allied troops. Fairly good in melee combat. Good vision range. As a warrior, this unit is very effective when defending buildings. Necessary in order to create squads and combat formations of warriors. Can carry out diplomatic negotiations with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 10, food 550

Life: 30

Building time: 1800

Storm force: 60

Healing: 50

Defence: 0

Harquebusier



Harquebusier. Armed with a light fuse rifle - a harquebus - and a sword. Quite quick to build, low cost. Possesses high protection against arrows and average protection against bullets and can therefore be used against archers and riflemen. The drawbacks are a low rate of fire and the large amount of resources needed for shooting. Not very strong in hand-to-hand combat, so it is best to use this unit for ranged attacks. The most important upgrades for this unit are those referring to the creation speed.

Price: gold 2, food 10, iron 3, coal 10

Life: 80

Building time: 50

Storm force: 20

Attack: 7 (sword), 300 (shot)

Defence: 7 (sword), 155 (arrow), 1 (pike), 60 (shot), 110 (grape-shot)

Upgrades:**Attack**

Fort, Conduct a fencing drill (+1) gold 20, food 50

Fort, Conduct a fencing drill (+1) gold 30, food 100

Fort, Conduct a fencing drill (+2) gold 600, food 250

Fort, Conduct a fencing drill (+1) gold 100, food 450

Fort, Conduct a fencing drill (+1) gold 200, food 6300

Fort, Conduct a fencing drill (+3) gold 1800, food 17000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Town Center, Provide money for new broadswords and rapiers (strike power +5) gold 1750, iron 4800

Defence

Fort, Conduct a physical training (+2) gold 90, food 200

Fort, Conduct a physical training (+1) gold 100, food 600

Fort, Conduct a physical training (+1) gold 500, food 1600

Fort, Conduct a physical training (+2) gold 300, food 1800

Fort, Conduct a physical training (+1) gold 300, food 2650

Fort, Conduct a physical training (+2) gold 300, food 26050

Blacksmith, Increase cuirass production (shield +2) gold 530, iron 2900

Town Center, Purchase European cuirasses (+2) gold 370, iron 1100

Town Center, Purchase new army uniforms (+2) wood 20500, gold 650, iron 2150

Drummer 17th century

17th century drummer. Quite quick to create, but expensive. Cannot attack. Intrepid. Necessary in order to create combat formations.

Price: gold 10, food 50

Life: 50

Building time: 150

Storm force: 30

Defence: 0

Upgrades:**Defence**

Fort, Conduct a physical training (+17) gold 300, food 6300

Drummer 18th century

17th century drummer. Quite quick to create, but expensive. Cannot attack. Intrepid. Necessary in order to create combat formations.

Price: gold 100, food 50

Life: 50

Building time: 150

Storm force: 30

Defence: 0

Upgrades:**Defence**

Fortress, Conduct a physical training (+18) gold 300, food 6300

Trapper

Hunter. Very effective for procuring food in regions abundant in wildlife. Quite quick to create, but expensive. Good shot power. Can be created in a farm.

Price: gold 300

Life: 60

Building time: 100

Storm force: 10

Attack: 20 (sword), 800 (shot)

Defence: 0

Upkeep: coal (per shot): 6, iron (per shot): 6

Musketeer

Quickly built and expensive. Rather a good shooter and quite good in melee combat. Takes a long time to prepare for attack. The musketeer is a basic combat unit of a medium development stage. Effective for capturing and defending buildings.

Price: gold 5, food 160, iron 2

Life: 100

Building time: 90

Storm force: 20

Attack: 15 (sword), 380 (shot)

Defence: 1 (sword), 1 (pike), 10 (shot)

Upkeep: iron (per shot): 3, coal (per shot): 6

Upgrades:

Attack

Fortress, Conduct a fencing drill (+1) gold 200, food 4200

Fortress, Conduct a fencing drill (+1) gold 300, food 8600

Fortress, Conduct a fencing drill (+2) gold 50, food 16020

Fortress, Conduct a fencing drill (+1) gold 100, food 28075

Fortress, Conduct a fencing drill (+1) gold 200, food 36300

Fortress, Conduct a fencing drill (+1) gold 18000, food 7000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Town Center, Provide money for new broadswords and rapiers (strike power +5) gold 1750, iron 4800

Defence

Fortress, Conduct a physical training (+2) gold 950, food 350

Fortress, Conduct a physical training (+3) gold 125, food 4200

Fortress, Conduct a physical training (+4) gold 500, food 4200

Fortress, Conduct a physical training (+2) gold 150, food 11075

Fortress, Conduct a physical training (+6) gold 5300, food 36300, coal 12050

Fortress, Conduct a physical training (+6) gold 2450, food 53300, iron 2700

Blacksmith, Increase cuirass production (shield +2) gold food 530, iron 2900

Standard bearer 17th century



17th century standard bearer. Quite quick to create, but expensive. Cannot attack, but possesses a long vision range. Intrepid. Can be used when creating combat formations to boost their characteristics.

Price: gold 20, food 110

Life: 100

Building time: 150

Storm force: 30

Defence: 0

Upgrades:

Defence

Fort, Conduct a physical training (+24) gold 300, food 6300

Standard bearer 18th century

18th century standard bearer. Quite quick to create, but expensive. Cannot attack, but possesses a long vision range. Intrepid. Can be used when creating combat formations to boost their characteristics. Good vision range.

Price: gold 700, food 50

Life: 100

Building time: 150

Storm force: 30

Defence: 0

Upgrades:**Defence**

Fortress, Conduct a physical training (+25) gold 300, food 6300

Mounted Officer, 17th century

Mounted 17th century officer. Takes quite a while to create and is very expensive. Armed with a broadsword and a pair of pistols. Pistols have a short range. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create mounted squads and combat formations of Spanish 17th century cavalrymen. Fast-moving. Good vision range.

Price: gold 340, food 3850, iron 50, coal 20

Life: 480

Building time: 1000

Storm force: 10

Attack: 54 (sword), 200 (shot)

Defence: 14 (sword), 8 (pike), 75 (shot)

Upkeep: iron (per shot): 2coal (per shot): 2

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+21) gold 800, food 7000

Defence

Fortress, Conduct a riding drill (+9) gold 300, food 36300

Mounted Officer, 18th century

Mounted 18th century officer. Takes quite a long time to create and is expensive. Armed with a broadsword and a pair of pistols. Pistols have a short range. One of the strongest units in hand-to-hand combat. Intrepid. Required in order to create mounted squads and combat formations of Spanish 18th century cavalry. Fast-moving. Good vision range.

Price: gold 380, food 4250, iron 10, coal 30

Life: 550

Building time: 1250

Storm force: 10

Attack: 85 (sword), 200 (shot)

Defence: 0

Upkeep: iron (per shot): 2, coal (per shot): 2

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+30) gold 800, food 7000

Defence

Fortress, Conduct a riding drill (+23) gold 300, food 36300

Mounted stand bearer 18th century

Mounted 18th century standard bearer. Takes quite a while to create and is expensive. Cannot attack, but possesses a long vision range. Intrepid. Required to create cavalry squads and combat formations of Spanish 18th century cavalrymen.

Price: gold 150, food 1200

Life: 350

Building time: 400

Storm force: 0

Defence: 0

Upgrades:**Defence**

 Fortress, Conduct a riding drill (+32) gold 300, food 6300

Dragoon 17th century

17th century dragoon. Cavalryman armed with a wheel lock rifle and a sword, but without armor. Average creation time and very high cost. Good for both melee and ranged attacks. Average range of fire. Fast-moving, with good morale. Combat experience considerably increases the attack power. Can be effective for both combat operations and sabotage. Requires gold for upkeep.

 Price: gold 20, food 1950

 Life: 340

 Building time: 300

 Storm force: 10

 Attack: 350 (shot), 11 (sword)

 Defence: 9 (sword), 1 (pike)

 Upkeep: gold (workers in mines/1000 units): 187, coal (per shot): 2, iron (per shot): 2

Upgrades:**Attack**

 Fortress, Conduct a fencing drill (+1) gold 20, food 1200

 Fortress, Conduct a fencing drill (+1) gold 300, food 6050

 Fortress, Conduct a fencing drill (+2) gold 600, food 56020

 Fortress, Conduct a fencing drill (+1) gold 100, food 18075

 Fortress, Conduct a fencing drill (+1) gold 200, food 15300

 Fortress, Conduct a fencing drill (+3) gold 18000, food 7000

 Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Defence

 Fortress, Conduct a riding drill (+3) gold 900, food 8200

 Fortress, Conduct a riding drill (+4) gold 100, food 16000

 Fortress, Conduct a riding drill (+5) gold 500, food 42000

 Fortress, Conduct a riding drill (+1) gold 300, food 31075

 Fortress, Conduct a riding drill (+1) gold 800, food 36300

 Fortress, Conduct a riding drill (+1) gold 980, food 36300

Dragoon 18th century



18th century dragoon. A cavalryman armed with a flint musket and a broadsword. Takes a very long time to create and is expensive. Fairly Good for both melee and ranged attacks. Average range of fire. Fast-moving, with good morale. The attack parameter increases considerably with combat experience. Can be effective for both combat operations and sabotage. Requires gold for upkeep.

Price: food 6150

Life: 420

Building time: 550

Storm force: 10

Attack: 400 (shot), 10 (sword)

Defence: 16 (pike)

Upkeep: gold (workers in mines/1000 units): 62, coal (per shot): 2, iron (per shot): 2

Upgrades:

Attack

Fortress, Conduct a fencing drill (+3) gold 20, food 4200

Fortress, Conduct a fencing drill (+4) gold 300, food 16000

Fortress, Conduct a fencing drill (+5) gold 60, food 56020

Fortress, Conduct a fencing drill (+1) gold 100, food 18075

Fortress, Conduct a fencing drill (+1) gold 200, food 15300

Fortress, Conduct a fencing drill (+1) gold 18000, food 7000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Defence

Fortress, Conduct a riding drill (+2) gold 5, food 8200

Fortress, Conduct a riding drill (+3) gold 6, food 16000

Fortress, Conduct a riding drill (+4) gold 7, food 42000

Fortress, Conduct a riding drill (+1) gold 250, food 31075

Fortress, Conduct a riding drill (+2) gold 175, food 36300

Fortress, Conduct a riding drill (+3) gold 300, food 36300

Cannon



Gun. A weapon possessing the greatest range and a considerable damaging force. Can be effectively used against a group of units or masses of troops. One shot can kill several enemy soldiers. Can also be

effectively used against enemy ships and structures. Takes a very long time to create and is expensive.
Good vision range.

Price: wood 2500, gold 500, iron 1000, coal 1550

Life: 10000

Building time: 3000

Storm force: 0

Attack: 3000 (cannonball)

Defence: 0

Upkeep: coal (per shot): 100, iron (per shot): 50

Rowing boat

Rowing boat. The most common European military vessel. Effective at close range. Can be used to cover ships armed with cannons.



Price: wood 1200, gold 400, iron 100

Life: 2500

Building time: 2000

Storm force: 0

Attack: 800 (shot)

Defence: 160

Upkeep: iron (per shot): 9, coal (per shot): 9

Ferry



Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Caravel

Prototype of the caravel. A small two-cannon ship (one gun per board). Effective for fighting canoes and shelling buildings.

Price: wood 3550, gold 1450, iron 500, coal 700

Life: 45890

Building time: 2000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 50, coal (per shot): 100

Nao

Prototype of the nao Santa Maria. Average sized, 4-cannon ship with two guns on each board. Effective for shelling buildings and masses of enemy troops. Does not fire point-blank.

Price: wood 9500, gold 7050, iron 2900, coal 1100

Life: 57440

Building time: 3000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 50, coal (per shot): 100

Frigate

Large vessel with several rows of cannons, the most powerful in the game. Effective for shelling buildings and masses of enemy troops. Does not fire point-blank. Requires large quantities of ammunition to fire, therefore shelling single targets is unadvisable.

Price: wood 65500, gold 22300, iron 2500, coal 7500

Life: 63620

Building time: 5000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 250, coal (per shot): 500

Fort

This structure is designed to create infantry units. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 500, stone 100

Building time: 100

Life: 25000

Max. inside: 75

Cost: 100.00

Mill

This building is designed for growing and processing grain. Peasants bring grain here to be processed. You can also conduct important upgrades in the mill to improve food procurement.

Price: wood 200, stone 100

Building time: 100

Life: 5000

Max. inside: 35

Cost: 25.00

Dwelling 1

This structure is designed to create peasants.

Price: wood 50, stone 80

Building time: 250

Life: 5000

Max. inside: 5

Cost: 25.00

Storehouse

This building is designed to store wood. Also hunters can bring meat here.

Price: wood 25, stone 200

Building time: 100

Life: 10000

Max. inside: 15

Cost: 25.00

Blacksmith

In this building you can conduct upgrades relating to metalwork.

Price: wood 30, stone 50, iron 10

Building time: 250

Life: 5500

Max. inside: 10

Cost: 25.00

Fortress

This structure is designed to create infantry and cavalry units, as well as artillery. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 4000, gold 4000, stone 5500

Building time: 1000

Life: 40000

Max. inside: 300

Cost: 300.00

Upkeep: iron (per shot) 10, coal (per shot) 10

Dwelling 2

This structure is designed to create peasants.

Price: wood 1900, stone 50

Building time: 1000

Life: 5000

Max. inside: 10

Cost: 50.00

Shipyard

Designed for building a fleet. Boats deliver procured fish here.

Price: wood 250, stone 250

Building time: 500

Life: 25000

Max. inside: 50

Cost: 50.00

Town Center

The scientific center of the city. You can carry out most improvements and upgrades in this building.

Price: wood 2150, stone 5200

Building time: 2000

Life: 35000

Max. inside: 25

Cost: 50.00

Church

This structure is designed to create priests.

Price: wood 150, stone 600

Building time: 2000

Life: 4200

Max. inside: 50

Cost: 50.00

Mine

This structure is designed for resource procurement (gold, stone, iron, coal). The number of peasants working in a mine can be increased by carrying out corresponding upgrades. Each mine has to be upgraded individually.

Price: wood 50

Building time: 50

Life: 5000

Max. inside: 5

Cost: 1.00

Log Cabin



Defensive structure.

Price: wood 300, stone 300

Building time: 1500

Life: 25000

Max. inside: 20

Cost: 50.00

Log Cabin 2



Defensive structure.

Price: wood 1700, stone 1700, iron 400, coal 350

Building time: 4500

Life: 35000

Max. inside: 30

Cost: 75.00

Iroquoian

Before Columbus discovered America, the Iroquois occupied parts of the territory of the present-day USA: the US states of Pennsylvania, Ohio, New York, the area around the Great Lakes of Ontario and Erie, the banks of the Saint Laurence river. The Iroquois primarily concentrated on cultivating the land. They grew corn, beans, tobacco, sunflowers and pumpkins, and collected wild rice from the Lakes. They also hunted deer, moose, otters and beavers, and used their skins to make clothes. The Iroquoian tribes were united in a confederacy known as the Iroquois League. The League tribes included the Cayuga, Mohawks, Onondagas, Oneidas and Seneca. The idea of forming this union is ascribed to Deganawidah, a spiritual leader revered by the Iroquois tribe. Hiawatha, the Onondaga chieftain glorified in Longfellow's poems, was able to unite the tribes. In 1722, this union was joined by the Tuscarora people from the south. The union of six tribes was quite a considerable force, able to dictate its conditions to the rest of the peoples of the Great Lakes. The Iroquois forced the neighboring tribes to pay them tribute. The Hurons, however, resisted. They warred against the Iroquois, but suffered a defeat. Within the framework of the confederacy each of the tribes was independent, while the questions of union rule were in the hands of the League's council, which consisted of 50 representatives from various tribes. The supervision was also in the hands of two equally powered commanders, though representatives of each tribe had the right to veto their decisions. The Iroquois lived in longhouses. Residents of such a house were the smallest social unit of Iroquoian society. The eldest woman stood at the head of a family living in a longhouse. If the house's representative to the League council died, she would elect a new representative from among the men in the house. Several houses made up a native lineage. Three to eight lineages formed a tribe. A similar structure was peculiar to many North American people, but not many of them succeeded in creating a confederacy like the Iroquois.

Peasant



Fairly quick to create and not very expensive. Cannot be captured, but cannot capture others either. Good for meat procurement. Fires arrows, but has very little strike power and is therefore only effective against units without protection from arrows. Very weak initially, so it is better to use this unit after several upgrades. Very weak initially, so it is better to use this unit after several upgrades. Effective in great numbers. Good for setting buildings on fire.

Price: food 10

Life: 10

Building time: 90

Storm force: 5

Attack: 1 (sword), 1 (arrow)

Defence: 0

Upgrades:

Attack

Dwelling, Conduct a fencing drill (+1) gold 20, food 100

Dwelling, Conduct a fencing drill (+2) gold 30, food 4600

Dwelling, Conduct a fencing drill (+3) gold 60, food 6200

Dwelling, Conduct a fencing drill (+2) gold 100, food 35300

Dwelling, Conduct a fencing drill (+1) gold 200, food 45300

Dwelling, Conduct a fencing drill (+1) food 65000

Defence

Dwelling, Conduct a physical training (+2) gold 100, food 20500

Dwelling, Conduct a physical training (+1) gold 250, food 65200

Dwelling, Conduct a physical training (+3) gold 500, food 61075

Dwelling, Conduct a physical training (+1) gold 300, food 65075

Dwelling, Conduct a physical training (+2) wood 3100, food 65050

Dwelling, Conduct a physical training (+8) gold 3500, food 65000

Archer
Very fast to create, high cost. Effective upgrade for increasing HP.

Price: wood 30, food 600, iron 25

Life: 25

Building time: 25

Storm force: 10

Attack: 12 (sword), 10 (arrow)

Defence: 0

Upgrades:**Attack**

Barracks, Conduct a fencing drill (+1) gold 50, food 100

Barracks, Conduct a fencing drill (+1) gold 300, food 9400

Barracks, Conduct a fencing drill (+1) gold 100, food 18600

Barracks, Conduct a fencing drill (+1) gold 100, food 55500

Barracks, Conduct a fencing drill (+1) gold 200, food 65050

Barracks, Conduct a fencing drill (+1) food 65000

Defence

Barracks, Conduct a physical training (+2) gold 90, food 350

Barracks, Conduct a physical training (+1) gold 100, food 1000

Barracks, Conduct a physical training (+3) gold 50, food 4200

Barracks, Conduct a physical training (+1) gold 300, food 11075

Barracks, Conduct a physical training (+2) gold 150, food 15050

Barracks, Conduct a physical training (+1) food 65000

Tomahawk-man

Average creation time, quite low cost. Tomahawks have a short range, but the attack parameter is high. Also suitable for melee combat. Initially the basic combat units of the Iroquois. Effective for capturing and defending buildings.

Price: food 90

Life: 100

Building time: 200

Storm force: 10

Attack: 12 (sword), 250 (axe)

Defence: 0

Upgrades:**Attack**

Barracks, Conduct a fencing drill (+1) gold 20, food 100

Barracks, Conduct a fencing drill (+1) gold 90, food 600

Barracks, Conduct a fencing drill (+1) gold 450, food 700

Barracks, Conduct a fencing drill (+1) gold 800, food 800

Barracks, Conduct a fencing drill (+2) gold 1200, food 900

Barracks, Conduct a fencing drill (+3) gold 1500, ? 29500

Town Center, Purchase metal axes (+125) food 50000

Defence

Barracks, Conduct a physical training (+1) gold 20, food 200

Barracks, Conduct a physical training (+2) gold 550, food 1200

Barracks, Conduct a physical training (+4) gold 250, food 5075

Barracks, Conduct a physical training (+3) gold 600, food 18075

Barracks, Conduct a physical training (+4) food 23050

Barracks, Conduct a physical training (+5) food 32000

Shaman

Average creation time, high cost. Heals friendly units. Quite a good warrior. Very effective for defending buildings. Necessary in order to create combat formations. Can hold diplomatic talks with neutral tribes. Good vision range.

Price: gold 85, food 40

Life: 30

Building time: 600

Storm force: 100

Attack: 50 (sword)

Defence: 0

Healing: 25

Shooter



Quick to create and expensive. A good shooter, but weak in melee combat. Shooters are the main combat units of the Iroquois.

Price: gold 45, food 1000, iron 45

Life: 100

Building time: 150

Storm force: 10

Attack: 600 (shot), 6 (sword)

Defence: 0

Upkeep: iron (per shot): 2, coal (per shot): 2

Upgrades:

Attack

Barracks, Conduct a fencing drill (+1) gold 50, food 8100

Barracks, Conduct a fencing drill (+1) gold 150, food 14050

Barracks, Conduct a fencing drill (+1) gold 260, food 24600

Barracks, Conduct a fencing drill (+1) gold 100, food 46200

Barracks, Conduct a fencing drill (+1) gold 200, food 65300

Barracks, Conduct a fencing drill (+1) food 65000

Defence

Barracks, Conduct a physical training (+1) gold 90, food 17350

Barracks, Conduct a physical training (+1) gold 100, food 29000

Barracks, Conduct a physical training (+1) gold 500, food 44200

Barracks, Conduct a physical training (+1) gold 300, food 61075

Barracks, Conduct a physical training (+1) gold 300, food 65050

Barracks, Conduct a physical training (+1) food 65000

Chief



Average creation time, high cost. This is one of the strongest units in melee combat. One of the best shooters (ideal accuracy). Intrepid. Necessary in order to create combat formations. Can carry out diplomatic negotiations with neutral tribes.

Price: gold 45, food 1240, iron 45

Life: 100

Building time: 1550

Storm force: 10

Attack: 600 (shot), 12 (sword)

Defence: 0

Upkeep: iron (per shot): 2, coal (per shot): 2

Upgrades:

Attack

Barracks, Conduct a fencing drill (+1) gold 200, food 100

Barracks, Conduct a fencing drill (+2) gold 300, food 1400

Barracks, Conduct a fencing drill (+3) gold 600, food 4600

Barracks, Conduct a fencing drill (+4) gold 1050, food 6200

Barracks, Conduct a fencing drill (+5) gold 2050, food 15300

Barracks, Conduct a fencing drill (+50) food 65000

Defence

Barracks, Conduct a physical training (+5) gold 90, food 350

Barracks, Conduct a physical training (+6) gold 150, food 1000

Barracks, Conduct a physical training (+7) gold 550, food 4200

Barracks, Conduct a physical training (+8) gold 2000, food 11075

Barracks, Conduct a physical training (+9) gold 3500, food 15050

Barracks, Conduct a physical training (+10) food 65000

Horseman



Takes a very long time to create and is expensive. Very fast-moving. Can be effective for both combat operations and sabotage. The attack parameter increases considerably with combat experience.

Price: food 1150

Life: 420

Building time: 4500

Storm force: 10

Attack: 10 (pike)

Defence: 8 (pike)

Upgrades:

Attack

Stable, Conduct a fencing drill (+1) gold 20, food 11000

Stable, Conduct a fencing drill (+2) gold 30, food 14600

Stable, Conduct a fencing drill (+3) gold 60, food 36200

Stable, Conduct a fencing drill (+2) gold 100, food 45300

Stable, Conduct a fencing drill (+1) gold 200, food 55300

Stable, Conduct a fencing drill (+1) food 65000

Defence

Stable, Conduct a riding drill (+2) gold 100, food 11000
Stable, Conduct a riding drill (+1) gold 250, food 12200
Stable, Conduct a riding drill (+3) gold 500, food 21075
Stable, Conduct a riding drill (+1) gold 300, food 65000
Stable, Conduct a riding drill (+8) gold 16100, food 65050
Stable, Conduct a riding drill (+2) food 65500

Fishing Canoe

Effective means for procuring food, especially after a number of upgrades. It is best not to use this unit for military actions unless the situation is desperate.

Price: wood 850

Life: 1500

Building time: 1000

Storm force: 0

Attack: 199 (arrow)

Defence: 160

Battle canoe

Native American military vessel. When fighting Europeans, it is effective for shelling enemy boats from afar rather than at close distance. In battles against ships with cannons, it is best to keep these units scattered rather than forming dense groups. Effective for shelling buildings. When it becomes necessary to create a big fleet, upgrades which speed up canoe building are advisable.

Price: wood 1900, gold 400, iron 250

Life: 3000

Building time: 2000

Storm force: 0

Attack: 199 (arrow), 200 (fiery arrow)

Defence: 160

Ferry

Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Barracks

This structure is designed to create infantry units. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 250

Building time: 500

Life: 45000

Max. inside: 100

Cost: 100.00

Mill

This building is designed for growing and processing grain. Peasants bring grain here to be processed. You can also conduct important upgrades in the mill to improve food procurement.

Price: wood 200

Building time: 100

Life: 5000

Max. inside: 35

Cost: 25.00

Dwelling 1

This structure is designed to create peasants.

Price: wood 50

Building time: 450

Life: 5000

Max. inside: 25

Cost: 25.00

Storehouse

This building is designed to store the wood gathered by the peasants. Hunters can bring meat here too.

Price: wood 30

Building time: 400

Life: 5000

Max. inside: 20

Cost: 25.00

Dwelling 2

This structure is designed to create peasants.

Price: wood 500

Building time: 1000

Life: 5000

Max. inside: 45

Cost: 50.00

Shipyard



Designed for building a fleet. Boats deliver procured fish here.

Price: wood 1200

Building time: 700

Life: 15000

Max. inside: 45

Cost: 50.00

Town Center



The scientific center of the city. You can carry out most improvements and upgrades in this building.

Price: wood 1125

Building time: 700

Life: 4000

Max. inside: 25

Cost: 50.00

Temple



This structure is designed to create shamans.

Price: wood 9350

Building time: 2000

Life: 5000

Max. inside: 75

Cost: 50.00

Trade Post



Trade center. Enables you to Exchange Resources.

Price: wood 750

Building time: 3000

Life: 5000

Max. inside: 25

Cost: 50.00

Upkeep: gold (workers in mines/1000 units) -687

Stable



This structure is designed to create cavalry units. After the corresponding upgrades, new types of troops are available to create.

Price: wood 250

Building time: 900

Life: 15000

Max. inside: 100

Cost: 100.00

Incas

The Inca empire was situated in southwest South America. The Inca was the name of their ruler and the empire was called Tawantinsuyu, meaning "land of the Four Quarters". The name underscores the ancient division of the kingdom into four provinces: Collasuyu, Cuntisuyu, Chincasuyu, and Antisuyu. Cuzco was the centrally located capital of the empire. Their population totaled around 5-7 million. The empire spread from the south to the north for 5,000 km. Its powerful army consisted of archers, sling men, pikemen and warriors with macan, wooden clubs studded with stone thorns. The troops were mobilized before the war and disbanded after it was over. The only regular unit at that time was the personal Inca's Guards.

They had no written language the way we know it. However, they used knotted strings of a quipu to communicate. The quipu basis was a main string to which additional thinner strings with knots were attached. The number of the knots and the string color stood for different things. For example, red knots indicated warriors and the number of the knots stood for the number of troops. Although their history was not written down, their oral traditions and folklore allowed the history of the Empire to endure. According to Inca myth, Manco Capac, messenger of the sun god, and his wife established the empire. The emperor could marry only his sister, making the ruling families understandably small. Manco taught people to cultivate the land and mine less-common metals. His wife taught women to weave and other domestic duties. After the death of the first rulers, Sinchi Roca and his wife Mama Coca headed the state. They managed to expand the territories by capturing the lands in the south. The annexation of the southern lands continued under the third, fourth and fifth Incas. The sixth ruler, Inca Roca, started to conquer the lands in the northeast from Cuzco and the seventh, Yahuar Huacac, made Tawantinsuyu the largest state of South America. The following Incas also conducted campaigns to strengthen and expand their empire. The eleventh Inca, Huayna Capac, died without naming a successor. His oldest son, Huascar, became the new Inca according to the law. However, Atahualpa, the younger son, contested his brother's claim to the throne. War followed, and Atahualpa took the throne and became the thirteenth Inca. But his actions ruined the huge empire and allowed the conquistadors to plunder it.

Peasant



Worker. Procures resources and constructs buildings. Relatively inexpensive. Ineffective in combat operations. Has less strike power than other European peasants. When entering a clash with an enemy, this unit should be accompanied by military units, otherwise it can be captured by the enemy. Very resistant fighter, not inclined to flee from the battlefield. Average creation time.

Price: food 100

Life: 30

Building time: 180

Storm force: 10

Attack: 12 (sword)

Defence: 0

Pikeman

Quite quick to create, reasonably low cost. Pikemen (and analogous units) have an outstandingly powerful attack parameter. Basic combat unit. Very useful upgrade for the creation speed. Can be effectively used for defense and for capturing buildings.

Price: wood 20, food 50, iron 12

Life: 75

Building time: 60

Storm force: 10

Attack: 15 (pike)

Defence: 0

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+1) gold 20, food 100

Fortress, Conduct a fencing drill (+2) gold 300, food 14600

Fortress, Conduct a fencing drill (+3) gold 600, food 6200

Fortress, Conduct a fencing drill (+2) gold 1050, food 15300

Fortress, Conduct a fencing drill (+1) gold 2050, food 25300

Fortress, Conduct a fencing drill (+1) gold 1220, food 50000

Fortress, Improve cold steel (+5) wood 15000, iron 4000

Defence

Fortress, Conduct a physical training (+2) gold 100, food 11500

Fortress, Conduct a physical training (+1) gold 850, food 2200

Fortress, Conduct a physical training (+3) gold 500, food 1075

Fortress, Conduct a physical training (+1) gold 300, food 18075

Fortress, Conduct a physical training (+8) wood 16100, food 65050

Fortress, Conduct a physical training (+2) food 65500

Archer

Quite quick to create, low cost. High HP, very strong in melee combat. The most accurate archers. Good vision range.

Price: wood 2, food 10

Life: 125

Building time: 60

Storm force: 30

Attack: 15 (sword), 10 (arrow)

Defence: 5

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+1) gold 50, food 100

Fortress, Conduct a fencing drill (+1) gold 300, food 9400

Fortress, Conduct a fencing drill (+1) gold 100, food 18600

Fortress, Conduct a fencing drill (+2) gold 100, food 55500

Fortress, Conduct a fencing drill (+2) gold 200, food 65050

Fortress, Conduct a fencing drill (+9) food 65000

Defence

Fortress, Conduct a physical training (+2) gold 90, food 350

Fortress, Conduct a physical training (+1) gold 100, food 1000

Fortress, Conduct a physical training (+3) gold 50, food 4200

Fortress, Conduct a physical training (+1) gold 300, food 11075

Fortress, Conduct a physical training (+5) gold 150, food 15050

Fortress, Conduct a physical training (+2) food 65500

Shaman

Priest. Takes a very long time to create and is expensive. Can heal friendly warriors. Quite good in melees, has a good vision range. As a warrior, this unit is very effective when defending buildings. Required to create squads and combat formations of warriors. Can carry out diplomatic talks with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 45, food 40, iron 45

Life: 30

Building time: 400

Storm force: 10

Attack: 25 (sword)

Healing: 50

Defence: 0

Chief

Chief. Takes a very long time to create and is expensive. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create squads and combat formations. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 100, food 255

Life: 125

Building time: 800

Storm force: 30

Attack: 25 (pike)

Defence: 0

Upgrades:

Attack

Fortress, Conduct a fencing drill (+1) gold 200, food 100

Fortress, Conduct a fencing drill (+2) gold 300, food 1400

Fortress, Conduct a fencing drill (+3) gold 600, food 4600

Fortress, Conduct a fencing drill (+4) gold 1050, food 6200

Fortress, Conduct a fencing drill (+5) gold 2050, food 15300

Fortress, Conduct a fencing drill (+50) food 65000

Fortress, Improve cold steel (+5) wood 15000, iron 4000

Defence

Fortress, Conduct a physical training (+100) wood 15000, iron 5000

Fortress, Conduct a physical training (+5) gold 90, food 350

Fortress, Conduct a physical training (+6) gold 150, food 1000

Fortress, Conduct a physical training (+7) gold 550, food 4200

Fortress, Conduct a physical training (+8) gold 2000, food 11075

Fortress, Conduct a physical training (+9) gold 3500, food 15050

Pipe-smitter



Very quick to create, low cost. Feeble in melee combat. Fires poisonous darts using a blowpipe. The poison gradually decreases the HP of the enemy units until only 10% are left. This unit is unique.

Price: wood 1, food 10

Life: 95

Building time: 25

Storm force: 10

Attack: 4 (sword), 1 (dart)

Defence: 5

Upkeep: iron (per shot): 2

Upgrades:

Attack

Fortress, Conduct a fencing drill (+1) gold 50, food 8100

Fortress, Conduct a fencing drill (+1) gold 150, food 14050

Fortress, Conduct a fencing drill (+1) gold 260, food 24600

Fortress, Conduct a fencing drill (+1) gold 100, food 46200

Fortress, Conduct a fencing drill (+1) gold 200, food 65300

Fortress, Conduct a fencing drill (+1) food 65000

Defence

 Fortress, Conduct a physical training (+1) gold 90, food 7350

 Fortress, Conduct a physical training (+1) gold 100, food 9000

 Fortress, Conduct a physical training (+1) gold 500, food 14200

 Fortress, Conduct a physical training (+1) gold 300, food 21075

 Fortress, Conduct a physical training (+1) gold 300, food 65050

 Fortress, Conduct a physical training (+1) food 65000

Sling-man

Very quick to create, low cost. Feeble stone throwing power, but there are few units which have protection against them.

 Price: wood 2, food 50

 Life: 30

 Building time: 20

 Storm force: 10

 Attack: 8 (sword), 20 (stone)

 Defence: 0

Upgrades:**Attack**

 Fortress, Conduct a fencing drill (+1) gold 200, food 100

 Fortress, Conduct a fencing drill (+2) gold 300, food 1400

 Fortress, Conduct a fencing drill (+3) gold 600, food 4600

 Fortress, Conduct a fencing drill (+1) gold 1050, food 6200

 Fortress, Conduct a fencing drill (+2) gold 2050, food 15300

 Fortress, Conduct a fencing drill (+3) food 65000

Defence

 Fortress, Conduct a physical training (+2) gold 90, food 650

 Fortress, Conduct a physical training (+2) gold 150, food 1500

 Fortress, Conduct a physical training (+2) gold 550, food 6200

 Fortress, Conduct a physical training (+2) gold 2000, food 12075

 Fortress, Conduct a physical training (+3) gold 3500, food 35050

 Fortress, Conduct a physical training (+4) food 65000

Fishing Canoe



Effective means for procuring food, especially after a number of upgrades. It is best not to use this unit for military actions unless the situation is desperate.

Price: wood 850

Life: 1500

Building time: 1000

Storm force: 0

Attack: 199 (arrow)

Defence: 160

Battle canoe



Native American military vessel. When fighting Europeans, it is effective for shelling enemy boats from afar rather than at close distance. In battles against ships with cannons, it is best to keep these units scattered rather than forming dense groups. Effective for shelling buildings. When it becomes necessary to create a big fleet, upgrades which speed up canoe building are advisable.

Price: wood 1900, gold 400, iron 250

Life: 3000

Building time: 2000

Storm force: 0

Attack: 199 (arrow), 200 (fiery arrow)

Defence: 160

Ferry



Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Fortress

This structure is designed to create infantry units. After the corresponding upgrades, new types of troops are available to create. Effective for defense. You can learn the main improvements and carry out important upgrades in this building.

Price: wood 300, stone 300

Building time: 900

Life: 35000

Max. inside: 100

Cost: 100.00

Mill

This building is designed for growing and processing grain. Peasants bring grain here to be processed. You can also conduct important upgrades in the mill to improve food procurement.

Price: wood 250, stone 25

Building time: 100

Life: 10000

Max. inside: 35

Cost: 25.00

Dwelling 1

This structure is designed to create peasants.

Price: wood 30, stone 30

Building time: 250

Life: 15000

Max. inside: 25

Cost: 25.00

Storehouse

This building is designed to store the wood gathered by the peasants. Hunters can bring meat here too.

Price: wood 10, stone 200

Building time: 100

Life: 10000

Max. inside: 20

Cost: 25.00

Dwelling 2

This structure is designed to create peasants.

Price: wood 345, stone 100

Building time: 1000

Life: 25000

Max. inside: 45

Cost: 40.00

Shipyard

Designed for building a fleet. Boats deliver procured fish here.

Price: wood 750, stone 250

Building time: 700

Life: 15000

Max. inside: 50

Cost: 50.00

Dwelling 3

This structure is designed to create peasants. Here you can also carry out important improvements to provide you with additional lodgings.

Price: wood 100, stone 200

Building time: 250

Life: 5000

Max. inside: 35

Cost: 50.00

Tower

Defensive structure.

Price: wood 300, stone 300

Building time: 900

Life: 5000

Max. inside: 40

Cost: 25.00

Mine

This structure is designed for resource procurement (gold, stone, iron, coal). The number of peasants working in a mine can be increased by carrying out corresponding upgrades. Each mine has to be upgraded individually.

Price: wood 50

Building time: 50

Life: 5000

Max. inside: 5

Cost: 1.00

France

Along with Britain, France strove to colonize the lands of New World. Exploration of the North American territories started developing actively under cardinal Richelieu. The French consolidated their grip in Canada and moved south on the Mississippi River to establish the Louisiana colony and arrange a number of trade campaigns. In 1604, the first French colonists started coming to Guiana, a colony in northern South America. The French made several attempts to oust their main rival Britain, but those proved fruitless. After the 7 Years' War, the French gave up a large number of their North American colonies to the English. Despite their failures, France still had some colonies left in North America at the end of the 1700's. These were the islands of Saint-Pierre and Michelon at the eastern coast of Canada, the western part of San-Domingo Island, several islands of Small Antilles archipelago and French Guiana. Louisiana was sold to the USA for 15 million dollars on December 20, 1803.

Peasant



Worker. Procures resources and constructs buildings. Relatively inexpensive. Ineffective in combat operations. Has less strike power than other European peasants. When entering a clash with an enemy, this unit should be accompanied by military units, otherwise it can be captured by the enemy. Very resistant fighter, not inclined to flee from the battlefield. Average creation time.

Price: food 30

Life: 50

Building time: 200

Storm force: 10

Attack: 14 (sword)

Defence: 0

Pikeman



Takes an average time to create and is relatively cheap. Strong in melee combat and possesses a high protection from arrows and bullets owing to a strong cuirass. Basic combat unit at the beginning of the game. The most important upgrades referring to this unit are those which improve the creation speed. Effective for capturing and defending buildings.

Price: gold 1, food 95, iron 15

Life: 95

Building time: 187

Storm force: 20

Attack: 13 (pike)

Defence: 3 (sword), 150 (arrow), 3 (pike), 70 (shot), 150 (grape-shot)

Upgrades:**Attack**

Fort, Conduct a fencing drill (+1) gold 20, food 200

Fort, Conduct a fencing drill (+1) gold 30, food 3200

Fort, Conduct a fencing drill (+1) gold 60, food 6050

Fort, Conduct a fencing drill (+1) gold 100, food 28050

Fort, Conduct a fencing drill (+1) gold 200, food 60300

Fort, Conduct a fencing drill (+1) food 65000

Defence

Fort, Conduct a physical training (+1) gold 90, food 1500

Fort, Conduct a physical training (+2) gold 100, food 2400

Fort, Conduct a physical training (+3) gold 500, food 7650

Fort, Conduct a physical training (+2) gold 300, food 12050

Fort, Conduct a physical training (+6) gold 600, food 56300

Fort, Conduct a physical training (+2) gold 800, food 56300

Blacksmith, Increase cuirass production (+2) gold 530, iron 2900

Town Center, Purchase European cuirasses (+2) gold 370, iron 1100

Town Center, Purchase new army uniforms (+2) wood 20500, gold 650, iron 2150

Officer 17th century

17th century officer. Quite quick to create, but expensive. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create squads and combat formations of British troops. Requires gold for upkeep. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 50, food 300

Life: 150

Building time: 150

Storm force: 30

Attack: 50 (sword)

Defence: 0

Upkeep: gold (workers in mines/1000 units): 62

Upgrades:**Attack**

Fort, Conduct a fencing drill (+25) gold 800, food 7000

Defence

Fort, Conduct a physical training (+21) gold 300, food 6300

Fusilier

Fusilier. Warrior armed with a fusil, which in some countries is also called a flint musket. Basic unit of the 18th century. Quite quick to create, but rather expensive. Possesses one of the best shot radii and an excellent rate of fire, shot power and range of vision. Good in melee combat owing to bayonet. High morale characteristics. Combat experience considerably increases the strike power of this unit. The most important upgrades for this unit are those referring to the creation speed.

Price: gold 15, food 250, iron 2

Life: 125

Building time: 400

Storm force: 50

Attack: 9 (pike), 600 (shot)

Defence: 0

Upkeep: gold (workers in mines/1000 units): 62, iron (per shot): 2, coal (per shot): 4

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+1) gold 200, food 4200

Fortress, Conduct a fencing drill (+2) gold 300, food 8600

Fortress, Conduct a fencing drill (+3) gold 600, food 16020

Fortress, Conduct a fencing drill (+4) gold 100, food 28075

Fortress, Conduct a fencing drill (+1) gold 1500, food 36300

Fortress, Conduct a fencing drill (+2) gold 18000, food 7000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Defence

Fortress, Conduct a physical training (+2) gold 90, food 350

Fortress, Conduct a physical training (+1) gold 150, food 1000

Fortress, Conduct a physical training (+3) gold 750, food 4200

Fortress, Conduct a physical training (+5) gold 200, food 11075

Fortress, Conduct a physical training (+3) gold 1300, food 36300

Fortress, Conduct a physical training (+3) gold 700, food 36300

Blacksmith, Increase cuirass production (+2) gold 530, iron 2900

Officer 18th century

18th century officer. Quite quick to create, but expensive. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create squads and combat formations of 18th century soldiers. Requires gold for upkeep. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 200, food 300

Life: 150

Building time: 150

Storm force: 30

Attack: 150 (sword)

Defence: 0

Upkeep: gold (workers in mines/1000 units): 12**Upgrades:****Attack**

Fortress, Conduct a fencing drill (+24) gold 800, food 7000**Defence**

Fortress, Conduct a physical training (+23) gold 300, food 6300**Priest**

Priest. Takes a very long time to create and is expensive. Can heal warriors and allied troops. Fairly good in melee combat. Good vision range. As a warrior, this unit is very effective when defending buildings. Necessary in order to create squads and combat formations of warriors. Can carry out diplomatic negotiations with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 10, food 550

Life: 30

Building time: 1800

Storm force: 60

Healing: 50

Defence: 0**Harquebusier**

Very fast to create, low cost. The drawbacks are a low rate of fire and the huge amount of resources spent while firing. Not very strong in melee combat, therefore best used as a shooter. Upgrades for the creation speed are effective.

Price: gold 4, food 20, iron 5, coal 10

Life: 70

Building time: 25

Storm force: 10

Attack: 11 (sword), 300 (shot)

Defence: 4 (sword), 6 (pike)

Upkeep: iron (per shot): 4, coal (per shot): 8**Upgrades:**

Attack

Fort, Conduct a fencing drill (+1) gold 20, food 50

Fort, Conduct a fencing drill (+1) gold 30, food 100

Fort, Conduct a fencing drill (+2) gold 600, food 250

Fort, Conduct a fencing drill (+1) gold 100, food 450

Fort, Conduct a fencing drill (+1) gold 200, food 6300

Fort, Conduct a fencing drill (+3) gold 1800, food 17000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Town Center, Purchase new broadswords and rapiers (strike power +5) gold 1750, iron 4800

Defence

Fort, Conduct a physical training (+2) gold 90, food 200

Fort, Conduct a physical training (+1) gold 100, food 600

Fort, Conduct a physical training (+1) gold 500, food 1600

Fort, Conduct a physical training (+2) gold 300, food 1800

Fort, Conduct a physical training (+1) gold 300, food 2650

Fort, Conduct a physical training (+2) gold 300, food 26050

Blacksmith, Increase cuirass production (+2) gold 530, iron 2900

Drummer 17th century

17th century drummer. Quite quick to create, but expensive. Cannot attack. Intrepid. Required in order to create squads.

Price: gold 10, food 50

Life: 50

Building time: 150

Storm force: 30

Defence: 0

Upgrades:**Defence**

Fort, Conduct a physical training (+19) gold 300, food 6300

Drummer 18th century

18th century drummer. Quite quick to create, but expensive. Cannot attack. Intrepid. Required in order to create combat formations.

Price: gold 100, food 50

Life: 50

Building time: 150

Storm force: 30

Defence: 0

Upgrades:**Defence**

Fortress, Conduct a physical training (+16) gold 300, food 6300

Buccaneer

Hunter. Very effective for procuring food in the areas abundant in wildlife. Quite quick to create, but expensive. Possesses a high shot power. Created in dwellings.

Price: gold 300

Life: 60

Building time: 100

Storm force: 10

Attack: 10 (sword), 800 (shot)

Defence: 0

Upkeep: iron (per shot): 6, coal (per shot): 6

Musketeer

Quickly built and expensive. Quite good shooters and not bad in hand-to-hand combat. Musketeers are the basic combat units at an average stage of development. Effective for capturing and defence of buildings.

Price: gold 18, food 250, iron 9, coal 5

Life: 70

Building time: 50

Storm force: 10

Attack: 12(sword), 400 (shot)

Defence: 0

Upkeep: iron (per shot): 3, coal (per shot): 5

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+1) gold 200, food 4200

Fortress, Conduct a fencing drill (+1) gold 300, food 8600

Fortress, Conduct a fencing drill (+2) gold 50, food 16020

Fortress, Conduct a fencing drill (+1) gold 100, food 28075

Fortress, Conduct a fencing drill (+1) gold 200, food 36300

Fortress, Conduct a fencing drill (+1) gold 18000, food 7000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Town Center, Purchase new broadswords and rapiers (strike power +5) gold 1750, iron 4800

Defence

Fortress, Conduct a physical training (+2) gold 950, food 350

Fortress, Conduct a physical training (+3) gold 125, food 4200

Fortress, Conduct a physical training (+4) gold 500, food 4200

Fortress, Conduct a physical training (+2) gold 150, food 11075

Fortress, Conduct a physical training (+6) gold 5300, food 36300, coal 12050

Fortress, Conduct a physical training (+6) gold 2450, food 53300, iron 2700

Standard bearer 17th century

17th century standard bearer. Quite quick to create, but expensive. Cannot attack, but at the same time possesses a good range of vision. Intrepid. Can be used for creating combat formations and increasing their characteristics.

Price: gold 20, food 110

Life: 100

Building time: 150

Storm force: 30

Defence: 0

Upgrades:**Defence**

Fort, Conduct a physical training (+26) gold 300, food 6300

Standard bearer 18th century

18th century standard bearer. Quite quick to create, but expensive. Cannot attack, but at the same time possesses a good range of vision. Intrepid. Can be used for creating combat formations and increasing their characteristics.

Price: gold 700, food 50

Life: 100

Building time: 150

Storm force: 30

Defence: 0

Upgrades:**Defence**

Fort, Conduct a physical training (+25) gold 300, food 6300

Mounted Officer, 17th century

Mounted 17th century officer. Takes quite a long time to create and is very expensive. Armed with a broadsword and a pair of pistols. Pistols have a short range. This is one of the strongest units in melee combat. Intrepid. Required for creating mounted squads and cavalry formations of Spanish 17th century cavalrymen. Fast-moving. Possesses a very good vision range.

Price: gold 340, food 3850, iron 50, coal 20

Life: 480

Building time: 1000

Storm force: 10

Attack: 54(sword), 200 (shot)

Defence: 14 (sword), 8 (pike), 75 (shot)

Upkeep: iron (per shot): 4, coal (per shot): 8

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+21) gold 800, food 7000

Defence

Fortress, Conduct a riding drill (+9) gold 300, food 36300

Mounted Officer, 18th century

Mounted 18th century officer. Takes quite a long time to create and is very expensive. Armed with a broadsword and a pair of pistols. Pistols have a short range. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create mounted squads and combat formations of Spanish 18th century cavalrymen. Fast-moving. Possesses a considerable vision range.

Price: gold 380, food 4250, iron 10, coal 30

Life: 550

Building time: 1250

Storm force: 10

Attack: 85 (sword), 200 (shot)

Defence: 0

Upkeep: iron (per shot): 3, coal (per shot): 6

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+27) gold 800, food 7000

Defence

Fortress, Conduct a riding drill (+20) gold 300, food 36300

Mounted stand bearer 18th century

Mounted 18th century standard bearer. Takes quite some time to build and has a high cost. Cannot attack, but possesses a long vision range. Intrepid. Required in order to create mounted squads and combat formations of Spanish 18th century cavalrymen.

Price: gold 150, food 1200

Life: 350

Building time: 400

Storm force: 0

Defence: 0

Upgrades:**Defence**

Fortress, Conduct a riding drill (+33) gold 300, food 6300

Dragoon 17th century

17th century dragoon. A cavalryman armed with a wheel lock gun and a sword, but without armor. Takes an average amount of time to create and has a very high cost. Quite effective in both melees and ranged attacks. Average range of fire. Fast-moving, with good morale. The attack parameter increases considerably with combat experience. Can be effective for both combat operations and sabotage. The attack parameter increases considerably with combat experience. Requires gold for upkeep.

Price: gold 20, food 1950

Life: 340

Building time: 75

Storm force: 10

Attack: 7 (sword), 350 (shot)

Defence: 9 (sword), 1 (pike)

Upkeep: gold (workers in mines/1000 units): 187, iron (per shot): 3, coal (per shot): 8

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+3) gold 20, food 1200

Fortress, Conduct a fencing drill (+4) gold 300, food 6050

Fortress, Conduct a fencing drill (+5) gold 600, food 56020

Fortress, Conduct a fencing drill (+1) gold 100, food 18075

Fortress, Conduct a fencing drill (+1) gold 200, food 15300

Fortress, Conduct a fencing drill (+1) gold 18000, food 7000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Defence

Fortress, Conduct a riding drill (+2) gold 900, food 8200

Fortress, Conduct a riding drill (+1) gold 100, food 16000

Fortress, Conduct a riding drill (+3) gold 500, food 42000

Fortress, Conduct a riding drill (+1) gold 300, food 31075

Fortress, Conduct a riding drill (+2) gold 800, food 36300

Fortress, Conduct a riding drill (+2) gold 980, food 36300

Dragoon 18th century

18th century dragoon. Cavalryman armed with a flint musket and a broadsword. Takes a long time to create and is expensive. Effective in both melees and ranged attacks. Average range of fire. Fast-moving, with good morale. The attack parameter increases considerably with combat experience. Can be effective for both combat operations and sabotage. Requires gold for upkeep.

Price: food 6150

Life: 420

Building time: 550

Storm force: 10

Attack: 10 (sword), 400(shot)

Defence: 16 (pike)

Upkeep: gold (workers in mines/1000 units): 62, iron (per shot): 2, coal (per shot): 5

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+3) gold 20, food 4200

Fortress, Conduct a fencing drill (+4) gold 300, food 16000

Fortress, Conduct a fencing drill (+5) gold 60, food 56020

Fortress, Conduct a fencing drill (+1) gold 100, food 18075

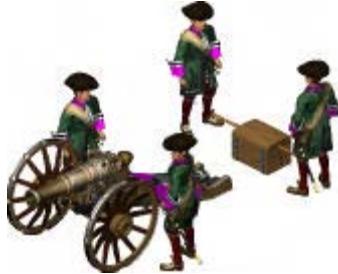
Fortress, Conduct a fencing drill (+1) gold 200, food 15300

Fortress, Conduct a fencing drill (+3) gold 18000, food 7000

Town Center, Purchase new European firearms (fire power +10%) gold 1200, coal 6200

Defence

Fortress, Conduct a riding drill (+2) gold 5, food 8200
Fortress, Conduct a riding drill (+3) gold 6, food 16000
Fortress, Conduct a riding drill (+4) gold 7, food 42000
Fortress, Conduct a riding drill (+1) gold 250, food 31075
Fortress, Conduct a riding drill (+2) gold 175, food 36300
Fortress, Conduct a riding drill (+3) gold 300, food 36300

Cannon

Gun. A weapon possessing the greatest range and a considerable damaging force. Can be effectively used against a group of units or masses of troops. One shot can kill several enemy soldiers. Can also be effectively used against enemy ships and structures. Takes a very long time to create and is expensive. Good vision range.

Price: wood 2500, gold 500, iron 1000, coal 1550

Life: 10000

Building time: 3000

Storm force: 0

Attack: 3000 (cannonball)

Defence: 0

Upkeep: coal (per shot): 100, iron (per shot): 50

Rowing boat

Rowing boat. The most common European military vessel. Effective at close range. Can be used to cover ships armed with cannons.

Price: wood 1200, gold 400, iron 100

Life: 2500

Building time: 2000

Storm force: 0

Attack: 800 (shot)

Defence: 160

Upkeep: iron (per shot): 9, coal (per shot): 9

Ferry

Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Caravel

Prototype of the caravel. A small two-cannon ship (one gun per board). Effective for fighting canoes and shelling buildings.

Price: wood 3550, gold 1450, iron 500, coal 700

Life: 45890

Building time: 2000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 50, coal (per shot): 100

Nao

Prototype of the nao Santa Maria. Average sized, 4-cannon ship with two guns on each board. Effective for shelling buildings and masses of enemy troops. Does not fire point-blank.

Price: wood 9500, gold 7050, iron 2900, coal 1100

Life: 57440

Building time: 3000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 50, coal (per shot): 100

Frigate



Large vessel with several rows of cannons, the most powerful in the game. Effective for shelling buildings and masses of enemy troops. Does not fire point-blank. Requires large quantities of ammunition to fire, therefore shelling single targets is unadvisable.

Price: wood 65500, gold 22300, iron 2500, coal 7500

Life: 63620

Building time: 5000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 250, coal (per shot): 500

Fort



This structure is designed to create infantry units. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 500, stone 100

Building time: 100

Life: 25000

Max. inside: 75

Cost: 100.00

Mill

This building is designed for growing and processing grain. Peasants bring grain here to be processed. You can also conduct important upgrades in the mill to improve food procurement.

Price: wood 200, stone 100

Building time: 100

Life: 5000

Max. inside: 35

Cost: 25.00

Dwelling 1

This structure is designed to create peasants.

Price: wood 50, stone 80

Building time: 250

Life: 5000

Max. inside: 5

Cost: 25.00

Storehouse

Peasants can bring the wood they have procured here. Hunters can also bring meat here.

Price: wood 30, stone 200

Building time: 100

Life: 10000

Max. inside: 15

Cost: 25.00

Blacksmith

In this building you can conduct upgrades relating to metalwork.

Price: wood 30, stone 50, iron 10

Building time: 250

Life: 5000

Max. inside: 10

Cost: 25.00

Fortress

This structure is designed to create infantry and cavalry units, as well as artillery. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 4000, gold 4000, stone 5500

Building time: 1000

Life: 40000

Max. inside: 300

Cost: 300.00

Upkeep: iron (per shot) 10, coal (per shot) 10

Dwelling 2

This structure is designed to create peasants and hunters.

Price: wood 1900, stone 50

Building time: 1000

Life: 25000

Max. inside: 15

Cost: 50.00

Town Center

The scientific center of the city. You can carry out most improvements and upgrades in this building.

Price: wood 2150, stone 5200

Building time: 2000

Life: 35000

Max. inside: 25

Cost: 50.00

Shipyard

Designed for building a fleet. Boats deliver procured fish here.

Price: wood 250, stone 250

Building time: 100

Life: 25000

Max. inside: 50

Cost: 50.00

Upkeep: gold (workers in mines/1000 units) -687

Church

This structure is designed to create priests.

Price: wood 150, stone 600

Building time: 2000

Life: 35000

Max. inside: 50

Cost: 50.00**Log Cabin**

Defensive structure.

Price: wood 300, stone 300

Building time: 1500

Life: 25000

Max. inside: 20

Cost: 50.00**Log Cabin 2**

Defensive structure.

Price: wood 1700, stone 1700, iron 400, coal 350

Building time: 4500

Life: 35000

Max. inside: 30

Cost: 75.00**Mine**

This structure is designed for resource procurement (gold, stone, iron, coal). The number of peasants working in a mine can be increased by carrying out corresponding upgrades. Each mine has to be upgraded individually.

Price: wood 50

Building time: 50

Life: 5000

Max. inside: 5

Cost: 1.00

Delaware

The Delawares lived south of the Iroquois and belonged to the linguistic group of the Algonquians. The latter were a very large group of native tribes which lived in the north-east of the North American continent, and also included the Penobscot, Illinois, Miami and Kickapoo, the tribes known for their part in the Tecumseh rebellion, as well as the Mohicans, famous worldwide from the Fenimore Cooper novels. The Algonquians played quite a considerable role in the history of the American continent. Numerous geographical names are closely related to Algonquian peoples. The Delawares were among the first North Americans to come into contact with Europeans. It was with them that the renowned Penn, the man after whom the state of Pennsylvania was named, concluded an "agreement" in 1682. According to that agreement, the Delawares conceded a part of their lands to Penn and his Quakers. They were also among the first North American tribes to develop their own written language before the Europeans settled. The recordings were pictographic and bark was used for writing. The literary masterpiece known as the "Walam Olum", the "Red Score", a collection of Algonquian legends about the creation of the world and the great flood, the native tribes' arrival at the Delaware river, has been preserved up to our time. These chronicles were inscribed on bark using 184 characters.

Peasant



Fairly fast to build, low cost. Cannot be captured, but cannot capture others either. Good for meat procurement. Fires arrows, but has very little strike power and is therefore only effective against units without protection from arrows. Very weak initially, so it is better to use this unit after several upgrades. Very weak initially, so it is better to use this unit after several upgrades. Effective in great numbers. Good for setting buildings on fire.

Price: 10

Life: 10

Building time: 90

Storm force: 5

Attack: 1 (sword), 1 (fiery arrow)

Defence: 0

Upgrades:

Attack

Dwelling, Conduct a fencing drill (+1) gold 20, food 100

Dwelling, Conduct a fencing drill (+2) gold 30, food 4600

Dwelling, Conduct a fencing drill (+3) gold 60, food 6200

Dwelling, Conduct a fencing drill (+2) gold 100, food 35300

Dwelling, Conduct a fencing drill (+1) gold 200, food 45300

Dwelling, Conduct a fencing drill (+1) food 65000

Defence

Dwelling, Conduct a physical training (+2) gold 100, food 20500

Dwelling, Conduct a physical training (+1) gold 250, food 65200

Dwelling, Conduct a physical training (+3) gold 500, food 61075

Dwelling, Conduct a physical training (+1) gold 300, food 65075

Dwelling, Conduct a physical training (+2) wood 3100, food 65050

Dwelling, Conduct a physical training (+8) food 65000

Archer



Quickly created and relatively cheap. Moderately effective in hand-to-hand combat. Best used as a shooter.
Effective in great numbers. Possesses many HP.

Price: wood 10, food 400

Life: 105

Building time: 50

Storm force: 10

Attack: 11 (sword), 199 (arrow)

Defence: 0

Upgrades:

Attack

Barracks, Conduct a fencing drill (+1) gold 50, food 100

Barracks, Conduct a fencing drill (+1) gold 300, food 9400

Barracks, Conduct a fencing drill (+1) gold 100, food 18600

Barracks, Conduct a fencing drill (+1) gold 100, food 55500

Barracks, Conduct a fencing drill (+1) gold 200, food 65050

Barracks, Conduct a fencing drill (+1) food 65000

Town Center, Purchase metal knives (strike power +5) gold 900

Defence

Barracks, Conduct a physical training (+2) gold 90, food 350

Barracks, Conduct a physical training (+1) gold 100, food 1000

Barracks, Conduct a physical training (+3) gold 50, food 4200

Barracks, Conduct a physical training (+1) gold 300, food 11075

Barracks, Conduct a physical training (+2) gold 150, food 15050

Barracks, Conduct a physical training (+1) food 65000

Pikeman



Very fast to build, lowest price. The weakest unit (initially has 10 HP). It is unwise to use this unit without upgrades (including +1000% HP). The main unit of the Delawares.

Price: wood 2, stone 1, food 2

Life: 10

Building time: 30

Storm force: 1

Attack: 1 (pike)

Defence: 0

Upgrades:

Attack

Barracks, Conduct a fencing drill (+1) gold 10, food 50

Barracks, Conduct a fencing drill (+1) gold 20, food 75

Barracks, Conduct a fencing drill (+1) gold 30, food 100

Barracks, Conduct a fencing drill (+2) gold 40, food 125

Barracks, Conduct a fencing drill (+3) gold 50, food 150

Barracks, Conduct a fencing drill (+1) gold 60, food 200

Defence

Barracks, Conduct a physical training (+3) gold 20, food 1200

Barracks, Conduct a physical training (+4) gold 550, food 7200

Barracks, Conduct a physical training (+5) gold 250, food 12075

Barracks, Conduct a physical training (+3) gold 10500, food 65075

Barracks, Conduct a physical training (+4) gold 15100, food 65050

Barracks, Conduct a physical training (+5) gold 19000, food 62050

Shaman



Average creation time, high cost. Heals friendly units. Not bad as a warrior. This unit is very effective when defending buildings. Necessary in order to create combat formations. Can carry out diplomatic talks with neutral tribes. Good vision range.

Price: gold 85, food 400

Life: 30

Building time: 600

Storm force: 100

Attack: 50 (sword)

Healing: 25

Defence: 0

Shooter



Quickly built and expensive. A good shooter, but weak in melee combat. Shooters are the basic units.

Price: gold 45, food 1140, iron 45

Life: 100

Building time: 150

Storm force: 10

Attack: 6 (sword), 600 (shot)

Defence: 0

Upkeep: iron (per shot): 2, coal (per shot): 2

Upgrades:

Attack

Barracks, Conduct a fencing drill (+1) gold 50, food 8100

Barracks, Conduct a fencing drill (+1) gold 150, food 14050

Barracks, Conduct a fencing drill (+1) gold 260, food 24600

Barracks, Conduct a fencing drill (+1) gold 100, food 46200

Barracks, Conduct a fencing drill (+1) gold 200, food 65300

Barracks, Conduct a fencing drill (+1) food 65000

Defence

Barracks, Conduct a physical training (+1) gold 90, food 17350

Barracks, Conduct a physical training (+1) gold 100, food 29000

Barracks, Conduct a physical training (+1) gold 500, food 44200

Barracks, Conduct a physical training (+1) gold 300, food 61075

Barracks, Conduct a physical training (+1) gold 300, food 65050

Barracks, Conduct a physical training (+1) food 65000

Chief



Average creation time, high cost. This is one of the strongest units in melee combat. One of the best shooters (ideal accuracy). Intrepid. Necessary in order to create combat formations. Can carry out diplomatic negotiations with neutral tribes.

Price: gold 45, food 1240, iron 45

Life: 100

Building time: 1550

Storm force: 10

Attack: 12 (sword), 600 (shot)

Defence: 0

Upkeep: iron (per shot): 2, coal (per shot): 2

Upgrades:

Attack

Barracks, Conduct a fencing drill (+1) gold 200, food 100

Barracks, Conduct a fencing drill (+2) gold 300, food 1400

Barracks, Conduct a fencing drill (+3) gold 600, food 4600

Barracks, Conduct a fencing drill (+4) gold 1050, food 6200

Barracks, Conduct a fencing drill (+5) gold 2050, food 15300

Barracks, Conduct a fencing drill (+50) food 65000

Defence

Barracks, Conduct a physical training (+5) gold 90, food 350

Barracks, Conduct a physical training (+6) gold 150, food 1000

Barracks, Conduct a physical training (+7) gold 550, food 4200

Barracks, Conduct a physical training (+8) gold 2000, food 11075

Barracks, Conduct a physical training (+9) gold 3500, food 15050

Barracks, Conduct a physical training (+10) food 65000

Horseman

Takes a very long time to create and is expensive. Very fast-moving. Can be effective for both combat operations and sabotage. The attack parameter increases considerably with combat experience.

Price: food 1150

Life: 420

Building time: 4500

Storm force: 10

Attack: 10 (pike)

Defence: 8 (pike)

Upgrades:**Attack**

Stable, Conduct a fencing drill (+1) gold 20, food 11000

Stable, Conduct a fencing drill (+2) gold 30, food 14600

Stable, Conduct a fencing drill (+3) gold 60, food 36200

Stable, Conduct a fencing drill (+2) gold 100, food 45300

Stable, Conduct a fencing drill (+1) gold 200, food 55300

Stable, Conduct a fencing drill (+1) food 65000

Defence

Stable, Conduct a riding drill (+2) gold 100, food 11000

Stable, Conduct a riding drill (+1) gold 250, food 12200

Stable, Conduct a riding drill (+3) gold 500, food 21075

Stable, Conduct a riding drill (+1) gold 300, food 65000

Stable, Conduct a riding drill (+8) wood 16100, food 65050

Stable, Conduct a riding drill (+2) food 65500

Fishing Canoe

Effective means for procuring food, especially after a number of upgrades. It is best not to use this unit for military actions unless the situation is desperate.

Price: wood 850

Life: 1500

Building time: 1000

Storm force: 0

Attack: 199 (arrow)

Defence: 160

Battle canoe



Native American military vessel. When fighting Europeans, it is effective for shelling enemy boats from afar rather than at close distance. In battles against ships with cannons, it is best to keep these units scattered rather than forming dense groups. Effective for shelling buildings. When it becomes necessary to create a big fleet, upgrades which speed up canoe building are advisable.

Price: wood 1900, gold 400, iron 250

Life: 3000

Building time: 2000

Storm force: 0

Attack: 199 (arrow), 200 (fiery arrow)

Defence: 160

Ferry



Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Barracks

This structure is designed to create infantry units. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 250

Building time: 100

Life: 5000

Max. inside: 100

Cost: 100.00

Mill

This building is designed for growing and processing grain. Peasants bring grain here to be processed. You can also conduct important upgrades in the mill to improve food procurement.

Price: wood 200

Building time: 100

Life: 5000

Max. inside: 35

Cost: 25.00

Dwelling 1

This structure is designed to create peasants.

Price: wood 20

Building time: 250

Life: 5000

Max. inside: 25

Cost: 25.00

Town Center

The scientific center of the city. You can carry out most improvements and upgrades in this building.

Price: wood 1125

Building time: 700

Life: 5000

Max. inside: 25

Cost: 50.00

Dwelling 2

This structure is designed to create peasants.

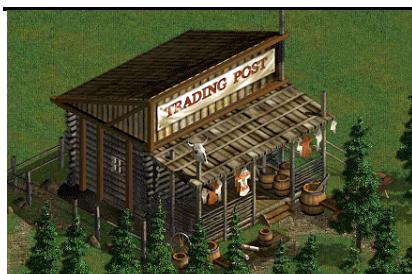
Price: wood 500

Building time: 1000

Life: 5000

Max. inside: 45

Cost: 50.00

Trade Post

Trade center. Enables you to Exchange Resources.

Price: wood 750

Building time: 3000

Life: 5000

Max. inside: 25

Cost: 50.00

Upkeep: gold (workers in mines/1000units) -687

Shipyard



Designed for building a fleet. Boats deliver procured fish here.

Price: wood 1200

Building time: 700

Life: 15000

Max. inside: 45

Cost: 50.00

Stable



This structure is designed to create cavalry units. After the corresponding upgrades, new types of troops are available to create.

Price: wood 250

Building time: 900

Life: 15000

Max. inside: 100

Cost: 100.00

Storehouse



This building is designed to store the wood gathered by the peasants. Hunters can bring meat here too.

Price: wood 30

Building time: 400

Life: 5000

Max. inside: 20

Cost: 25.00

Temple



This structure is designed to create shamans.

Price: wood 9350

Building time: 200

Life: 5000

Max. inside: 45

Cost: 50.00

Huron

The Hurons lived around Lakes Huron and Ontario and between Georgian Bay and Lake Simcoe. Early in the 17th century, their population was estimated at from 20,000 to 30,000. The tribes got most of their food from fishing and farming, and hunted to sell furs to the French. The culture of the tribes was similar to that of the Iroquois, their nearest neighbors. The Hurons were divided into eight totem clans, named after animals: turtle, wolf, bear, beaver, dear, hawk, porcupine, and snake. The Hurons lived in long houses: communal dwellings for several families that shared household duties and belongings. The Hurons fortified their towns with paling around the periphery, but Iroquoian invasions still decimated the tribes and drove them westwards out of their lands.

Peasant



Fairly fast to build, low cost. Cannot be captured, but cannot capture others either. Good for meat procurement. Fires arrows, but has very little strike power and is therefore only effective against units without protection from arrows. Very weak initially, so it is better to use this unit after several upgrades. Very weak initially, so it is better to use this unit after several upgrades. Effective in great numbers. Good for setting buildings on fire.

Price: food 10

Life: 10

Building time: 90

Storm force: 5

Attack: 1 (sword), 1 (fiery arrow)

Defence: 0

Upgrades:

Attack

Dwelling, Conduct a fencing drill (+1) gold 20, food 100

Dwelling, Conduct a fencing drill (+2) gold 30, food 4600

Dwelling, Conduct a fencing drill (+3) gold 60, food 6200

Dwelling, Conduct a fencing drill (+2) gold 100, food 35300

Dwelling, Conduct a fencing drill (+1) gold 200, food 45300

Dwelling, Conduct a fencing drill (+1) food 65000

Defence

Dwelling, Conduct a physical training (+2) gold 100, food 20500

Dwelling, Conduct a physical training (+1) gold 250, food 65200

Dwelling, Conduct a physical training (+3) gold 500, food 61075

Dwelling, Conduct a physical training (+1) gold 300, food 65075

Dwelling, Conduct a physical training (+2) wood 3100, food 65050

Dwelling, Conduct a physical training (+8) food 65000

Archer

Warrior with a bow. Very quick to create and quite inexpensive. Feeble in melee combat and therefore best used in ranged attacks only. These warriors are most effective in great numbers. Particularly effective when setting buildings on fire. Upgrades to increase the HP are very useful.

Price: wood 10, food 400

Life: 300

Building time: 25

Storm force: 10

Attack: 3 (sword), 10 (fiery arrow)

Defence: 0

Upgrades:**Attack**

Barracks, Conduct a fencing drill (+1) gold 50, food 100

Barracks, Conduct a fencing drill (+1) gold 300, food 9400

Barracks, Conduct a fencing drill (+1) gold 100, food 18600

Barracks, Conduct a fencing drill (+1) gold 100, food 55500

Barracks, Conduct a fencing drill (+1) gold 200, food 65050

Barracks, Conduct a fencing drill (+1) food 65000

Defence

Barracks, Conduct a physical training (+2) gold 90, food 350

Barracks, Conduct a physical training (+1) gold 100, food 1000

Barracks, Conduct a physical training (+3) gold 50, food 4200

Barracks, Conduct a physical training (+1) gold 300, food 11075

Barracks, Conduct a physical training (+2) gold 150, food 15050

Barracks, Conduct a physical training (+1) food 65000

Tomahawk man

Average creation time, quite low cost. Tomahawks have a short range, but the attack parameter is high. Also suitable for melee combat. Initially the basic combat units of the Iroquois. Effective for capturing and defending buildings.

Price: food 90

Life: 100

Building time: 200

Storm force: 10

Attack: 12 (sword), 250 (tomahawk)

Defence: 0

Upgrades:**Attack**

Barracks, Conduct a fencing drill (+1) gold 20, food 100

Barracks, Conduct a fencing drill (+1) gold 90, food 600

Barracks, Conduct a fencing drill (+1) gold 450, food 700

Barracks, Conduct a fencing drill (+1) gold 800, food 800

Barracks, Conduct a fencing drill (+2) gold 1200, food 900

Barracks, Conduct a fencing drill (+3) gold 1500, food 29500

Town Center, Purchase metal axes (+400) ? 50000

Defence

Barracks, Conduct a physical training (+1) gold 20, food 200

Barracks, Conduct a physical training (+2) gold 550, food 1200

Barracks, Conduct a physical training (+4) gold 250, food 5075

Barracks, Conduct a physical training (+3) gold 600, food 18075

Barracks, Conduct a physical training (+4) food 23050

Barracks, Conduct a physical training (+3) food 32000

Shaman

Average creation time, high cost. Heals friendly units. Quite a good warrior. Very effective when defending buildings. Necessary in order to create combat formations. Can hold diplomatic talks with neutral tribes. Good vision range.

Price: gold 45, food 40, iron 45

Life: 30

Building time: 600

Storm force: 100

Attack: 25 (sword)

Healing: 50

Defence: 0

Shooter

Quickly built and expensive. Quite good shooters, but weak in melee combat. Shooters are the main units of the Hurons.

Price: gold 45, food 940, iron 45

Life: 100

Building time: 150

Storm force: 10

Attack: 12 (sword), 600 (shot)

Defence: 4 (sword), 125 (arrow), 1 (pike), 25 (shot)

Upkeep: iron (per shot): 2, coal (per shot): 2

Upgrades:

Attack

Barracks, Conduct a fencing drill (+1) gold 50, food 8100

Barracks, Conduct a fencing drill (+1) gold 150, food 14050

Barracks, Conduct a fencing drill (+1) gold 260, food 24600

Barracks, Conduct a fencing drill (+1) gold 100, food 46200

Barracks, Conduct a fencing drill (+1) gold 200, food 65300

Barracks, Conduct a fencing drill (+1) food 65000

Defence

Barracks, Conduct a physical training (+1) gold 90, food 17350

Barracks, Conduct a physical training (+1) gold 100, food 29000

Barracks, Conduct a physical training (+1) gold 500, food 44200

Barracks, Conduct a physical training (+1) gold 300, food 61075

Barracks, Conduct a physical training (+1) gold 300, food 65050

Barracks, Conduct a physical training (+1) food 65000

Chief



Average creation time, high cost. This is one of the strongest units in melee combat. One of the best shooters (ideal accuracy). Intrepid. Necessary in order to create squads. Can hold diplomatic talks with neutral tribes.

Price: gold 45, food 1240, iron 45

Life: 100

Building time: 1550

Storm force: 10

Attack: 12 (sword), 300 (shot)

Defence: 0

Upkeep: iron (per shot): 2, coal (per shot): 2

Upgrades:

Attack

Barracks, Conduct a fencing drill (+1) gold 200, food 100

Barracks, Conduct a fencing drill (+2) gold 300, food 1400

Barracks, Conduct a fencing drill (+3) gold 600, food 4600

Barracks, Conduct a fencing drill (+4) gold 1050, food 6200

Barracks, Conduct a fencing drill (+5) gold 2050, food 15300

Barracks, Conduct a fencing drill (+50) food 65000

Defence

Barracks, Conduct a physical training (+5) gold 90, food 350

Barracks, Conduct a physical training (+6) gold 150, food 1000

Barracks, Conduct a physical training (+7) gold 550, food 4200

Barracks, Conduct a physical training (+8) gold 2000, food 11075

Barracks, Conduct a physical training (+9) gold 3500, food 15050

Barracks, Conduct a physical training (+10) food 65000

Horseman

Takes a very long time to create and is expensive. Very fast-moving. Can be effective for both combat operations and sabotage. The attack parameter increases considerably with combat experience.

Price: food 1150

Life: 420

Building time: 4500

Storm force: 10

Attack: 10 (pike)

Defence: 8 (pike)

Upgrades:**Attack**

Stable, Conduct a fencing drill (+1) gold 20, food 11000

Stable, Conduct a fencing drill (+2) gold 30, food 14600

Stable, Conduct a fencing drill (+3) gold 60, food 36200

Stable, Conduct a fencing drill (+2) gold 100, food 45300

Stable, Conduct a fencing drill (+1) gold 200, food 55300

Stable, Conduct a fencing drill (+1) food 65000

Defence

Stable, Conduct a riding drill (+2) gold 100, food 11000

Stable, Conduct a riding drill (+1) gold 250, food 12200

Stable, Conduct a riding drill (+3) gold 500, food 21075

Stable, Conduct a riding drill (+1) gold 300, food 65000

Stable, Conduct a riding drill (+8) wood 16100, food 65050

Stable, Conduct a riding drill (+2) food 65500

Fishing Canoe



Effective means for procuring food, especially after a number of upgrades. It is best not to use this unit for military actions unless the situation is desperate.

Price: wood 850

Life: 1500

Building time: 1000

Storm force: 0

Attack: 199 (arrow)

Defence: 160

Battle canoe



Native American military vessel. When fighting Europeans, it is effective for shelling enemy boats from afar rather than at close distance. In battles against ships with cannons, it is best to keep these units scattered rather than forming dense groups. Effective for shelling buildings. When it becomes necessary to create a big fleet, upgrades which speed up canoe building are advisable.

Price: wood 1900, gold 400, iron 250

Life: 3000

Building time: 2000

Storm force: 0

Attack: 199 (arrow), 200 (fiery arrow)

Defence: 160

Ferry



Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Barracks

This structure is designed to create infantry units. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 250

Building time: 900

Life: 5000

Max. inside: 100

Cost: 100.00

Mill

This building is designed for growing and processing grain. Peasants bring grain here to be processed. You can also conduct important upgrades in the mill to improve food procurement.

Price: wood 200

Building time: 100

Life: 5000

Max. inside: 35

Cost: 25.00

Dwelling 1

This structure is designed to create peasants.

Price: wood 50

Building time: 250

Life: 5000

Max. inside: 25

Cost: 25.00

Town Center

The scientific center of the city. You can carry out most improvements and upgrades in this building.

Price: wood 1125

Building time: 700

Life: 5000

Max. inside: 25

Cost: 50.00

Temple

This structure is designed to create shamans.

Price: wood 9350

Building time: 2000

Life: 5000

Max. inside: 45

Cost: 50.00

Trade Post

Trade center. Enables you to Exchange Resources.

Price: wood 750

Building time: 3000

Life: 5000

Max. inside: 25

Cost: 50.00

Upkeep: gold (workers in mines/1000units) -687

Shipyard

Designed for building a fleet. Boats deliver procured fish here.

Price: wood 1200

Building time: 700

Life: 15000

Max. inside: 45

Cost: 50.00

Stable

This structure is designed to create cavalry units. After the corresponding upgrades, new types of troops are available to create.

Price: wood 250

Building time: 900

Life: 15000

Max. inside: 100

Cost: 100.00

Dwelling 2

This structure is designed to create peasants.

Price: wood 500

Building time: 1000

Life: 5000

Max. inside: 45

Cost: 50.00

Storehouse



This building is designed to store the wood gathered by the peasants. Hunters can bring meat here too.

Price: wood 30

Building time: 400

Life: 5000

Max. inside: 20

Cost: 25.00

USA

Colonization of the US territory started at the Atlantic coast. In 1587, the first English colony in the future state of Virginia was set up. A considerable role in the English colonizing of North America was played by English radical sectarianism, as many colonists had left the motherland to escape religious persecution. In 1620, "father-pilgrims" established the colony of Plymouth in Massachusetts. Along with the English, the Dutch and French colonized the lands, but the English pursued these colonies as well as the unclaimed land. The 1664 British conquest of the Dutch colonies, New Netherland, caused the renaming of New Amsterdam to New York. The Dutch gave up their colonies to the British in the Westminster truce of 1674. The English then formed three major groups of colonies in America: New England, established in the northeast, specialized in tilling, hunting and trade, Virginia, established in the southern coastal region, grew rice, tobacco, cotton and other subtropical crops, and Pennsylvania, situated between them, colonized by the Quakers and representing a transitional stage. One of the Quakers' prominent representatives, banker William Penny, inherited the possession rights to the colony, and named it after himself. Religious tolerance was established to attract new settlers. Colonists had to hold on against the fierce fight with the French, who had captured Canada and the basin of the Mississippi river, Louisiana. The British colonies in America soon began to flex their political independence. As early as in the first half of the 1600's, many colonies attained the right to elect representatives into assemblies, which subsequently grew to regular rule, and the representatives of the central power were dependent on colonists. Attempts of the English king to restrict the colony independence yielded no result. In the 1700's, Britain decided to prohibit development of a number of industries in colonies and force them to trade exclusively with the motherland. They imposed an array of taxes and duties. These actions led the colonies to unite and rebel against the parent state. In 1776, the Continental Congress declared the independence of the USA. The Britons were defeated and forced to acknowledge the independence of the American colonies. In 1787, the colonists established the Union's Constitution. After the victory over Britain, the US industry developed dynamically and colonization spread. The US took the Allegheny Mountains from Native tribes, purchased Louisiana from France in 1803, and Florida from Spain in 1819.

Peasant



Worker. Procures resources and constructs buildings. Relatively inexpensive. Ineffective in combat operations. Has less strike power than other European peasants. When entering a clash with an enemy, this unit should be accompanied by military units, otherwise it can be captured by the enemy. Very resistant fighter, not inclined to flee from the battlefield. Average creation time.

Price: food 30

Life: 50

Building time: 200

Storm force: 10

Attack: 12 (sword)

Defence: 0

Pikeman

Takes an average time to create and has a relatively low cost. Strong in melee combat and possesses a high protection from arrows and bullets owing to a strong cuirass. Basic combat unit at the beginning of the game. The most important upgrades referring to this unit are those which improve the creation speed. Effective for capturing and defending buildings.

Price: gold 2, food 95, iron 15

Life: 95

Building time: 187

Storm force: 20

Attack: 10 (pike)

Defence: 3 (sword), 150 (arrow), 3 (pike), 70 (shot), 150 (grapeshot)

Upgrades:**Attack**

Fort, Conduct a fencing drill (+1) gold 20, food 200

Fort, Conduct a fencing drill (+1) gold 30, food 3200

Fort, Conduct a fencing drill (+2) gold 60, food 6050

Fort, Conduct a fencing drill (+1) gold 100, food 28050

Fort, Conduct a fencing drill (+3) gold 200, food 60300

Fort, Conduct a fencing drill (+1) food 65000

Defence

Fort, Conduct a physical training (+2) gold 90, food 1500

Fort, Conduct a physical training (+3) gold 100, food 2400

Fort, Conduct a physical training (+4) gold 500, food 7650

Fort, Conduct a physical training (+2) gold 300, food 12050

Fort, Conduct a physical training (+6) gold 600, food 56300

Fort, Conduct a physical training (+2) gold 800, food 56300

Blacksmith, Increase cuirass production (+2) gold 530, iron 2900

Town Center, Purchase European cuirasses (+2) gold 370, iron 1100

Town Center, Purchase new army uniforms (+2) wood 20500, gold 650, iron 2150

Officer 17th century

17th century officer. Quite quick to create, but expensive. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create squads and combat formations of British troops. Requires gold for upkeep. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 50, food 300

Life: 150

Building time: 150

Storm force: 30

Attack: 50 (pike)

Defence: 0

Upkeep: gold (workers in mines/1000): 62**Upgrades:****Attack**

Fort, Conduct a fencing drill (+23) gold 800, food 7000**Defence**

Fort, Conduct a physical training (+23) gold 300, food 6300**Fusilier**

Rather quickly built and expensive. Possesses one of the best ranges of fire and a high fire rate. Powerful. Very good in melee combat. Possesses a high morale parameter. The main 18th century unit. Creation speed upgrades are also effective. Good vision range. Can be effectively used for defense and for capturing buildings.

Price: gold 45, food 40, iron 45

Life: 100

Building time: 480

Storm force: 50

Attack: 40 (pike), 600 (shot)

Defence: 0

Upkeep: gold (workers in mines/1000): 12, iron (per shot): 2, coal (per shot): 4**Upgrades:****Attack**

Fortress, Conduct a fencing drill (+1) gold 200, food 4200

Fortress, Conduct a fencing drill (+2) gold 300, food 8600

Fortress, Conduct a fencing drill (+3) gold 600, food 16020

Fortress, Conduct a fencing drill (+4) gold 100, food 28075

Fortress, Conduct a fencing drill (+1) gold 1500, food 36300

Fortress, Conduct a fencing drill (+2) gold 18000, food 7000

Town Center, Purchase new European firearms (+10%) gold 1200, ? 6200**Defence**

Fortress, Conduct a physical training (+2) gold 90, food 350

Fortress, Conduct a physical training (+1) gold 150, food 1000

Fortress, Conduct a physical training (+3) gold 750, food 4200

Fortress, Conduct a physical training (+5) gold 200, food 11075

Fortress, Conduct a physical training (+3) gold 1300, food 36300

Fortress, Conduct a physical training (+3) gold 700, food 36300

Officer 18th century

18th century officer. Quite quick to create, but expensive. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create squads and combat formations of 18th century soldiers. Requires gold for upkeep. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 200, food 300

Life: 150

Building time: 150

Storm force: 30

Attack: 145 (sword)

Defence: 0

Upkeep: gold (workers in mines/1000): 12

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+23) gold 800, food 7000

Defence

Fortress, Conduct a physical training (+23) gold 300, food 6300

Priest

Priest. Takes a very long time to create and is expensive. Can heal warriors and allied troops. Fairly good in melee combat. Good vision range. As a warrior, this unit is very effective when defending buildings. Necessary in order to create squads and combat formations of warriors. Can carry out diplomatic negotiations with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 10, food 550

Life: 30

Building time: 1800

Storm force: 60

Healing: 50

Defence: 0

Harquebusier



Harquebusier. Armed with a light fuse rifle - harquebus, and a sword. Quite quick to build, low cost. Possesses high protection against arrows and average protection against bullets and can therefore be used against archers and riflemen. The drawbacks are a low rate of fire and the large amount of resources needed for shooting. Not very strong in hand-to-hand combat, so it is best to use this unit for ranged attacks. The most important upgrades for this unit are those referring to the creation speed.

Price: gold 2, food 10, iron 3, ? 10

Life: 80

Building time: 50

Storm force: 20

Attack: 7 (sword), 300 (shot)

Defence: 7 (sword), 155 (arrow), 1 (pike), 60 (shot), 110 (grapeshot)

Upkeep: iron (per shot): 4, coal (per shot): 8

Upgrades:

Attack

Fort, Conduct a fencing drill (+1) gold 20, food 50

Fort, Conduct a fencing drill (+1) gold 30, food 100

Fort, Conduct a fencing drill (+2) gold 600, food 250

Fort, Conduct a fencing drill (+1) gold 100, food 450

Fort, Conduct a fencing drill (+1) gold 200, food 6300

Fort, Conduct a fencing drill (+3) gold 1800, food 17000

Town Center, Provide money for new broadswords and rapiers (+5) gold 1750, iron 4800

Town Center, Purchase new European firearms (+10%), gold 1200, ? 6200

Defence

Fort, Conduct a physical training (+2) gold 90, food 200

Fort, Conduct a physical training (+1) gold 100, food 600

Fort, Conduct a physical training (+1) gold 500, food 1600

Fort, Conduct a physical training (+2) gold 300, food 1800

Fort, Conduct a physical training (+1) gold 300, food 2650

Fort, Conduct a physical training (+2) gold 300, food 26050

Blacksmith, Increase cuirass production (+2) gold 530, iron 2900

Town Center, Purchase new army uniforms (+2) wood 20500, gold 650, iron 2150

Drummer 17th century



17th century drummer. Quite quick to create, but expensive. Cannot attack. Intrepid. Necessary in order to create combat formations.

Price: gold 10, food 50

Life: 50

Building time: 150

Storm force: 30

Defence: 0

Upgrades:

Defence

Fort, Conduct a physical training (+17) gold 300, food 6300

Drummer 18th century



18th century drummer. Quite quick to create, but expensive. Cannot attack. Intrepid. Required in order to create combat formations.

Price: gold 100, food 50

Life: 50

Building time: 150

Storm force: 30

Defence: 0

Upgrades:

Defence

Fortress, Conduct a physical training (+19) gold 300, food 6300

Trapper



Hunter. Very effective for procuring food in regions abundant in wildlife. Quite quick to create, but expensive. Good shot power. Can be created in a farm.

Price: gold 300

Life: 60

Building time: 100

Storm force: 10

Attack: 20 (sword), 800 (shot)

Defence: 0

Upkeep: iron (per shot): 6, coal (per shot): 6

Musketeer

Quickly built and expensive. Rather a good shooter and quite good in melee combat. Takes a long time to prepare for attack. The musketeer is a basic combat unit of a medium development stage. Effective for capturing and defending buildings.

Price: gold 5, food 160, iron 2

Life: 100

Building time: 90

Storm force: 20

Attack: 15 (sword), 380 (shot)

Defence: 1 (sword), 1 (pike), 10 (shot)

Upkeep: iron (per shot): 3, coal (per shot): 6

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+1) gold 200, food 4200

Fortress, Conduct a fencing drill (+1) gold 300, food 8600

Fortress, Conduct a fencing drill (+2) gold 50, food 16020

Fortress, Conduct a fencing drill (+1) gold 100, food 28075

Fortress, Conduct a fencing drill (+1) gold 200, food 36300

Fortress, Conduct a fencing drill (+1) gold 18000, food 7000

Town Center, Provide money for new broadswords and rapiers (+5) gold 1750, iron 4800

Town Center, Purchase new European firearms (+10%), gold 1200, ? 6200

Defence

Fortress, Conduct a physical training (+2) gold 950, food 350

Fortress, Conduct a physical training (+3) gold 125, food 4200

Fortress, Conduct a physical training (+4) gold 500, food 4200

Fortress, Conduct a physical training (+2) gold 150, food 11075

Fortress, Conduct a physical training (+6) gold 5300, food 36300, ? 12050

Fortress, Conduct a physical training (+6) gold 2450, food 53300, ? 2700

**Standard Bearer 17th century**

17th century standard bearer. Quite quick to create, but expensive. Cannot attack, but possesses a long vision range. Intrepid. Can be used when creating combat formations to boost their characteristics.

Price: gold 20, food 110

Life: 100

Building time: 150

Storm force: 30

Defence: 0

Upgrades:**Defence**

Fort, Conduct a physical training (+24) gold 300, food 6300

Standard Bearer 18th century

18th century standard bearer. Quite quick to create, but expensive. Cannot attack, but possesses a long vision range. Intrepid. Can be used when creating combat formations to boost their characteristics. Good vision range.

Price: food 50

Life: 100

Building time: 150

Storm force: 30

Defence: 0

Upgrades:**Defence**

Fortress, Conduct a physical training (+26) gold 300, food 6300

Militiaman

Takes a very short time to create, low cost. Not a very strong warrior. Has an outstandingly high fire rate.
Requires much gold for upkeep.

Price: gold 5, food 60, iron 15

Life: 100

Building time: 50

Storm force: 10

Attack: 6 (sword), 250 (shot)

Defence: 0

Upkeep: gold (workers in mines/1000): 250, iron (per shot): 3, coal (per shot): 4

Dragoon 17th century

17th century dragoon. Cavalryman armed with a wheel lock rifle and a sword, but without armor. Average creation time and very high cost. Good for both melee and ranged attacks. Average range of fire. Fast-moving, with good morale. Combat experience considerably increases the attack power. Can be effective for both combat operations and sabotage. Requires gold for upkeep.

Price: gold 20, food 1950

Life: 100

Building time: 300

Storm force: 30

Attack: 11 (sword), 350 (shot)

Defence: 9 (sword), 1 (pike)

Upkeep: gold (workers in mines/1000): 187, iron (per shot): 2, coal (per shot): 2

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+3) gold 20, food 1200

Fortress, Conduct a fencing drill (+4) gold 300, food 6050

Fortress, Conduct a fencing drill (+5) gold 600, food 56020

Fortress, Conduct a fencing drill (+1) gold 100, food 18075

Fortress, Conduct a fencing drill (+1) gold 200, food 15300

Fortress, Conduct a fencing drill (+1) gold 18000, food 7000

Town Center, Purchase new European firearms (+10%), gold 1200, ? 6200

Defence

Fortress, Conduct a riding drill (+2) gold 900, food 8200

Fortress, Conduct a riding drill (+1) gold 100, food 16000

Fortress, Conduct a riding drill (+3) gold 500, food 42000

Fortress, Conduct a riding drill (+1) gold 300, food 31075

Fortress, Conduct a riding drill (+2) gold 800, food 36300

Fortress, Conduct a riding drill (+2) gold 980, food 36300

Dragoon 18th century

18th century dragoon. A cavalryman armed with a flint musket and a broadsword. Takes a very long time to create and is expensive. Fairly Good for both melee and ranged attacks. Average range of fire. Fast-moving, with good morale. The attack parameter increases considerably with combat experience. Can be effective for both combat operations and sabotage. Requires gold for upkeep.

Price: food 6150

Life: 420

Building time: 550

Storm force: 30

Attack: 10 (sword), 400 (shot)

Defence: 16 (pike)

Upkeep: gold (workers in mines/1000): 62, iron (per shot): 2, coal (per shot): 2

Upgrades:

Attack

Fortress, Conduct a fencing drill (+3) gold 20, food 4200

Fortress, Conduct a fencing drill (+4) gold 300, food 16000

Fortress, Conduct a fencing drill (+5) gold 60, food 56020

Fortress, Conduct a fencing drill (+1) gold 100, food 18075

Fortress, Conduct a fencing drill (+1) gold 200, food 15300

Fortress, Conduct a fencing drill (+1) gold 18000, food 7000

Town Center, Purchase new European firearms (+10%), gold 1200, ? 6200

Defence

Fortress, Conduct a riding drill (+2) gold 5, food 8200

Fortress, Conduct a riding drill (+3) gold 6, food 16000

Fortress, Conduct a riding drill (+4) gold 7, food 42000

Fortress, Conduct a riding drill (+1) gold 250, food 31075

Fortress, Conduct a riding drill (+2) gold 175, food 36300

Fortress, Conduct a riding drill (+3) gold 300, food 36300

Mounted Officer, 17th century



Mounted 17th century officer. Takes quite a while to create and is very expensive. Armed with a broadsword and a pair of pistols. Pistols have a short range. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create mounted squads and combat formations of Spanish 17th century cavalrymen. Fast-moving. Good vision range.

Price: gold 340, food 3850, iron 50, ? 20

Life: 480

Building time: 1000

Storm force: 10

Attack: 54 (sword), 200 (shot)

Defence: 14 (sword), 8 (pike), 75 (shot)

Upkeep: iron (per shot): 2, coal (per shot): 2

Upgrades:

Attack

Fortress, Conduct a fencing drill (+23) gold 800, food 7000

Defence

Fortress, Conduct a riding drill (+11) gold 300, food 36300

Mounted Officer, 18th century

Mounted 18th century officer. Takes quite a long time to create and is very expensive. Armed with a broadsword and a pair of pistols. Pistols have a short range. One of the strongest units in hand-to-hand combat. Intrepid. Required in order to create mounted squads and combat formations of US 18th century cavalrymen. Fast-moving. Good vision range.

Price: gold 380, food 4250, iron 10, ? 30

Life: 350

Building time: 1250

Storm force: 10

Attack: 90 (sword), 200 (shot)

Defence: 0

Upkeep: iron (per shot): 2, coal (per shot): 2

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+32) gold 800, food 7000

Defence

Fortress, Conduct a riding drill (+23) gold 300, food 36300

Mounted stand bearer 18th century

Mounted 18th century standard bearer. Takes quite a while to create and is expensive. Cannot attack, but possesses a good vision range. Intrepid. Required to create cavalry squads and combat formations of US 18th century cavalrymen.

Price: gold 150, food 1200

Life: 350

Building time: 400

Storm force: 10

Defence: 0

Upgrades:**Defence**

Fortress, Conduct a riding drill (+32) gold 300, food 6300

Cannon

Gun. A weapon possessing the greatest range and a considerable damaging force. Can be effectively used against a group of units or masses of troops. One shot can kill several enemy soldiers. Can also be effectively used against enemy ships and structures. Takes a very long time to create and is expensive. Good vision range.

Price: wood 2500, gold 500, iron 1000, coal 1550

Life: 10000

Building time: 3000

Storm force: 0

Attack: 3000 (cannonball)

Defence: 0

Upkeep: coal (per shot): 100, iron (per shot): 50

Rowing boat

Rowing boat. The most common European military vessel. Effective at close range. Can be used to cover ships armed with cannons.

Price: wood 1200, gold 400, iron 100

Life: 2500

Building time: 2000

Storm force: 0

Attack: 800 (shot)

Defence: 160

Upkeep: iron (per shot): 9, coal (per shot): 9

Ferry

Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Caravel

Prototype of the caravel. A small two-cannon ship (one gun per board). Effective for fighting canoes and shelling buildings.

Price: wood 3550, gold 1450, iron 500, coal 700

Life: 45890

Building time: 2000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 50, coal (per shot): 100

Nao

Prototype of the nao Santa Maria. Average sized, 4-cannon ship with two guns on each board. Effective for shelling buildings and masses of enemy troops. Does not fire point-blank.

Price: wood 9500, gold 7050, iron 2900, coal 1100

Life: 57440

Building time: 3000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 50, coal (per shot): 100

Frigate

Large vessel with several rows of cannons, the most powerful in the game. Effective for shelling buildings and masses of enemy troops. Does not fire point-blank. Requires large quantities of ammunition to fire, therefore shelling single targets is unadvisable.

Price: wood 65500, gold 22300, iron 2500, coal 7500

Life: 63620

Building time: 5000

Storm force: 0

Attack: 30 (cannonball)

Defence: 0

Upkeep: iron (per shot): 250, coal (per shot): 500

Fort

This structure is designed to create infantry units. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 500, stone 100

Building time: 100

Life: 25000

Max. inside: 75

Cost: 100.00

Mill

This building is designed for growing and processing grain. Peasants bring grain here to be processed. You can also conduct important upgrades in the mill to improve food procurement.

Price: wood 200, stone 100

Building time: 100

Life: 5000

Max. inside: 35

Cost: 25.00

Dwelling 1



This structure is designed to create peasants.

Price: wood 50, stone 80

Building time: 250

Life: 5000

Max. inside: 5

Cost: 25.00

Storehouse



This building is designed to store the wood gathered by the peasants. Hunters can bring meat here too.

Price: wood 25, stone 200

Building time: 100

Life: 5000

Max. inside: 15

Cost: 25.00

Blacksmith



In this building you can conduct upgrades relating to metalwork.

Price: wood 30, stone 50, iron 10

Building time: 250

Life: 5500

Max. inside: 10

Cost: 25.00

Fortress

This structure is designed to create infantry and cavalry units, as well as artillery. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 4000, gold 5500, stone 4000

Building time: 1000

Life: 55000

Max. inside: 300

Cost: 300.00

Upkeep: iron (per shot) 10, coal (per shot) 10

Dwelling 2

This structure is designed to create peasants.

Price: wood 1900, stone 50

Building time: 1000

Life: 25000

Max. inside: 15

Cost: 50.00

Town Center

The scientific center of the city. You can carry out most improvements and upgrades in this building.

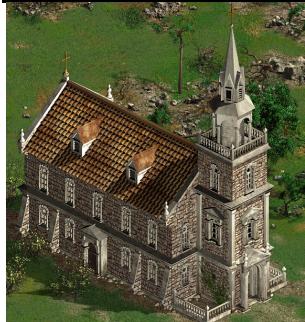
Price: wood 2150, stone 5200

Building time: 2000

Life: 35000

Max. inside: 25

Cost: 50.00

Church

This structure is designed to create priests.

Price: wood 150, stone 600

Building time: 2000

Life: 5000

Max. inside: 50

Cost: 50.00

Farm

This building is designed to create hunters, who bring meat here.

Price: wood 210

Building time: 300

Life: 15000

Max. inside: 25

Cost: 50.00

Log Cabin

Defensive structure.

Price: wood 300, stone 300

Building time: 1500

Life: 25000

Max. inside: 20

Cost: 50.00

Log Cabin 2



Defensive structure.

Price: wood 1700, stone 1700, iron 400, coal 350

Building time: 4500

Life: 35000

Max. inside: 30

Cost: 75.00

Shipyard



Designed for building a fleet. Boats deliver procured fish here.

Price: wood 250, stone 250

Building time: 500

Life: 25000

Max. inside: 50

Cost: 50.00

Mine



This structure is designed for resource procurement (gold, stone, iron, coal). The number of peasants working in a mine can be increased by carrying out corresponding upgrades. Each mine has to be upgraded individually.

Price: wood 50

Building time: 50

Life: 5000

Max. inside: 5

Cost: 1.00

Pueblo

The Pueblo tribe lived in the south-west of the North American continent and until the 19th century had virtually no contact with Europeans. This allowed the Pueblos to preserve their original culture, which had undergone little or no changes throughout the last six to eight centuries. The Pueblo people cultivated the land and built complex irrigation systems, mainly to grow corn. Apart from corn, the Pueblos grew pumpkins, chili peppers, salad, beans and tobacco. Unlike other Native Americans, the Pueblos used potter's wheels and produced marvelous pottery. Women played a significant role in the social life of the Pueblo tribe. Until the arrival of the Europeans, they lived in a matriarchy, and the woman was regarded as the head of a family. The architecture of the Pueblos is very interesting, their buildings reminiscent of honeycombs, growing together to form one large structure several stories high with blinding white walls. Thus, a pueblo settlement was actually more like one big house. Religious rites were performed either on a plaza or in a special building called a kiva. Women and youths were not permitted to enter the kiva, though women constructed the building. To make it more difficult to enter, the entrance to a kiva was located on the roof. Therefore a stepladder was needed to enter. Unlike other buildings, which were rectangular in shape, the kiva was round.

Peasant



Instantly created, cheap. The weakest peasants. Cannot be captured.

Price: food 10

Life: 10

Building time: 20

Storm force: 1

Attack: 3 (sword)

Defence: 0

Shooter



Quick to create, high cost. Rather good shooters, quite strong in melee combat too. Shooters are the main combat units. The creation speed upgrade is effective.

Price: gold 7, food 145, iron 5

Life: 100

Building time: 125

Storm force: 20

Attack: 10 (sword), 300 (shot)

Defence: 0

Upkeep: iron (per shot): 5, coal (per shot): 5

Upgrades:

Attack

Town, Conduct a fencing drill (+1) gold 20, food 100
 Town, Conduct a fencing drill (+2) gold 30, food 4600
 Town, Conduct a fencing drill (+3) gold 60, food 6200
 Town, Conduct a fencing drill (+2) gold 100, food 15300
 Town, Conduct a fencing drill (+1) gold 200, food 25300
 Town, Conduct a fencing drill (+1) food 50000

Defence

Town, Conduct a physical training (+2) gold 100, food 1000
 Town, Conduct a physical training (+1) gold 250, food 2200
 Town, Conduct a physical training (+3) gold 500, food 1075
 Town, Conduct a physical training (+1) gold 300, food 18075
 Town, Conduct a physical training (+8) wood 16100, food 65050
 Town, Conduct a physical training (+2) food 65000

Archer

Very quick to create and inexpensive. Weak in melee combat and therefore best used only as shooters. Effective in great numbers. Effective in great numbers and for setting buildings on fire. HP upgrade is highly recommended. Creation speed upgrades are also effective.

Price: wood 10, food 95

Life: 12

Building time: 45

Storm force: 5

Attack: 3 (sword), 10 (fiery arrow)

Defence: 11 (sword)

Upgrades:**Attack**

Town, Conduct a fencing drill (+1) gold 50, food 100
 Town, Conduct a fencing drill (+1) gold 300, food 9400
 Town, Conduct a fencing drill (+1) gold 100, food 18600
 Town, Conduct a fencing drill (+1) gold 100, food 55500
 Town, Conduct a fencing drill (+1) gold 200, food 65050
 Town, Conduct a fencing drill (+1) food 65000

Defence

Town, Conduct a physical training (+1) gold 90, food 350
 Town, Conduct a physical training (+1) gold 100, food 1000
 Town, Conduct a physical training (+2) gold 50, food 4200
 Town, Conduct a physical training (+1) gold 300, food 11075
 Town, Conduct a physical training (+3) gold 150, food 65050
 Town, Conduct a physical training (+1) food 65050

Shaman

Average creation time, high cost. Heals friendly units. Quite a good warrior. Very effective when defending buildings. Necessary in order to create squads. Can hold diplomatic negotiations with neutral tribes. Good vision range.

Price: gold 45, food 240

Life: 30

Building time: 200

Storm force: 100

Attack: 25 (sword)

Defence: 0

Healing: 50

Chief

Chief. Takes a very long time to create and is expensive. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create squads and combat formations. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 100, food 255

Life: 125

Building time: 200

Storm force: 100

Attack: 25 (sword)

Defence: 0

Upgrades:**Attack**

Town, Conduct a fencing drill (+1) gold 200, food 100

Town, Conduct a fencing drill (+2) gold 300, food 1400

Town, Conduct a fencing drill (+3) gold 600, food 4600

Town, Conduct a fencing drill (+4) gold 1050, food 6200

Town, Conduct a fencing drill (+5) gold 2050, food 15300

Town, Conduct a fencing drill (+50) food 65000

Defence

Town, Conduct a physical training (+5) gold 90, food 350

Town, Conduct a physical training (+6) gold 150, food 1000

Town, Conduct a physical training (+7) gold 550, food 4200

Town, Conduct a physical training (+8) gold 2000, food 11075

Town, Conduct a physical training (+9) gold 3500, food 15050

Town, Conduct a physical training (+10) food 65000

Horseman

Takes a very long time to create and is expensive. Very fast-moving. Can be effective for both combat operations and sabotage. The attack parameter increases considerably with combat experience.

Price: food 1150

Life: 420

Building time: 4500

Storm force: 10

Attack: 10 (pike)

Defence: 8 (pike)

Upgrades:**Attack**

Town, Conduct a fencing drill (+1) gold 50, food 8100

Town, Conduct a fencing drill (+2) gold 150, food 14050

Town, Conduct a fencing drill (+3) gold 260, food 24600

Town, Conduct a fencing drill (+2) gold 100, food 46200

Town, Conduct a fencing drill (+1) gold 200, food 65300

Town, Conduct a fencing drill (+1) food 65000

Town, Improve cold steel (strike power +5) wood 15000, iron 4000

Defence

Town, Conduct a riding drill (+2) gold 90, food 7350

Town, Conduct a riding drill (+1) gold 100, food 9000

Town, Conduct a riding drill (+3) gold 500, food 14200

Town, Conduct a riding drill (+1) gold 300, food 21075

Town, Conduct a riding drill (+8) gold 300, food 65050

Town, Conduct a riding drill (+2) food 65000

Town, Conduct parade and training for the whole army (+50) wood 260, gold 350, iron 2300

Town, Improve protective armaments (+5) gold 3000, food 65000

Fishing Canoe

Effective means for procuring food, especially after a number of upgrades. It is best not to use this unit for military actions unless the situation is desperate.

Price: wood 850

Life: 1500

Building time: 1000

Storm force: 0

Attack: 199 (arrow)

Defence: 160

Battle canoe



Native American military vessel. When fighting Europeans, it is effective for shelling enemy boats from afar rather than at close distance. In battles against ships with cannons, it is best to keep these units scattered rather than forming dense groups. Effective for shelling buildings. When it becomes necessary to create a big fleet, upgrades which speed up canoe building are advisable.

Price: wood 1900, gold 400, iron 250

Life: 3000

Building time: 2000

Storm force: 0

Attack: 199 (arrow), 200 (fiery arrow)

Defence: 160

Ferry



Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Town



The structure is designed to create peasants, infantry units and cavalry. After corresponding the upgrades new types of troops are available for building. Effective for defense. Basic improvements and important upgrades can be carried out in this building.

Price: wood 300, stone 300

Building time: 1400

Life: 25000

Max. inside: 200

Cost: 300.00**Mill**

This building is designed for growing and processing grain. Peasants bring grain here to be processed. You can also conduct important upgrades in the mill to improve food procurement.

Price: wood 250, stone 25

Building time: 100

Life: 5000

Max. inside: 35

Cost: 50.00

Storehouse

This building is designed to store the wood gathered by the peasants. Hunters can bring meat here too.

Price: wood 10, stone 200

Building time: 100

Life: 5000

Max. inside: 20

Cost: 50.00

Trade Post

Trade center. Enables you to Exchange Resources.

Price: wood 750

Building time: 3000

Life: 5000

Max. inside: 25

Cost: 50.00

Upkeep: gold (workers in mines/1000 units) -6875

Shipyard

Designed for building a fleet. Boats deliver procured fish here.

Price: wood 750, stone 250

Building time: 700

Life: 15000

Max. inside: 35

Cost: 50.00

Mine

This structure is designed for resource procurement (gold, stone, iron, coal). The number of peasants working in a mine can be increased by carrying out corresponding upgrades. Each mine has to be upgraded individually.

Price: wood 50

Building time: 50

Life: 5000

Max. inside: 5

Cost: 1.00

Sioux

In central North America lie the Great Plains, an enormous territory ranging from Saskatchewan river to the Rio Grande in the south, from the Mississippi in the east to the Rocky Mountains in the west. The prairies in the east of the Plains were an area of high-grass lowlands abundant in fertile soil and wild animals. These boundless spaces were once roamed by millions of bison. In the early 18th century, nomadic Sioux tribes settled here. Once they had settled down, the Sioux began to split up. The eastern Sioux of Dakota divided into four tribes: the Sisseton, Wahpeton, Wahpekute and Mdewakanton, generally known as the Santee. The central branch of the Sioux tribe - known as the Nakota - went further east. The Assiniboin tribe split off from them and moved to northern Montana. The Lakota or Teton people traveled furthest west, as far as the Black Hills. The process of resettlement was sped up as horses were introduced into tribal life.

In the prairie, the Native Americans were much dependent on bison. These provided meat for nourishment and skins for clothing and the construction of homes. The men were mainly hunters, while the women ran their households. A well-to-do man could have several wives. A few larger families would form nomadic groups which would split up in winter, and spread out during the hunt in summer. Sometimes an entire tribe would gather. A chief or a council of chiefs, advised by military leaders, stood at the head of a tribe. The most common dwelling built by the Native Americans was the tepee, a tent made of bison skins. Tepees were dismantled when the tribe moved to a new place. The first tepees were quite small and transported on the backs of dogs. As horses became more commonly used, the size of the tepee grew. The first Europeans to reach the Great Plains were the Spanish, an expedition under the command of Cabeza de Vaca. After the Spanish followed the English and the French. Those who bought furs began to establish contact to the native tribes. In exchange for furs they supplied weapons, kettles, saddles, cloths, mirrors, beads and much more. Thus, the European traders contributed greatly to the forming of the culture of the Native American steppe as we know it. Horses, tomahawks and firearms became firmly embedded in the life of the Native Americans. Basically, confrontations with Europeans in the Great Plains and the European conquest of these territories took part in the 19th century, before which time the European colonists had intruded only periodically into the lives of the native tribes.

Peasant



Average creation time, low cost. With its powerful attack and good HP (strongest peasant), it is wise to use this unit for combat operations (especially early in the game). This peasant cannot be captured.

Price: food 100

Life: 100

Building time: 500

Storm force: 10

Attack: 23 (sword)

Defence: 0

Mounted Pikeman

Average creation time, high cost. Very fast-moving. Can be effective for both combat operations and sabotage.

Price: wood 25, food 3000

Life: 400

Building time: 800

Storm force: 35

Attack: 12 (pike)

Defence: 1 (pike), 6 (sword)

Upgrades:**Attack**

Stable, Conduct a fencing drill (+1) gold 120, food 12100

Stable, Conduct a fencing drill (+3) gold 300, food 9600

Stable, Conduct a fencing drill (+4) gold 500, food 14200

Stable, Conduct a fencing drill (+5) gold 3000, food 45300

Stable, Conduct a fencing drill (+1) gold 900, food 65000

Stable, Conduct a fencing drill (+7) food 65000

Town Center, Improve cold steel (strike power +5) wood 15000, iron 4000

Defence

Stable, Conduct a riding drill (+1) gold 120, food 12600

Stable, Conduct a riding drill (+3) gold 500, food 9200

Stable, Conduct a riding drill (+4) gold 1200, food 14075

Stable, Conduct a riding drill (+5) gold 3000, food 35075

Stable, Conduct a riding drill (+1) food 65050

Stable, Conduct a riding drill (+7) gold 12000, food 65050

Town Center, Improve protective armaments (+5) gold 10000, food 65000

Mounted Archer

Average creation time, high cost. Good range of fire. Very fast-moving. Can be effective for both combat operations and sabotage.

Price: wood 140, food 2000

Life: 280

Building time: 300

Storm force: 20

Attack: 7 (sword), 1 (fiery arrow)

Defence: 5 (pike)

Upgrades:**Attack**

Stable, Conduct a fencing drill (+1) food 8000

Stable, Conduct a fencing drill (+1) food 12500

Stable, Conduct a fencing drill (+1) food 25000

Stable, Conduct a fencing drill (+3) gold 3500, food 55000

Stable, Conduct a fencing drill (+1) food 60500

Stable, Conduct a fencing drill (+1) food 65000

Defence

Stable, Conduct a riding drill (+1) food 900

Stable, Conduct a riding drill (+1) food 2100

Stable, Conduct a riding drill (+1) food 4700

Stable, Conduct a riding drill (+1) food 8400

Stable, Conduct a riding drill (+1) food 16500

Stable, Conduct a riding drill (+1) food 32050

Mounted Chief

Average creation time, high cost. This is one of the strongest units in melee combat. Intrepid. Necessary in order to create combat formations.

Price: gold 250, food 5300

Life: 580

Building time: 1200

Storm force: 100

Attack: 35 (sword)

Defence: 0

Upgrades:**Attack**

Stable, Conduct a fencing drill (+1) gold 200, food 100

Stable, Conduct a fencing drill (+2) gold 300, food 1400

Stable, Conduct a fencing drill (+3) gold 600, food 4600

Stable, Conduct a fencing drill (+4) gold 1050, food 6200

Stable, Conduct a fencing drill (+5) gold 2050, food 15300

Stable, Conduct a fencing drill (+50) food 65000

Defence

Stable, Conduct a riding drill (+5) gold 90, food 350

Stable, Conduct a riding drill (+6) gold 150, food 1000

Stable, Conduct a riding drill (+7) gold 550, food 4200

Stable, Conduct a riding drill (+8) gold 2000, food 11075

Stable, Conduct a riding drill (+9) gold 3500, food 15050

Stable, Conduct a riding drill (+10) food 65000

Mounted Shooter



Average creation time, very high cost. Quite good in hand-to-hand combat, average range of fire. Very fast-moving. The attack parameter increases considerably with combat experience. Effective both for combat operations and sabotage.

Price: gold 40, food 3200, iron 100

Life: 380

Building time: 1000

Storm force: 30

Attack: 11 (sword), 300 (shot)

Defence: 1 (pike), 9 (sword)

Upkeep: iron (per shot): 2, coal (per shot): 2

Upgrades:

Attack

Stable, Conduct a fencing drill (+1) gold 500, food 45100

Stable, Conduct a fencing drill (+2) gold 1500, food 55000

Stable, Conduct a fencing drill (+3) gold 3600, food 62500

Stable, Conduct a fencing drill (+2) gold 3000, food 65000

Stable, Conduct a fencing drill (+2) gold 5000, food 65050

Stable, Conduct a fencing drill (+4) gold 7000, food 65050

Defence

Stable, Conduct a riding drill (+1) gold 900, food 55050

Stable, Conduct a riding drill (+1) gold 2000, food 60000

Stable, Conduct a riding drill (+1) gold 5000, food 65000

Stable, Conduct a riding drill (+3) gold 10000, food 65050

Stable, Conduct a riding drill (+5) gold 20000, food 65050

Stable, Conduct a riding drill (+1) food 45050

Shaman



Average creation time, high cost. Heals friendly units. Not bad as a warrior. This unit is very effective when defending buildings. Necessary in order to create combat formations. Can carry out diplomatic talks with neutral tribes. Good vision range.

Price: gold 85, food 400

Life: 30

Building time: 600

Storm force: 100

Attack: 50 (sword)

Defence: 0

Healing: 25

Hunter



Quick to create and expensive. The most powerful archer. Good range of fire. Procures meat.

Price: wood 20, gold 50

Life: 100

Building time: 225

Storm force: 40

Attack: 14 (sword), 14 (fiery arrow)

Defence: 0

Upgrades:

Attack

Hunter tepee, Conduct a fencing drill (+1) food 2800

Hunter tepee, Conduct a fencing drill (+1) food 3550

Hunter tepee, Conduct a fencing drill (+1) food 4500

Hunter tepee, Conduct a fencing drill (+1) food 5500

Hunter tepee, Conduct a fencing drill (+1) food 6200

Hunter tepee, Conduct a fencing drill (+1) food 6500

Defence

Hunter tepee, Conduct a physical training (+1) gold 200, food 1950

Hunter tepee, Conduct a physical training (+2) gold 400, food 6210

Hunter tepee, Conduct a physical training (+3) gold 1100, food 12500

Hunter tepee, Conduct a physical training (+1) gold 1700, food 21500

Hunter tepee, Conduct a physical training (+4) gold 2250, food 45050

Hunter tepee, Conduct a physical training (+5) gold 5000, food 65050

Fishing Canoe



Effective means for procuring food, especially after a number of upgrades. It is best not to use this unit for military actions unless the situation is desperate.

Price: wood 850

Life: 1500

Building time: 1000

Storm force: 0

Attack: 199 (arrow)

Defence: 160

Battle canoe



Native American military vessel. When fighting Europeans, it is effective for shelling enemy boats from afar rather than at close distance. In battles against ships with cannons, it is best to keep these units scattered rather than forming dense groups. Effective for shelling buildings. When it becomes necessary to create a big fleet, upgrades which speed up canoe building are advisable.

Price: wood 1900, gold 400, iron 250

Life: 3000

Building time: 2000

Storm force: 0

Attack: 199 (arrow), 200 (fiery arrow)

Defence: 160

Ferry



Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Stable



This structure is designed to create cavalry units. After the corresponding upgrades, new types of troops are available to create.

Price: wood 250

Building time: 900

Life: 15000

Max. inside: 100

Cost: 100.00**Hunter Tepee**

This structure is designed to create hunters who bring meat here to be processed. In a mill you can also perform important upgrades to increase meat procurement.

Price: wood 200

Building time: 100

Life: 5000

Max. inside: 15

Cost: 25.00

Dwelling 1

This structure is designed to create peasants.

Price: wood 30

Building time: 250

Life: 5000

Max. inside: 5

Cost: 25.00

Storehouse

This building is designed to store the wood gathered by the peasants.

Price: wood 30

Building time: 400

Life: 5000

Max. inside: 20

Cost: 25.00

Town Center

The scientific center of the city. You can carry out most improvements and upgrades in this building.

Price: wood 3200

Building time: 400

Life: 15000

Max. inside: 20

Cost: 50.00

Temple

This structure is designed to create shamans.

Price: wood 2500

Building time: 500

Life: 5000

Max. inside: 35

Cost: 50.00

Dwelling 2

This structure is designed to create peasants.

Price: wood 450

Building time: 300

Life: 25000

Max. inside: 15

Cost: 50.00

Trade Post



Trade center. Enables you to Exchange Resources.

Price: wood 750

Building time: 3000

Life: 5000

Max. inside: 25

Cost: 50.00

Shipyard



Designed for building a fleet. Boats deliver procured fish here.

Price: wood 1200

Building time: 700

Life: 15000

Max. inside: 45

Cost: 50.00

Aztec

A small region surrounding the Mexican lakes, especially the territory of the central Texcoco lake, attracted Native American tribes with its fertile lands for ages. Before the arrival of the Aztecs, there were dozens of towns and villages here. The Aztecs came from the north in the 13th century. They called themselves "Mexicas" in memory of their leader Mexitli, who ruled them at the time of their settlement. The name "Aztec" derives from the name of their legendary former home Aztlan. Under the reign of their glorious chief the Aztecs moved, taking long stops, sometimes up to several years, until finally settling on the banks of Texcoco, on the Chapultepec (or "grasshopper") hill. At that time chief Tenoc was at the head of the tribe. The tribes which had previously dwelt in the area decided to drive out the unwelcome guests. A nightly assault on the Aztec camp was planned, but that plan was revealed in time and the Aztecs fled on ferries and canoes to the center of the lake. Afterwards it became extremely dangerous to land on the shore, and this brought a new question for the Aztecs: Should they die on the shore or learn to live on the water? They discovered a small island in the center of the lake, where they founded their new settlement: Tenochtitlan. The Aztecs lived on fish, crawfish and waterfowl, and procured land on which to sow seeds from the bottom of the lake. Everything else, including stone, wood and drinking water (the water of lake Texcoco was salty) they bought from their more fortunate neighbors. This could not last long, however. Feudal wars resulted in the Aztecs' subjugating some of their offenders and becoming one of the most powerful tribes in the Mexican valley. In the 1430s a military confederacy developed with the Aztec city of Tenochtitlan at its head. The affairs of the confederacy were in the hands of the high council, which included the rulers of three main cities. The main produce cultivated by the Mexicas was corn, but they also grew agaves, beans, pepper, tomatoes and tobacco. The conquered territories provided cacao for the Aztecs. Thus, we owe the introduction of chocolate, which is so popular today, to the Aztecs. The sap of the agave leaf enabled the Aztecs to produce a remarkably strong beverage very much like vodka.

Peasant



Worker. Procures resources and constructs buildings. Relatively inexpensive. Ineffective in combat operations. Has less strike power than other European peasants. When entering a clash with an enemy, this unit should be accompanied by military units, otherwise it can be captured by the enemy. Very resistant fighter, not inclined to flee from the battlefield. Average creation time.

Price: food 100

Life: 30

Building time: 180

Storm force: 10

Attack: 19 (sword)

Defence: 0

Spearman

Medium creation time, low cost. High protection against arrows and bullets. Moderately good in hand-to-hand combat. Unequalled for medium-distance combat. Effective against all the types of troops. The basic Incan combat unit. Can be effectively used for defense and for capturing buildings.

Price: wood 10, food 10

Life: 110

Building time: 180

Storm force: 30

Attack: 12 (pike), 100 (spear)

Defence: 1 (sword), 30 (arrow), 2 (pike), 75 (shot), 50 (grape-shot)

Upgrades:**Attack**

Fortress, Conduct a fencing drill (+1) gold 20, food 100

Fortress, Conduct a fencing drill (+2) gold 30, food 4600

Fortress, Conduct a fencing drill (+3) gold 60, food 6200

Fortress, Conduct a fencing drill (+2) gold 100, food 15300

Fortress, Conduct a fencing drill (+1) gold 200, food 25300

Fortress, Conduct a fencing drill (+1) food 50000

Town Center, Improve cold steel (strike power +5) wood 15000, iron 4000

Defence

Fortress, Conduct a physical training (+1) gold 100, food 1000

Fortress, Conduct a physical training (+1) gold 250, food 2200

Fortress, Conduct a physical training (+3) gold 500, food 1075

Fortress, Conduct a physical training (+2) gold 300, food 18075

Fortress, Conduct a physical training (+7) wood 16100, food 65050

Fortress, Conduct a physical training (+2) food 65000

Town Center, Conduct parade and training for the whole army (+144) wood 15000, iron 5000

Archer

Quickly created and relatively cheap. Fairly good in melee combat. Most effective in great numbers. Possesses the greatest arrow range.

Price: wood 10, food 95

Life: 120

Building time: 90

Storm force: 10

Attack: 15 (sword), 10 (fiery arrow)

Defence: 30 (arrow)

Upgrades:

Attack

Fortress, Conduct a fencing drill (+1) gold 50, food 100

Fortress, Conduct a fencing drill (+1) gold 300, food 9400

Fortress, Conduct a fencing drill (+1) gold 100, food 18600

Fortress, Conduct a fencing drill (+1) gold 100, food 55500

Fortress, Conduct a fencing drill (+1) gold 200, food 65050

Fortress, Conduct a fencing drill (+1) food 65000

Defence

Fortress, Conduct a physical training (+2) gold 90, food 350

Fortress, Conduct a physical training (+1) gold 100, food 1000

Fortress, Conduct a physical training (+3) gold 50, food 4200

Fortress, Conduct a physical training (+1) gold 300, food 11075

Fortress, Conduct a physical training (+2) gold 150, food 15050

Fortress, Conduct a physical training (+1) food 65000

Town Center, Improve protective armaments (+5) gold 10000, food 65000

Shaman



Priest. Takes a very long time to create and is expensive. Can heal warriors and allied troops. Fairly good in melee combat. Good vision range. As a warrior, this unit is very effective when defending buildings. Necessary in order to create squads and combat formations of warriors. Can carry out diplomatic negotiations with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 45, food 40, iron 45

Life: 30

Building time: 300

Storm force: 10

Attack: 50 (sword)

Defence: 0

Healing: 25

Chief



Chief. Takes a long time to create and is very costly. This is one of the strongest units in melee combat. Intrepid. Required in order to create squads and combat formations. Can negotiate with neutral tribes, enabling you to exchange resources and hire warriors from them.

Price: gold 100, food 255

Life: 125

Building time: 400

Storm force: 100

Attack: 25 (sword)

Defence: 0

Upgrades:

Attack

Fortress, Conduct a fencing drill (+1) gold 200, food 100

Fortress, Conduct a fencing drill (+2) gold 300, food 1400

Fortress, Conduct a fencing drill (+3) gold 600, food 4600

Fortress, Conduct a fencing drill (+4) gold 1050, food 6200

Fortress, Conduct a fencing drill (+5) gold 2050, food 15300

Fortress, Conduct a fencing drill (+50) food 65000

Defence

Fortress, Conduct a physical training (+5) gold 90, food 350

Fortress, Conduct a physical training (+6) gold 150, food 1000

Fortress, Conduct a physical training (+7) gold 550, food 4200

Fortress, Conduct a physical training (+8) gold 2000, food 11075

Fortress, Conduct a physical training (+9) gold 3500, food 15050

Fortress, Conduct a physical training (+10) food 65000

Fishing Canoe



Effective means for procuring food, especially after a number of upgrades. It is best not to use this unit for military actions unless the situation is desperate.

Price: wood 850

Life: 1500

Building time: 1000

Storm force: 0

Attack: 199 (arrow)

Defence: 160

Battle canoe



Native American military vessel. When fighting Europeans, it is effective for shelling enemy boats from afar rather than at close distance. In battles against ships with cannons, it is best to keep these units scattered

rather than forming dense groups. Effective for shelling buildings. When it becomes necessary to create a big fleet, upgrades which speed up canoe building are advisable.

Price: wood 1900, gold 400, iron 250

Life: 3000

Building time: 2000

Storm force: 0

Attack: 199 (arrow), 200 (fiery arrow)

Defence: 160

Ferry



Vessel which can carry up to 250 units. It is slow and will benefit from upgrades that increase its speed of movement.

Price: wood 100, gold 25, iron 50

Life: 65000

Building time: 400

Storm force: 0

Defence: 190

Fortress



This structure is designed to create infantry units. After the corresponding upgrades, new types of troops are available to create. Effective for defense.

Price: wood 300, stone 300

Building time: 900

Life: 65000

Max. inside: 100

Cost: 100.00

Mill



This building is designed for growing and processing grain. Peasants bring grain here to be processed. You can also conduct important upgrades in the mill to improve food procurement.

Price: wood 250, stone 25

Building time: 100

Life: 10000

Max. inside: 35

Cost: 25.00

Dwelling 1



This structure is designed to create peasants.

Price: wood 20, stone 20

Building time: 250

Life: 5000

Max. inside: 25

Cost: 50.00

Storehouse



This building is designed to store the wood gathered by the peasants. Hunters can bring meat here too.

Price: wood 10, stone 200

Building time: 100

Life: 10000

Max. inside: 20

Cost: 25.00

Town Center



The scientific center of the city. You can carry out most improvements and upgrades in this building.

Price: wood 300, stone 300

Building time: 700

Life: 25000

Max. inside: 25

Cost: 50.00

Temple

This structure is designed to create shamans.

Price: wood 250, stone 750

Building time: 2000

Life: 25000

Max. inside: 75

Cost: 50.00

Dwelling 2

This structure is designed to create peasants.

Price: wood 50, stone 50

Building time: 100

Life: 5000

Max. inside: 25

Cost: 75.00

Lookout Tower

Defensive structure.

Price: wood 30, stone 50

Building time: 300

Life: 4100

Max. inside: 5

Cost: 5.00

Tower

Defensive structure.

Price: wood 300, stone 300

Building time: 600

Life: 10000

Max. inside: 30

Cost: 30.00

Shipyard

Designed for building a fleet. Boats deliver procured fish here.

Price: wood 750, stone 250

Building time: 700

Life: 15000

Max. inside: 35

Cost: 50.00

Mine

This structure is designed for resource procurement (gold, stone, iron, coal). The number of peasants working in a mine can be increased by carrying out corresponding upgrades. Each mine has to be upgraded individually.

Price: wood 50

Building time: 50

Life: 5000

Max. inside: 5

Cost: 1.00