

### Strategy - Economic

Start with a villager  
(spawn at towncenter)

	:	1	
 House	:	1	
 Towncenter Wonder	:	2	
 	:	1	
 	:	2	
 Wonder	:	3	
 	:	3	

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Start with a villager  
(spawn at towncenter)

	:	1	
 House	:	1	
 Towncenter Wonder	:	2	
 	:	1	
 	:	2	
 Wonder	:	3	
 	:	3	

### Strategy - Bulwark

Start with a tower  
(place in starting area)

	:	2	
	:	2	
 	:	1	
 	:	1	
 	:	2	
 	:	2	
 	:	4	
 	:	7	

### Strategy - Bulwark

Start with a tower  
(place in starting area)

	:	2	
	:	2	
 	:	1	
 	:	1	
 	:	2	
 	:	2	
 	:	4	
 	:	7	

