STRONGHOLD 3

CHAPTER 1:

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Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

CHAPTER 1: GETTING STARTED

Installation

Place the STRONGHOLD 3 DVD into your DVD-ROM drive. If your computer has AutoPlay enabled, an installation window will automatically popup. Click on the Install button and follow the on-screen instructions to install STRONGHOLD 3 on your computer. If the installation window does not appear, open My Computer and browse to your DVD-ROM drive to view the contents of the STRONGHOLD 3 DVD. Double click on Setup.exe and follow the on-screen instructions to install STRONGHOLD 3 on your computer.

STRONGHOLD 3 uses Steam to authenticate your copy of the game. If you don't already have a free Steam account, you will need to create one and install the free Steam client software.

Starting the Game

When you first play STRONGHOLD 3 you will be asked whether you want to create a STRONGHOLD Profile. Creating a STRONGHOLD Profile will give you access to a number of great STRONGHOLD 3 features such as customisable shields, downloadable maps and online leaderboards.

If you have already created a STRONGHOLD Profile sign in using the box provided.

Tutorial

The tutorial will teach you the basic concepts you need to know to play STRONGHOLD 3. The tutorial is especially useful to players who are new to STRONGHOLD games.

Game Modes

Military Campaign - The "Wolf's Revenge" campaign is a great place to get to grips with all of STRONGHOLD 3's features. The Wolf is dead...or so the people thought. 10 years of peace have passed since the tyrant last wreaked havoc and the young King that rules the land has become lazy, unaware of the danger which lurks around the corner. The Wolf is back and he is not happy! Build mighty castles, command great armies and plan devastating sieges as you help the King defend his lands against the most fearsome of enemies.

Economic Campaign – The "Lady Catherine's Abbey" campaign concentrates on the economic side of STRONGHOLD 3 with only a small amount of combat. The campaign tells the story of Lady Catherine as you help her to rebuild her beloved Abbey, which was destroyed in the recent war which ravaged her lands, to bring peace and hope back to the people. You will be faced with a number of economic based challenges which will test your castle planning skills. Only the greatest builders can hope to achieve so much with so little.

Free Build Mode – Free Build mode gives you a blank canvas allowing you to build to your hearts content with no goals or enemies to worry about at all and giving you access to all the buildings available in STRONGHOLD 3. You merely choose the map you wish to build on and away you go!

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

Historic Sieges – Historic Siege mode puts you in the heart of the battle. You take command of a sieging army or mount a rearguard strategy as you take on a selection of real-life castles from around the world. Before starting each siege you will be given detailed information about the castle you will face. Plan your strategy well!

Multiplayer – Fight medieval multiplayer battles in 3 great modes: Classic Deathmatch, King of the Hill or Capture the Flag.

Interface

This section introduces you to the STRONGHOLD 3 interface.

Honour – The amount of honour your Lord has acquired.

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.

Popularity – How popular you are with your people.

Speed - The time the next peasant will arrive. Clicking on either of these will display the popularity information panel (page 17)

Objectives – These 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.

Honour Buildings – Buildings which allow you to generate honour.

Military Buildings – All things military including the barracks, armoury, weapons workshop and siege camp.

Castle Walls – Wooden walls and two types of stone walls can be placed as well as a selection of bastions to help strengthen castle walls and create more intricate castle designs.

Castle Towers – A selection of wooden and stone towers to improve the defensive capabilities of the castle.

Castle Gates – A selection of wooden and stone based gatehouses allow safe access to and from the castle.

Castle Defence – Structures designed to help defend your castle, such as moat, traps, pitch and war dogs.

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 overhead mini-map (bottom left corner) will move and show your current position.

To zoom into the map rotate the mouse wheel forward. To zoom out rotate the mouse wheel backwards.

To rotate the map hold down the middle mouse button and move the mouse left or right.

If you wish to switch between normal view and top down (architect) view press the Space Bar.

If you wish to jump to a specific location on the main screen you can left click on the mini-map.

Mini Map

The mini map give you an overview of the main map showing the people and resources available, along with approaching enemies and enemy castles. You can move around the main screen by left clicking on the mini map to go to a specific location.

The buttons around the mini map allow you to zoom in and out and pan the mini map. You can also toggle estate boundry lines to see how much land you and your enemies own. When your keep is enclosed by walls the padlock attached to the mini map will "lock".

Medieval Fact

Peasants could ill afford to buy or make new clothes very often, so it was common for them to own only one set of clothes. Underclothes might be washed fairly frequently, but the outer garments could remain unwashed for months at a time! Most peasants would constantly repair their clothes to make them last many years.

CHAPTER 2: HOW TO PLAY

This section is a quick guide through all the main features within STRONGHOLD 3. Here you will learn how to place buildings, as well as learn a little about the key buildings in STRONGHOLD 3 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 3 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.

When placing a building on the map a building footprint will appear underneath it, showing you the area the building occupies. Buildings cannot be placed if their footprint overlaps other buildings or objects on the map. You can rotate buildings using the mouse wheel.

Left click on the map to place buildings. Right click to clear the currently selected building.

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 a mission 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.

The Stockpile
The stockpile is the most important economic building in STRONGHOLD 3. It is the first building you must place and is where your primary resources are stored. It must be placed at the start of the game and no other buildings can be placed until you have built a stockpile.

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
Wool	Sheep Farm	
Ale	Brewer	
Candles	Chandlers Worksop	

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	Produced by	Requires
Apples	Apple Orchard	
Cheese	Dairy Farm	
Meat	Pig Farm	
Bread	Bakery	Flour

The Keep

The Keep is the focal point of any castle. The Lord lives here and it is where 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 camp fire ready to help get your village economy up and running. The Keep also stores all honour goods which are used to hold grand banquets.

Honour Good	Produced by	Requires
Venison	Hunters Post	
Vegetables	Vegetable Farm	
Honey	Apiary	
Wine	Vineyard	
Clothes	Tailor	Wool

Banquets

Holding a banquet generates honour which can be used to upgrade the Keep (if available), purchase higher ranked troop types, build certain buildings and rank up (Multiplayer only). The more honour goods you make, the bigger the banquet you can host and the more additional honour you will generate. You will also receive a large bonus multiplier for hosting a banquet using more than one type of honour good.

The Church

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.

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 available to drink the happier the population will be.

The Market

While it is possible to buy or sell resources, food and honour goods from the stockpile, granary and keep respectively, the market allows you to buy and sell all goods from a single location.

The market also features some advanced buying and selling tools not available in the stockpile, granary and keep. By setting an autobuy and an autosell price for a good the game will automatically buy or sell that good at that price allowing you to concentrate on other areas of your economy.

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 a mission.

Markets only deal in bulk so you must buy or sell batches of at least five goods at a time. The amounts sold will also increase as your stocks increase, this makes selling large quantities of goods much quicker.

Creating Workers

In order to build a thriving economy you need a willing workforce and in STRONGHOLD 3 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 six sizes of hovel. The largest hovel houses 10 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.

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 the building will show the sleep symbol over the top of it.

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. The only time this will change is if you run out of food, ale or candles 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.

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 for 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 Capacity is affected by the amount of free space you have in your hovels. The more space you have available the higher your popularity bonus will be.

Mood - The mood of your population is determined by what type of Lord you have chosen to be. If you chose to play as Bad Lord and place a number of punishments your people will be unhappy. However if you place entertainment buildings then the peasants will understandably be much happier and you will receive a popularity boost.

Events – During a mission a number of events might take place. Some of the events will have a positive effect on your popularity and some will have a negative effect on your popularity. You can use the other popularity factors to offset negative events.

Fear Factor

In STRONGHOLD 3 you can choose whether you want to play as a good lord or a bad lord. Placing entertainment buildings around your castle will make you seem easy going and increase your popularity but at the same time will reduce your workers' efficiency.

On the other hand, you may wish to appear more cruel and ruthless by placing punishments around your castle. This will increase work efficiency but 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 armoury.

Punishments and entertainment buildings can be placed through the town buildings menu.

Events

During a mission an event may take place. Some events will have a direct effect on your economy, such as a hop weevil infestation which will destroy your hops. Other events may have a positive or negative impact on your popularity. For example a fine weather event will make your peasants happy and will increase their happiness whereas stormy weather will make them miserable and your popularity will suffer as a result. To view what effect the current event is having on your popularity open the Popularity Information panel.

Decorations

Let's face it, with all that grey stone, castles can look a bit dull, can't they? Luckily there are a number of decorations available to spruce up your boring looking castle. Buildings feature decoration points which decorations can be attached to. Click on one of the decoration types from the honour buildings panel. The decoration points for that type of decoration will appear on the buildings. Click on the decoration points to place the decoration.

STRONGOLD 3 REFERENCE GUIDE

A list of all the buildings and units available in STRONGHOLD 3 is contained in the Reference Guide.

Medieval Fact
The life of a farmer in the Middle Ages was one of endless toil, frequent food shortages, disease, and taxation. With no machines, most of the work was done by backbreaking manual labour and this took its toll on the farmer; few farmers could hope or expect to live much beyond their 40th birthday.

CHAPTER 3: ESTATES

Estates are the areas of land owned by you and the other Lords in the game. In order to capture an estate place troops by the estate flag. When you have captured the estate, the estate flag will change to your colours.

Neutral Estates
Village estates are simple settlements that produce basic food types and resources; they also generate tax income and honour for the Lord that owns it.

Carter Post
When you capture a village estate the village will automatically start sending goods back to your castle using their carter post.

Abbey Estates
Abbey estates are harder to capture than neutral estates but also allow you to recruit fighting monks.

Warlord Estates

These are the hardest estates to capture but allow you to recruit bandits once they are under your control.

Medieval Fact
The King spent almost all his time travelling from estate to estate to check up on his barons to ensure their continued loyalty and trustworthiness. Although he had to endure the discomforts of medieval travel for days or weeks, he and his court were the guests of whomever he visited and had to be fed and entertained at his hosts' expense.

CHAPTER 4: MILITARY BASICS

The Armoury
The armoury stores weapons. Without an armoury your weapons workshops will have nowhere to store the weapons they have made.

There are seven types of weapon in STRONGHOLD 3. These are stored in the armoury.

Weapons are made at designated weapons workshops.

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

The Barracks

The Barracks is the most important military building in STRONGHOLD 3 as this is where you create troops.

Left click on the barracks to view which troops you can recruit. In order to recruit troops you will need gold and available peasants.

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

Siege Camp

To siege an enemy castle you will need a siege camp. A siege camp is unique in that it is the only building that can be built in any estate including the estate of your enemy.

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 (who will be turned into 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	Engineers	Cost
Ladderman	1	Gold
Sappers	1	Gold
Mantlet (portable shield)	1	Gold
Burning Cart	2	Gold

Battering Ram	4	Gold
Siege Tower	4	Gold
Catapult	2	Gold
Trebuchet	3	Gold

Engineers Guild

Trained engineers are required to create laddermen, sappers, man siege equipment and pour boiling oil. In order to use engineers place an Engineers Guild within your castle estate.

Engineers do not wear any armour and so are vulnerable to enemy attacks. Ensure you protect them well.

Medieval Fact

The fletcher was a very important craftsman within the castle. Poorly made arrow would be inaccurate and not fly as far as a well crafted one, and during a war or a siege, vast numbers of arrows and bolts were required by the archers. A skilled fletcher chose wood such as ash, oak, birch or yew for their strength and durability, and fashioned straight shafts up to 3 foot long.

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 3.

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 Walls
Troops can attack walls by simply targeting an area of wall. However if you have a siege camp you can create specialist sapper units. Sappers are twice as effective at damaging walls as normal troops. When you command units to attack a wall they will setup a basic shelter to help protect them against archer fire before using crowbars in an attempt to bring the wall down.

Digging in Moats
Certain regular units can be ordered to fill in an enemy's moat. To do this, select a group of units, then hover the mouse over the moat you wish to fill. When you see the shovel pointer appear, right click to fill it in.

Unit Stances

Using a unit's stance icon you can switch between two 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 look for another potential target before returning to their original position. Units in aggressive stance will respond actively to missile attacks. Units in aggressive mode will also attack any nearby enemy buildings.

Stand Ground – Units set to stand ground will not move from their posts unless ordered to do otherwise.

Unit Formations

If you have a group of units selected you can use the change formation icon which will allow you to cycle through the formations you wish to put your troops into.

No Formation - Troops form a ragged group.

Box - Troops form a form a well organized box, creating a strong collective unit.

Line - Troops form rows, cumbersome and slow, but with a slight combat advantage.

Unit Commands

Attack Here - When using catapults, trebuchets and burning carts, click on the Attack Here icon to mark an area on the landscape where you want the siege equipment to attack.

Switch Weapon – Toggle between the Trebuchet throwing rocks or diseased animals!

Disband - Clicking on this button turns troops back into peasants and removes siege equipment.

Dismount Horse - Clicking on this icon commands the Knight or Lord to climb down off the horse and walk on foot. Mounted units are not able to climb up onto castle battlements.

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

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.

This button will change depending upon the unit selected. With range units selected this button will become the *'attack here'* button.

Targeting with siege equipment will allow you to designate an attack radius. A target marker will appear to show the area the unit will attack. This type of attack is very useful for attacking units behind castle walls.

Disband Troops
To disband 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 keep until work is assigned.

Using Siege Equipment
Siege equipment works in a similar way to normal troops, except they are designed to attack castle structures rather than just individual troops.

Burning carts can target individual buildings with the aim to set them on fire (which will hopefully spread to other buildings).

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.

Siege towers can be docked against walls to allow access to the castle for your troops. They are strong but slow and susceptible to harpoon launchers.

Catapults and trebuchets can target not only buildings but also walls, towers and gatehouses. Trebuchets are slow and inaccurate but are powerful and can be fired from a long distance. Catapults are more manoeuvrable but weaker than trebuchets. They have a shorter firing range but this means they are more likely to hit their intended target.

Hurling Cows
Trebuchets also have the special ability to launch cows (and other animals). Use the switch weapon unit command to switch between firing rocks and hurling dead animals.

Hurling dead animals over enemy walls causes the spread of disease amongst your enemy's population disrupting to their economy. Different animals spread disease in different ways.

Laddermen
If you can't breach a castle by knocking a hole in the wall you are going to have to go over it. The brave souls whose job it is to erect the ladders are the laddermen. Target the wall to place a ladder.

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.

Medieval Fact
Although castle walls quickly grew too thick for a battering ram to damage effectively, the stone-hurling machines remained effective until the end of the castle age. The only limit on the size or power of these machines was the skill of the engineers who built and managed them.

CHAPTER 6: DEFENDING YOUR CASTLE

The STRONGHOLD 3 construction system allows you to draw out walls at any angle. These walls seamlessly connect into castle buildings, such as towers and gatehouses. This makes castle construction incredibly easy.

Building Walls
There are three different types of walls: woode, stone and stone curtain.

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. To place multiple sections of connected wall hold the left mouse button to start a section of wall, drag the wall to the position you wish to place it and let go of the left mouse button when you have finished construction.

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 placed against a section of wall.

To repair walls click on the repair icon and hover over the damaged wall. The section of wall to be repaired will be highlighted along with the repair cost.

Gatehouses
Gatehouses are the main routes in and out of your castle and are seen by the opposition as soft targets so must be guarded well. It is always a good idea to have several men stationed on top of one. Selecting your gatehouse will bring up the gate panel, allowing you to close it in times of war and open it again during more peaceful times. The gatehouse will close automatically should the enemy approach it, although you can always override this manually.

If a gatehouse has been damaged it can be repaired by clicking on the repair icon and hover over the gatehouse to be repaired.

Bastions
Bastions are castle buildings that can be placed within walls to help strengthen your defences. They also feature connection points, similar to towers, allowing you to connect a section of wall between a bastion and another bastion, tower or gatehouse. For Example, if you wished to section off an area of castle using a stone curtain wall you would need to place 2 bastions allowing you to build the curtain wall in-between.

Towers
Towers are impervious to troops attacking or ladders and can withstand far more damage than walls. Troops can enter towers from connected walls at their mid level point. Towers also give your missile units further firing range and provide all units with a defensive advantage against enemy missile troops.

If a tower has been damaged it can be repaired by clicking on the repair icon and hover over the tower to be repaired.

Engine Tower
The Engine Tower is unique as it is the only tower that can support tower mounted siege equipment such as the Harpoon launcher, Hay bale throwers, Ballistae and Mangonels. Engineers are required to man tower mounted siege equipment.

Hay Bale Launcher
The hay bale launcher is designed to be used at night to light areas of the map to hopefully uncover enemy troops hiding in the darkness.

Beacon Tower
The beacon tower is another defence against enemies who attack at night. Place beacon towers around your castle then use flaming arrows to light the hay to light up the area around the beacon tower.

Hoarding

Hoardings are simple wooden barriers that can be attached to the side of stone walls to provide extra defence to the archers standing behind them. Hoardings are fairly weak and will be destroyed by a direct shot from a catapult or trebuchet.

Traps

Man traps and Stake traps are a one shot defence against enemy invaders. They are buried in the ground but camouflaged so they appear invisible to the enemy. If walked on 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.

Moat

Moats are used to prevent the enemy from reaching your walls. They are placed in the same fashion as walls around your castle.

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.

The stone gatehouse with the drawbridge can be used to cross the moat allowing troops and peasants across the moat but can also be raised in times of siege to delay the enemy.

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 engineers available to man the oil pots.

A maximum of four engineers can be assigned to a smelter. Once they have filled their pots with oil they can be placed on walls ready to pour boiling oil onto unsuspecting enemies. When they have poured their oil, they 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.

Burning Logs

Burning Logs are attached to stone walls and when unleashed a number of burning logs are sent into the enemy sending them flying or running.

Left click on burning logs to release them. The logs will then be automatically replenished after a period of time.

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. This is essential for lighting pitch ditches and beacon towers.

Medieval Fact
A well built stronghold with a determined force of defenders could hold out against an enemy foe almost indefinitely but for the need for supplies. In some cases it was the only vulnerability an attacking army could exploit. Strict food rationing was usually started immediately to ensure the supplies would last as long as possible. To stop thieving, all foodstuffs were gathered in a central location in the castle and placed under armed guard.

CHAPTER 7: MULTIPLAYER

Multiplayer Lobby
The Multiplayer Lobby displays all the STRONGHOLD 3 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.

Game Modes

Deathmatch – This is the default multiplayer mode. This is a straight skirmish to the death. Last Lord standing wins.

King of the Hill – In the middle of the map is a single castle which the players must capture. To capture the castle the player must occupy the castle for a set period of time. The fist player to hold the castle for the set period of time wins.

Capture the Flag – Similar to King of the Hill but instead of a single castle, the map contains a number of flagged estates. The first player to control all the flags wins.

Medieval Fact
Ale and beer were as much a part of the stable diet of medieval Europe as bread, commonly being drunk instead of water in towns without a clean water supply. The ale produced tended to be very low in alcohol, but the process was not to make an alcoholic drink as such; any pleasant drunken effects were just a bonus!

CHAPTER 8: COMMUNITY FEATURES

STRONGHOLD Profile

At the start of the game you will be asked whether you would like to create a STRONGHOLD profile. This is entirely optional but many of the cool online features are only available to players with a STRONGHOLD profile.

STRONGHOLD Profile features:

• Design your own STRONGHOLD shield which can then be used on banners and flags in STRONGHOLD 3.
• Add your location to compare scores against players in your country, city or town
• Share your user created maps online.
• Download the best STRONGHOLD 3 maps from around the world directly to your game.

Achievements

STRONGHOLD 3 contains a number of achievements for you to discover as you play. Can you collect them all?

CHAPTER 9: 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 solider 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'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. If you are finding the viewpoint difficult press the Spacebar to see a top down view of the game.

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. Ensure you have a siege tent placed and an engineer's guild as engineers are required to man the equipment. Also, ensure you have enough gold available.

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!

Medieval Fact
Roads in medieval towns were often no more than muddied, rubbish strewn tracks that were untended and unrepaired. Within towns themselves the inhabitants would throw rubbish and chamber pot contents into the street, where it would either fester and rot, or (in better managed towns) feed into a rudimentary network of ditches that would feed into the local river.

CHAPTER 10: HOTKEYS

Pause Game	**P**
Menu	**Esc**
Scrolling around the map	**W A S D**
Zoom in & out of map	**Mouse Wheel** forwards/backwards or use **R / F** or **+ / -**
Rotate map	Hold down the **middle mouse button** and move the **mouse** or use **Q / E**
Rotate Building	Select a building and **mouse wheel** forwards/backwards or use **R / F** (Use **+ / -** to zoom the map when a building is selected)
Top Down View	**Spacebar**
Interface Panel On/OFF	**Tab**
Screenshot	**Insert**
Open Popularity Panel	**Backspace**
Keep	**K** (Opens the Keep panel)
Double Tap	**K** (Centre view on the Keep)
Stockpile	**H** (Opens the Granary panel)
Double Tap	**H** (Centre view on the Granary)
Granary	**G** (Opens the Granary panel)
Double Tap	**G** (Centre view on the Granary)
Barracks	**B** (Opens the Barracks panel)
Double Tap	**B** (Centre view on the Barracks)
Market	**M** (Opens the Market panel)
Double Tap	**M** (Centre view on the Market)
Armoury	**V** (Opens the Armoury panel)
Double Tap	**V** (Centre view on the Armoury)
Siege Camp (Cycle)	**J** (Cycles through all your available siege camps)
Cycle Estates	**Home** (Cycles through your estates)
Locate your lord	**L**
Cycle through all lords	**SHIFT + L**
Grouping Troops	Select a group of troops and press **CTRL + 0** to **9** and then press **0** to **9** to locate them.

Setting Up Multiple Waypoints	Hold down **SHIFT** and right click.
Bookmarking Locations	**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.
Unit selection	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.
Select Units of Same Type	Double-click on a troop to select all units of the same type visible on screen.
Move	**T**
Attack	**Y**
Stop	**U**
Change Unit Stance	**I**
Change Formation	**O**
Select Stone Curtain Wall	**Z**
Select Stone Wall	**X**
Select Wooden wall	**C**

Multiplayer Commands

Team Chat	**Enter**
Universal Chat	**SHIFT + Enter**
Taunt	**F1** to **F12**

CHAPTER 11: SUPPORT

For any support issues please visit
www.stronghold3.com/support.

Medieval Fact
Although the population could visit a doctor to help them alleviate their tooth aches, the majority made the surprising choice to visit their barber when some surgery or tooth extraction was required. For centuries they had trimmed the beards and moustaches of their customers and many began to clean their teeth at the same time; it was a short step from cleaning teeth to lancing abscesses to relieve pain and from there to actually pulling out rotten teeth for those who requested it.

CHAPTER 12: GAME CREDITS

Game Design	Simon Bradbury
Additional Game Design	Eric Ouellette
Executive Producer	Eric Ouellette
Producer	Paul Harris
Lead Programmers	Matt de Villiers
	John Mena
Graphics Programming	Matt de Villiers
AI Programming	John Mena
Multiplayer Programming	Matt de Villiers
UI Programming and Animation	Tony DeLibero
Audio Programming	Tony DeLibero
Map Editor Programming	Matt de Villiers
	Can Wetherilt
Web Programming	James Persaud
Additional Scripting	Christian Einicke
Artists	Ben Thomas
	Kel Parke
	Jorge Cameo
Illustrations	Jason Juta
Comics	Pablo Verdugo Muñoz
Original music score composed by	Robert Euvino
Sound Design	Robert Euvino
Quality Assurance Manager	Darren Thompson
Firefly Lead Testers	Niall Benzie
	David Robertson
Firefly Testers	Daniel Olaleye
	Pascal Heymann
	Mark Barney
Scenario Design	Simon Bradbury
Scenario Creators	Simon Bradbury
	Eric Ouellette
Manual Writer	Darren Thompson
	Paul Harris
Narrative	Simon Bradbury
Speech Writing	Simon Bradbury

Voice Casting and Direction	Simon Bradbury
	Paul Harris
Sound Engineer (Voice Recording)	Peter Beckmann
Voice Actors	Pip Torrens
	Dominic Hawksley
	Hattie Morahan
Webmaster	David Robertson
Financial Geniuses	Megan Ouellette
	Susan Boures
Special Thanks	Andrew Prime
	Darrin Horbal

Firefly Fact
The original STRONGHOLD was released in 2001 and became a huge hit across Europe and the world. In Germany it was number one during the Christmas period outselling Grand Theft Auto III.