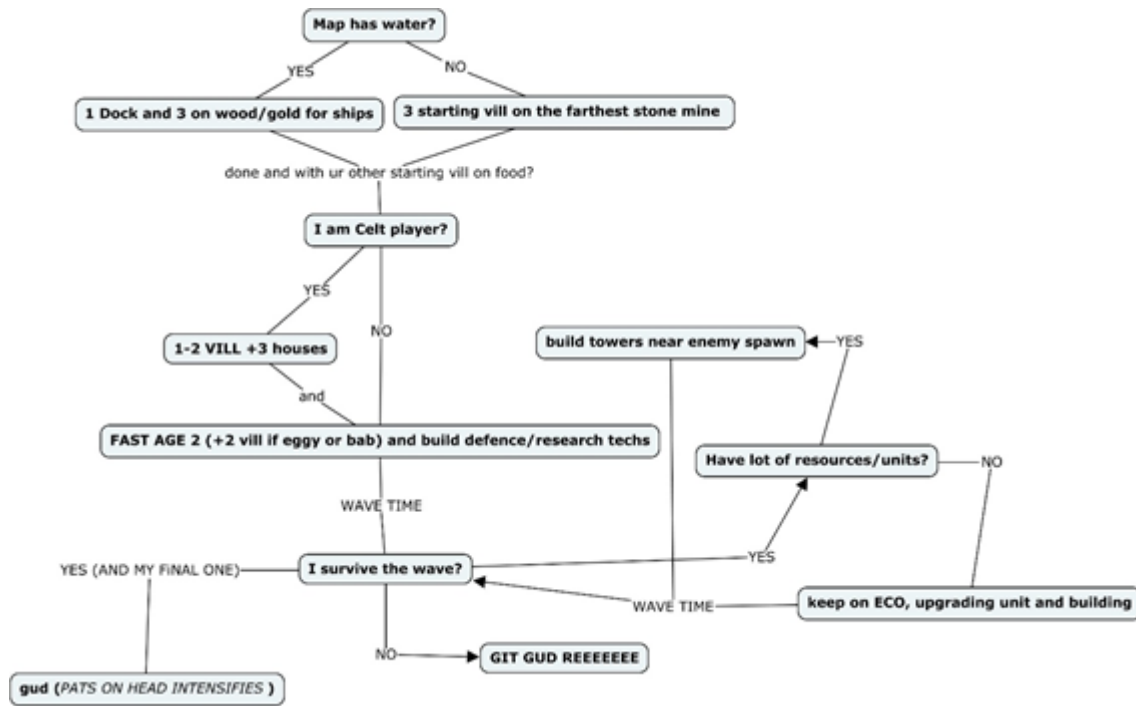


HOW TO 30 waves CRETE?:

In this mode los bonus milestones become kind of useless because u already have vision from the neutral watch post and having reduction cost in defense building or units is handy here for fast defense. Follow this resume logic graph:



Some builds I recommend is taking tower/ships/ siege related advisor (with some eco advisors included) since they can deal with different wave variants and the disgusting priest wave. Also cav in Crete can be hard to deal. So building full cav armor on your anti cav melee unit is recommended. Also, is not a bad idea to gear regen or seth best vest on your spear since the first wave are saris which deals pierce dmg and make cav armor useless if you're going to gear rostam armor+athena spear. Siavash spear somewhat starts to be an s tier spear for this scenario. Gearing an anti-conversion medal on raiding melee cav is useful to take down asap early priest wave.

My build (with no consumables) consist in

1 store/ food/ageup-1 store/wood-3 stone/wood

Age up ---> 2 vill food

2 vill food-->age up --> (4food/3 wood->stone or gold/ rest wood) barracks+tower/dock

Advisor age 1 preference: any

You can insta age up but the first 2 vill must be on food to keep the vill production. I recommend going for berries in this mode since deer get dispersed in a random positions when they are attacked that sometime it gets inaccessible for vill to collect them like getting

stuck between wood line ,etc... what about your starting villas? Min 0, 3 starting vill to stone in the farthest stone mine because those spots will get inaccessible for a long period after your timer runs out. Store house on stone but don't collect them yet, collect for your rax after 200 wood swap them to stone for tower. The 2 starting ones left, 1 going to build store for food/age up temple or houses and the other one 1 store near gold and wood. Keep buldng vill for wood. After building your first rax, swap your near wood to gold (at least 1) and 3-4 to food and keep producing wood if you need more for towers. Rax production: 1 spear/spara+ champion+1 spear. Change to tower production if they bring archers wave instead

For water maps is similar unless you have an advisor and strat that consist in age1 fishing ships early, don't build it yet. The difference is not going to the farthest stone mine and focus on your near wood line and swap them to gold after dock. Between min 2 before the first wave, you build 1 dock to the north side which is where mostly appear the first wave and build 1 ship and 1 fishing ship. During the waves you need to micro a little to prevent your fishing ship take damage meanwhile it's repairing your war ship. If you are fast enough you have enough time to build at the same time an rax and 1 spear in case the first wave it only saris. After you get enough resources and build 10+ships you can start relaxing. The only thing you have to care is the elephant waves which are very difficult to deal with ships. Make some anti cav.

In both cases you should get at least 10 spears or other melee units to take down the ram wave. This mthfckr can tear down your defense so easily and age 2 units are so ineffective in small numbers. You can body block with just moving your inf in front of them the ram so it get stuck a bit and get free pokes from your army. After that build an small army with high melee dps in preference like woad, asabaras, podromoi near the place where ballista spawns to snipe them.

After that it's up to you as maps have variations and have some gimmicks but you should handle them well. Some collect stone for an early Tc or for more tower or early market or expand their base from those villagers in the farthest stone mine. Decision is yours, have fun.

TRADE AND MARKET LOCATION

There's something more irritating I see in almost every game with coop when my ally just makes the longest route that give 150 gold trade making the saddle tech useless but I don't blame them. The game doesn't do a good job explaining this mechanic like the one that trading with an ally is much better than self-trading with ur tc. There's a full section in the wikia but in a nutshell the trade value is the gold per distance that a caravan goes from the market to the TC. SADDLE tech improves the values making an short trade route that would be considered an low income one to have a better profit. The value to seek is 127 gold per travel so after the upgrade it becomes 150 gold per travel which it's the maximum value that a caravan can get. I know that it's supposed to be 125 and you may think it's a bad math miscalculation but I did for the fact that when you expand and build more markets, it tends to vary the trade value so you have an guarantee that it its close to the number even if you just

build an market wall to mass spam your caravans. Also most cases when I build 1 tile ahead they become a 110 ish trade route . Welp, after making it clear, getting a trade route around 130 ish is ok if the map has some problem with the position of the markets or it's hard to position. In this guide I am going to show you my placement where that value goes to that preferential number taking as the trade destiny the starting TC (yours on your ally one) so you guys don't require cooperation and wasting time scaling.

Sidenote: The placements are referential. STATS ON MERCHANT LOG STAT CAN DIFFER THE REAL PLACEMENT A BIT NEAR OR FAR AWAY COMPARING THE MENTIONED ONES. Also take in consideration that Egypt players should move 1-2 rax away from the normal placement referenced (if they are not mentioned) because of their base 0.72 trade stat instead of the 0.8 that have other caravan civs. Quests not mentioned are because I couldn't get enough photos or are not practical of its usage and it's preferable to make a sea route or build a better Tc location. Considering all my caravans gear "Merchant's log of the Nile", the gear TRADE stats used on my caravans in game are:

GREEK	17.7%
CELT	16.7%
PERSIAN	17.3%
BABYLONEAN	18.1%
NORSE	16.6%
EGGYPT	17.4%
ROMAN	17.4%

Extra-drinking game: 1 shot for every align/alignment I say this section

MARION

P1: See that "bridge" near your base to the lake. Build in the end/middle of it.





P2: It's between that tree and your 2nd gold mine in your base. Sometimes its near the bushes if the trade values mess up



	
SOLO: best position and easiest to remember. Got 120 (with no saddle) in this one	
Note: in the winter variation you must kill the wolf and chop the bunch of tree near from that wolf in the center of the trade route. For some reason those makes the caravans stuck themself	

SAIS (trade with your starting Tc)	
P1/SOLO: send vill to the bottom of the map you will find this peculiar bunch of trees with a dark soil. Build in the corner of that “L” (or /) shaped forest.	

P2: send your vill to the south across the hallway with coconut trees. The first corner your find, build there next to the trees



MAD MEDIAMS

P1: Align your market to your gold mine



P2: There a green soil with / shape near to your base.
Build in the top of that “/”.



SOLO: near the bushes on the left side



EMIC

P1: same as p2 this position is hit or miss. On 18% I got when I placed them on the front of those mid but with greeks I need to pull back far away than they should for space problems and replace them at best I could when I clear the forest.



P2: same thing as p1 but it's stuck with the trees. This pic I when its cleared



PAPHOS

P1: it's next to this forest that connect with ai farms.
Beware building on this side. you have to leave some space because ai units like to raid this side where you must build some towers and walls to protect them



P2: You have to secure first your side before building markets. A small gap after that gold mine should be placed.



LOWER NILE/ENTER AT YOUR OWN RISK

P1: FAR RIGHT BOI





P2: FAR LEFT BOI



GIZA

P1: the first pic is out matched with the real position. I screwed up by 1 market away. The real position is aligned with the hunt spot and plateau in the lake in the 2nd photo. Leave a gap for P2 trade route





P2: mid road from your base before reaching the road that connect east ai enemy and P1 base and P1 markets position. You will find an rock mine and an gold mine aligned like the pic. Build it before the mine or the guide line



SOLO: thank you bloublou for helping me in this one. Its near the P2 position. Build it like the pic in front of that woodline.

VOK

P1: Align with your starting gold mine



P2: Align with your bottom house. Got 129 in the 2 nearest ones from my tc and the farthest I got 125



SOLO: R U N.SANE

MILETO

P1: the position is very obstructed by those trees that doesn't allow to spam your markets in line without losing gold. So build it behind it and the gold mine.



P2: Align it with the gold mine.



CREMONA

P1: near that stone mine



P2: align with your top-right berries and tree. I got 127-130 gold per travel in this one



DUNUM

P1: Kinda tricky to pull but it's a gap next to the 2nd gold mine near your natural berries.



P2: Next to the deer hunt spot on the left side



BRENNOS ATTACK

P1: *align it with your starting watch post*



P2: align it with your starting bottom 2 houses and tree



JUST AN NOTHERN TOWN (is not I gonna rush you with cav /spears baka)

P1: see that trees with a log build in the first pic (red). Align with it like the second pic. For egg is the tree behind (blue)





P2: align it next to the gold mine



FABI, YOU'RE A RICH MAN

P1: follow the road and take notice of the tree's groupings. In the first one you must align next to the trees or a gap before if needed.



P2: Same as p1 scenario but from left to right (I mistake 1 market in the pic)



BATTLE OF ALLIA

P1: align with the tree and your bottom starting house



P2: align with your starting gold mine. For egg the berries below (I got base 129 gold)





INVASION OF CLASIUM (clean mid first)

P1: This one is very hard to figure out. But there is a tree with a peculiar different color than the rest. Is subtle but its near the alignment where the markets are built. You can help with the fact that they are built near an L shape with a round corner wood line. Another reference point is the fish bank across from that tree.



P2 align it with the middle of the stone mine on the bottom of your base.



NOTE: OVERSPAMMING CARAVANS CAN LAG AND FREEZE YOUR GAME.
SPECIALLY THIS QUEST. 30 per player ARE MORE THAN ENOUGH FOR THIS ONE

INVASION OF ROME

Build walls before the markets. Leave a gap in middle so unit will come there and leave your markets and base

P1: south of your base, there are 2 semi destroyed building. Align your markets with the furthest one from your starting tc.



P2: north of your base and starting barracks you find some berries

MY BROTHER'S KEEPER

P1: SPEAR RUSH SOUTH and earn your place for the market. Place it a gap from its gate

P2: SPEAR RUSH NORTH and ear your honor as an ape and for ur market. This one is trickier than p1 to pull after you get the space required since there no object to help but as a hint is on the north of the berry spot and that space that u can see in the pic that goes very narrow . Align with it.



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JOIN FORCES

P1: Try to build it first before
ai does. its enar its natural
gold mine. I try to trade with ai
but not enough gold



P2: just on that corner of the ai base. not the best but it guaranteed a 133



HOLIDAY QUESTS

LAIR OF THE CROCODILE KING

P1/P2/SOLO: *The easiest one. In p1 base you see a dirt soil in the terrain with cross shaped near the unbuildable road. Build it on the top of it and trade with AI ally TC. The only thing that can mess up this location is a Norse p1 player because they start with 2 longhouses that block it. You have to destroy them or build an less effective trade route to make space for your ally. For solo just try to align with them. (fixed in this event. forgot the patch. for solo just do as it was before)*



EGYPTIAN EVICTION

P1: because it's very clunky to trade with ai tc you re better trading with your coop instead. *This one is hard because there is no signal or object to help with the alignment. I use this space between those 2 forests. Got 121 base gold in this position*



P2: Near the wood from ai base you build there. 129-139 base gold in this position



FRIGHT CLUB

P1: *Build it in front of the second nearest stone mine.*



P2: Build the in front of the gold mine and leaving a small gap between your markets and mine. You can use your starting gold mine (the nearest one from your TC) or temple as bab to help you to align their positions.



YOUR FINEST HORROR

P1: align it with the gold mine or build in front of the wood line near that gold mine





P2: This one is a lucky guess. 2 rax away approx. (or 4 for egg) from your starting gold mine (ty warbandit for helping in this one and the other next ones)



THE DEAD OF THE NIGHT

P1: Build it in front of the berries in east side of your base



P2: egg players lose a bit of money but this one is the best placement. West side an in front of the wood line.



ONLY THE GOURD DIE YOUNG

P1: align it with your starting gold mine



P2: align it with your starting tower



BRING OUT YOUR DEAD

P1: kinda confusing to get it but just search to the forest hallway (while seeing its left side) before you get to the multiples stone mines area the woodline forms 2 L shape corners like a ladder. Build it in the second one (unless u have bad stats on your current log. In that case build in the first one).





P2: in the middle of the hallway forest and stone mines section (while seeing the right side). There are an area with houses





THE PHANTOM OF THE LAVA

P1: *align it near the forest on the top. You may get 127 to 133 base gold*



P2: *Near the trees just next to your base. Got 121 trade with no saddle*



WINTER QUESTS (ONLY OG NOT REMAKES)

ICE KING MOUNTAIN HIGH ENOUGH

P1: There are some rock/grey terrains on top of your base. Build on it



P2: Same as P1 but this time take a look in the shape on those rocky/grey terrain. They create an L shape. Align with the L



WINTER WONDERLAND

P1: Build it next to and aligned to the gold mine near to your base



P2: For eggy player align it with the first stone mine like the pick. For others civS in front of the 2nd stone mine



RUN RUDOLPH RUN

P1: u may use as an align helper the eggy position market which is next to the berries (1-2 rax away from it) or the other side of the lake which is not so reliable (got it at 138). U have to build it aligned of the corner of the lake





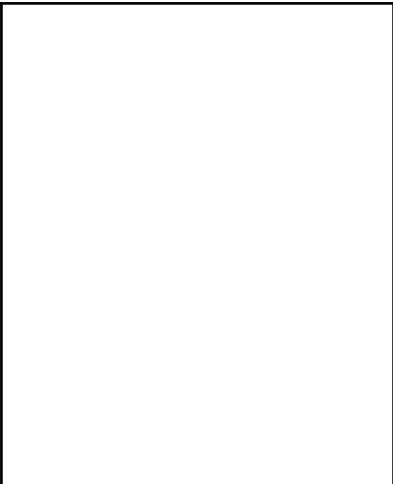
P2: See that square grey spot? build on it



QUESTING IN THE WOODSON AN SNOWY EVENING

P1: from your starting gold mine you find an pond with some fish. Align with the pond





P2: if you are not an eggy player this market position can be a nightmare or just a lucky guess to figure out because it's literally built in nowhere with no element that I can guide myself so I will use the eggy one which it's the easiest one for me. Align those 2 trees just on the bottom of your base. For other civ 2 rax away (probably). U may use the second pic position if your ally need space for its trade route



IO SATURNALIA

P1/solo : go up and search from the edges of the ai base that spot with 1 watch post. Don't worry it don't shoot arrow except the occasionally slinger/legio that may pass there. Align with the gold mine that is near form that watch post.



P2: go south and beyond south ai base gates you find a gold mine with a berries. Align ur market with the gold mine. I don't have to say that you must secure gates before you build them.



FROZEN ROMAN SNOWMEN

P1: from the west side find a gold mine near the forest branch. Build a gap after that gold mine.



P2: in ur base find a hunt spot. Build near from it



YOU'LL BE HOME FOR YULE

P1: go up and you will find an bunch of tree. Build on the top of those.



P2: south from the spot you find the free palintonons that you can convert, build you market almost touching the map limit. You may use the small tree as reference.

