

# STRONGHOLD CRUSADER II



# Chapter 1:

## GETTING STARTED

### Tutorial

The tutorial will teach you the basic concepts you need to know to play STRONGHOLD CRUSADER 2. The tutorial is especially useful to players who are new to STRONGHOLD games.

### Game Modes

**Campaign** - Three campaigns take you through eleven scenarios alongside historical characters of the Crusades. This is a good place to learn about the new troops, siege weapons and buildings in STRONGHOLD CRUSADER 2. You begin on the Crusader side in aid of Richard the Lionheart, before turning to Saladin to help defend the holy lands.

**Skirmish Trail** - Six sets of skirmishes against AI opponents will have you quickly sweating in the heat of the desert. With each trail, the opponents get tougher and the matchups get harder. Completing the final trail is how you can test true mastery of STRONGHOLD CRUSADER 2.

**Custom Skirmish** - Fight a skirmish of your own design! Pick a map, choose your allies and opponents and set your own starting settings. Endless possibilities are open, ensuring no two games are ever alike. The AI characters are listed in order of difficulty; it's a good idea to start against the Rat or the Shah before progressing to stronger opponents. You can of course give yourself powerful allies to balance out the matchup.

**Free Build Mode** - Free Build mode gives you the chance to build in the calm isolation of the desert with nothing but camels for company. Take things at your own pace and build your perfect castle.

**User Maps** - Custom Maps allow you to load campaigns which you have created yourself using the editor or other user created maps.

**Multiplayer** - Fight medieval multiplayer battles with up to 8 players, with AI opponents mixed in if you desire. Last Lord standing wins.

# Interface

This section introduces you to the STRONGHOLD CRUSADER 2 interface.

**Menu** - Selecting the key symbol brings up the in-game menu.

**Day** - The current day the game is in. Each day lasts one minute.

**Gold** - The amount of gold in your treasury.

**Population** - The total number of peasants currently in the castle and the maximum number the castle can currently hold.

**Peasants** - The number of free peasants you have available to work.

**Immigration Rate** - The time the next peasant will arrive at your castle.

**Popularity** - How popular you are with your people. Clicking on the popularity icon will display the popularity information panel.



**Objectives** - In the top left corner of the screen are your current objectives to win the mission. The progress bar around the edge indicates how close you are to achieving the objective. Mouse over the icon to see more detailed progress information.

**Messages** - Important messages will appear in this area.

## Building Panel

The Building panel displays all the buildings available to place in the current map. To place buildings simply select the building from a building category and click on the main game screen.

**Industry Buildings** - Buildings which produce the raw materials required to build a great castle, such as wood and stone.

**Food Buildings** - Buildings which produce food to fuel your workers, such as apples, cheese and bread.

**Town Buildings** - Civilian buildings to help keep your population happy such as hovels, the church, the inn and the market.

**Military Buildings** - All things military including the barracks, mercenary post, armoury, weapons workshop and siege camp.

**Castle Walls & Towers** - The tools needed to create a perfect castle including walls, towers, gatehouse and engine turrets.

**Castle Defence** - Structures designed to help defend your castle, such as traps, pitch ditch and war dogs.

**Repair & Delete** - Repair damaged structures or remove them completely.

## Navigating the Map

To move around the main map, move your mouse pointer to the edges of the screen. When you move around the map, the black rectangle in the mini-map updates to show your current camera position. Hold down the middle mouse button and move the mouse left or right to rotate the camera. This is useful for seeing behind walls, towers and cliffs.

## Mini-map

The mini-map give you an overview of the whole map, showing the locations of all players and resources available. It can be very helpful for spotting approaching enemies. Left click inside the mini-map to jump the camera straight to that position on the map. You can also click and drag inside the mini-map to move the camera around.



You can zoom in on a specific area of the mini-map by moving the mouse over the mini-map and rotating the mouse wheel backwards. This will make smaller details easier to see but it also means enemies are not always visible, so keep a keen eye out. To zoom out on the mini-map again, rotate the mouse wheel forwards.



**Padlock** - When your keep is enclosed by walls the padlock attached to the mini-map will "lock".

**Greatest Lord** - The Greatest Lord button brings up a list of all the players in the game in order of who is winning. It also shows useful information about each player such as their tax rate and number of troops.

**Allies Panel** - When teamed up with another player use this panel to communicate orders, send goods and request goods with your teammate.

**Signal** - Use the signal button to place an alert marker on the mini-map which only you and your allies can see.

**Toggle Estates** - Switch the mini-map to see how the estates are marked out on the map.

**Briefing** - View the briefing screen.

### Crusader Fact

*Despite being King of England, Richard the Lionheart clearly did not like England. During his 10 year reign, Richard is suspected of only spending 6 months there, apparently claiming it was cold and always raining.*

# Chapter 2:

## HOW TO PLAY

This section is a quick guide through all the main features within STRONGHOLD CRUSADER 2. Here you will learn how to place buildings, as well as a little about the key buildings in STRONGHOLD CRUSADER 2 and some of the main systems within the game.

If you have not played a STRONGHOLD game before we recommend that you play through the tutorial.

### Placing Buildings

STRONGHOLD CRUSADER 2 is an instant build game; workers are not required to create buildings. As long as you have the resources available to build the building, it is created as soon as it's placed.



Select a building by clicking its icon in the main build panel, then left click on the map to place it. Right click to cancel a selected building. You can rotate buildings using the mouse wheel.

When placing a building on the map you will see white grid lines around it. These reveal the universal grid which all buildings snap to. Below your hovered building the grid is highlighted in green, showing its footprint. Tiles already occupied by buildings are highlighted in yellow. If your hovered building overlaps with an existing building, the overlapping tiles will appear in red.

Each building you place requires wood, stone, gold or a combination of these to build it. You can only place a building if you have enough of the required resources available in your stockpile.

At the start of each game you must place a Stockpile to store resources and a Granary to store food.

## Deleting Buildings



To delete a building from your castle, left click on the delete button then click on the building you wish to delete. Half of the resources spent on constructing the building will be recovered.

## Repairing Buildings

To repair a building in your castle, left click on the repair button and then click on the building or structure you wish to repair. This will cost some of the same resources the building is made of.

## The Stockpile

The stockpile is the most important economic building in STRONGHOLD CRUSADER 2. It is the first building you must place and is where your primary resources are stored. Think carefully about where you locate it - placing it near trees is a good idea as this will give your woodcutters good access. You may also want to have some space around it if you plan to construct lots of working buildings nearby.



The stockpile can hold an infinite number of resources. To see the exact amount of each resource stored, left click on the stockpile.

## Stockpile Resources

| Resource | Produced by        | Used to make |
|----------|--------------------|--------------|
| Wood     | Wood Camp          |              |
| Stone    | Stone Quarry*      |              |
| Iron     | Iron Mine*         |              |
| Pitch    | Pitch Ditch        |              |
| Wheat    | Wheat Farm         | Flour        |
| Flour    | Mill               | Bread        |
| Hops     | Hop Farm           | Ale          |
| Ale      | Brewer             |              |
| Candles  | Chandlers Workshop |              |

\* The Stone Quarry and Iron Mine require an Ox Tether to transport Stone or Iron back to the Stockpile.

## The Granary



The Granary stores the food used to feed your peasants. Only one granary can be placed and it can hold an infinite amount of food.

## Food

| Food   | Produced by         | Requires |
|--------|---------------------|----------|
| Apples | Apple Orchard       |          |
| Cheese | Dairy Farm          |          |
| Meat   | Pig Farm/Sheep Farm |          |
| Bread  | Bakery              | Flour    |

## The Keep



The Keep is the focal point of any castle. The Lord lives here and it is where that he will make his final stand in times of war. At the start of any game the keep will already be placed on the map. The keep houses 8 peasants who gather around the campfire ready to help get your village economy up and running.

## The Church/Mosque

The church is central to medieval village life and can help influence the happiness of your villagers. The church uses candles stored in the stockpile to hold church services. The bigger the church service, the more candles are used and the happier the parishioners will be. When playing as an Arabic lord you have access to a Mosque instead.

## The Inn

The most popular building in any village is the inn! The inn serves the peasants with ale produced from the brewery. The more ale rations given out to drink the happier the population will be.

## The Market

The market allows you to set autobuy and autosell prices for goods. The game will then automatically buy or sell goods at your specified prices, so you need not do so manually at the granary, stockpile or armoury. This allows you to concentrate on fighting your opponents.

You cannot buy or sell goods if you do not have the appropriate storage building placed. Also some goods may not be available to trade during missions.

Markets only deal in bulk so you must buy or sell batches of at least five goods at a time. If you hold down SHIFT you can buy and sell greater quantities of goods at a time.

## Creating Workers

In order to build a thriving economy you need a willing workforce and in STRONGHOLD CRUSADER 2 that workforce consists of peasants. Your keep provides you with some starter housing for your peasants, but to increase your maximum capacity you will need to place hovels.

There are four sizes of hovel. The largest hovel houses 8 peasants, the smallest houses just 2 peasants. The size of the hovel you can place is determined by the proximity to the keep. The closer you place a hovel to the keep the larger the hovel available to place. Larger hovels use up more wood to build than smaller hovels.

The number of peasants sitting outside your keep represents the number of free peasants available to be turned into workers or troops. Your housing used and housing available can be seen on the menu bar at the top. To increase the maximum number of peasants your castle can support, you must place extra

hovels. You must also ensure you are popular otherwise peasants will not come to your castle. You will see the speed in which peasants arrive in the top right of the screen.



Before placing a hovel, the number of peasants that can live in the hovel is shown on the tooltip.

If no one is working in a building it probably means there are not enough peasants available to work there. This will be shown by a no workers symbol floating overhead. It may also mean that the building has been turned off (by you by left clicking on it and clicking on the 'turn industry off icon'); in this case a sleep symbol will appear above the building.

## Popularity

Popularity is the determining factor on how fast peasants arrive/leave your village.

The number displayed at the top of the Popularity Information panel shows the overall popularity. This represents the total of all the popularity factors listed below it. By increasing or decreasing the individual popularity factors you can determine the exact speed in which peasants arrive at or leave the castle. This can change if you run out of food, gold (if bribing), ale or candles, if your population changes or if an event is taking place.

Peasants will stop arriving at your castle if you do not have enough hovels to house them.

Click on overall popularity to open the Popularity Information dropdown.

|  |    |  |    |  |     |
|--|----|--|----|--|-----|
|  |    |  | 13 |  | 21  |
|  | 3  |  |    |  | -22 |
|  | x1 |  |    |  | +5  |
|  | x3 |  |    |  | +20 |
|  | x1 |  |    |  | +8  |
|  |    |  |    |  | +10 |
|  |    |  |    |  | 0   |

**Tax** - The tax report allows you to adjust whether you give your peasants gold or take gold from them. The more peasants you have working in your village the more gold you will gain from taxes, the same is also true for the amount you will have to pay out in bribes. Bribing peasants will improve the overall popularity, while taxing makes you more unpopular and lowers the overall popularity.

**Food Rations** - The rations report allows you to set your food ration levels for your peasants; If you are generous with your food rations the peasants will love you, boosting your popularity. If however you starve your peasants by cutting food rations or even going as far as not feeding them at all then you can expect a very unhappy kingdom and a large popularity hit. The popularity from this is also affected by number of different food types that are eaten, the more food types eaten the better. The more peasants you have in a village the more food you will need to produce.

**Ale Rations** - Ale rations are much like food rations; increasing the amount of ale drunk per day increases the modifier. The more peasants you have the more ale that will be required to sustain ration levels.

**Church Services** - Similarly the more church services held the happier your peasants will be. Larger church services use up more candles.

**Housing Bonus** - Extra housing space is greatly appreciated by your peasants. Popularity is gained when your hovels have more housing capacity than is used by your workers and peasants round the campfire. When you begin the game, you can get up to +50 popularity from building hovels, with just your initial 4 peasants. As your population grows, the maximum housing bonus you can receive is reduced by 2 for every additional peasant. If you have a population of 24 or more, the maximum bonus available to you is always +10.

For example, suppose you have a population of 12. The first 4 of these do not reduce your maximum housing bonus, but the remaining 8 reduce it by 16 (2 per peasant). This means your final maximum bonus is 34 (50 - 16). With a population of 13 the maximum bonus is 32, with 14 it's 30, and so on. Remember, this is only the highest housing bonus you can get at a given population; you still need the free hovel space to receive it.

## Events

Various game events will occur during missions. For example, a locust swarm will destroy your crops and have a negative impact on your popularity. Other events, such as incoming reinforcements, may boost your popularity. To view what effect the current event is having on your popularity open the Popularity Information panel.



Events can be toggled in multiplayer, skirmish and freebuild games to add some randomness into the mix.

## Crusader Fact

*During the Siege of Antioch in 1098, a monk named Peter Bartholomew reported that he had seen a vision that told him the Holy Lance was buried in the Church of St Peter in Antioch. After much digging in the cathedral, Peter apparently discovered a lance. The discovery of the Holy Lance of Antioch inspired the starving Crusaders to break the siege and secure the city.*

## Chapter 3: ESTATES

Estates are the areas of land owned by you and the other Lords in the game. Sometimes they will be far reaching, sometimes they will be small and you will need to layout your castle efficiently. Most buildings can only be placed in your own estate.

### Neutral Estates

Between your estate and those of other players usually lies at least some neutral estate. This area has a white border and does not belong to anyone, but there are some buildings everyone can build in them. These are: farm and industry buildings, the granary, siege camps and defensive barricades.

### Village Estates

In addition to player-owned estates, some maps contain capturable village estates. These contain small villages, usually dedicated to harvesting a specific resource inside the estate. In the center of each village estate is a village hall. This acts like the keep of the village, with peasants emerging from it to work in the village.



Village estates can be captured by sending troops to the roof of the village hall where the flag is. You may have to fight through some defensive soldiers stationed around it. Once the estate is captured, you will be able to control any troops inside it, and a carter horse will start delivering goods from the village stockpile, granary or armoury to your own. But beware - any opponent can then capture it from you. This will convert any of its surviving troops to their side, and the carter horse will deliver to them instead.

Watch out for guardhouses in village estates. Troops emerge from them at regular intervals and will help defend the village. However, if you fight through and capture the estate, they will continue spawning under your control.

Some village estates are more heavily fortified, with walls, towers and larger installments of troops. This makes them harder to capture, but also harder for enemies to capture from you, so think carefully about when to assault them.

## Outposts



On some maps you will notice outposts scattered about, with troops milling outside. These are hostile soldiers who will attack anyone who approaches. They also send out attacks on nearby estates every now and then, which can only be stopped by destroying the outpost.

### Crusader Fact

*Not all the Crusaders went home after fighting in the Crusades. Many of them who went to the Holy Land liked it so much that they stayed and adopted a Middle Eastern way of life, including using bathhouses and soap.*

## Chapter 4: MILITARY BASICS

Military units are comprised of three groups in STRONGHOLD CRUSADER 2: Crusader troops, Mercenary troops and siege weapons. Each are produced in their own building and have unique uses.

### The Armoury



The armoury stores weapons, which are needed to train Crusader troops. These weapons can either be bought with gold or produced by workshops, who will deliver weapons to the armoury. Without an armoury your weapons workshops will have nowhere to store the weapons they have made.

There are seven types of weapon in STRONGHOLD CRUSADER 2.

### Weapons

| Weapon       | Produced by | Requires |
|--------------|-------------|----------|
| Bows         | Fletcher    | Wood     |
| Crossbows    | Artillator  | Wood     |
| Spears       | Poleturner  | Wood     |
| Pikes        | Weaponsmith | Iron     |
| Maces        | Forge       | Iron     |
| Swords       | Blacksmith  | Iron     |
| Metal Armour | Armourer    | Iron     |

## The Barracks



The Barracks is where you create Crusader troops in STRONGHOLD CRUSADER 2.

Left click on the barracks to view which troops you can recruit. All troops require gold and a free peasant. Besides the conscript, every troop also requires a unique combination of weapons. These weapons can either be bought at the armoury or constructed using weapons workshops.

# Troops

| Troop   |                  | Weapon                     | Cost |
|---|------------------|----------------------------|------|
|    | Conscript        | None                       | Gold |
|    | Archer           | Bow                        | Gold |
|    | Crossbowman      | Crossbow & Metal Armour    | Gold |
|    | Man-at-Arms      | Spear                      | Gold |
|    | Ranger           | Bow & Sword                | Gold |
|    | Maceman          | Mace                       | Gold |
|   | Pikeman          | Pike & Metal Armour        | Gold |
|  | Swordsman        | Sword & Metal Armour       | Gold |
|  | Templar Knight   | Mace & Metal Armour        | Gold |
|  | Mounted Knight   | Mace, Metal Armour & Horse | Gold |
|  | Sergeant-at-Arms | Pike, Metal Armour         | Gold |

## Mercenary Post



The Mercenary Post is where you hire Arabic mercenaries in **STRONGHOLD CRUSADER 2**. These troops are expensive but unlike Crusader troops do not require weapons. Many of them also have unique special abilities.

## Mercenaries

| Mercenary   |                   | Special Ability  | Cost |
|---|-------------------|--|------|
|    | Slave             | Can set buildings alight   | Gold |
|    | Slave Driver      | Gives defensive buff to nearby slaves  | Gold |
|    | Arabian Archer    |  | Gold |
|    | Oil Pot Thrower   | Oil pots explode on impact, creating fires   | Gold |
|    | Horse Archer      | Can fire 360 degrees while moving  | Gold |
|    | Arabian Swordsman |  | Gold |
|   | Healer            | Can heal nearby troops   | Gold |
|  | Sassanid Knight   | Can charge at target and deals a charge attack damage bonus  | Gold |
|  | Assassin          | Invisible to enemies until in close proximity  | Gold |
|  | Whirling Dervish  | Can charge at target and deals a charge attack damage bonus, triggering spin attack with area damage | Gold |

## Siege Camp



To siege an enemy castle you will need a siege camp. A siege camp can be built in your own territory or neutral ground.

Left click on the siege camp to view which siege equipment you can build. In order to build siege equipment you will need resources, gold and available peasants for engineers. If the buttons in the siege equipment panel are greyed out it means you are lacking one or more of these resources.

## Siege Equipment

Those castles can be formidable can't they? Fortunately, you have a wide array of siege weapons to burn, pummel and smash through even the strongest of fortifications.

| Siege Equipment   |                           | Ability  | Cost |
|---|---------------------------|--|------|
|    | Mantlet (portable shield) | Absorbs all missile fire in a radius           | Gold |
|    | Burning Cart              | Creates fire on impact                         | Gold |
|    | Battering Ram             | Destroys gatehouses                            | Gold |
|    | Catapult                  | Throws rocks                                   | Gold |
|    | Trebuchet                 | Throws rocks or diseased animals at long range | Gold |
|   | War Wolf                  | Throws rocks                                   | Gold |
|  | Fire Ballista             | Fires flaming bolts                            | Gold |
|  | Hussite War Wagon         | Can be loaded with troops                      | Gold |

### Crusader Fact

*The Knights Hospitaller and the Knights Templar were both formed in the early 12th century and their primary purpose was to protect and aid pilgrims in the Holy Land. They would go on to become the most formidable military orders in the Crusades.*

# Chapter 5:

## COMMANDING UNITS

### Selecting Units

Being able to easily select troops and move them around the map is key to military success in STRONGHOLD CRUSADER 2.

To select a military unit simply click on him. A green health bar will appear over his head when selected.

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. Double clicking on a unit selects all units of that type currently on screen.

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.

### Troop Selection Panel

When units are selected you will see the troop selection panel appear at the bottom of the screen along with the units command box.

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

You can form a group of units that you can command at the same time.

1. To form a group of units, first make a selection.
2. Next hold down the control 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.
4. Pressing the same number again will take you to the group's current position on the map.

## Marching Orders

When you have a unit selected, your pointer will change to the movement cursor.



Press the right mouse button on the map to move your troop to that spot. Holding down the right mouse button while moving troops will allow you to select which direction they will face when they reach their destination.

## Moving units onto walls, towers and buildings

To position troops on top of your walls or buildings and defensive structures select a unit then right click to send units to that destination. Ensure you have stairs placed to access them.

## Attacking Units



To attack an enemy unit, select a troop and right click on the desired target. You will see a sword icon appear when the enemy is below the mouse. If the sword icon is tinted red, the target cannot be attacked, usually because there is no open route to reach it.

Horse archers will continue on their current path if ordered to attack a unit within range.

## Attack Move

If you hold down CTRL and click a destination your troops will attack units while en route.

## Attacking Walls and Buildings



The best way to tear down walls is using a catapult or trebuchet but in emergencies walls and buildings can also be targeted using troops. To target a structure select a troop and right click on the structure. A pickaxe icon will appear when a building or wall is under the mouse. If the building cannot be attacked, the pickaxe will be tinted red. For example, keeps and village halls are invulnerable and cannot be destroyed.

## Capturing Gatehouses



Enemy gatehouses can be captured by your troops if you station them on top of the gatehouse with no enemy troops present. This allows your troops to move through the gatehouse below. Getting to the roof is the hard part! Assassins are very helpful here as they can scale the wall next to the gate and capture it before the enemy has time to react.

## Assembly Points

By default after troops have been created they will all assemble just outside the Barracks or Mercenary Post. To change the default place where troops assemble, select the Barracks or Mercenary Post, left click the Rally button, then right click on the map where you want them to rally at. To place a rally point for just one troop type, right click on the troop icon, then right click on the map.

## Unit Stances

Using a unit's stance icon you can switch between three modes of operation for your selected group of troops.



**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 not return to their original position. Units in aggressive stance will respond actively to missile attacks.



**Stand Ground** – Units set to stand ground will not move from their posts unless ordered to do otherwise. Ranged troops are always in Stand Ground stance, and will still fire at enemy troops that move into range.

## Unit Formations

If you have a group of units selected you can left click the large formation icon to cycle through the three available formations you wish to put your troops into. Each formation also has its own smaller icon you can left click to jump straight to it.



**No formation:** Troops form a ragged group and each troop type will move at its own speed



**Box:** Troops form a well organised box, creating a strong collective unit.



**Line:** Troops form well organised rows, very useful for either attack or defence.

## Unit Commands



**Attack Here** - The Attack Here icon allows you to command ranged units and siege weapons to attack an area on the map, which they will continue to do until you command them to stop. Archers given this command will fire in volleys, allowing their arrows to fly over walls.



**Patrol** - Use the Patrol command to force a unit or group of units to patrol between two points. Move the unit to where you want their patrol to start, select the patrol button then right click where you wish the patrol to end.



**Mount Horse** - Clicking on this icon commands the Templar Knight to summon a horse. Mounted units are not able to climb up onto castle battlements or building rooftops.



**Unpack Trebuchet** - Click to unpack the trebuchet and prepare it to attack an enemy castle.

## Using Siege Equipment

STRONGHOLD CRUSADER 2 features several diverse siege weapons to help you assault the enemy castles and bring down their walls.

Burning carts are great for quickly starting fires in unsuspecting enemies. Not only can they start a castle-wide blaze but also decimate armies who risk marching out unprotected by archers. Once given a target, burning carts will set themselves alight and charge, bursting the surrounding area into flame on contact.

Mantlets have lots of missile armour and will absorb all the arrows firing in a radius around them until they're destroyed. They're useful for protecting archers and catapults when assaulting the enemy walls.

The hussite war wagon can be loaded with up to six troops who are then fully protected until it's destroyed. Archers can fire from within war wagons, making them useful when assaulting castles. To load a troop into a war wagon, select the troop then right click on the wagon.

The battering ram is a slow but strong piece of equipment specifically designed to bring down gatehouses. Target the gatehouse to send the ram into battle.

The fire ballista projects powerful bolt that deals heavy damage to units and can also set buildings alight.

The catapult provides the quickest way to smash through walls, gates and towers. It has a moderate range and is quite vulnerable, so be sure to keep your catapults out of archer fire or protect them with mantlets.

The war wolf is a particularly strong kind of catapult. It's expensive but far more resistant to melee and ranged damage than regular catapults. Once a war wolf approaches your walls, you will be hard pressed to deflect it without sending forth your troops out the gates.

Trebuchets are unique in that they always fire at an area on the map, rather than a specific target. They have poor accuracy but can fire further than any other unit in the game. This makes them effective when your opponent is locked inside a heavily fortified castle. But they're extremely delicate, so need protection.

## Hurling Cows and Other More Exotic Beasts!



Trebuchets also have the special ability to launch cows, lions, donkeys and sacks of camel heads. Unpack a trebuchet then click on the icon of the ammo you wish to use to arm it. Each animal has its own reload time.

Hurling dead animals over enemy walls causes the spread of disease amongst your enemy's population disrupting to their economy. Different animals spread different disease in different ways. Disease can be countered by building an apothecary, at which a worker will wait for disease outbreaks and cure them when they occur.

## Map Bookmarks

CTRL + ALT + 0 to 9: Pressing CTRL & ALT & 0 to 9 creates a bookmark of the current location on the map. Press ALT and the appropriate number to return to this location.

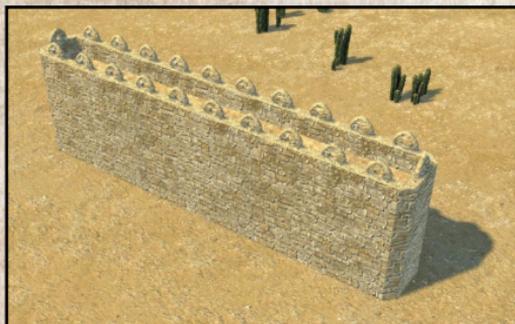
### Crusader Fact

*The secret of Damascus steel, used to make weapons during the Crusades, has mystified historians for centuries. Legend has it that one method used to harden the steel was to thrust the superheated blade in the body of a slave, because the body would provide the perfect temperature to temper the steel.*

## Chapter 6: DEFENDING YOUR CASTLE

STRONGHOLD CRUSADER 2 uses tile-based building to make constructing an efficient, tightly packed castle extremely easy. Walls follow this same system as other buildings, allowing them to be built at 45 degree angles. This makes it easy to place gates, towers and stairs anywhere along walls and have them seamlessly connect together.

### Building Walls



There is a single stone wall type in STRONGHOLD CRUSADER 2, which can be built in thick segments or as thin curtain walls.

To place a single section of the wall type, left click the mouse button, drag out the wall and then left click again to construct the wall. You can “layer” your walls by clicking and dragging a second wall adjacent to the first. There’s no limit to how thick your walls can get if you have enough stone.

When placing walls, if any piece of the wall is not in a valid building location, the invalid section(s) will turn red.

In order for your troops to access the walls or towers, stairs must be attached to a section of wall.

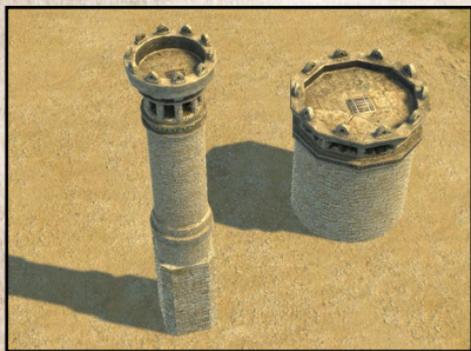
Units standing on walls gain a range bonus and the wall will also absorb a proportion of arrows fired at them.

## Gatehouses



Gatehouses are the main routes in and out of your castle. It is always a good idea to have several men stationed on top of one, in case your opponent makes a surprise assault to capture them with assassins. The gatehouse will only let your own and allied units through it, but if captured only enemies will be allowed through.

## Towers



Towers can withstand more damage than walls and offer greater range bonuses. Troops on them are also less susceptible to siege weapons as they will not crumble until they are completely destroyed. Troops can enter towers from any connected wall.

In each game, the towers available to build depend on whether you play as an arabic lord or a crusader lord. Larger towers have more hitpoints, while taller towers offer greater range bonuses to troops atop them.

## Engine Turrets

There are three engine turrets you can use to bolster your defenses. These turrets are supported by wooden beams and can be placed on top of walls or on the ground directly.



Mangonel turrets fire several rocks at once over a wide area. They are useful against large groups of enemies as well as buildings.



Ballista turrets fire a single ballista over a very long distance. This makes them excellent anti-siege weapons as they can match the range of a trebuchet.



Haybale launcher turrets fire a flaming bale of hay which creates a large fire where it lands on the ground. It's excellent against slow, high armoured units.

## Defenses

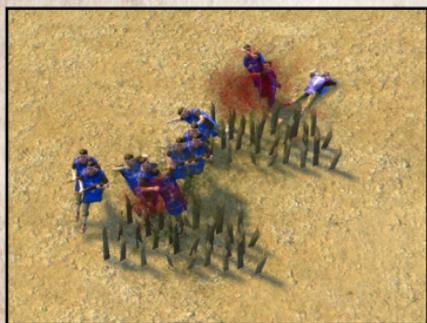
As well as walls and towers you have a wide arsenal of tricks and trap available to deter even the toughest of invading forces.

### Barricades



Barricades are the only trap you can build in neutral estate. They are useful for protecting archers and siege equipment as they can be used to block off access to an area.

### Man Traps



Man traps are a one shot defence against enemy invaders. They are buried in the ground and invisible to the enemy. If walked on man traps deal a large amount of damage to any troops standing on them. Used wisely these deadly traps can sometimes turn a hopeless situation around.

## Hoardings



Hoardings are simple wooden barriers that can be attached to the side of walls to provide extra defence to the archers standing near them. They are good at absorbing missile fire but will fall quickly under catapult assaults.

## War Dog Cages



Each war dog cage contains four vicious dogs who, once you click the "Release the Hounds" icon, will be released to the terror of friend and foe alike. These hounds can be deadly but are vulnerable to missiles and may attack your own troops if you get too close!

## Braziers



Braziers are used by archers to fire flaming arrows.

If an archer is standing close to a Brazier he will automatically fire flaming arrows.

## Pitch Ditch



This is a trench filled with the pitch you have extracted from the marsh. Once built, you can target these ditches with fire arrows launched by archers who are stood next to braziers on your castle walls. When alight the flames from a pitch ditch will spread to adjacent ditches or even jump across to nearby ones causing much damage to anyone standing in them. Pitch ditches are invisible to the enemy until you set them on fire!

## Boiling Oil



Boiling oil is an awesome defence against besieging units. To use boiling oil you must have an oil smelter placed and some pitch to fill it up.

Each oil smelter uses three workers. One is assigned to filling up the smelter with pitch from the stockpile, while the other two fill their own pots of oil. Select one of them and right click on a point on your wall to make him guard it. He is now ready to pour deadly boiling oil on any unsuspecting enemies that approach. When they have poured their oil, oil tippers will run back to the smelter for more then run back to the position you asked them to guard. Be warned, oil smelters are prone to exploding if hit by fire in combat situations.

### Crusader Fact

*In 1191, during the Third Crusade, when Richard the Lionheart captured the city of Acre, the inhabitants were barricaded inside the city so Richard had his soldiers throw beehives over the walls. This novel tactic helped secure the surrender of the city and victory for the Crusaders.*

## Chapter 7: Your Rival Lords

There are eight characters in STRONGHOLD CRUSADER 2 for you to join forces alongside or take up arms against. Each has a unique personality and playing style. Knowing your opponents well is an invaluable step if you hope to overcome them!



### The Rat

A weak and snivelly opponent, the Rat knows little of castle building and even less of warfare. As such, he's a good enemy to practise with while learning the basics of the game. He will attack... eventually. But his forces are unlikely to threaten any but the least defended towns.



### The Shah

The Shah is a gentle soul with a disposition unsuited to the harsh desert battlegrounds. He knows a bit about running a castle but prioritises aesthetics over defensive strength. He dislikes fighting but will start harassing with small groups of archers and swordsmen and will even launch sieges after a long build up.



### The Slave King

This Ex slave is on a mission to spread dissent and revolution among the slaves of his enemies, promoting freedom for all. How does he do this? Naturally with as many slaves as he can lay his hands on. So eager is the Slave King to crush his enemies that he'll send out slaves to burn their farms almost immediately. However, he lacks long term strategy and if you can survive his initial onrush of attacks, you'll find he has little more to offer, while his own webbed castle is minimally defended.



## The Sultana

The Sultana is likely the first cunning opponent you'll encounter. She is a good all-rounder in terms of building and attacking, but the trick up her sleeve is her ruthless use of assassins, who she'll plague her enemies with from start to finish of a battle. Don't underestimate your need for early defenses against the Sultana or her assassins may catch you out.



## The Caliph

Legends speak of the unrelenting cruelty of the tyrannical Caliph. His castle comprises a devilish array of traps, towers, defenses and anything he can get his hands on. Many an army has burned at his gates, victim to the flames. His slaves, whipped by their cruel drivers, are frequently backed up by horse archers, making a powerful combination. Trebuchets are invaluable for sieging his castle and taking down the many watchtowers around its perimeter.



## Saladin

Perhaps the wisest of the lords you will encounter in the desert, Saladin knows these lands inside out. He attacks not in anger but from careful strategic consideration. His true skill is in building defensively, preferring to wait until he has bolstered his defences before sending out forces to attack. When they do launch, his sieges pack a strong punch and have been known to wipe out entire castles.



## Richard

Richard the Lionheart became the defining force of the third crusade in the holy lands and he has a battle style to match. Once his attacks get going, he can break through layers of defenses through sheer brute force. His sieges are some of the toughest in the game and will have you scrambling to protect your walls. Intent on glory, he pays minimal attention to his own defense, focusing on putting his enemies on the back foot instead.



## The Wolf

Grisly veteran of a hundred battles, the Wolf has journeyed to the Middle East in his unyielding quest for vengeance. He employs a variety of crusader and mercenary soldiers alike, along with an intimidating set of castle defenses. His overwhelming strength defensively, aggressively and economically makes him the most powerful character you will encounter in STRONGHOLD CRUSADER 2. Defeating him is a mark of true expertise.

### Crusader Fact

*During the Crusades the concept of chivalry was only just starting to be developed. Compared to other Muslim and Christian Crusaders, Saladin, although extremely ruthless at times, was deemed to be more chivalrous than most. Richard and Saladin appear to have had a mutual respect for each other and much of their communication was very amicable.*

# Chapter 8:

## MULTIPLAYER

STRONGHOLD CRUSADER 2 allows players to fight multiplayer battles with up to 8 players.

### Multiplayer Lobby

The Multiplayer Lobby displays all the STRONGHOLD CRUSADER 2 games currently in progress. You can either choose to join a game from the list or host a game of your own.

### 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. Click on the options button to view a range of extra settings to allow you to customise the game further.

Once you are happy with your settings click on the green tick to notify the other players the game is ready to play.

### 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.

### Crusader Fact

*The wealth of the Knights Templar ended up being their downfall. King Philip IV of France was heavily in financial debt to the Knight's Templar and uneasy with the power they had accrued. On Friday 13 October 1307 he ordered the arrest, torture and eventual execution of a large number of the Knights Templar which marked the beginning of the end for the Order. In 1312 the Knights Templar were officially dissolved by Pope Clement V.*

# Chapter 9:

## COMMUNITY FEATURES

### Steam Achievements

STRONGHOLD CRUSADER 2 contains a number of Steam achievements for you to discover as you play. Can you collect them all?

### Map Editor

Create your own maps and scenarios using the STRONGHOLD CRUSADER 2 Map Editor available within Steam.

### Steam Workshop (coming soon)

Upload maps to Steam to share your creations with the STRONGHOLD CRUSADER 2 community.

### Community Forum

Meet fellow players to discuss tactics and learn new strategies at the official STRONGHOLD CRUSADER 2 forum [forum.strongholdcrusader2.com](http://forum.strongholdcrusader2.com)

### Facebook and Twitter

Find out all the latest news and updates at [facebook.com/StrongholdCrusaderII](https://facebook.com/StrongholdCrusaderII) or follow us on Twitter @SHCrusader2

### Crusader Fact

*The Crusades are thought to have had a profound effect on European culture in the 12th and 13th century. The newly established Crusader states opened up new trade routes stimulating the European economies and the interaction between Europe and the East brought new understanding of art, literature and architecture.*

# Chapter 10:

## FAQ

### ***Q. I cannot make troops in my barracks?***

A. To create troops in the barracks ensure you have an armoury placed and have created the correct weapons for the soldier you are trying to create. Also, ensure you have enough gold available and peasants who will be shown sitting around your keep.

### ***Q. I keep getting the message saying that my 'Population is falling'?***

A. This problem could be caused by a number of reasons the main ones being: You have not placed a granary or do not have any food available or you are taxing your population too much.

### ***Q. I have ale but I cannot use the ale rations?***

A. In order to use ale rations you need to have ale stored at the stockpile and an inn placed.

### ***Q. Why did I not get 8 peasants when I placed a hovel?***

A. Hovel sizes, and the number of peasants who live in them, are based around their proximity to the keep. The closer the hovel is to the keep the more peasants the hovel can spawn.

### ***Q. I have lots of spare hovel space but my housing popularity keeps falling anyway.***

A. The amount of popularity you can gain from spare hovel space depends on how big your population is. If you have a total of four or fewer peasants and workers, your housing popularity can go all the way up to 50. For every new peasant in your castle, the maximum housing bonus you can acquire reduces by 2. So if you have a population of ten, you can get up to 38 popularity bonus from spare hovel space. This bottoms out when your population hits 24, so you can always get a housing bonus of 10.

### ***Q. I'm having problems getting workers?***

A. Workers are created from peasants the amount available to use are shown sitting outside your keep. If you have no peasants then workers will not be created. To solve this problem you may want to try placing more hovels, if you have placed hovels and have no peasants then your popularity could be low. You can boost your popularity by giving your population food from the granary or by reducing taxes .

***Q. I'm running low on wood?***

A. Ensure you have placed woodcutters and they have trees nearby to chop down. If you have woodcutters ensure they not being killed by your enemies. You can also purchase wood from the stockpile or market.

***Q. My buildings are burning down?***

A. Place wells and water pots and make sure you have peasants available to man them.

***Q. I'm struggling to build walls?***

A. Make sure you have enough stone available in your stockpile, which is created from quarries and moved to the stockpile by an Ox.

***Q. My woodcutters are not gathering wood anymore? They are not even moving.***

A. It may be that there is no more gatherable wood left on the map. You can also buy the wood that you need through the stockpile or market.

***Q. I have a wheat farm and a bakery, but I can't seem to make any bread?***

A. You need these and a mill to grind the wheat into flour, which is then used to make the bread by the bakers.

***Q. How do I create siege equipment?***

A. You can build siege weapons with a siege camp, found in in the military buildings panel. Siege weapons are expensive so make sure you have plenty of gold spare and peasants available to operate them.

***Q. I've got no free peasants. Is there any other way I can make troops?***

A. If you have workers, you can switch off your work buildings, which will turn the workers into free peasants. You can use these free peasants to create troops as you would do normally. Remember to switch the work buildings back on though!

***Q. Can my troops attack walls?***

A. Yes, almost all troops except mounted troops can attack walls using a pickaxe.

**Crusader Fact**

*Despite being the King of England when he died on 6 April 1199 aged 42, Richard the Lionheart was buried in France. Richard's heart was taken to Rouen Cathedral, his entrails buried in Châlus and the rest of his body entombed at Fontevraud Abbey in Anjou.*

# Chapter 11:

## SUPPORT

In the unlikely event that you find a fault with your game disc please return it to your retailer for a replacement.

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

**[support.steampowered.com](http://support.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:

**[support.fireflyworlds.com](http://support.fireflyworlds.com)**

If you have questions about how to play the game then the best place to talk to your fellow players is the STRONGHOLD CRUSADER 2 forum:

**[forum.strongholdcrusader2.com](http://forum.strongholdcrusader2.com)**

### Crusader Fact

*The success of the Crusades is long debated by historians. The First Crusade (1096-1099) is generally regarded as the most successful because they actually achieved their primary goal of recapturing Jerusalem. The consequent Crusades however were often less focussed and while there were some partial successes, there were also a number of failures.*

# Chapter 12:

## HOTKEYS

|   |  |
|---|--|
| Pause   | Pause Break or P                                   |
| Show Menu   | ESC  |
| Scroll Map  | WASD or arrow keys or move mouse to edge of screen |
| Select  | LMB  |
| Order   | RMB  |
| Zoom  | ALT+W/ALT+S or mouse wheel                         |
| Rotate  | ALT+A/ALT+D or hold mouse wheel                    |
| Rotate Buildings                                    | SHIFT+A/SHIFT+D or mouse wheel                     |
| Show Menu   | ESC  |
| Toggle Interface On/Off                             | End  |
| Top Down View                                       | ALT+Space  |
| Select Lord (double tap to focus)                   | L  |
| Cycle Focus on All Lords                            | SHIFT+L  |
| Select Granary (double tap to focus)                | G  |
| Select Stockpile (double tap to focus)              | H  |
| Select Armoury (double tap to focus)                | J  |
| Select Keep (double tap to focus)                   | K or Home  |
| Select Last Placed Siege Camp (double tap to focus) | N  |
| Select Barracks (double tap to focus)               | B  |
| Select Mercenary Post (double tap to focus)         | M  |
| Place Stone Curtain Wall                            | Z  |
| Place Stone Wall                                    | X  |
| Increase Game Speed                                 | Plus key or Numpad plus key                        |
| Decrease Game Speed                                 | Minus key or Numpad minus key                      |

|  |                             |
|--|-----------------------------|
| Attack Mode  | E                           |
| Attack Move  | CTRL+RMB                    |
| Attack Ground  | ALT+RMB                     |
| Halt   | Q                           |
| Cycle Stance   | R                           |
| Cycle Formation  | F                           |
| Pack/Unpack Trebuchet                                  | T                           |
| Mount/Dismount Horse                                   | Y                           |
| Unload War Wagon                                       | U                           |
| Patrol   | I (RMB to set patrol point) |
| Multiple Patrol Points                                 | SHIFT+RMB                   |
| Place Rally Point (Barracks/Mercenary Post/Siege Camp) | RMB on unit icon            |
|  |                             |
| Delete   | Delete                      |
| Repair   | Insert                      |
|  |                             |
| Open Popularity Panel                                  | Backspace                   |
| Greatest Lord  | TAB                         |
| Ping Mini-Map  | CTRL+ALT+LMB                |
| Focus on Warning                                       | Spacebar                    |
|  |                             |
| Toggle Chat  | SHIFT+Enter                 |
| Toggle Team Chat                                       | Enter                       |
|  |                             |
| Select Unit Group (double tap to focus)                | #                           |
| Create Unit Group                                      | CTRL+#                      |
| Add Selected Units to Group                            | SHIFT+#                     |
| Add Units to Current Selection                         | SHIFT+LMB                   |
| Remove Units from Current Selection                    | CTRL+LMB                    |
| Select All of Unit Type (UI panel)                     | LMB                         |
| Remove All of Unit Type (UI Panel)                     | RMB                         |
|  |                             |
| Create Camera Hotspot                                  | CTRL+ALT+#                  |
| View Camera Hotspot                                    | ALT+#                       |

# Chapter 13: GAME CREDITS



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| Babies born during the development of SHC2 | Annabella, Francesca, Ruby & Kian   |

## Firefly Fact

*The team at Firefly work in a number of different places around the world: London (England), Aberdeen (Scotland), Nottingham (England), Great Yarmouth (England), Connecticut (USA), Paris (France), Berlin (Germany), Sevilla (Spain), Gdańsk (Poland), Istanbul (Turkey), São Paulo (Brazil), Melbourne (Australia), Cape Town (South Africa) and Vienna (Austria).*



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