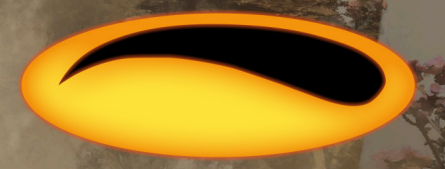




STRONGHOLD CRUSADER

DEFINITIVE EDITION



FIREFLY
studios

In 1094 the Greek Emperor Alexius I asked Pope Urban II for aid.

Turkish armies had overrun the Eastern provinces of the Greek empire and were getting close to the capital, Constantinople.

The Pope appealed to Western European knights to put their differences and petty squabbles aside and help the Greeks in the east.

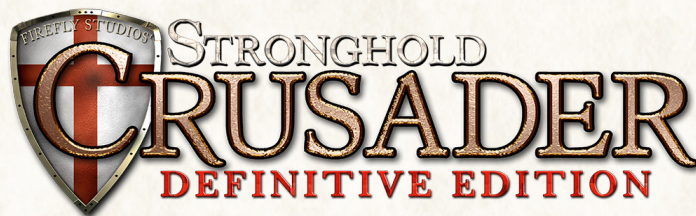
He summoned them together to take part in a Holy War that would also serve as a pilgrimage to Jerusalem.

The first Crusade would soon begin...

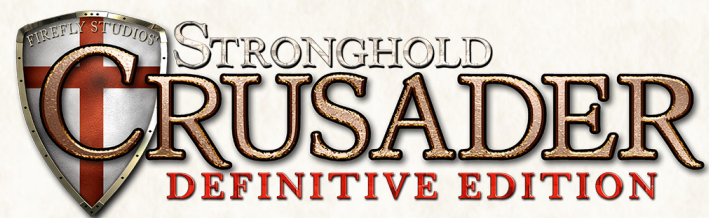
Contents

What's New in Stronghold Crusader: Definitive Edition?	5
1.0 Getting Started.	6
1.1 Starting the Game and Game Modes.	6
1.2 Game Options.	6
1.3 Choose Your Lord.	6
1.4 Classic vs Modern Controls.	6
1.5 Game Overview.	7
1.6 About the Manual.	7
2.0 Game Basics.	7
2.1 Main Screen Overview and Navigating the Map.	7
2.2 Camera Interface.	8
2.3 Placing your Keep.	8
2.4 Population Growth.	8
2.5 Rationing and the Granary.	9
2.6 Setting Taxes.	9
2.7 Popularity in Brief.	9
2.8 Gathering Food and Resources.	10
2.9 Increasing your Population.	10
2.10 Putting an Industry to Sleep.	10
2.11 Winning and Losing Campaign Missions.	10
2.12 Winning and Losing Crusader Games.	10
3.0 Influencing your Popularity.	11
3.1 Food.	11
3.2 Tax.	11
3.3 Crowding.	11
3.4 Fairs and Other Events.	12
3.5 Religion.	12
3.6 Working Inns.	12
3.7 Fear Factor.	12
4.0 Food and Resources.	14
4.1 The Stockpile.	14
4.2 Resources.	14
4.3 The Granary.	15
4.4 Food Types.	15
5.0 Money.	16
5.1 Tax Rate.	16
5.2 The Marketplace.	16

5.3 Auto-buy and Auto-sell.	16
6.0 Military Forces.	17
6.1 Military Goods and the Armory.	17
6.2 The Barracks.	17
6.3 Available Standard Units.	17
6.4 The Mercenary Post.	18
6.6 The Bedouin Stockade.	18
7.0 Issuing Military Commands.	19
7.1 Gathering your Forces.	19
7.2 Marching Orders.	19
7.3 Unit Stances.	19
7.4 Military Commands.	20
7.6 Map Bookmarks.	21
8.0 Defending your People.	22
8.1 The Gatehouse.	22
8.2 Building High and Low Walls.	22
8.3 Turrets and Towers.	22
8.4 Placing Stairs.	22
8.7 Mounted Siege Equipment.	23
8.8 Boiling Oil.	23
9.0 Siege Warfare.	24
9.1 Siege Equipment Overview.	24
9.2 Digging Tunnels.	24
9.3 Filling In Moats.	25
9.4 Capturing The Gatehouse.	25
10.0 Reference Section.	26
10.1 Non-military Characters.	26
10.2 Food Flow Chart.	28
10.3 Resources Flow Chart.	28
10.4 Building Table.	29
10.5 Standard Units.	33
10.5 Arab Units.	33
10.5 Bedouin Units.	34
11.0 Keyboard Commands.	35
11.1 Any cheats, m'lord?	36
12.0 Game Modes.	37
12.1 Classic Trails.	37



12.2 Sands of Time Trails.	37
12.3 Co-Op Trail.	37
12.4 Custom Skirmish.	38
12.5 Historical Campaigns.	38
13.0 Multiplayer.	40
13.1 Multiplayer Lobby Browser.	40
13.2 Hosting a Game.	40
13.3 Settings.	40
13.4 Advanced Options.	41
13.5 Game Lobby.	41
13.6 Starting the Game.	41
14.0 Map Editor.	42
14.1 Main Menu.	42
14.2 Game Types.	42
14.3 Map Making Tools.	42
14.4 Scenery Editor.	42
14.5 Castle Buildings.	42
14.6 Scenario Editor.	43
14.7 Steam Workshop.	43
14.8 Steam Workshop Upload.	43
15.0 Support.	44
16.0 Credits - Stronghold Crusader (2002).	45
16.1 Credits - UCP (Unofficial Crusader Patch)	46
17.0 Credits - Stronghold Crusader: Definitive Edition.	47



What's New in Stronghold Crusader: Definitive Edition?

Content

- 2 New Historical Campaigns (more information in the [Game Modes](#) chapter)
- Sands of Time game mode (more information in the [Game Modes](#) chapter)
- Co-Op game mode (more information in the [Game Modes](#) chapter)
- New computer opponents
- New Bedouin Stockade building allowing you to recruit 8 new troops
- Simple Mosque, Mosque and Grand Mosque when playing as an Arab Lord
- Steam Multiplayer (more information in the [Multiplayer](#) chapter)
- Loads of new Skirmish and Multiplayer maps
- Larger maps x4 bigger than the original game
- More player lord skins to choose from
- Steam Workshop support for custom maps (more information in the [Steam Workshop](#) section)
- Steam Achievements

Quality of Life Improvements

- Art and animation visuals upgrade
- Improved animations
- Movement smoothing
- Extra zoom level
- Balance improvements to the original campaign
- Increased troop and building limits
- Modern or classic control schemes
- Change single player team color
- Popularity change indicator arrow on scribe's book
- Market auto-trading (more information in the [The Marketplace](#) section)
- Sell/buy more, toggle (shift)
- Barracks rally points
- Recruit multiple troop types with shift or CTRL
- Resource quick view tab
- Objectives quick view tab
- Control groups overview panel (more information in the [Gathering your Forces](#) section)
- More multiplayer advanced settings
 - Turn off selected buildings and units
 - Limit tradable goods
 - Save settings as presets to use in future MP games

- Advanced free build setup options (More information in the [Free Build](#) section)
 - Starting gold, food, resources & weapons
 - Random events
 - Repeating invasions, and difficulty
 - Peace time (before invasions spawn)
- Copy building functionality (hold CTRL and click on a building to place another)
- Customizable hotkeys
- 'Pick Your Scribe' option
- Scenario editor and map editor combined into one mode
- Additional scenario editor conditions
- Map editor proximity markers
- Rotatable gatehouses (more information in the [The Gatehouse](#) section)
- 'Unit speech' volume slider
- Control options
 - Map scrolling
 - Mouse rts controls
 - Mouse wheel functionality
 - Hot key centering
- On-screen compass
- Radar map zoom controls
- Extended building tooltips
- Updated and animated victory/defeat screens
- Ability to load all old saves and maps
- Improved load requester
 - Allows searching and shows game-type of saves
- Assembly points can now be selected via number keys
- Jump to lord from Greatest Lord popup
- Hovel visuals auto-change while placing
- Place a larger area of moat/pitch (hold SHIFT)
- Ready status lock in multiplayer!

Audio

- Additional sfx
- Remastered audio
- Remastered soundtrack

Hardware

- Screen resolutions: 1440p, 4k and ultrawide support



1.0 Getting Started.

1.1 Starting the Game and Game Modes.

When you load FireFly Studios' Stronghold Crusader: Definitive Edition for the very first time you are presented with a screen prompt asking you to enter your name. Type in the name you wish to be known as and then press 'ok' to continue to the main menu screen.

The main menu is divided into five sections:

Skirmish

This gives you the following skirmish related options:

- Classic Trails - Fight your way through 2 classic trails featuring 80 skirmish-based missions played on custom-crafted maps and featuring unique combinations of enemies. Finally take on the "Extreme" trail featuring thousands of enemies and special powers to discover and enjoy.
- NEW Sand of Time Trails - For the more accomplished Crusaders, this challenging set of trails pits your skirmishing skills against the clock. Can you complete all the missions within the time limit and achieve the coveted ranking of 'Prince of the Sands'?
- NEW Co-Op Trail - Team up with a friend or a computer lord in this special designed trail. Each player has their own castle but only by working together will you conquer this unique game mode.
- Custom Skirmish - Choose from over 100+ maps and 20 computer opponents (including 4 new ones) in the ultimate skirmish sandbox.

Historical Campaigns

- 6 Campaigns - Fight your way through the historical campaigns based on real-life events and learn the story of the Crusades.

Sandbox

Choosing this will provide you with the following non-combat options:

- Custom Scenarios - Play your own historical missions that you have created in the Map Editor or download and play great community-made missions via the Steam Workshop.
- Free Build - Here you can build to your hearts content. You have no enemy to worry about. You merely choose the map you wish to build on, the settings you wish to play with and away you go.

Multiplayer

Play a multiplayer game - Play a multiplayer game with up to eight friends over the Internet using the Steam network. More information on Multiplayer can be found in the [Multiplayer Chapter](#).

Map Editor

The in-game Map Editor allows you to create your own Stronghold experiences which you can either play yourself or share with your friends or the Stronghold community via the Steam Workshop.

The main menu also has the following options:

Load Game

Load a game that you saved on a previous occasion. You can also access this from within the main game using the options menu.

Note: Save games from the original Stronghold Crusader and Stronghold Crusader HD can be loaded in Stronghold Crusader: Definitive Edition.

Tutorial

This is the best place to learn the basics of how to play a Stronghold game. After completing the tutorial you can put what you have learned to use in the historical campaigns before taking on the skirmish trails. And once you have mastered the art of skirmishing maybe you will be ready to take on the challenge of the Sands of Time trails?

1.2 Game Options.

This allows you to tweak a number of player and gameplay options:

- Video Options - Including screen resolution, UI scale, scroll speed and cursor selection.
- Sound Options - Both master volume controls and individual controls for music, speech, unit speech and sound effects.
- Controls - Switch between modern and classic controls.
- Hotkeys - Customize all keys used in the game.
- Player Settings - Change your name and player color (single player), pick a scribe and choose a Lord skin.
- Open Settings Folder - Open the default location for saves and maps within File Explorer.
- Cheats (chicken) - Unlock all missions or enable the cheat keys.

1.3 Choose Your Lord.

Within Player Settings you can choose which type of Lord you wish to play within the game. You can choose from either Crusader Lords or Arabic Lords. This does not affect which troops you can recruit, but the Lord type will affect your starting troops and which religious buildings you can place.

1.4 Classic vs Modern Controls.

There are 2 choices of control scheme in Stronghold Crusader: Definitive Edition. The Classic controls are what fans



of the original Stronghold Crusader will be used to. Left click is used to select troops and left click is use to move and attack. The Modern controls are for players used to more modern RTS games. Left click is still used to select troops but right click is used to move and attack. Use the Game Options menu to switch between the 2 control schemes.

1.5 Game Overview.

Stronghold Crusader is a castle simulator set in the barren wastelands of the near east. You begin the game at the dawn of the eleventh century with only the lowliest of troops and fortifications at your disposal.

As you progress through the campaigns you will gain more weapons and resources to add to your arsenal. To succeed you will need to master the ways of the desert and learn to fight a new enemy under harsh conditions.

For those among you who have played Stronghold before we have put together a shortlist of the major gameplay difference you will come across in Stronghold Crusader:

- a) Farms can only be placed on grassland near an oasis.
- b) An additional seven Arabian units and eight Bedouin units, all with varying strength, skills and weakness have been added. These can be hired from the Mercenary Post and Bedouin Stockade.
- c) The bonuses you receive from religion and ale now come into play much more often.
- d) Low walls have been introduced to replace wooden walls and a lookout tower has been introduced.

Good luck my liege, go forth and conquer.

1.6 About the Manual.

This vast tome may appear a little daunting at first but luckily there is no need to read all of it to begin playing. You may find it useful to go through the in-game tutorial first by selecting the tutorial shield from the bottom right of the start screen.

Alternatively, Once you know the basics you can read through the sections you want more information on.

‘Notes’ will appear now and again to give you more information on the last topic discussed.

‘Note’ - You do not have to read these bits if you don’t want to, as they are only here to answer frequently asked questions on the last topic.

‘TIPS’ will also appear throughout to give you information relating to game dynamics such as shortcut keys or other alternative ways of doing things.

Tip: It is quicker to skip these sections to start with as they are only here to suggest different ways of doing something you have just learned about.

There are also **‘Hints’** which suggest possible game play strategies.

Hint: Don’t read hints if you prefer to figure things out on your own.

2.0 Game Basics.

This section will take you through all of the main features within Stronghold Crusader. If you rarely play computer games, it is recommended that you go through the in-game tutorial by selecting the tutorial book. If you play computer games regularly, then scan this chapter to familiarize yourself with the basics.

2.1 Main Screen Overview and Navigating the Map.

After starting a new game the screen will look something like this:



To scroll around the map, push the mouse pointer to the edge of the screen (if enabled) or use the WASD buttons or arrow keys. As you scroll around, the overhead mini-map will move with you.



Objectives Overview - Quickly see your mission objectives and mission progress without having to check the briefing screen.



Goods Overview - Quickly see how many of each goods type you have in your stores. Use the Scales toggle to check which goods can be traded in the mission.

2.2 Camera Interface.

When you press and hold the right mouse button on the main display you will see the four camera interface icons appear.



To Rotate the Map:



Move the mouse pointer upwards onto the rotate icon, it will highlight and the map will rotate ninety degrees. The map will continue to rotate if you leave your mouse over the rotate icon and won't stop until you release the right mouse button. Alternatively use the Q and E keys.

To Zoom:



Holding down the right mouse button and moving the mouse pointer over the zoom icon, will zoom out your view, allowing you to see more of the map. There are 2 zoom out levels. Repeating the process will zoom back in again. Alternatively use the Z and X keys.

To see behind things:



Moving the mouse pointer downwards onto the flatten icon will flatten the landscape, trees, walls and buildings to only show their footprints. Selecting the icon again will return the landscape back to normal. Alternatively use the spacebar key.

Hint: This feature will prove very useful later on when you want to peek behind walls!

To hide the Management Panel:



Moving the mouse pointer over the icon to the left hides the management panel and makes the game go full screen. To bring the management panel back up, repeat the process. Alternatively use the ALT+Z keys.

2.3 Placing your Keep.

If not already built, you must place your starting keep and a granary on the map before any other buildings become available. To construct a building, select it from the building selection scroll at the bottom of the screen then left click on the main display when you are happy with it's position.



NOTE: If you happen to place a structure over an area of inaccessible ground, part of the cursor will turn red warning you that you cannot build there.



Once the keep is placed a lot of things will start happening. The first thing you will see is your starting resources being transferred from your starting goods onto your stockpile.

These resources are now available for you to use in construction.

TIP: Hold CTRL while clicking on a building to immediately switch to building placement mode for that building.

2.4 Population Growth.

In addition to the keep and the stockpile you will see a campfire. Moving the mouse pointer over it will reveal the population growth indicator.



The more popular you are, the faster it will fill and the quicker your population will grow. Every time the indicator makes one full rotation, a peasant will arrive and stand by the campfire until work becomes available. If the halo turns red it means that you are unpopular. The halo will then show how quickly people are leaving your castle.

NOTE: The campfire can only hold a limited amount of people. Once that limit is reached you will need to create jobs for the people around the campfire before more people will come to the castle.

2.5 Rationing and the Granary.



When you build a granary the food in your starting goods will be transferred to it. Left clicking on the granary will bring up the granary panel.

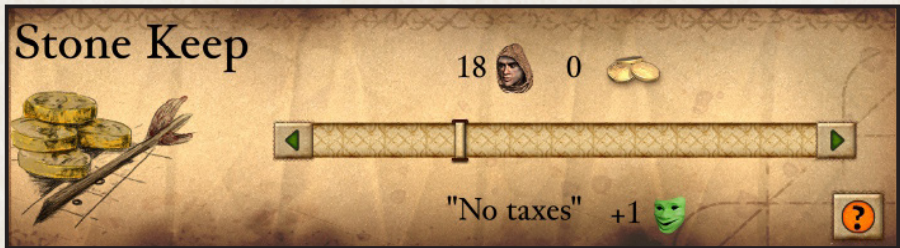
Note: Left clicking on any building or person will bring up a screen giving you more information on them. Right clicking after placing a building will clear the building cursor and give you back the standard mouse cursor.



This panel lets you see your food details and allows you to make changes to your rationing. On the right of this panel there are five plates with varying amounts of food on them, which symbolize the different ration settings from ‘no rations’ up to ‘double rations’. Reducing you rations below the default of ‘full rations’ will have a negative effect on your popularity, whereas increasing them will have a positive effect. You will see the rate of consumption by watching the speed of the bar in the granary panel or by looking at the units of food disappear from your granary.

2.6 Setting Taxes.

Left clicking on your keep will bring up the tax panel, which lets you view your tax bribe all the way up to a downright cruel tax by moving the slide bar left or right.



Increasing your tax rate above the default setting of ‘no taxes’ will have a negative effect on your popularity and reducing taxes to hand out bribe money will have a positive effect.

2.7 Popularity in Brief.



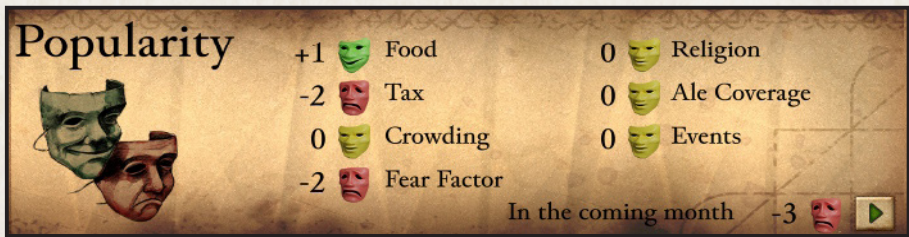
The scribe holding up an open book allows you to see critical information at a glance.

The expression on his face reflects your popularity and he will also let you know what he thinks about some of your actions!

Left clicking on the report book will bring up the reports panel.



Left clicking on the ‘Popularity’ button will show all information regarding your popularity.



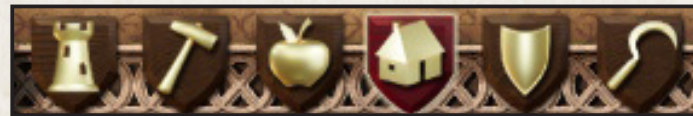
At the bottom of the panel, after the words ‘In the coming month’ you will see the overall effects of your actions on castle popularity for the coming month. Making changes to your tax rate and rationing are the two main ways of manipulating your popularity. Ensure your popularity rating remains above 50, otherwise people will begin leaving your castle.

If your scribe stops smiling and your popularity rating starts being displayed in red, you will begin to lose workers. Your popularity will be displayed in red if it is below 50 and displayed in green if it is 50 or higher.

TIP: Listen for announcements from your advisor. He will let you know if you are running into any problems.

2.8 Gathering Food and Resources.

Running along the bottom left of the screen you will notice six shields.



These are the building category buttons, which change the type of buildings displayed on the building selection scroll above them. Moving your mouse pointer over these shields will highlight them and bring up a brief description of the button above the building selection scroll.

TIP: If you can't work out the function of any of the icons in the game, move your mouse pointer over the icon and it's description will appear.

The most basic resource in the game is wood, as it is required in the construction of almost every building. Left clicking on the shield with the picture of a hammer will select the 'Industry Buildings' category.



The most basic resource in the game is wood, as it is required in the construction of almost every building. Left clicking on the shield with the picture of a hammer will select the 'Industry Buildings' category.



When you place a woodcutter's hut on the map a peasant will turn into a woodcutter and get to work cutting down trees.

A quick and easy way to gain food early on is by hunting deer by building hunter's huts found in the 'Farm Buildings' category.



Once the meat is prepared they will place it in your granary, swelling your food stocks. You should always be aiming to balance the rate at which you consume food with the rate at which it is being put into your granary.



Undo - If you change your mind when placing a structure, left click on the 'Undo' button to the left of the mini-map and you're last action will be canceled. All of the resources will be recovered.



Delete - To remove a structure from your settlement, left click on the 'Delete' button to the left of the mini-map then select the structure you wish to remove. Half of the resources spent in construction will be recovered.

2.9 Increasing your Population.



To increase your available housing, build more hovels found in the 'Town Buildings' category. Your available housing will increase by eight and your settlement will continue to grow, but so of course will the mouths to feed.

2.10 Putting an Industry to Sleep.

If you need to reallocate your workers to other industries then use the sleep button within a building's info panel to put the whole industry to 'sleep'. All the workers within that industry will immediately turn back into free peasants and head back to the camp fire. This can be a useful device if you ever find your economy decimated by low popularity or if you desperately need free peasants to turn into troops.

2.11 Winning and Losing Campaign Missions.

Each historical mission within Crusader has a unique set of objectives. To view the objectives you have yet to complete, select the briefing button to the left of the mini-map.

You will see the mission text for the current scenario. All of the completed objectives will have a dagger through their checkbox. If the objective of the mission is to eliminate all the enemy units, then you will also see a timeline. This indicates the time until the last invasion arrives on the map.

To complete each mission, you will need to complete all of the objectives shown during the mission briefing. On completion you will be shown how well you scored. Extra points are scored or subtracted depending on how much you exceed an economic goal and how many troops you lost.

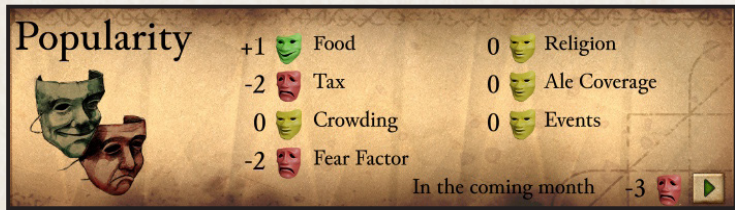
If the lord is killed, or you run out of time, the mission is lost and you will have to try again.

2.12 Winning and Losing Crusader Games.

The objective of a Crusader-type game (i.e. skirmish) is simple...kill all the enemy lords on the map. If your lord is killed then you lose.

3.0 Influencing your Popularity.

This chapter will take you through each of the factors, which govern your popularity. These are listed for you when you open the popularity panel from the report menu.

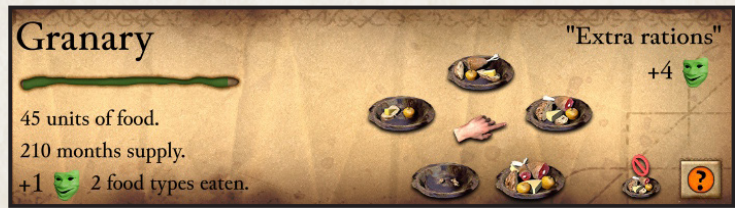


To the left of each is a face. A green smiling face means that you will have a positive effect for that factor. A yellow face shows that there is no effect and the red sad face represents a negative effect. When added together the sum of these reflect either a bonus or penalty to your overall popularity.

This number is shown after the words 'In the coming month'. There are a total of seven ways to effect popularity with the two main factors being food and tax,

3.1 Food.

Changing your rationing is one of the quickest ways to influence your popularity. Both the number of food types eaten and your ration setting affect your food bonus or penalty. These separate influences can be seen in the granary panel.



Your people will be happier with you if you supply them with more than 1 type of food. Less than full rations hurts your popularity, while increasing your rations boosts it. The bonuses and penalties from food types eaten and rationing are as follows:

Food Types Eaten	Bonus to Popularity
1	0
2	+1
3	+2
4	+3

Rations	Bonus to Popularity
None	-8
Half	-4
Full	0
Extra	+4
Double	+8

TIP: You can press the 'G' key to quickly center on your granary and bring up the granary panel.

3.2 Tax.

The people of Crusader do not enjoy paying taxes so any positive tax rate you set will have a negative effect on your popularity.



When you have sufficient gold in your treasury you may decide to give your peasant a handout in the form of bribe money each month.



Doing this will have a positive effect on your popularity.

Hint: You will find bribery proves useful when you are running low on food. Change your rations to half then hand out bribe money to offset the worst of the penalty until you find a way of restoring your granary stock.

The table below shows the popularity bonuses and penalties that you will receive from the various tax settings.

Gen-erous Bribe	Large Bribe	Small Bribe	No Taxes	Low Taxes	Aver-age Taxes	High Taxes	Mean Taxes	Extor-tionate Taxes	Down-right Cru-el Taxes	Even Crueler	Crueler Than Cruel
+7	+5	+3	+1	-2	-4	-6	-8	-12	-16	-20	-24

NOTE: Attempting to give out bribe money when your treasury is empty will not have any effect on popularity.

TIP: Pressing the 'H' key quickly centers the view on your keep and brings up the keep panel.

3.3 Crowding.



Your keep provides you with some starter housing for your people ,after which you need to place houses to increase your maximum population level. Each house provides shelter for another 8 people. Crowding will occur when your population exceeds your available housing. The population indicator will turn red if you have an overcrowding problem. Overcrowding may occur if a house is deleted or destroyed by the enemy. To remedy overcrowding, simply build more housing.

3.4 Fairs and Other Events.



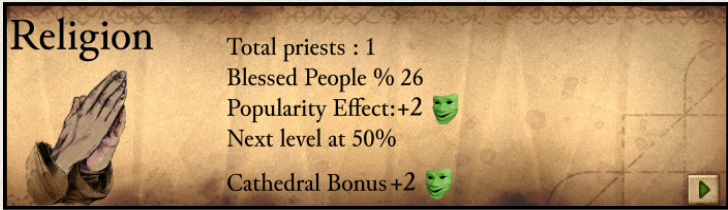
Occasionally, during the course of the game, traveling fairs will pay surprise visits to your castle and provide entertainment. Whilst they are in town you will gain a temporary bonus to popularity.

Other events such as the marriage of your lord will also occur, bringing temporary changes to your current popularity. These are added bonuses that you have no control over.

3.5 Religion.

When a religious building is placed, priests will arrive and begin blessing your people.

By opening the religion panel from the advisors report menu, you can see the percentage of people who have been blessed as well as the bonus you are receiving to popularity.



The blessing given by the priest wears off after a short while, at which point that person must be blessed again. Covering the religious needs of the community, therefore, is a continual process. The higher the percentage of blessed people, the higher the bonus you will receive to your popularity.

As your castle population grows the percentage of your people blessed will start to fall, thus lowering your bonus. To rectify this you will need to place extra religious buildings. The bonuses you gain from blessing your people are as follows:

People Blessed	Bonus to Popularity
25%	+2
50%	+4
75%	+6
100%	+8

In addition to the bonus you gain from blessing your people, having a church in your castle gives you an additional +1 bonus to popularity and having a cathedral gives you a +2 bonus.

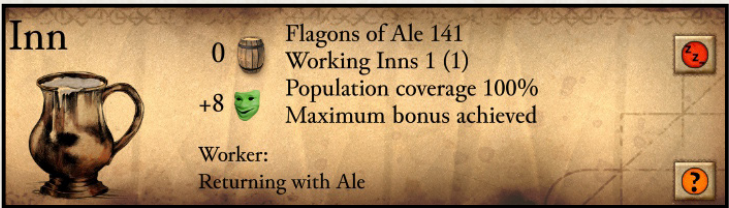
Cathedrals also allow you to recruit monks.

The religious buildings available can be seen in the town buildings category.

Note: If you are playing as an Arabic lord, you will need to place mosques instead of churches and cathedrals. Imams will arrive and provide spiritual guidance to turn peasants into believers.

3.6 Working Inns.

A working inn is one with a supply of ale and an innkeeper. The innkeeper will collect ale from the stockpile and deliver it to the inn automatically. Once ale is available at an inn, your people will start to drink it. The rate at which ale is drunk depends on your population. The more people you have the faster it will be consumed. To check to see if an inn is working, select it and look at it's panel.



This panel shows how many barrels and flagons of ale the inn has in stock. It also shows the number of working inns (i.e. ones with ale) you have and the percentage of your people that are supplied by them. As this percentage grows the popularity boost you gain, rises also. As your population rises however this percentage will fall, requiring you to build more inns. Ale is drunk from each inn at the same rate regardless of its location but inns further away from the stockpile will take longer to get re-supplied by the overworked innkeeper.

The bonuses you gain from providing your people with ale are as follows:

Ale Coverage	Bonus to Popularity
25%	+2
50%	+4
75%	+6
100%	+8

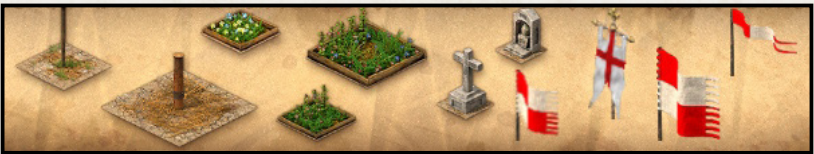
Inns are in the 'Food Processing Buildings' category.

3.7 Fear Factor.

Fear factor lets you know how people see you, as either cruel and ruthless or easy going and forgiving. Your fear factor determines how productive your workers are. Placing good things around your castle will make you seem easy going and increase your popularity, but at the same time will reduce your workers efficiency. Constructing some gardens in the castle for example will make everyone happy, but you will find that they tend to loiter about at the gardens after delivering their goods, instead of heading straight back to work.



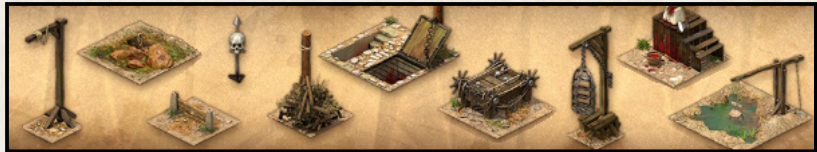
To see these structures left click on the 'Good Things' button in the 'Town Buildings' category.



On the other hand, you may wish to appear more cruel and ruthless. You can increase work efficiency by placing bad structures around your castle. This will unsurprisingly have a negative effect on your popularity. Placing a few gallows for example may not be the most popular Of decisions, but it has the effect Of encouraging people to work that extra bit harder. They will even start to deliver extra goods when they make deliveries to the stockpile, granary or armory.



To see these structures left click on the 'Bad Things' button in the 'Town Buildings' category.



The 'Fear Factor' system for using good and bad things has changed. As your population grows, you will need to build more good or bad things to maintain your 'Fear Factor'.

Good things have a positive effect on your troops, giving them a better attack-rating dependent on your fear factor level. You can see this bonus by clicking on the scribe's book, then on the 'Army' button. Bad things will give troops a penalty. The maximum bonus and penalty ranges from +25% to -25%. When you select a unit (whilst playing as either a good or bad lord), green or red dots will appear above the unit's health bar, indicating their bonus. Red dots indicate a penalty, while green dots indicate a bonus. Each dot represents a 5% adjustment in the units attack-rating.

The bonuses and penalties to troop moral for good and bad structures are as follows:

Fear Factor	Attack Rating Bonus
-5	-25%
-4	-20%
-3	-15%
-2	-10%
-1	-5%
0	0
+1	+5%
+2	+10%
+3	+15%
+4	+20%
+5	+25%

4.0 Food and Resources.

This section will take you through how to manage your food and resources. In Stronghold, there are three types of goods available:

- Food
- Resources
- Weaponry

Note: For information on weaponry, see [section 6.1](#).

Your starting goods are displayed in the top left of the main display, until you provide space for them by building a stockpile, granary or armory.

4.1 The Stockpile.

All of the resources you gather or produce will be placed on the stockpile. Each stockpile square can hold up to four resource types.



You can gauge the approximate amounts of resources you have by simply looking at the stockpile. To see the exact amount of each resource left click on the stockpile.

TIP: Use the Goods Overview in the bottom left corner to see all your goods in one place.



When you run out of space, extra stockpile squares can be added to your original stockpile.

Hint: It is a good idea to leave some space around your stockpile in case you need to expand it later in the game.

4.2 Resources.

In total, there are eight resource types, which are stored in your stockpile. Some are raw materials and others are processed.

- 

Wheat: This grows on your wheat farms and is at the start of the most productive food chain in Stronghold. Wheat is required to make flour.
- 

Flour: This is produced at the mill and requires wheat. Flour is required to bake bread.
- 

Hops: These grow on your hop farms. If you want to brew ale, you will first need to grow hops.
- 

Ale: This is produced at the brewery and requires a supply of hops. When ale is finally distributed through your inns, you will gain a bonus to your popularity.
- 

Stone: The quarries that extract this from the ground must be placed on the white boulders. Stone is required for building most of the castle defensive structures.
- 

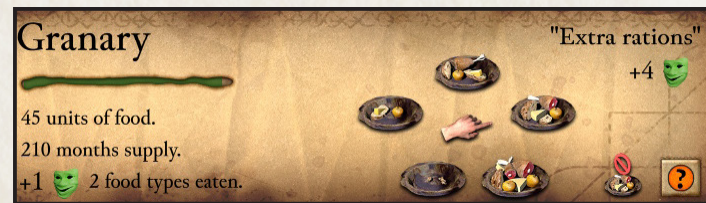
Iron: The mines, which extract this, must be placed on the reddish colored rocks found on the tops of hills. You will need iron to craft the more advanced weapon and armor types.
- 

Wood: This is gathered by woodcutters and is used in the construction of most buildings. It can also be used to craft basic weapon types.
- 

Pitch: You will find this bubbling up through marshes. Once you have placed a pitch rig on some oil in the marsh, pitch diggers will extract pitch.

4.3 The Granary.

The granary is where all of your food is stored. Left clicking on your granary will allow you to set the amount of food that is distributed to your population. This is referred to as your ration level.



The green bar in the top left is the food consumption indicator. Each time the indicator fills with green, one unit of food is consumed from the granary. The larger your population and the higher you set your ration level, the quicker your granary stocks will deplete.

The three numbers underneath this show the units of food remaining in the granary, how long this food will last and the number of food types your people are eating.

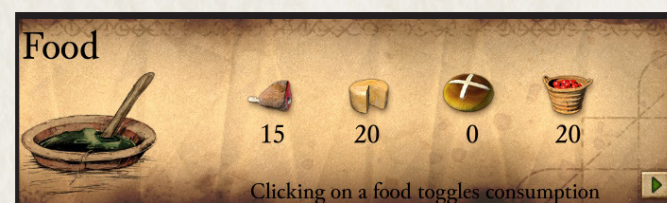
On the right of this panel, there are five plates with varying amounts of food on them, which symbolize the different ration settings from 'no rations' up to 'double rations'. Reducing your rations below the default of 'full rations' will have a negative effect on your popularity, whereas, increasing them will have a positive effect.



If you hold your mouse pointer over the granary, the roof of the granary will be removed so you can see inside. Looking at the granary should give you a rough idea of how much and what types of food you have stored.

To find out exactly how many units of each food type you have in stock, left click on the 'Food Report' button on the granary panel.

Tip: You can also get to this panel by selecting food from the scribes report menu.



From here you can see which foods you are running low on. To increase your food storage capacity, additional granaries can be placed adjacent to your existing granary.

4.4 Food Types.

There are four types of food available in Stronghold, all of which are stored in the granary. Each food type has its own benefits and drawbacks.



Meat: Hunters will gather this for you when a hunters hut is placed. This is quick to get working and can generate quite a bit of food, however, animal migration and over hunting can make meat an unreliable food source.



Apples: These are grown in your orchards, which must be placed on low-lying land. These are quick to get working, but require a large area of land for each orchard. Apple production usually proves to be more reliable than meat, but produces a little less food.



Cheese: This is produced in your dairy farms that must be placed on an oasis. Dairy farming is slow to get going. Only when three cows have been raised will your dairy farmer begin milking them to produce cheese. Once up and running dairy farming is a little more efficient than hunting. If you are producing leather armor or launching cows at the enemy then cheese production will suffer.



Bread: This is made in the bakery and requires a supply of flour, which in turn requires a supply of wheat. The food chain leading up to bread requires more time and resources to set-up, but when your wheat farms, mills and bakeries are all in place, it proves the most efficient food source in the game. As with apple farming, wheat farms must be placed on an oasis so at times you may need to think carefully about how to maximize this limited space.

Hint: A working mill will support multiple bakeries. For baking to become really effective, you will want to get several bakers working.

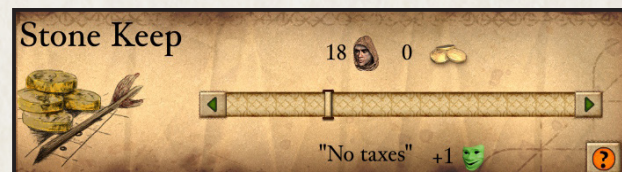
5.0 Money.

This section will show you how to effectively manage your finances. Managing a healthy treasury will help you deal with emergencies.

5.1 Tax Rate.

Left click on your keep to bring up the panel. The slider bar allows you to raise taxes or bribe people.

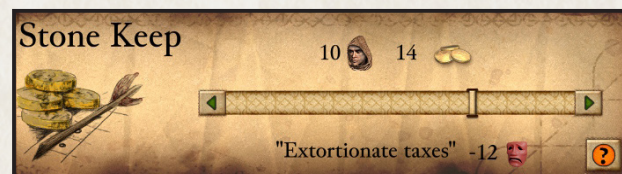
Note: [Section 3.2](#) deals with how your tax rate influences your popularity.



If you have plenty of gold in your treasury you may decide to move your tax rate down to a point where you actually pay your peasants bribes to encourage them to stay. This will provide you a popularity bonus.



On the other hand you may decide to move your tax rate up to raise money. Raising Taxes will have a negative on your popularity. The highest rate that can be set is a 'Downright Cruel' tax. This will have a devastating effect on your popularity and should be used only for brief periods.



Go to the Treasury report to see details of the castle's current financial situation.

5.2 The Marketplace.

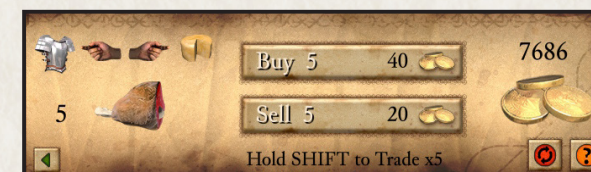
The marketplace allows you to buy and sell goods. Left clicking on the marketplace will bring up the trade panel.



The 'Scale' icon on the right will bring up a price list of all available goods. This panel shows the buying and selling price for each good the trader has available.



Note: Some goods may not be available to trade depending upon where you are in the game. The first three icons will take you to the trade panel for food, resources or military goods.

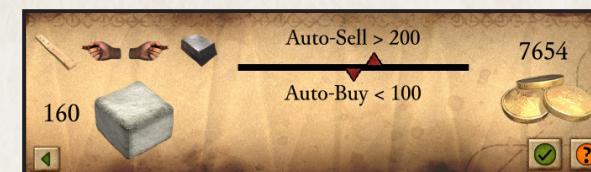


From here, click on the good you wish to trade then select the 'Buy or Sell' button.

Note: Markets only deal in bulk so you must purchase or sell batches of five goods at a time. Hold down Shift while buying goods to trade x5 the normal amount.

5.3 Auto-buy and Auto-sell.

One of the most requested additions to Stronghold over the years is the ability to auto-buy and auto-sell goods in the marketplace.



Within each type of good (food, resources and weapons) in the marketplace has an auto-trade button that allows you to set the auto-buy and/or auto-sell level of that specific good. If you set an auto-buy level of 100 then whenever you drop below the 100 threshold the game will automatically buy enough of the good to bring the level back up to 100 using gold from your treasury. If you set an auto-sell level of 200 then any amount of that good over the 200 threshold will be automatically sold, generating gold.

To disable auto-buy and auto-sell either drop the thresholds back down to 0 or use the enable/disable auto-trading button.

You can quickly see if a specific good has auto-trading enabled by looking at the goods categories in the marketplace.

6.0 Military Forces.

This section will take you through everything you need to know about raising an army.

6.1 Military Goods and the Armory.

There are eight types of weapon in Stronghold. These are stored in the armory. To see how many weapons and suits of armor you have, left click on the armory.

Weaponry	Made by	Required Resources
Bow	Fletcher	2 Wood
Crossbow	Fletcher	3 Wood
Spear	Poleturner	1 Wood
Pike	Poleturner	2 Wood
Mace	Blacksmith	1 Iron
Swords	Blacksmith	1 Iron
Leather Armor	Tanner	One cow provides enough leather for three suits
Metal Armor	Armorer	1 Iron

6.2 The Barracks.

This is where you hire and train your troops. Selecting this building will bring up the barracks panel. Creating troops within the barracks now costs gold. Hovering the mouse over the troop will display the costs at the top of the barracks screen.

To find out which weapons are required to build a military unit, move your mouse pointer over each of the troop types and the required goods will become highlighted at the bottom of the panel. The amount of gold needed will also be shown at the top of the panel.



If you have peasants available, as well as the correct military goods and gold, left clicking on a troop type will hire and train it. Your troops will appear at the campfire and walk to the barracks. Troops are not considered part of your workforce so do not require additional housing. The gold paid for them is used to buy their food while in your service, therefore, they do not receive rations from the granary.

6.3 Available Standard Units.

There are seven troop types available for hire in the barracks and additional special units who are trained in your guilds. The black monks and temple guards can also be recruited from the cathedral and grand mosque respectively.



Archers: These are your standard long-range troops. Their lack of armor makes them one of the quickest units in the game but in hand-to- hand combat, archers are virtually useless. They have a long firing range and are very effective against units that don't wear metal armor.



Crossbowmen : These units are slow to move and reload and have a shorter range then Archers. They are,however, very accurate and their deadly bolts can easily penetrate metal armor.



Spearmen :These are the first melee troops you have access to and the cheapest to produce. Having no armor makes them quicker than most troops and they prove useful for pushing ladders off of walls and digging moats. They are also one of the few units able to use ladders to scale walls.



Pikemen : Their heavy pike and metal armor make Pikemen slow to move, but also make them the ultimate defensive unit. They are able to take a lot of damage and are ideal for blocking access to areas of the castle.



Macemen:These thuggish brutes are quick and deal out a lot of damage, making them ideal assault troops. They are not heavily armored, however, and are very susceptible to missile fire, Like spearmen they can use ladders to scale castle walls.



Swordsmen: These are your elite foot soldiers. Their heavy armor takes them the slowest unit in the game but when they reach their target they prove devastating. They have both great offensive and defensive capabilities.



Knights: The ultimate trained solider, Knights are both fast and deadly in combat. They are also especially useful for surprise attacks, sallying forth from the castle to destroy siege equipment. Each knight needs a horse bred for him in your stables.



Tunnelers: These special units can burrow beneath the foundations of enemy walls and turrets, causing them to collapse. They are trained (for a cost in gold) at the tunnelers guild.



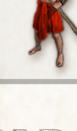
Laddermen: If you can't bring a wall down then these units will allow you to go over the top. Laddermen are cheap to produce but are very vulnerable, so they need to be deployed quickly. These units are trained in the engineer's guild.



Engineers: These are perhaps the most versatile and useful unit in the game. They are required to build and man all of your siege equipment, in and out of the castle. These units are trained in the engineer's guild.



Black Monks: These are mysterious individuals to say the least. Now and again they will appear and share their knowledge with you and help you fight. These units are trained in the cathedral.



Temple Guards: Although only armed with a simple staff, they have dedicated time to honing their fighting skills, making them a useful asset in battle. These units are trained in the grand mosque.

6.4 The Mercenary Post.

To supplement the barracks you can also place a mercenary post. Left clicking here will allow you to hire Arabian mercenaries for a price in gold.



To find out how much gold is required to hire a mercenary, move your mouse pointer over each of the troop types and the required amount of gold will be displayed at the bottom of the panel.

6.5 Available Arab Units.

There are seven troop types available for hire in the mercenary post.



Arabian Bows: These units are similar to their European counterparts. They are a useful alternative if you need to quickly recruit a company of archers.



Slaves: These are the cheapest units in the game. They are armed with a flaming torch and if they get through your defenses can reduce your castle to a smoldering heap of rubble.



Slingers: These units fire small rocks at their attackers and deal out some hefty damage but they only have a short range.



Assassins: These units can use a grappling hook to climb up enemy walls and are useful for capturing enemy gatehouses. The assassins are now invisible to your enemies and can be seen when they have been spotted by the enemy's troops. An '!' will appear above the assassins head to show you they have been seen.



Horse Archers: These fast moving mounted archers are a major thorn in the European's side. Their ability to fire while on the move allows them to run circles around the opposition.



Arabian Swordsmen: These units are not as well armored as their European counterparts but they are a little quicker.



Fire Throwers: These units throw fiery grenades of Greek fire at the enemy and are devastating to both buildings and troops.

6.6 The Bedouin Stockade.

In the game you will also be able to place a Bedouin stockade. Left clicking here will allow you to hire Bedouin mercenaries for a price in gold.



To find out how much gold is required to hire a mercenary, move your mouse pointer over each of the troop types and the required amount of gold will be displayed at the bottom of the panel.

6.7 Available Bedouin Units.

There are eight troop types available for hire in the Bedouin stockade.



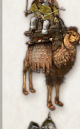
Skirmisher: These spear throwing desert warriors are relatively cheap to hire and can be very effective in large groups.



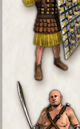
Sapper: These specialist units are very effective at taking down castle walls but don't rely on them to fight your battles. Their armor is resistant to fire, reducing the effectiveness of pitch as a castle defense.



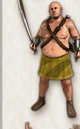
Camel Lancer: These fast moving mounted units carry a sharp spear and can be used to chase down other fast moving targets.



Heavy Camel: These hardworking camels have to carry around both a strong fighter and a skilled archer in their backs. These war machines may be slow to maneuver but can be deadly in battle.



Demolisher: These slow moving units can not only take down walls quickly but they can also uncover enemy defenses around their castle. The shields they carry give them protection from missile fire for a period of time.



Eunuch: These slow, lumbering brutes are strong fighters that do area damage to large groups of enemies. They make excellent defenders.



Healer: These support units have the unique ability to be able to heal troops on the battlefield. They are poor fighters so try to keep them away from the action.



Ambusher: These units camouflage themselves when stationary. Carrying deadly fire pots, they will attack any unsuspecting adversaries who come into range.

7.0 Issuing Military Commands.

This chapter takes you through the commands you can issue to your military units.

Note : Units in this chapter refer to military units only

7.1 Gathering your Forces.

Selecting units: You can select a single unit by left clicking on it. To select a group of units, press and hold the left mouse button then drag the pointer to create a box around them. When you release the mouse button, all of the units that were within the box will now become selected. **Additional options for selecting units:**

Units can be added or removed from a selection by holding down the 'Shift' key then left clicking on them. Multiple units can be added to a selection by holding down the 'Shift' key and dragging a box around them. Double clicking on a unit will select all of that unit type visible on the screen.

Army Interface Panel: When units are selected you will see the army interface panel appear at the bottom of the screen with the units command box on the left and the unit information panel on the right. The unit information panel shows you the type and amount of units currently selected and allows you to select and deselect specific unit types. Left clicking on a unit type from this panel will select only that unit type whereas right clicking will remove that unit type from the current selection.

Grouping units: Grouping units allows you to form a group of units that you can command at the same time.

- 1) Select a group of units.
- 2) Next hold down the 'CTRL' key and press a number on the keyboard to assign to the group.
- 3) Once a group has been assigned a number, pressing that number on the keyboard will select it. For example, pressing the number 1 on the keyboard will select group 1. Pressing the same number again will take you to the group's current position on the map.



To view all your control groups open the control groups panel. In the panel you can see all the control groups currently assigned to which number, a summary of the makeup of the control groups and controls allowing you to select, add to or delete a specific control group.



TIP: Lost Your Lord? Sometimes the Lord likes to stretch his legs and go for a wander around his castle. If you ever need to quickly locate your Lord press the L key.

7.2 Marching Orders.

When you have a unit selected, your pointer will change to the movement cursor. The green pointer means that you can move to a specific spot while the red cross means the area is inaccessible.

Moving units to the tops of walls and towers: To position troops on top of your walls and defensive structures select a unit then when the fortify mouse cursor appears, left click (classic) or right click (modern) to send units to that destination.

Note: The red cross appears it is likely to mean that there are no stairs leading up to the top of your building or wall.

Waypoints: If you hold SHIFT while directing your troops, you can place a number of waypoints on the map. Your troops will then follow the waypoints in order to reach their destination.

Patrolling: You can also set units to patrol between two points. Move the unit to where you want their patrol to start, select the 'Patrol' button then left click (classic) or right click (modern) where you wish the patrol to end. The unit will patrol back and forth between the two positions.

Setting up advanced patrols:

- 1) Select a unit then the 'Patrol' button.
- 2) While holding down the 'Shift' key, left click (classic) or right click (modern) to place additional patrol markers (you can place up to 10).
- 3) When you are happy with the patrol markers, press the right click (classic) or left click (modern) to finish.
- 4) Units will patrol in the order you have placed the markers.

Note: If a group of selected units are on the move you can prevent them from going further by clicking the 'Stop' button.

7.3 Unit Stances.



The top three buttons in the command box change the way your units behave in combat.

Stand Ground - Units set to stand ground will not move from their posts unless ordered to do otherwise. They will defend themselves when attacked and if they are a missile unit, will fire when enemy units come into range.

Defensive Stance - Units set to a defensive stance will move a short distance from their post to engage any enemy units that come close to their position. Once there are no more enemy units to engage, they will return to their original position.

Aggressive Stance - Units set to an aggressive stance will look a long way to engage or chase down enemy units. When the enemy is defeated your units will look for another potential target before returning to their original position. Units in an aggressive stance will also respond actively to missile attacks.

7.4 Military Commands.

Attacking the Enemy.



To attack the enemy, select a unit then click on the enemy you wish to attack when you see the attack pointer appear.

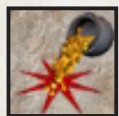
In addition to your standard attack some units have an extra attack option accessed by using the 'Special Attack' button in the bottom left of the unit control box. This button will change depending upon the unit selected. With range units selected this button will become the 'Attack Here' button.



With range units selected this button will become the 'attack here' button. Selecting this button will allow you to designate an attack radius.



You will see a circle of torches appear to show the area the unit will attack. This type of attack is very useful for attacking units behind castle walls.



When an engineer with a pot of boiling oil is selected this button will appear as the 'Pour Oil' button.



After the 'pour oil' button has been selected a circle will appear above the engineers head to show the direction that the oil will be poured. Moving the mouse changes the pour direction and left click (classic) or right click (modern) pours the oil.

After the oil has been poured your engineer will automatically run back to the oil smelter to replenish his oil then return to his designated post.

Hint: Setting oil engineers to aggressive will make them pour the oil when one unit comes into range. Set them to defensive and they will pour their oil when three units come into range.



With a tunnel digger selected this button will appear as the 'Dig Here' button. After this button is selected and the left mouse button is pressed on the map, the tunnel digger will begin his decent then dig his way to the nearest potential target.

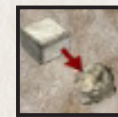
Note: [Section 9.2](#) covers tunnel digging in more detail.

As well as these special attacks, some units have additional commands. When engineers are selected you will see a 'Build' button appear in the unit control box. Selecting this will bring up a list of available siege engines to build.

Note: See [section 9.1](#) for more information on building siege equipment



Catapults and trebuchets also have a 'Launch Cow' button available on certain missions as long as you have a supply of diseased cattle to fire (shown by the number on the icon).



Catapults and Trebuchets have a limited amount of stone and will stop firing when this supply is exhausted. Assuming you have enough stone in your stockpile you can re-supply them by clicking on the this icon. 10 stone will buy you 20 rocks to fire.



To Retire a unit, select it then click on the 'Disband' button in the units control box. The unit will turn back into a peasant and go to the campfire until work is assigned.

Note: If the campfire is inaccessible the peasants will vanish from the map.

Attacking units with your Lord.

The Lord can be used to target and attack enemy units, but cannot be ordered to move anywhere but back to the keep in a single player game. If there are enemy units on the map, the lord will return to the safety of the keep, unless you give the order to attack. In a multiplayer or Skirmish game you have full control over the lord.

Lord Strengths.

Different computer Lords have different strengths. This is shown by the colored dots above the Lords' heads. The blue dots are shown for a stronger opponent and the yellow dots are displayed for a weaker one. They can have as many as five dots over their heads. A player's Lord has an average strength so no dots are displayed.

7.6 Map Bookmarks.

Areas on the map can be bookmarked by holding down the ‘CTRL’ and ‘ALT’ keys then pressing a number. To quickly return to this position later hold down the ‘Alt’ key and press the number. For example, to bookmark your quarry area, scroll over to your quarry. Now, while holding down the ‘CTRL’ and ‘ALT’ keys, press the number 1 on your keyboard. Later, to quickly return to the quarry area, hold down the ‘ALT’ key and press the number 1 on the keyboard.

There are also a number of additional map hotkeys to take you directly to key buildings:

Building	Modern Controls	Classic Controls
Keep	H	H
Granary	G	G
Armoury	U	U
Marketplace	M	M
Barracks	B	B
Mercenary Post	N	N
Bedouin Stockade	V	V
Engineer’s Guild	I	I
Tunneller’s Guild	Alt + G	T
Signpost	O	O

Note: All hotkeys are customizable via the Game Options.

TIP: In Stronghold Crusader: Definitive Edition it is now possible to change your player color when playing through the single player game modes. Use the Player Settings area with the Game Options menu to pick between 8 colors.

8.0 Defending your People.

This section will take you through the various ways you can defend that which you have built.

8.1 The Gatehouse.



This should be one of your first considerations when piecing together your defenses because once your walls are built your workers will need a gatehouse to get in and out of the castle. To build one, first select the 'Castle Buildings' category then click on the Gatehouse' button. Left click on the gatehouse of your choice then select the appropriate orientation before placing it.

TIP: Click the middle mouse wheel or press TAB to rotate a gatehouse

Hint: Always ensure that you have troops defending your gatehouse. Should enemy units manage to get on top they will capture it and be able to open your gatehouse.

8.2 Building High and Low Walls.



Walls are selected from the castle buildings category. When the desired wall is selected, press and hold the left mouse button on the main display then slowly drag the mouse. If you have enough wood or stone in your stockpile, the wall will appear in front of you. The wall will finally be placed when the button is released.

TIP: Walls can be built to any thickness, with thicker walls taking much longer to bash through than thinner ones.



Crenulated walls can be added to the front of your standard walls to give added protection. Low walls are cheaper to build than high walls but are much easier to knock down.

Note: When dragging to create walls, if any piece of the wall is not in a valid location, the whole wall will turn red.

8.3 Turrets and Towers.



These can be found in the defense section of the castle buildings panel. They are impervious to ladder attacks and can withstand much more damage than walls. They also give your missile units further firing range and provide all units with a defensive advantage against enemy missile troops.

Lookout towers and turrets are cheap to build, but only have room for a small number of military units. They don't support siege equipment and can be collapsed by tunneling attacks. Towers are more expensive, but have space for more military units. They can be used to mount defensive siege equipment and are immune to tunneling attacks.

Troops get into towers via the walls. You must build a wall adjacent to a tower to create a door for troops to use then provide stair access up onto that wall (See below).

8.4 Placing Stairs.

In order to allow troops to have access to the tops of walls and gatehouses, there must be stairs connected to them. Stairs are built in the same way as walls but must be attached to either your standard walls or the side of your gatehouse.



To build them, select stairs and move your mouse pointer next to a section of wall. Now press and hold the left mouse button on the main display then slowly drag the mouse. You will see an outline of stairs appear. When you happy with the placement, release the left mouse button to build them.

TIP: To connect high walls and low walls drag out two squares of stairs from the high wall. The lowest part of the stairs will now be at the same height as the low wall.

8.5 Traps.

There are two types of traps available in Stronghold Crusader



The first one is the killing pit, which is a covered pit with sharpened stakes at the bottom. Killing pits are visible and harmless to your people but invisible to the enemy who fall to their deaths inside them.



The second trap is the pitch ditch. This is an area or trench of oil extracted from the marsh that ignites into a deadly inferno when you fire a burning arrow into it. Light the pitch you will need an archer with a brazier close by to ignite the pitch. Target him at the pitch and he will fire a burning arrow into it.

8.6 Moat Digging.

This is a mucky job, but provides an excellent defense.



To dig one you first need to layout a plan for where you want a moat to be dug. You do this by selecting 'Dig' from the castle buildings category then left click (classic) or right click (modern) on the map. If you are unhappy with the plan, select the 'Don't Dig' button then left click to correct it. When you are happy with the plan, select some units then move your Cursor over the plan area. When the cursor turns into a shovel, left click and the units will move to that position then start digging out the moat. If you want to fill in a moat (your own or your enemies!) just select some troops and click on the moat.

Note: Hold down SHIFT while placing moat to increase the brush size. This also works when placing pitch ditch.

TIP: Some of your units will dig more enthusiastically than others and some will refuse to dig altogether.

A drawbridge can be attached to stone gatehouses. This allows your people across the moat but can also be raised in times of siege to delay the enemy.

Note: Moats can only be dug on the low ground.

8.7 Mounted Siege Equipment.

Castle siege machines such as ballista and mangonels can be placed on top of towers to protect your castle. Engineers must man these siege machines after they are built.



Mangonels throw out a spray of rocks and are devastating against infantry, but are quite inaccurate.



Ballista are more accurate, shooting a single shot at a time and are very effective against enemy Siege engines.

8.8 Boiling Oil.



Boiling oil is an awesome defense against besieging units. To equip an engineer with a pot of boiling oil you must assign him to boiling oil duty. First select an engineer and move your cursor over the oil smelter. When the cursor turns into a down arrow, left click (classic) or right click (modern) and the engineer will be assigned to boiling oil duty. The first engineer assigned has the job of keeping the smelter filled with pitch and filling up the boiling oil pots of other engineers.

Subsequent engineers assigned to the smelter will receive pots of boiling oil, which they can now use against attackers!



To pour the oil, select an engineer then press the 'Pour Oil' button. Move your cursor over an enemy unit or area of ground that you want to pour the oil on then left click (classic) or right click (modern).

Setting Engineers to a 'Defensive' or 'Aggressive' stance allows your engineers to dump oil automatically. The 'Aggressive' stance will cause the engineers to dump the oil if any enemy is nearby, while the 'Defensive' stance requires three or more enemies to be nearby.

Note: See [section 7.4](#) Military Commands for more information on using boiling oil.

9.0 Siege Warfare.

This chapter will help you to master the art of getting into someone else's castle.

9.1 Siege Equipment Overview.



In order to get your siege engines up and running, you need engineers to build man them. With an engineer selected, click on the 'Siege Equipment' button to see a list of machines that are available to build.

Select the piece of siege equipment you wish to build then left click on the map and a siege tent will appear. Selecting this tent will give you an idea of how long the equipment will take to build.

All siege engines need to be manned. To do this, select a group of engineers then move your cursor over the piece of siege equipment you wish to man. When the cursor turns into a down arrow, left click and the engineers will move to the equipment and man it. An amount of engineers are needed to man them before they become operational.

Hint: Siege tents are easy to demolish and the engineers inside are vulnerable until the siege equipment is finished. Ensure you protect them well.

Portable Shields



These are good for protecting your infantry from volleys of arrows and crossbow bolts, but are very weak against infantry attacks. Each shield requires 1 siege engineer to man it before it will become operational.

Battering Rams



Battering Rams are slow, but can take a lot of damage and prove a superior weapon for bringing down gatehouses, castle walls and towers, when they manage to reach them. Each ram requires 4 siege engineers to man it to be operational.

Siege Towers



When in position, these gigantic mobile constructs will give all your troops quick access to the top of enemy walls. To use a siege tower, select it and move it adjacent to an enemy wall. Once it is close enough, the tower will dock and a gangplank will drop onto the enemies' wall. Once the gang is in place, units will be able to climb up through the siege tower onto enemy walls. Each siege tower requires 4 siege engineers to man it before it will become operational.

Catapults



These siege machines allow you to demolish enemy structures from a distance. Catapults are mobile, fairly accurate, have a medium range and do a medium amount of damage. They are good for precision attacks, to take out enemy structures. Catapults this select the 'Fire Cow' button from the catapult menu then select a target to do get. Each catapult requires 2 siege engineers to man it before it will become operational.

Trebuchets



Trebuchets are awesome siege machines for knocking down castle structures. Trebuchets are huge machines and once built, stay in a fixed position. They lack the accuracy of catapults but have a very long range and do a large amount of damage when they hit enemy structures. Trebuchets fire with a high arc, so they are ideal for firing over castle walls. As with catapults you can fire diseased cattle into enemy castles to spread disease. Each trebuchet requires 3 siege engineers to man it before it becomes operational.

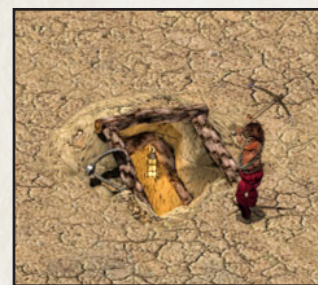
Trebuchets and catapults require rocks to fire. You can get additional rocks by exchanging ten stone (if you have them in your stockpile) for twenty rocks.

Fire Ballista



The Arabian Fire Ballista is similar in design to the tower mounted fire ballista but is mobile. They are exceptionally accurate and superb against enemy units, taking many of them out in a single shot. The flaming javelins they fire can also be devastating to the enemy's buildings but do no damage to defensive structures.

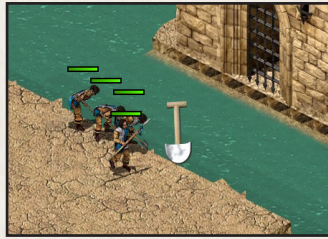
9.2 Digging Tunnels.



Another way to bring the opposition to their knees is by digging tunnels. Tunnelers dig under defensive structures then collapse their tunnel, demolishing the foundations above. To do this, select a tunneler then click on the 'dig' button. You need to choose an area close to the castle as there is a maximum distance the tunnel can extend before it collapses in on itself. Once underground the tunneler will make his way towards the nearest wall, turret or gatehouse and set fire to the pit props holding up the tunnel causing it to collapse. This will damage or destroy the structure above the tunnel.

Note: It is impossible for tunnel diggers to dig under moats or towers although they can attack the smaller turrets and lookout towers.

9.3 Filling In Moats.



Military units can be ordered to fill in the enemies' moats. To do this select a group of units then click on the moat when you see the shovel pointer appear. They will walk to the moat and start filling it in.

9.4 Capturing The Gatehouse.



Moving units to the top of an enemy gatehouse will capture it. The main methods of accomplishing this are by using ladders, assassins or siege towers. When you have a unit on the top of a gatehouse a flag will be raised to show that it has been captured and the gate will open.

10.0 Reference Section.

This chapter gives you additional information, which you may find useful in your conquest.

10.1 Non-military Characters.



Lord: His Lordship is the most important character in the game. He is an absolutely deadly fighter as well as the master of all he surveys. Should he fall in combat the game will be lost.



Lady: Although she has the good of the castle at heart, She can come across as a little bossy. She used to live in a luxurious manor house with her father and now complains profusely about the squalid conditions she is forced to live in.



Jester: The jester runs around your castle teasing people whilst doing acrobatics so has a very short life expectancy.



Woodcutters: They cut down trees, are very vain and enjoy showing off their bulging muscles to passers by.



Hunters: Hunters kill deer for food, taking the meat to your granary. They are rough and ready folks who have a strong appreciation for a fine ale.



Farmers : These lowly citizens tend to your various crops. They enjoy grumbling about their poor treatment and have a bitter dislike for town folk.



Peasants : They spend their days sitting around the fire and hoping to be given work.



Children : These little scamps run around causing mischief all day. You will occasionally see them playing classic games such as catch and patty cake.



Mothers and Babies : They appear when a hovel is placed. The mother is responsible for keeping the baby happy and making the house neat and tidy whereas the baby cries and makes a mess. They will be seen running to their hovel when enemies appear at the castle.



Stone Masons : They work in the quarry cutting and carving stone. Some say they have their own mysterious society here masons indulge in a sacred ritual known as trouser leg rolling.



Iron Miners : They work long hours underground, smelting and delivering iron. Iron miners are cold-hearted individuals with a bleak outlook on life and it can prove difficult to break through their hardened exteriors.



Pitch Diggers : These people extract pitch from the surrounding marshland. Unfortunately, working in this environment has had an adverse effect on their sense of smell so pitch workers have an even more acute personal hygiene problem than your average medieval citizen.



Mill Boys : These young lads rush wheat to your mill, hastily grind it up, then quickly deliver the flour. Mill boys seem to have an endless supply of energy.



Baker : He bakes bread to help feed your people. The baker comes across as a happy and sensitive gentleman. He is at the center of much village gossip.



Brewer : She brews the ale for your inns. The brewer has a problem focusing and walking straight. She regularly tastes what she brews and gets into trouble for shouting slurred insults at strangers in the street.



Innkeeper : He distributes ale among your workers. The innkeeper is a jolly red-faced gent who has his thumb on the pulse of the nation and knows about all the latest fads.



Drunkard : These wobbly individuals will appear when your inns are up and running. You will see them staggering around in zigzag patterns only stopping to drink some more ale.



Fletcher: He crafts bows and crossbows for your troops. The fletcher regularly invites people around for tea so he can tell them all about his bad leg.



Armorer : He crafts metal armor for your soldiers. The armorer is a military veteran and a well-respected figure in the castle, always ready with a new tale to tell the children.



Blacksmith : He forges your swords and maces. The blacksmith is usually a quiet and reserved gentleman. Unfortunately he has a rather short fuse and has a tendency to burst into fits of rage without notice.



Poleturner : He turns spears and pikes for your troops. The poleturner spends his days contemplating the meaning behind a spinning piece of wood and comes across as a subdued introvert, but is in fact the wisest character in the game.



Tanner : She is a strong willed woman and has no problem dispatching your cows, then sewing them into attractive leather garments for your soldiers to wear. The tanner has an abrasive manner about her, which is coupled with an exceptionally dominant personality.



Priests : They spread joy by carrying out blessings and weddings. Due to their strict order, medieval priests are not allowed a sense of humor.



Imam : Not only do they lead prayers in the mosque but they also walk around the village educating and counseling the peasants. The imams love a cup of tea and a chinwag.



Healer : He clears up any clouds of disease, which float around your castle. The healer spends a lot of time walking in the woods to gather his herbs and sometimes disappears for days on end.



Market Trader : He will arrive when a market place is built. The trader is a quick talking fellow who holds himself confidently. He is always ready to negotiate the fairest and best possible deal for himself.



Juggler : He comes to your castle with the traveling fair to entertain your people. The juggler is a skittish character that finds it impossible to sit still for two minutes and has a fear of commitment.



Fire Eater: The fire-eater is also part of the traveling fair and really knows how to captivate the audience with his collection of cunning stunts. He no longer has any body hair due to an unfortunate incident over a brazier.











10.2 Food Flow Chart.






10.3 Resources Flow Chart.

















10.4 Building Table.

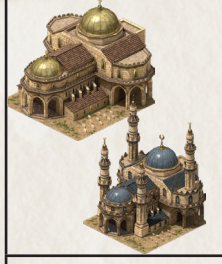


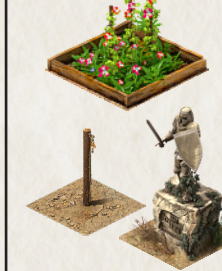


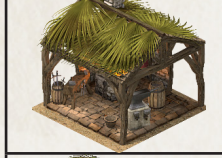

	BUILDING	CATEGORY	COST	WORKERS	DESCRIPTION
	MANOR HOUSE	CASTLE	n/a	n/a	Selecting this building let you to change your tax rate. The manor house provides you with 8 peasants. A keep must be placed before any other buildings become available.
	STONE KEEP	CASTLE	n/a	n/a	The next step up from the manor house. The stone keep provides you with enough housing for 10 peasants
	STRONGHOLD	CASTLE	n/a	n/a	This is the largest of the keeps providing you with enough housing for 12 peasants.
	SMALL STONE GATEHOUSE	CASTLE	10 STONE	n/a	This is the cheapest of the gatehouses. It allows your people in and out of the castle and keeps the enemy out. Make sure it is well defended or enemy units may capture it.
	LARGE STONE GATEHOUSE	CASTLE	20 STONE	n/a	This gatehouse is more expensive but will take more of a pounding.
	DRAWBRIDGE	CASTLE	10 WOOD	n/a	These can be added to the front of your gatehouse to slow down the enemy.
	LOOKOUT TOWER	CASTLE	10 STONE	n/a	This is the tallest of the towers and attacking ranged units will need to get very close before being effective.
	PERIMETER TURRET	CASTLE	10 STONE	n/a	These will add to the defensive strength of your castle.
	DEFENSE TURRET	CASTLE	15 STONE	n/a	These can take more of a pounding than perimeter turrets.
	SQUARE TOWER	CASTLE	35 STONE	n/a	These give added defense and are big enough to support mounted siege equipment.





	BUILDING	CATEGORY	COST	WORKERS	DESCRIPTION
	ROUND TOWER	CASTLE	40 STONE	n/a	These are stronger than square towers due to their shape and can also hold mounted siege equipment.
	ARMORY	CASTLE	5 WOOD	n/a	Weapons and armor produced by your workshops are stored here.
	BARRACKS	CASTLE	15 STONE	n/a	Troops can be trained from this building as long as you have peasants, weapons in your armory and gold.
	MERCENARY POST	CASTLE	10 WOOD	n/a	Arabian troops can be hired from here for a price in gold.
	BEDOUIN STOCKADE	CASTLE	10 WOOD	n/a	Bedouin troops can be hired from here for a price in gold.
	ENGINEER'S GUILD	CASTLE	10 WOOD 100 GOLD	n/a	This building allows you to recruit engineers and ladder men.
	KILLING PIT	CASTLE	6 WOOD	n/a	These add to the defense of your castle and cannot be seen by the enemy. Killing pits will kill most units outright.
	OIL SMELTER	CASTLE	10 IRON 100 GOLD	1 ENGINEER	This creates pots of boiling oil for your engineers to pour on the enemy. The first engineer you move here will man the smelter than any additional engineers will collect pots of oil.
	PITCH DITCH	CASTLE	2 PITCH EVERY 5 SQUARES	n/a	These are trenches filled with flammable pitch. An archer standing close to a brazier will be able to ignite it.

	BUILDING	CATEGORY	COST	WORKERS	DESCRIPTION
	CAGED WAR DOGS	CASTLE	10 WOOD 100 GOLD	n/a	When opened, killer dogs will be released and attack the closest unit or worker.
	SIEGE TENT	CASTLE	n/a	1 OR MORE ENGINEERS	These appear after you order your engineers to construct siege equipment. Ensure they're protected, as melee weapons will destroy them easily.
	STABLE	CASTLE	20 WOOD 400 GOLD	n/a	Each of these will produce four horses, which you can use to create knights.
	TUNNELER'S GUILD	CASTLE	n/a	n/a	This structure allows you to recruit tunnelers.
	APPLE ORCHARD	FARM	5 WOOD	1 PEASANT	Apples are grown here and sent to the granary.
	DAIRY FARM	FARM	10 WOOD	1 PEASANT	Cheese is produced here and sent to your granary. Dairy farms are also required in order to produce leather armor. Cows can also at the enemy to spread disease.
	HOPS FARM	FARM	15 WOOD	1 PEASANT	Hops are grown here. Hops are used to brew ale, which will give you a massive popularity bonus.
	HUNTER'S POST	FARM	5 WOOD	1 PEASANT	Meat is prepared here before being sent to the granary.
	WHEAT FARM	FARM	15 WOOD	1 PEASANT	Wheat is grown here which is ground into flour at the mill.

	BUILDING	CATEGORY	COST	WORKERS	DESCRIPTION
	BAKERY	FOOD PROCESSING	10 WOOD	1 PEASANT	This building turns your flour into bread.
	BREWERY	FOOD PROCESSING	10 WOOD	1 PEASANT	Ale is brewed here using hops from your hops farm. The ale can then be distributed via your inns to gain massive popularity boost.
	GRANARY	FOOD PROCESSING	5 WOOD	n/a	This is where your foods is stored Clicking on this building allows you to change your rationing and food consumption settings. Additional granaries must be attached to your original granary to increase its capacity.
	INN	FOOD PROCESSING	"20 WOOD 100 GOLD"	1 PEASANT	Ale is distributed through these to give you a massive popularity boost.
	MILL	FOOD PROCESSING	20 WOOD	3 PEASANTS	This is where your wheat is ground into flour ready to be baked into bread at the bakery.
	IRON MINE	INDUSTRY	20 WOOD	2 PEASANTS	The building extract iron from the ground. Iron is used to forge maces, swords and metal armor. Iron is also needed to build an oil smelter.
	MARKETPLACE	INDUSTRY	FREE/5 WOOD	n/a	Clicking on this building will allow you to buy and sell commodities.
	OX TETHER	INDUSTRY	5 WOOD	1 PEASANT	Oxen are required to lug stone from quarry to your stockpile.

	BUILDING	CATEGORY	COST	WORKERS	DESCRIPTION
	PITCH RIG	INDUSTRY	20 WOOD	1 PEASANT	These can be placed in swampland and extract flammable oil. The pitch can then be used to defend your castle.
	QUARRY	INDUSTRY	20 WOOD	3 PEASANTS	Quarries extract stone from the earth. Once your oxen have carried the stone to your stockpile, you can use it to build your walls and towers.
	STOCKPILE	INDUSTRY	FREE	n/a	This is where all of your resources are stored.
	WOODCUTTER	INDUSTRY	3 WOOD	1 PEASANT	These produce wood, which is required in the construction of the majority of buildings. Without wood your castle will not be able to expand.
	APOTHECARY	TOWN	20 WOOD 150 GOLD	1 PEASANT	This building will reduce the damage done from disease. The more of them you have the less damage your troops will take from disease. Additionally, each apothecary will give a healer who will rush towards disease clouds and disperse them.
	HOVEL	TOWN	6 WOOD	n/a	Each hovel you place provides eight additional housing spaces.
	CHAPEL/SIMPLE MOSQUE	TOWN	250 GOLD	n/a	The more of these you place, the better the popularity bonus you will receive from religion.
	CHURCH/MOSQUE	TOWN	500 GOLD	n/a	These work in the same way as chapels/simple mosques but give you an additional +1 to popularity.








	BUILDING	CATEGORY	COST	WORKERS	DESCRIPTION
	CATHEDRAL/ GRAND MOSQUE	TOWN	1000 GOLD	n/a	This religious building gives you an additional +2 bonus to popularity on top of the usual bonuses. Fighting monks can be trained in the cathedral and temple guards can be trained in the grand mosque..
	WELL	TOWN	30 GOLD	1 PEASANT	This structure helps to put fires.
	WATER POT	TOWN	60 GOLD	3 PEASANT	This structure works in the same way as the well but provides three well boys so is more efficient.
	GOOD THINGS	TOWN	20 - 30 GOLD	n/a	These buildings come in many shapes and sizes. The positive side of these buildings is that they increase popularity and improve troop moral. The downside is that work efficiency decreases. Larger good things cost less than smaller ones.
	BAD THINGS	TOWN	40 - 50 GOLD	n/a	There are many types of bad structure to place around your castle. The positive side of these buildings is that they increase efficiency. The downside is that they reduce popularity and moral. Larger bad things cost less than smaller ones.
	ARMORER	WEAPONS	20 WOOD 100 GOLD	1 PEASANT	The armorer turns iron into metal armor.
	BLACKSMITH	WEAPONS	20 WOOD 200 GOLD	1 PEASANT	The blacksmith creates maces and swords from the iron in your stockpile.
	FLETCHER	WEAPONS	20 WOOD 100 GOLD	1 PEASANT	Bows and crossbows are crafted here from the wood in your stockpile.

	BUILDING	CATEGORY	COST	WORKERS	DESCRIPTION
	POLETURNER	WEAPONS	10 WOOD 100 GOLD	1 PEASANT	Spears and pikes are made here from the wood in your stockpile.
	TANNER	WEAPONS	10 WOOD 100 GOLD	1 PEASANT	The tanner turns cows into leather armor.
	SIGNPOST	WEAPONS	n/a	n/a	This shows where the enemy appears from.
	TUNNEL ENTRANCE	WEAPONS	n/a	n/a	These appear when you order a tunneler to dig.









10.5 Standard Units.

	UNIT	ATTACK RATING	DEFENSE RATING	SPEED	WEAPON	ARMOUR	CLIMB LADDERS	DIG MOAT
	ARCHERS	Low	Low	Fast	Bow	n/a	Yes	Yes
	CROSSBOWMEN	Low	Medium	Slow	Crossbow	Leather	No	No
	SPEARMEN	Medium	Very Low	Average	Spear	n/a	Yes	Yes
	PIKEMEN	Medium	High	Slow	Pike	Metal	No	Yes
	MACEMEN	High	Medium	Average	Mace	Leather	Yes	Yes
	SWORDSMEN	Very High	Very High	Extremely Slow	Sword	Metal	No	No
	KNIGHTS	Very High	High	Very Fast	Sword	Metal & Horse	No	No
	TUNNELERS	Medium	Very Low	Fast	Pick Axe	n/a	No	No
	LADDERMEN	n/a	Very Low	Fast	n/a	n/a	No	No
	ENGINEERS	n/a	Very Low	Average	n/a	n/a	No	Yes
	BLACK MONKS/ TEMPLE GUARDS	Medium	Medium	Slow	Staff	n/a	No	No

10.5 Arab Units.

	UNIT	ATTACK RATING	DEFENSE RATING	SPEED	WEAPON	ARMOUR	CLIMB LADDERS	DIG MOAT
	ARABIAN BOWS	Low	Low	Fast	Bow	n/a	No	No
	SLAVES	Extremely Low	Extremely Low	Fast	Torch	n/a	No	Yes
	SLINGERS	Low	Very Low	Fast	Sling	n/a	No	No
	ASSASSINS	Medium	Average	Average	Scimitar	n/a	No	No
	HORSE ARCHERS	Low	Average	Very Fast	Bow	Horse	No	No
	ARABIAN SWORDSMEN	High	High	Extremely Slow	Scimitar	Metal	No	No
	FIRE THROWERS	High	Low	Slow	Greek Fire	n/a	No	No

10.5 Bedouin Units.

	UNIT	ATTACK RATING	DEFENSE RATING	SPEED	WEAPON	ARMOUR	CLIMB LADDERS	DIG MOAT
	SKIRMISHERS	Low	Low	Fast	Javelin & Dagger	n/a	Yes	Yes
	SAPPERS	Low	Average	Average	Pick Axe	n/a	No	Yes
	CAMEL LANCERS	Medium	Average	Very Fast	Lance	Camel	No	No
	HEAVY CAMELS	High	High	Fast	Bow & Sword	Leather	No	No
	DEMOLISHERS	Medium	High	Slow	Hammer	Leather	No	Yes
	EUNUCHS	Very High	Medium	Extremely Slow	2 Scimitars	Metal	No	Yes
	HEALERS	Extremely Low	Extremely Low	Fast	n/a	n/a	No	No
	AMBUSHERS	High	Low	Slow	Greek Fire	n/a	No	No

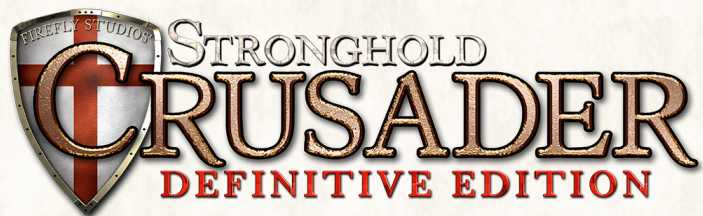
11.0 Keyboard Commands.

You can choose between the classic keyboard commands or chose a modern layout when playing Stronghold.

Command	Key Commands Modern	Key Commands Classic	How It Works
Pause Game	P	P	Pressing the P key will pause the game. Pressing it again will resume the game.
Grouping Troops	CTRL 0 to 9	CTRL 0 to 9	To create a group of troops highlight the troops by dragging a section box over them and press CTRL and select 0 to 9. Once grouped, simply press the appropriate number to select that group.
Setting up Multiple Waypoints	Hold down shift and RIGHT click	Hold down shift and LEFT click	Select a troop and hold down the SHIFT key , then click on the map to set up to 9 waypoints.
Bookmarking Locations	Press CTRL , ALT and any number 0 - 9	Press CTRL , ALT and any number 0 - 9	Pressing CTRL & ALT & 0 to 9 creates a bookmark of the current location.
	Press ALT and any number 0 - 9	Press ALT and any number 0 - 9	Pressing ALT and the appropriate number will focus on this location.
Selecting Units of the Same Type	Double click on a troop using the left mouse button	Double click on a troop using the left mouse button	Double click on a troop with the left mouse button to select all unit of the same type visible on the screen.
Scrolling	WASD or Arrow Keys	Arrow Keys	You can scroll the map using the keyboard keys.
Interface Panel	Alt + Z	Alt + Z	Press Alt + Z to turn the Interface On or Off.
Flatten The Landscape	Spacebar	Spacebar	Press the SPACEBAR to flatten the landscape and buildings. Press SPACEBAR again to return the landscape and buildings to normal.
Zoom in/out	X/Z	Z	Zoom in and out of the map.
Rotate the Screen	Q/E	X/C	Rotate the screen to the left and right.
Adjust Game Speed	+/-	+/- Numeric Keypad	Press + to increase the speed and - to decrease it.

Cycle through Bookmarks	n/a	Mouse wheel Up/Down	Cycle through bookmarks.
Centre on Keep	H	H	Will focus the camera on the Keep.
Centre on Marketplace	M	M	Will focus the camera on the Marketplace.
Centre on Signpost	O	S	Will focus the camera on the Signpost.
Centre on Barracks	B	B	Will focus the camera on the Barracks.
Centre on Mercenary Post	N	N	Will focus the camera on the Mercenary Post.
Centre on Bedouin Stockade	V	V	Will focus the camera on the Bedouin Stockade.
Centre on Granary	G	G	Will focus the camera on the Granary.
Centre on Armory	U	U	Will focus the camera on the Armory.
Centre on Engineer's Guild	I	I	Will focus the camera on the Engineer's Guild.
Centre on Tunneler's Guild	Alt + G	T	Will focus the camera on the Tunneler's Guild
Centre on your Lord	L	L	Will focus the camera on your Lord.
Cycle Lords	Shift + L	Shift + L	Will cycle between all the lords on the Map.
Rotate Gatehouse	TAB	TAB	Switch gatehouse rotation.
Show Objectives	J	J	Toggle the objectives panel.
Show Goods	K	K	Toggle the goods summary panel.
Patrol	SHIFT + F7	SHIFT + F7	Switch to Patrol Mode
Stand Ground	R	Q	Change stance to Stand Ground
Defensive Stance	T	W	Change stance to Defensive
Aggressive Stance	Y	E	Change stance to Aggressive
Stop Troops	Backspace	Backspace	Stop troops doing whatever they are currently doing
Quicksave	Home	Home	Quickly save the game without opening the save box.
Open Chat	Enter	Enter	Open the multiplayer chat box.
Open Free Build Events Panel	F1	F1	Launch events and invasions.

Note: All hotkeys in the game are fully customizable via the Game Options menu.



11.1 Any cheats, m’lord?

If you get stuck on a mission then you have the option to ‘chicken out’ and unlock all the missions in the game by clicking on the big chicken within the Game Options menu. There are 2 choices: temporarily unlock the missions or permanently unlock the missions. If you temporarily unlock the missions then the unlocked missions will only be available during the current play session. If you permanently unlock the missions then the unlock will be remain in place between game sessions.

Note: Using the cheating chicken will disable achievements in those game modes during that game session.

There are also a couple of cheat keys available in single player game modes:

Alt + X	Boost your popularity and give yourself gold
Alt + K	Enables you to place all buildings at no cost

To enable these cheat keys tick the “Enable Cheat Keys” box on the Cheats section of Game Options.

Note: Enabling cheat keys will also disable the ability to gain achievements.

12.0 Game Modes.

Stronghold Crusader: Definitive Edition features a number of different game modes that offer unique ways to play the game:

12.1 Classic Trails.

Skirmish trails are a series of linked skirmish games, each set on a map with a carefully selected combination of enemy opponents. Once you have defeated all the enemies on the map you can move to the next map along the trail.

First Edition and Warchest Trails

The “First Edition” Trail consists of 50 missions featuring the 8 enemy opponents who were released with the original Stronghold Crusader.

The “Warchest” Trail was released as part of the Stronghold Warchest, a special edition bundle of Stronghold and Stronghold Crusader. The “Warchest” Trail consists of 30 further missions but the 8 original enemies are joined by 8 new enemies.

Extreme Trail

The Extreme Trail was released with Stronghold Crusader Extreme. Stronghold Crusader Extreme was a special version of the game that featured more units on screen (up to 10,000), outposts that pump out troops and a tactical aid bar that allows players to deploy special powers across the battlefield.

If you are struggling to beat a trail map and want to come back to it later, click on the chicken to skip the current map.

12.2 Sands of Time Trails.

The Sands of Time is a brand new game mode created specifically for Stronghold Crusader: Definitive Edition.



The Sands of Time trails are special time attack skirmish trails. Each trail features a number of skirmish missions with bespoke enemy opponents, just like a regular skirmish trail, but how quickly you beat your opponents is the most important factor in this game mode. The faster you win a mission, the better the rank you will be awarded. Each mission is different so pay attention to the “Times to Beat” at the start of the mission.

During a Sands of Time mission, you can see your progress on the Sands Timer at the top of the screen. If you rollover the Sands Timer you can see how much time you have left to achieve each rank.

Once you have completed all the missions on the trail, your times will be added up and you will be awarded a rank for the entire trail. Completing the trail is an achievement in itself and for that you will be awarded at least the rank of “Peasant”. The goal, however, is to complete the trail as fast as possible and if you can do that you will be awarded the most prestigious rank of “Prince of the Sands”.



If you are struggling to beat a trail map and want to come back to it later, click on the chicken to skip the current map.

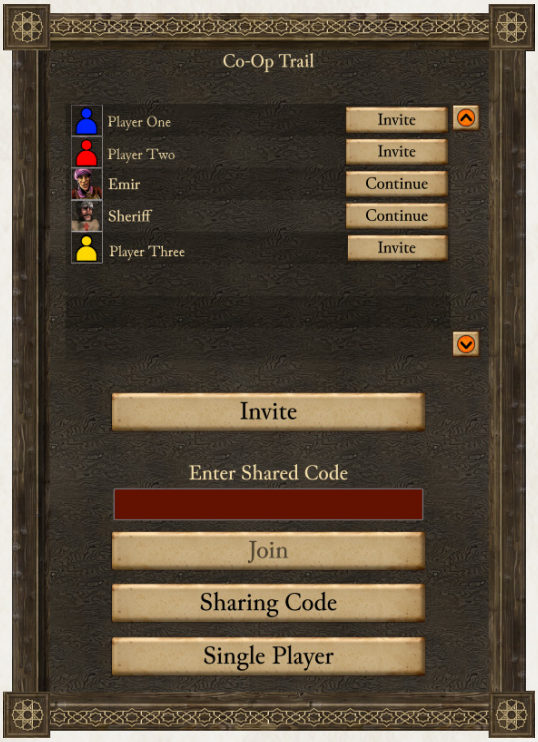
12.3 Co-Op Trail.

The Co-Op Trail is a brand new game mode created specifically for Stronghold Crusader: Definitive Edition.

The Co-Op Trail is a multiplayer and single player game mode where 2 players each take charge of their own castle and need to work together to beat the enemies on the map. If a fellow human is not available, you can team up with a computer lord to take on the trail.

Use the Invite button to invite a Steam friend to play with you. Alternatively generate a Sharing Code to share with your playing partner so they can join the game directly..

Use the Single Player button to select a computer opponent to play with. As in the other skirmish modes some computer opponents make for better teammates than others.



Note: The Co-Op mode tracks multiple games in progress so that you can re-join a trail at a later date with both human and computer teammates.

12.4 Custom Skirmish.

Custom Skirmish is the ultimate skirmish sandbox. Choose to play on over 100 maps with up to 8 players playing on a single map. Choose your opponents from any combination of the 20 available computer lords. Customize the game further by setting which players have an advantage or disadvantage and form teams to stack the odds in your favor or take on a team of computer opponents all by yourself.

12.5 Historical Campaigns.

The Historical Campaigns tell the story of some of the most interesting stories from the real-life Crusades. “The Barons’ Crusade” and “The Seventh Crusade” are brand new campaigns created specifically for Stronghold Crusader: Definitive Edition.



The Crusades were a series of religiously motivated military campaigns that took place between the 11th and 13th centuries, initiated by European Christian leaders with the support of the Pope. The primary goal of the First Crusade (1096–1099) was to reclaim Jerusalem and the Holy Land from Muslim rule and to protect Christian pilgrims traveling to sacred sites.

Over time, additional Crusades were launched, often under the banner of Christian liberation, but they were increasingly driven by a mix of religious zeal, political ambition, and the desire for land and wealth.

12.6 Custom Scenarios.

Custom Scenarios are individual campaign-style missions that can be created in the Map Editor using the same tools the Firefly designers use to make campaign missions. Using the Scenario Editor within the Map Editor you can setup conditions and actions to trigger custom events at specific times. You can also customize building availability, starting goods given to each player and the tradable goods available at the market.

12.7 Free Build.

Free Build allows you to play freely with all the elements of Stronghold. When start a free build game you will be present with the screen below.



Before starting a Free Build game, click on the ‘Advanced’ button to bring up a range of options to customize your game. This includes being able to set your starting goods and gold, enabling random events and invasions and defining a period of peace time at the start of the game.

Starting Goods

Set how many goods (gold, food, resources and weapons) you start with at the beginning of the game ranging from none to very high.

Tip: Left click on the Starting Goods buttons cycles the options forwards. Right click on the buttons to cycle the options backwards.

Events and Invasions

You can add a little spice to your Free Build games by enabling events and invasions. Each event and invasion can be set to happen at random or at specific time periods during the game.

Random Events - Events, such as a traveling fair coming to town or an outbreak of the plague, can have a dramatic effect on your popularity. They can also lead to the village being set on fire or your peasants being eaten by wolves!

Repeating Invasions - These can range from small skirmishes to full on invasion armies.

Invasion Difficulty - Set how difficult you like your invasions from very easy to extreme.

Peace Time - Need a bit of time to prepare for the invasions? Peace time allows you to set up to 60 minutes of ‘peace’ before the invasions start.

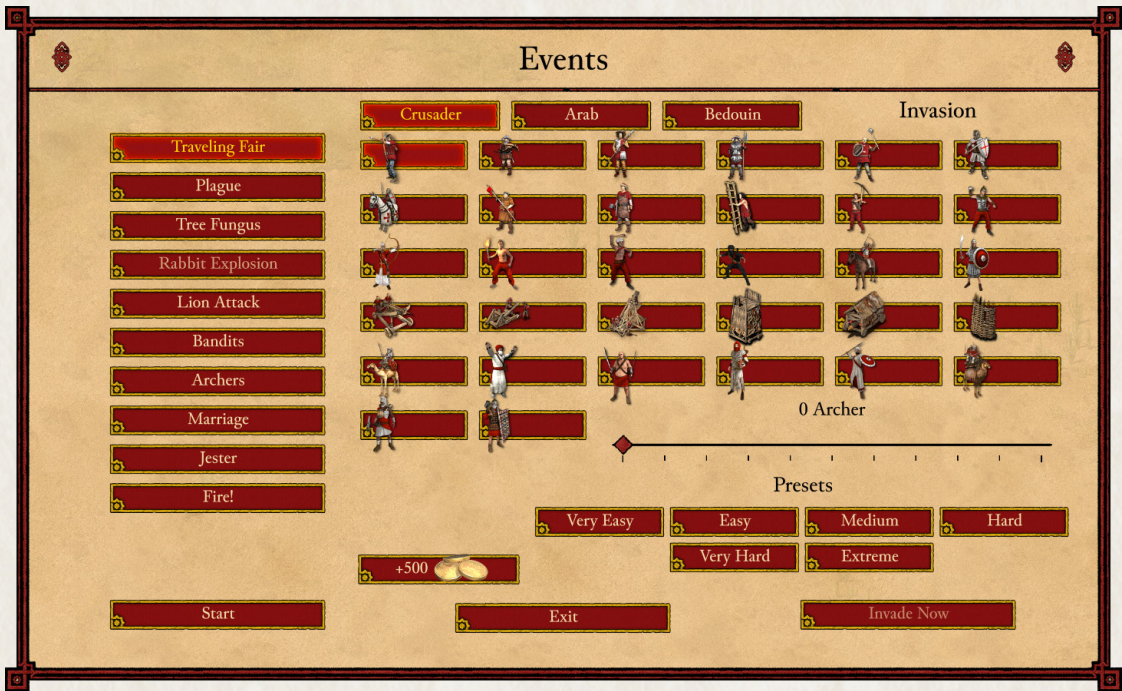
In-game Events and Invasions



You may think you have built the perfect castle but can it withstand being sieged by hundreds of angry invaders while your farmers deal with an outbreak of the dreaded tree fungus?!

You can trigger events and invasions at any time using the button in the lower left of the screen.

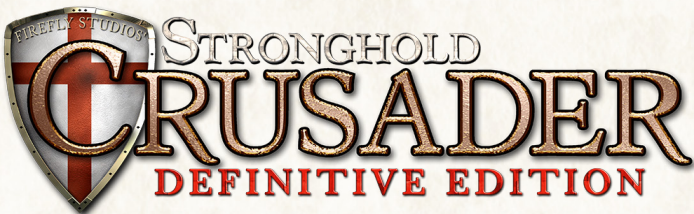
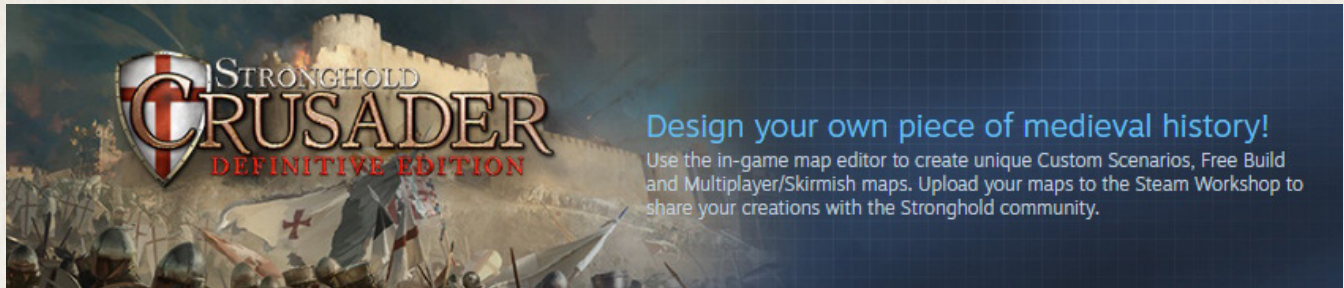
During a Free Build game bring up the Events screen to trigger events, such as plague and outbreaks of fire or create invasions, using either the in-game presets or a custom selection of troops and siege equipment, to test out your castle’s defenses.



If you ever find your treasury running low in Free Build, you can also use the free gold button in the Events screen to boost your flagging economy.

12.8 Steam Workshop.

The Steam Workshop is a treasure-trove of maps created by the Stronghold community. Download selected maps to play in your own games or upload your own maps created in the Map Editor via the in-game upload tool.



13.0 Multiplayer.

Stronghold allows players to fight multiplayer battles with up to 8 players. You can start a stronghold multiplayer game via Steam inviting friends that are online to a game or them joining your game from a list of games in the lobby .

13.1 Multiplayer Lobby Browser.

The Multiplayer Lobby displays all the STRONGHOLD games currently in progress. You can either choose to join a game from the list or host a game of your own.



13.2 Hosting a Game.

As the host you can set the parameters of the game including the maximum number of players who can participate in the game and the map the game will be played on.

When Hosting a game you will have the option to host your game as either public or private.



Lobby Type - Public allows anyone viewing the game lobby browser to join your game. Private will create a private lobby that is not visible in the lobby browser. Players can be added to a private game either by inviting your Steam Friends or by generating a Sharing Code within the game setup and sharing that with your friends.

Game Type - Choose between a normal game or an Extreme game. Extreme enables the higher unit cap featured in Stronghold Crusader Extreme.

Settings - If you have previously saved a set of multiplayer presets in the Game Options these can be selected from the dropdown.

13.3 Settings.

Use the settings panel to customize your multiplayer game.



Normal/Crusader/Deathmatch - Different game types give the players different starting levels of gold and troops. Use the jeweled bar at the top to set the advantage in favor of the human players or the computer lords.

Game Speed - Here you can set the pace of the game for all player.

Peace Time - The amount of time before players can start fighting each other.

Strong Walls - Setting the strong walls option to on will prevent standard military units from damaging defensive structures such as walls and towers. Only siege weapons will be able to deal out damage to these structures.

No Cow Throwing - Enable or disable the ability to throw diseased cows from trebuchets and catapults.

No Dogs - Enable or disable the ability to place war dog cages.

Allow Auto-Trading - Enable or disable auto-trading in the marketplace.

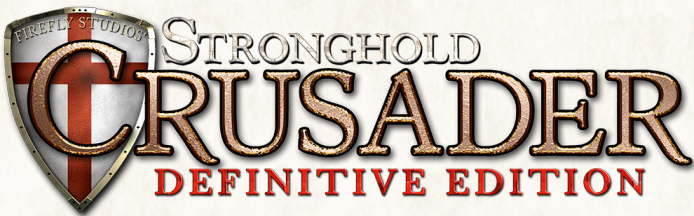
Autosave Game - Choose whether you want the game to save at a set amount of time or not at all.

Extreme Troop Mode - This setting is enabled only when an Extreme game has been created.

Extreme Powers - Enable or disable the Tactical Aid Bar from Stronghold Crusader Extreme.

Extreme Powers Around Lord - Switch from only allowing Extreme powers to be launch within range of the keep to being within range of the lord.

Allow Outposts - Enable or disable outposts from Stronghold Crusader Extreme (only available if present on the map).



13.4 Advanced Options.

Advanced options are accessed through the Enable Advanced Options button.



In Advanced Options you can control the availability of select buildings, all troops and which goods can be traded in the marketplace.

13.5 Game Lobby.

If you have joined a multiplayer game you will be taken to the game lobby where you can chat to the other participants and set team alliances.



When you are ready to play click on the ready button to notify the other players. If the host changes a setting you will need to flag you are ready again. Use the lock icon to lock your ready state.

If you have been sent a Sharing Code by a friend, click on the Sharing Code button at the bottom of the page and paste the code into the box to directly join the game.

If you wish to change your player color click on the colored shield. This will open up the color selection panel.



13.6 Starting the Game.

When every player is ready and you are happy with the game settings, and all players have set their status to ready by clicking on the shield, the game can be launched.

14.0 Map Editor.

The map editor gives you access to virtually all the tools used by us to make the maps in Stronghold so that you can make your own maps.



14.1 Main Menu.

Select New Map Size - Here you will determine the size of the map you will create.

Load a Map - This option allows you to load and edit a previously saved map or a map from the Steam Workshop.

14.2 Game Types.

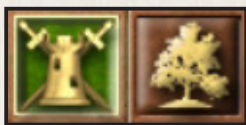
Skirmish/Multiplayer - This style of map allows you to create maps designed for skirmish gameplay. Maps created here will appear in the both the 'Multiplayer' section and 'Custom Skirmish' section within the Skirmish options.

Custom Scenarios - This is where you can create missions similar to the Historical Campaigns. Use the conditions and actions within the Scenario Editor to create interesting, fun missions which can be played via the 'Custom Scenarios' section of the Sandbox options.

Free Build - This style of map allows you to create a simple landscape for use in the free build mode. Maps created here will appear in the 'Free Build' section of the Sandbox options.

14.3 Map Making Tools.

Once in the map editor you will have at your disposal an array of landscape editing tools and a custom scenario builder to enable you to create the most beautiful map or the ultimate mission.



The Scenery Editor tools (tree) allow you to deform the landscape and paint landscape features like oasis, rivers and trees. The Castle Buildings (castle) tools allow you to place buildings, troops and siege equipment.

14.4 Scenery Editor.



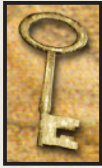
Brush Shape- Change the shape and size of the brush tool to paint smaller and larger areas of terrain texture



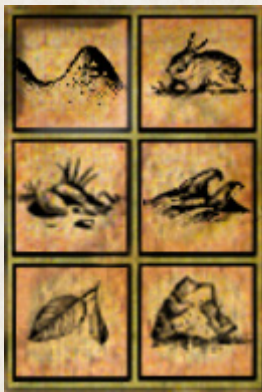
Snap - Lock the painting tool to either the northwest to southeast or southwest to northeast axis to easily allow you to paint in straight lines.



Delete - Delete anything that has been placed on the landscape. The delete tool will not level terrain or remove terrain textures.



Menu - Save the map or upload it to Steam Workshop.



Tools - These are your landscape tools. Raise and lower terrain, paint terrain textures, add trees, bushes and rocks, populate the map with animals and add water features, such as sea and rivers.

Note: Add signposts to mark where invasions will enter the map from.



The green arrow indicates where the center point of the map is. This is especially useful when creating balanced multiplayer maps.

14.5 Castle Buildings.

Placing buildings uses the same user interface as the main game. Simply select the building and place it on the map. Unlike the main game, troops can also be placed on the map and on towers and walls.



Set Owner - Click on the player shields to choose the owner before placing buildings and troops

TIP: Use ruins to add some extra authenticity to your maps

14.6 Scenario Editor.

The Scenario Editor is where you ‘script’ the events within your missions.



Date - Set the date and year the map begins on.

Edit Mission Briefing - Add a mission briefing to set the scene for your mission.

Start Goods - Customize how many goods the player starts with at the beginning of the game.

Trader - Set which goods can be traded.

Building Availability - Which buildings are available within the mission.

Edit Teams - Create teams of allied players. Any players allocated the same number will be in the same team.

New Invasion - Setup invasions and choose which enemy sends them and where the invasion enters the map from (marked by a signpost). Invasions can also be set to repeat a number of times.

New Message - Trigger messages from the Rat, Pig, Snake, Wolf, advisor and, new to Stronghold Crusader: Definitive Edition, the Sergeant.

New Event - Using the built-in list of triggers you can create conditions and then trigger actions when those conditions are met.

14.7 Steam Workshop.

Steam Workshop allows you to share your maps with the Stronghold community and download and play maps created by other players. Click [here](#) to browse the Steam Workshop page.

You may share these missions for the purposes of helping the Stronghold community but you may not sell or make other commercial uses of the missions.

14.8 Steam Workshop Upload.

The best way to share your maps with other players is via the Steam Workshop. After you have saved your map, open the Game Options menu and choose Workshop Upload.



Choose a map name, description and tags that best describe your map, then click Upload to submit your map to the Steam Workshop.

Note: The tags that are available to be selected on the Workshop Upload page will change depending on the map type.

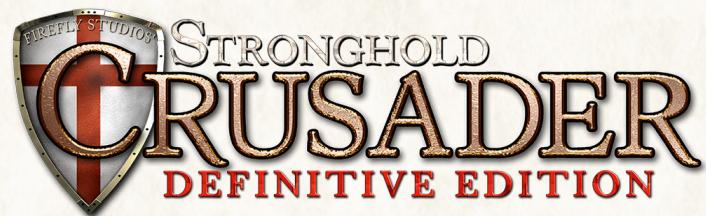
15.0 Support.

If you are experiencing any difficulty using Steam or installing the game on Steam please visit the official Steam support site:

help.steampowered.com

If you are experiencing problems running the game please make sure you are using the most recent Windows service pack version, have the latest version of DirectX installed and have the latest graphics card drivers installed. If you are still experiencing issues please visit the Firefly Studios support site:

firefly-studios.helpshift.com



16.0 Credits - Stronghold Crusader (2002).

Game Design

Simon Bradbury

Additional Design

Eric Ouellette

Game Programming

Simon Bradbury

Andrew Prime

Andrew McNab

Executive Producer

Eric Ouellette

Producer

Paul Harris (Stronghold Crusader HD 2012)

Art Director

Michael Best

Artists

Jorge Cameo

Robert Thornely

Darren White

Additional Art

Darrin Horbal

Jason Juta (Stronghold Crusader HD 2012)

Multiplayer Programming

Andrew Prime

Sound Design & Original Music composed by

Robert L. Euvino

Manual & Story Writer

Casimir C. Windsor

Quality Assurance Manager

Darren Thompson

Firefly Testing

Phil Busuttil

Casimir C. Windsor

Niall Benzie (Stronghold Crusader HD 2012)

Stephen Pomphrey (Stronghold Crusader HD 2012)

David Robertson (Stronghold Crusader HD 2012)

Scenario Creators

Casimir C. Windsor

Phil Busuttil

Eric Ouellette

Darren Thompson

Niall Benzie (Stronghold Crusader HD 2012)

Stephen Pomphrey (Stronghold Crusader HD 2012)

David Robertson (Stronghold Crusader HD 2012)

PR Manager

Nick Tannahill (Stronghold Crusader HD 2012)

Musicians

Bill Vanaver

Steve Gorn

Nadege Foofat

Thomas Workman

Vocals

Lydia Pidlusky

Patricia Bresnahan

Senior Audio Engineer - SDL Agency

Adam Chapman

Senior Project Manager - SDL Agency

Helen Pix

Voice Actors (English)

Robert L. Euvino

Luis Soto

Christopher Kent

Jay Simons

Basel Abbas

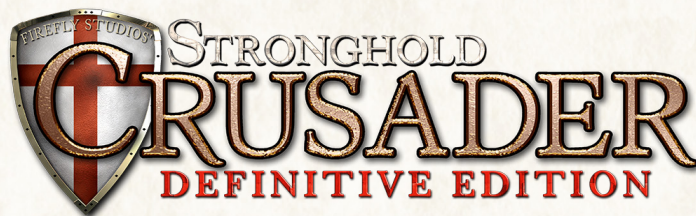
Issam Ikimawi

Ray Greenoaken

Jerry Kersey

Anthony Mulligan

John Tearney



Community Translation (Chinese)

Jack Chen (Stronghold Crusader HD 2012)

Special Thanks To

David Lester
Megan Ouellette

Beta Testers

Alex Klotz
David Thurston
Denise Steele
Francis Cermak
Gaál Viktor
Gill Bilski
Hans Egon Hansen
JanJaap van den Hurk
Joel Pridgeon
Jon Breckon
Jonathan Herman
Meredith Meadows
Robert Philips
Robert Taylor
Rocklyn Lien
Thomas Kamenick
Tom Mescher
Trevor Cape
Trevor Winney
Vernon Suddaby

16.1 Credits - UCP (Unofficial Crusader Patch)

What is UCP?

The [UCP \(Unofficial Crusader Patch\)](#) is a community made patcher that adds community bug fixes, rebalanced unit stats, quality of life changes, new maps and new AI opponents to the original Stronghold Crusader. Firefly would like to take the opportunity to thank the UCP team for their ongoing support for the Stronghold community.

Creators of the UCP

Sh0wdown
Gynt (UCP3)

UCP Project Management

KrariIotus
Kimberly Azula

UCP Developers

Altarus's28
Atlan
Chaf1812
CIO
Corax
J-T-de
LeSpec
LordHansCapon
Monsterfisch_
np123
TheRedDaemon

UCP Content Creators

CrusaderPilaw
Evrey
Hacksülze
Nevikov
PitchNeeded
Schlossgespenst
Tatha
Xander10alpha

UCP Game Experts

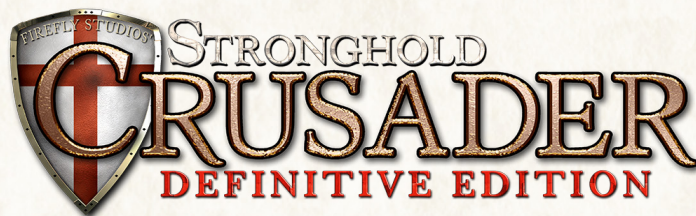
GRhin
Heroesflorian
PodeCaradox

UCP Community Pillars

CyberWizard
Udwin
xCara

UCP Translators

Skysouls (Chinese)
AlixBarreaux (French)
Liegav, Tumbra (Hungarian)
arabianknight2641 (Persian)
Lutel (Polish)
Lolasik011 (Russian)



17.0 Credits - Stronghold Crusader: Definitive Edition.

Studio Heads

Paul Harris
Nick Tannahill

Co-Founder & Designer

Simon Bradbury

Co-Founder & Executive Producer

Eric Ouellette

Producer

Sophie James

Additional Production Support

David Robertson

Lead Programmer

Andrew Prime

Lead Artist

Niall Benzie

Artists

Darrin Horbal
Jorge Cameo

UI Design and Art

Tomas Ward

2D Art & Illustrations

Tomas Ward

Additional Art

Sophie James

Sound Design & Original Music composed by

Robert L. Euvino

Campaign Creators

Simon Bradbury
Eric Ouellette
Stephen Cardno

Map Creators

Simon Bradbury
Stephen Cardno

Additional Map Creators

Oliver Gisborne
Oliver Jones
Darren Thompson

AI Lord Designer

Stephen Cardno

QA Lead

Josh Munro

Firefly Testing

Stephen Cardno
Daniel Olaleye
Darren Thompson
Neal Bonner

Additional Firefly Testing

Mark Barney
Oliver Gisborne
Oliver Jones
Caitlin McIntyre
Ben Tidy

Marketing Manager

Sak Abdi

Community Lead

Natasha Evette

Video and Cinematics Director

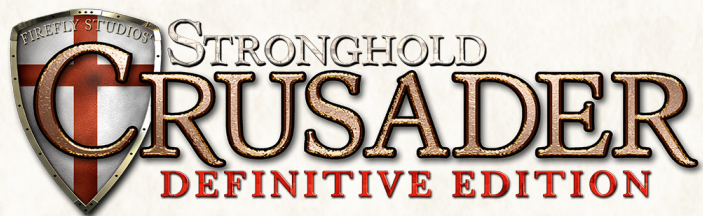
Aaron Hayden

Videographer

Jamie Wernham

Marketing Artist

Daniel Matas Caballero



Build Engineer

Matt Smith

DevOps Engineer

Alessio Molinaro

Game Manual Editor

Daniel Olaleye

Director of Finance and HR

Laurie Goldstein

Díalogue Producer & Post Production Supervisor

Peter Beckmann @ [TechnologyWorks](#)

Voice Actors (English)

Walles Hammond

Christopher Kent

Elsie Lovelock

Lara Sawalha

Voice Actor (French)

Kaina Blada

Daphnee Papinea

Taric Mehani

Emmanuel Bonami

Voice Actor (German)

Muriel Leonie Graf

Michaela Kametz

Maximilian Sordon

Andreas Laurenz Maier

Voice Actor (Italian)

Pietro Ubaldi

Giulia Bersani

Alessandro Germano

Valentina Pollani

Voice Actor (Polish)

Joanna Osyda

Marcin Przybylski

Kamil Pruban

Kim Grygierzec

Voice Actor (Portuguese Brazilian)

Rogério Vigianni

Luisa Horta

Bruna Nogueira

Renan Alonso

Mckeidy Lisita

Dalton Barone

Charles Dalla

Luiz Antonio Lobue

Voice Actor (Russian)

Elena Sortova

Andrei Sokolov

Dmítri Tadtáev

Anna Shamtsyán

Voice Actor (Spanish)

Nurial Trifol

Alfonso Valles

David Jener

Isa Puchol

Voice Actors and Localisation (Arabic - New Bedouin Troops)

[23 Studios](#)

Localization Team

[Localize Direct](#)

[SBT Localization](#) (Ukrainian)

SBT Localization (Ukrainian)

Dmytro Holovchenko

Anastasiia Rantiuk

Alina Farafonova

Vladyslav Kravchenko

Yurii Myklashchuk

Yehor Vlasov

Sofia Shul

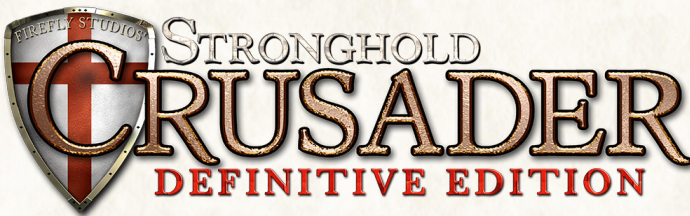
Roman Strilets (LQA)

Original Czech Translation

Arqwell

External Playtesting

[DAQA](#)



DAQA Partners

Ben Wibberley
Devin Seto
Tim Hudson
Garry Barter

DAQA Senior Program Managers

Selena Emrey

DAQA Program Managers

Andre Reis

DAQA Associate Program Managers

James Lewis
Zoey Palmer
Holly Galpin

DAQA QA Analysts

Grant Efland

DAQA Senior Developers

Jake Daynes

DAQA Core Team

Faye Hudson
Ashley Howard
Allison Fraser
Brisma Cordero
Hasan Demirel
Iain Martin
Jason Williamson
Rometro Davis
Joseph Nuñez
Robert Roulund
Chelsea Thornsberry
Olivia Columbia
Kevin Matthews
James Hammond

Interns

Luca Cabrera
Eden James
Hugo Thornton
Noah Allen

Devolver Digital

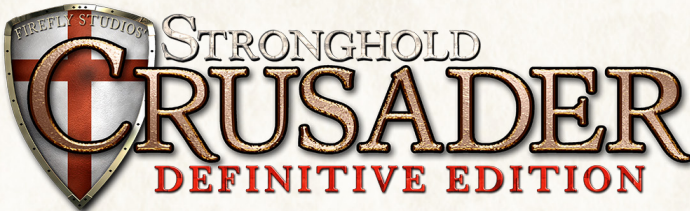
Harry Miller
Graeme Struthers
Luke Vernon
Nigel Lowrie
Kate Ludlow
Jonathan “JR” Rosales
John “JT” Tyrrell
Hazel Yang
Abby Kuo

Special Thanks To

- Everyone at Firefly Studios working on other projects.
- Everyone else at Devolver Digital.
- Everyone who has played Stronghold and supported Firefly over the last 25+ years.
- Lutel
- Zade
- DemonSun (our super helpful Enforcer @ Pax East).

Thank you for playing Stronghold Crusader: Definitive Edition. If you are a fan of the original game, thank you for your support over the last 25 years, it really means the world to us. If you are a new fan discovering Stronghold Crusader for the first time, then enjoy the journey, it will be a lot of fun. Look out for more Stronghold projects in the not too distant future but in the meantime gird your loins, sharpen your steel and enjoy your return to the desert.

“Here Comes Bessy!”





© 2025 FIREFLY HOLDINGS LIMITED. All rights reserved.
©2025 Valve Corporation. Steam and the Steam logo are trademarks and/or registered
trademarks of Valve Corporation in the U.S. and/or other countries.

