Interactive Build Order Script

cic-00-10	Your first 6 villagers should gather sheep.
cic-00-21	Now send the next 3 villagers to wood.
cic-00-22	Now send the next 4 villagers to wood.
cic-00-30	Now send the next villager to lure the boar, then add one more villager to sheep.
cic-00-40	Now send the next 4 villagers to berries.
cic-00-50	Remember to send a villager out to lure the second boar.
cic-00-60	Now send the next 2 villagers to boar.
cic-00-70	Also move 2 villagers from boar to build farms.
cic-00-80	Now make sure you research loom before clicking Feudal with 22 pop.
cic-00-90	Remember to build a barracks before you reach Feudal.
cic-10-10	Now send the rest to wood - build a second lumber camp once you have 5 villagers on the first.
cic-10-20	Now move more villagers to wood, so that you have 5 on each lumber camp.
cic-10-30	Now, build a stable with at least 2 villagers, and research both double-bit axe and horse collar. Set the TC gather point to nearby straggler trees.
cic-10-40	Now add farms with the villagers around the TC every time you have 60 wood.
cic-10-51	Now start making scouts - your second benchmark is to get 6 scouts.
cic-10-52	Now start making scouts - your second benchmark is to get 8 scouts with bloodlines.
cic-10-53	Now start making scouts - your second benchmark is to get 10 scouts with bloodlines.
cic-11-01	Once you have about 14 farms, start sending villagers to gold, until you have about 10 on gold. You should also move a couple of villagers to gold from berries.
cic-11-02	Now build 2 ranges once you have the wood for them, and start producing archers from both ranges.
cic-11-03	Once you have enough villagers on gold, research wheelbarrow, before continuing to add more farms. You will also need to build a blacksmith for fletching. Your final benchmark is to click up to Castle with 10 archers plus fletching.
cic-12-01	Once you have about 14 farms, send the next 2 villagers to wood. Then build an archery range as soon as you have the wood for it, and start making skirmishers.
cic-12-02	Now send the next villagers to gold, until you have about 4 on gold. You should also move a couple of villagers to gold from berries.
cic-12-03	Once you have enough villagers on gold, research wheelbarrow, before continuing to add more farms. You will also need to build a blacksmith for fletching. Your final benchmark is to click up to Castle with 8 skirmishers plus fletching.
cic-13-01	Once you have about 14 farms, send the next 5 villagers to gold. You should also move a couple of villagers from berries to build farms.
cic-13-02	Now your next benchmark is to click up to Castle.
cic-13-03	Once you have enough villagers on gold, research wheelbarrow. You will also need to build a blacksmith. Click up to Castle once you are able.
cic-13-04	Now to make knights in Castle you will need at least 6 on gold. Research both gold mining and scale barding armour, and build a second stable before you reach Castle.
cic-13-05	Now research bow saw and start making knights from both stables. Your final benchmark is to get 8 knights.
cic-13-06	You should also be able to go up to 3 town centers.
cic-20-01	Now send the next villager to boar, and also build one farm with one of the villagers from boar.
cic-20-02	Now send the rest to wood - build a second lumber camp after you have 6 villagers on the first.
cic-20-03	Now make sure you research loom before clicking Feudal with 23 pop.
cic-20-04	Now move more villagers to wood, so that you have 11 villagers on wood. Also move 3 villagers to gold.
cic-20-05	Now immediately place 2 ranges, and research double-bit axe. Send the next villagers to gold, until you have 8 on gold.
cic-20-06	Now keep producing archers from both ranges. Build a blacksmith, and then research horse collar before moving the villagers on sheep to build farms. Your second benchmark is to have 6 archers plus fletching.

cic-20-07	Once you have enough villagers on gold, the next villagers should all go to farms, so set the TC gather point to nearby straggler trees.
cic-20-08	Now research wheelbarrow, before continuing to add more farms - you can also start moving villagers from berries to build farms. Click up to Castle as soon as you are able.
cic-30-01	Now send the next 2 villagers to gather food under the town center.
cic-30-02	Now build a barracks with the next villager.
cic-30-03	Now the last 2 villagers should go to gold.
cic-30-04	Now move more villagers to wood, so that you have 7 on wood, and also move another 2 villagers to berries. Start making 3 militia.
cic-30-05	Once you have the wood, you should also make 2 farms with villagers from sheep.
cic-30-06	You should now build a second lumber camp.
cic-30-07	Now immediately research both double-bit axe and men-at-arms. Send villagers to wood so that you have 12 on wood - including the villagers from sheep.
cic-30-08	Now send the next villagers to gold, until you have 8 on gold. You should also build 2 ranges and then a blacksmith, as soon as you are able.
cic-30-09	Now your next benchmark is to have 6 archers + fletching.
cic-30-10	Now start moving villagers from berries to farms. With this build, horse collar can wait until after you have clicked up to Castle.
cic-30-11	Now research wheelbarrow, before continuing to add more farms. Click up to Castle as soon as you are able.
cic-40-10	Now build a barracks with the next villager. Also remember that you'll need to send a villager out to collect 10 gold.
cic-41-01	Now send 1 more villager to wood.
cic-41-02	Now send the rest under the town center to gather food, and also make 3 farms once you have the wood.
cic-41-03	Now make 3 militia.
cic-41-04	Now make sure you research loom before clicking Feudal with 28 pop.
cic-41-05	Now build a second lumber camp and move more villagers to wood, so that you have 12 on wood. Also move 4 villagers to gold. Any remaining villagers can chop stragglers.
cic-41-06	Now keep producing archers from both ranges. Build a blacksmith, then remember to research horse collar before you make any more farms. Your second benchmark is to have 6 archers + fletching.
cic-42-01	Now send more villagers to wood, until you have 8 on wood.
cic-42-02	Now make 3 militia. Start moving villagers from under the TC to build farms, every time you have 60 wood.
cic-42-03	Now send the next 2 villagers to berries.
cic-42-04	Now send the rest to sheep. Continue to move villagers to farms, until you have about 8 farms.
cic-42-05	Now make sure you research loom before clicking Feudal with 32 pop.
cic-42-06	Now move 4 villagers to gold. Any remaining villagers can go to wood.
cic-42-07	Now build an archery range and a blacksmith, and send the next 2 villagers to gold. You should then be able to click up to Castle.
cic-42-08	Now your berries should be almost finished, so go up to 8 on gold, and have about 12 on wood split between 2 lumber camps. Research double-bit axe, and start producing archers.
cic-42-09	Also build a second range, then research horse collar before making 2 more farms.
cic-42-10	Now your final benchmark is to get 8 crossbowmen plus fletching.
cic-42-11	Now research crossbowmen and bow saw, and continue making archers.
cic-50-11	Now send more villagers to wood, until you have 9 villagers split between 2 lumber camps.
cic-50-12	Now send more villagers to wood, until you have 10 villagers split between 2 lumber camps.
cic-50-20	Now send the last 3 villagers to gold. Also start moving villagers to farms from sheep.
cic-51-01	Now make sure you research loom before clicking Feudal with 27 pop. As the sheep run out, move villagers to farms until you have about 8 farms. The remaining 2 villagers can go to berries.

cic-51-02	Now build a market and a blacksmith and send the next 2 villagers to wood. You should then be able to click up to Castle.
cic-51-03	Now start moving villagers from berries, so that you have at least 14 villagers on wood. Research both double-bit axe and horse collar.
cic-51-04	Now immediately place 2 town centers, each with at least about 4 villagers, and research bow saw. Set the TC gather point to wood and move villagers to build farms every time you have 60 wood.
cic-51-05	Remember you will also need to research wheelbarrow.
cic-51-06	Now keep producing villagers from all town centers. Set all gather points to wood, and keep spending all your wood on farms.
cic-51-07	Once you have about 18 farms, you can buy 100 stone and save wood for a 4th town center.
cic-52-01	Now make sure you research loom before clicking Feudal with 28 pop. As the sheep run out, move villagers to farms until you have about 8 farms. The remaining 2 villagers can go to berries.
cic-52-02	Now build a stable and a blacksmith and send the next 2 villagers to gold. You should then be able to click up to Castle.
cic-52-03	Now start moving villagers from berries, so that you have at least 6 villagers on gold and another 2 farms. Research both double-bit axe and horse collar.
cic-52-04	Also remember to build a 2nd stable before you reach Castle.
cic-52-05	Now research bow saw, and start producing knights from both stables. Your final benchmark is to get 8 knights.
cic-52-06	You should also be able to start adding more town centers.
cic-53-01	Now send the next 2 villagers to gold. Also start moving villagers to farms from sheep.
cic-53-02	Now send the last 2 villagers to stone.
cic-53-03	Now make sure you research loom before clicking Feudal with 28 pop. As the sheep run out, move villagers to farms until you have about 8 farms. The remaining 2 villagers should go to stone.
cic-53-04	Now build a market and a blacksmith and send the next 2 villagers to stone. You should then be able to click up to Castle.
cic-53-05	Now research both double-bit axe and horse collar.
cic-53-06	Now build a castle, using all the villagers from stone, and also research bow saw.
cic-70-01	Now, your final benchmark is to click up to Castle with 22 archers plus fletching.
cic-70-02	Now, your final benchmark is to click up to Castle with 24 archers plus fletching.
cic-70-03	Now, your final benchmark is to click up to Castle with 26 archers plus fletching.
cic-80-11	This is a walkthrough for scouts into archers. Your first benchmark will be to click Feudal with either 21 or 22 pop.
cic-80-12	This is a walkthrough for scouts into skirmishers. Your first benchmark will be to click Feudal with either 21 or 22 pop.
cic-80-13	This is a walkthrough for scouts into knights. Your first benchmark will be to click Feudal with either 21 or 22 pop.
cic-80-20	This is a walkthrough for double-range archers. Your first benchmark will be to click Feudal with 23 pop.
cic-80-30	This is a walkthrough for men-at-arms into archers. Your first benchmark will be to click Feudal with 22 pop.
cic-80-41	This is a walkthrough for drush into archers. Your first benchmark will be to make 3 militia and click Feudal with 28 pop.
cic-80-42	This is a walkthrough for a drush fast castle. Your first benchmarks will be to make 3 militia, and to click Feudal with 32 pop.
cic-80-51	This is a walkthrough for a fast castle into boom. Your first benchmark will be to click Feudal with 27 pop.
cic-80-52	This is a walkthrough for a fast castle into knights. Your first benchmark will be to click Feudal with 28 pop.
cic-80-53	This is a walkthrough for a fast castle into a unique unit. Your first benchmark will be to click Feudal with 28 pop.