Interactive Build Order Script (DE)

cic-00-10	Build 2 houses, then send your first 6 villagers to sheep.
cic-00-21	Now send the next 3 villagers to wood.
cic-00-22	Now send the next 4 villagers to wood.
cic-00-31	Send the next villager to lure the boar.
cic-00-32	Send the next villager to lure the boar, then add one more villager to sheep.
cic-00-41	The next 4 villagers should go to berries. Build 2 houses with the next villager.
cic-00-42	The next 5 villagers should go to berries. Build 2 houses with the next villager.
cic-00-50	Now use one of your villagers underneath the town center to lure the second boar.
cic-00-60	Now send the next 2 villagers to boar.
cic-00-71	Also make 1 farm using one of the villagers from the boar.
cic-00-72	Also move 2 villagers from the boar to build farms.
cic-00-81	Now send the rest to wood.
cic-00-82	Make a second lumber camp with the next villager.
cic-00-91	Now build a barracks before you reach the Feudal age.
cic-00-92	Now build a barracks with the next villager.
cic-00-93	Now build another house.
cic-10-10	Now move more villagers to wood, so that you have 5 on each lumber camp.
cic-10-20	Now build a stable with at least 2 villagers, and research both double-bit axe and horse collar.
cic-10-30	Add farms with the villagers around the town center every time you have 60 wood.
cic-10-40	Now start making scouts.
cic-10-50	Once you have enough villagers on gold, research wheelbarrow. Also remember to build a blacksmith for fletching.
cic-11-01	Now send villagers to gold until you have 10 on gold; also move a couple of villagers to gold from your berries.
cic-11-02	Next build 2 ranges as soon as you have the wood, and start producing archers from both ranges.
cic-11-03	Now research bloodlines.
cic-12-01	Now send the next 2 villagers to wood. Build a range once you have enough wood, and start producing skirmishers.
cic-12-02	Send villagers to gold until you have 4 on gold, and also move a couple of villagers to gold from your berries.
cic-13-01	Send the next 5 villagers to gold. You should also move a couple of your villagers from berries to build new farms.
cic-13-02	Once you have enough villagers on gold, research wheelbarrow. You will then need to build a blacksmith.
cic-20-01	Now move more villagers to wood, so that you have 11 villagers on wood, and also move 3 villagers to gold.
cic-20-02	Now immediately place 2 ranges, and research double-bit axe. Send the next villagers to gold, until you have 8 on gold in total.
cic-20-03	Now keep producing archers from both ranges. Build a blacksmith for fletching, and then research horse collar before moving the villagers on sheep to build new farms.
cic-20-04	Once you have enough villagers on gold, the next villagers should all go to farms.
cic-20-05	Now research wheelbarrow, and start moving villagers from your berries to make new farms.
cic-30-01	Send the next 2 villagers to gather food under the town center.
cic-30-02	Now the last 2 villagers should go to gold.
cic-30-03	Send 4 villagers to build a second lumber camp, so that you have 8 on wood. Now start making 3 militia.
cic-30-04	Also start moving villagers from sheep to make farms.
cic-30-05	Now immediately research both double-bit axe and men-at-arms, and send the next villagers to wood.
cic-30-06	Once you have 4 villagers on farms, the remaining villagers from sheep should also go to wood.

cic-30-07	Once you have 12 on wood, send the next villagers to gold, until you have 8 on gold. Build 2 ranges and then a blacksmith for fletching, as soon as you can afford the wood cost. Start making archers as soon as you've built your ranges.
cic-30-08	Once you have enough villagers on gold, the next villagers should all go to farms. Also start moving villagers from your berries to make farms.
cic-30-09	Now research wheelbarrow.
cic-40-10	Now send the next villager to collect 10 gold.
cic-40-20	The gold villager should now go to take wood.
cic-41-01	Now send the rest to gather food under the town center. Move 3 villagers to make farms around the TC once you have the wood.
cic-41-02	Now make 3 militia, and build another house.
cic-41-03	Move more villagers to wood so that you have 12 split between 2 lumber camps. Also move 4 villagers to gold.
cic-41-04	Now keep producing archers from both ranges. Build a blacksmith for fletching, then remember to research horse collar before making any more farms.
cic-42-01	Now send more villagers to wood, until you have 8 on wood.
cic-42-02	Train 3 militia, and build another house. Start moving villagers from under the town center to make new farms, every time you have 60 wood in the bank.
cic-42-03	Now send the next 2 villagers to berries.
cic-42-04	Now send the rest to sheep. Continue to move villagers to farms, until you have about 8 farms.
cic-42-05	Now move 4 villagers to gold.
cic-42-06	Now build a range and a blacksmith. Send the next 2 villagers to gold. You should then be able to click up to the Castle age.
cic-42-07	Now your berries should be almost finished, so move up to 8 on gold, and have 12 villagers on wood split between 2 lumber camps. Research double-bit axe, and start producing archers.
cic-42-08	Build a second range, and then research horse collar before making 2 more farms.
cic-42-09	Now research crossbowmen and bow saw - don't forget to keep making archers.
cic-50-11	Now send more villagers to wood, until you have 9 villagers split between the 2 lumber camps.
cic-50-12	Now send more villagers to wood, until you have 10 villagers split between your 2 lumber camps.
cic-50-21	Now send the last 3 villagers to gold. Also start moving villagers from sheep to make farms.
cic-50-22	Now send the next 2 villagers to gold. Also start moving villagers from sheep to make farms.
cic-50-23	Now send the last 2 villagers to stone.
cic-50-31	As the sheep run out, continue moving villagers to farms until you have 8 farms.
cic-50-32	Now move another 2 villagers to stone. As the sheep run out, continue moving villagers to farms until you have 7 farms.
cic-51-01	Now build a market and a blacksmith and send the next 2 villagers to wood. You should then be able to click up to the Castle age.
cic-51-02	Now start moving villagers from berries, so that you have at least 14 villagers on wood. Research both double-bit axe and horse collar.
cic-51-03	Immediately place 2 town centers, tasking about 4 villagers to build each one, and research bow saw. Set the town center gather point to wood and move villagers to build farms every time you have 60 wood.
cic-51-04	Also remember to research wheelbarrow.
cic-51-05	Now keep producing villagers from all of your town centers. Set all of the gather points to wood and keep spending all your wood on new farms.
cic-51-06	You can now buy 100 stone, and start saving wood for a 4th town center.
cic-52-01	Now build a stable and a blacksmith and send the next 2 villagers to gold. You should then be able to click up to the Castle age.

cic-52-02	Research both double-bit axe and horse collar, and then make another 2 farms using your villagers from the berries.
cic-52-03	Also remember to build a second stable before you reach the Castle age.
cic-52-04	Now research bow saw, and start producing knights from both stables.
cic-53-01	Now build a market and a blacksmith and send the next 2 villagers to stone. You should then be able to click up to the Castle age.
cic-53-02	Now research both double-bit axe and horse collar.
cic-53-03	Now research bow saw, and build a castle using all of the villagers from stone.
cic-60-01	Now click Feudal with 22 population.
cic-60-02	Now research loom, and then click Feudal with 22 population.
cic-60-03	Now click Feudal with 23 population.
cic-60-04	Now research loom, and then click Feudal with 23 population.
cic-60-05	Now click Feudal with 27 population.
cic-60-06	Now research loom, and then click Feudal with 27 population.
cic-60-07	Now click Feudal with 28 population.
cic-60-08	Now research loom, and then click Feudal with 28 population.
cic-60-09	Now click Feudal with 32 population.
cic-60-10	Now research loom, and then click Feudal with 32 population.