

FIREFLY STUDIOS'
STRONGHOLD
DEFINITIVE EDITION



FIREFLY
studios

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What's New in Stronghold: Definitive Edition?

Content

- The Jewel Campaign (more information in the [Starting the Game and Game Modes](#) chapter)
- Castle Trail (more information in the [Starting the Game and Game Modes](#) chapter)
- Steam Multiplayer (more information in the [Multiplayer](#) chapter)
- 4 New Multiplayer Maps
- Steam Workshop support for custom maps (more information in the [Steam Workshop](#) section)
- Steam Achievements

Quality of Life Improvements

- Art and animation visuals upgrade
- Improved animations
- Movement smoothing
- Extra zoom level
- Balance improvements to the original campaign
- Increased troop and building limits
- Modern or classic control schemes
- Change single player team color
- Popularity change indicator arrow on scribe's book
- Market auto-trading (more information in the [The Marketplace](#) section)
- Sell/buy more, toggle (shift)
- Barracks rally points (more information in the [The Barracks](#) section)
- Recruit multiple troop types with shift or CTRL
- Resource quick view tab
- Objectives quick view tab
- Control groups overview panel (more information in the [Gathering your Forces](#) section)
- Advanced free build setup options (More information in the [Free Build](#) section)
 - Starting gold, food, resources & weapons
 - Random events
 - Repeating invasions, and difficulty
 - Peace time (before invasions spawn)
- Copy building functionality (hold CTRL and click on a building to place another)
- Customizable hotkeys
- 'Pick Your Scribe' option
- Scenario editor and map editor combined into one mode

Quality of Life Improvements (continued)

- Additional scenario editor conditions
- Map editor proximity markers
- Rotatable gatehouses (more information in the [The Gatehouse](#) section)
- 'Unit speech' volume slider
- Control options
 - Map scrolling
 - Mouse rts controls
 - Mouse wheel functionality
 - Hot key centering
- On-screen compass
- Radar map zoom controls
- Extended building tooltips
- Updated and animated victory/defeat screens
- Ability to load all old saves and maps
- Improved load requester
 - Allows searching and shows game-type of saves

Audio

- Additional sfx
- Remastered audio
- New speech intros (English only)
- New voice lines (narrative and easter eggs) from 2 returning voice actors (English only)
- Higher quality music soundtrack (lossless)

Hardware

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



1.0 Getting Started.

1.1 Starting the Game and Game Modes.

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

The main menu is divided into four sections:

Combat

This gives you the following combat related options:

- Play the campaign - Fight your way through the 21-mission campaign for your king and country against four merciless and ruthless opponents: The Rat, the Snake, the Pig and the Wolf.
- Play the Jewel Campaign - Follow the story of the young captain of the guard who has been tasked with rescuing "The Jewel of the North", the niece of the legendary Sir Longarm.
- Play a siege mission - Choose to attack or defend pre-built historical castles. This option is pure combat with no community management necessary.
- Play an Invasion Scenario - Individual custom missions with specific objectives, similar to the main campaign missions.
- Play the Castle Trail - The Castle Trail is a trail of 10 of the most famous castles throughout Europe. Each castle must be either sieged using the troops on the map or defended against the AI siege army. Can you master the art of siege warfare and conquer the trail?

Economic

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

- Play the Economic campaign - This is set in the period immediately after the Combat campaign (See above). around rebuilding the kingdom.
- Play an economic mission - These are single missions very similar to those in the economic campaign. You will have to build an economy while trying to balance your available resources and achieve one or many preset goals.
- Free build - Here you can build to your hearts content. You have no enemy to worry about. You merely choose the map you wish to build on and away.

Multiplayer

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

Map Editor

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

The main menu also has the following options:

Load Game

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

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

1.2 Game Options.

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

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

1.3 Classic vs Modern Controls.

There are 2 choices of control scheme in Stronghold: Definitive Edition. The Classic controls are what fans of the original Stronghold will be used to. Left click is used to select troops and left click is used to move and attack. The Modern controls are for players used to more modern RTS games. Left click is still used to select troops but right click is used to move and attack. Use the Game Options menu to switch between the 2 control schemes.



1.4 Game Overview.

Stronghold is a castle simulator, it will teach you to design, manage and defend your own medieval castle. Starting in the middle of the eleventh century, with little more than wooden palisades and hills to defend yourself with, you will learn how to build up a castle and rule its citizens. As time goes on, your castles will get bigger and more sophisticated until, by the end of the campaign, you will have all the knowledge you need with which to create the ultimate castle.

You must start your initial settlement from scratch then move forward to defend that which you have built. Each new settlement will need a balanced infrastructure with a steady income, a healthy stock of food and resources as well as a happy population. As you progress through the game your defenses will become steadily more advanced. In the early stages you will only have enough resources at your disposal to build a simple stockade. Eventually you will have techniques with which to construct a virtually impenetrable fortress.

There are many challenges ahead of you on the road to victory. Each territory has a unique set of economic conditions and you will face many bloody siege engagements before this chapter in history draws to a close.

Only with careful castle planning and the cunning use of military tactics will you be able to ensure the safety of the kingdom. Your stronghold awaits you, good luck and God speed my liege!

1.5 About the Manual.

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

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

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

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

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

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

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

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

2.0 Game Basics.

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

2.1 Main Screen Overview and Navigating the Map.

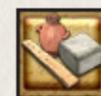
After starting a new game the screen will look something like this:



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



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



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

2.2 Camera Interface.

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



To Rotate the Map:

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



To Zoom:

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



To see behind things:

Moving the mouse pointer downwards onto the flatten icon will pull the landscape, trees, walls and some buildings down to the same level. Releasing the button will make the landscape spring back up. Alternatively use the spacebar key.

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



To hide the Management Panel:

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

2.3 Placing your Keep.

You must place your starting keep and a granary on the map before any other buildings become available. To construct a building, select it from the building selection scroll at the bottom of the screen then left click on the main display when you are happy with it's position.



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



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

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

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

2.4 Population Growth.

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



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

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

2.5 Rationing and the Granary.



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

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



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

2.6 Setting Taxes.

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



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

2.7 Popularity in Brief.



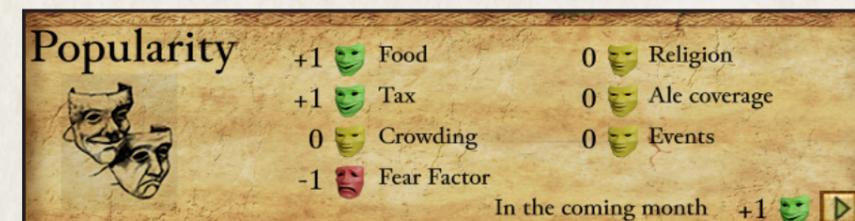
The scribe holding up an open book allows you to see critical information at a glance.

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

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



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



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

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

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

2.8 Gathering Food and Resources.

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



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

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

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



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

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



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



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



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

2.9 Increasing your Population.



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

2.10 Putting an Industry to Sleep.

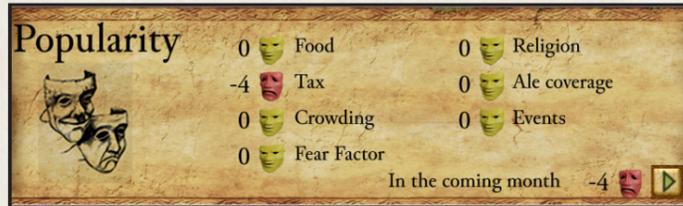
If you need to reallocate your workers to other industries then use the sleep button within a building's info panel to put the whole industry to 'sleep'. All the workers within that industry will immediately turn back into free peasants and head back to the camp fire. This can be a useful device if you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

Recap:

- Use the camera interface and mini-map to help you find a suitable location for your settlement.
- The keep and granary must be placed before any other buildings become available.
- Popularity is your key game variable.
- Changing your tax rate and rationing will influence your popularity.
- Make sure you start gathering wood and food early on.
- Build more housing to increase your population, keeping an eye on your food supply and popularity as you expand.

3.0 Influencing your Popularity.

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



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

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

3.1 Food.

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



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

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

Ration	Bonus to Popularity
1	0
2	-1
3	-2
4	-3

3.2 Tax.

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



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



Doing this will have a positive effect on your popularity.

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

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

Generous Bribe	Large Bribe	Small Bribe	No Taxes	Low Taxes	Average Taxes	High Taxes	Mean Taxes	Extortionate taxes	Down-right Cruel taxes
+7	+5	+3	+1	-2	-4	-6	-8	-12	-16

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

3.3 Crowding.



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

3.4 Fairs and Other Events.



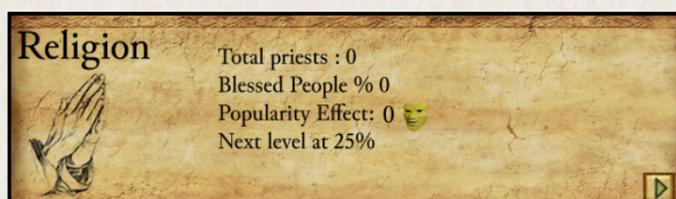
Occasionally, during the course of the game, traveling fairs will pay surprise visits to your castle and provide entertainment. Whilst they are in town you will gain a temporary bonus to popularity.

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

3.5 Religion.

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

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



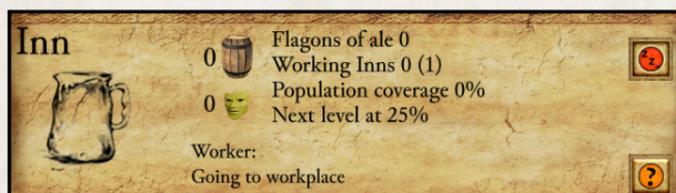
The blessing given by the priest wears off after a short while, at which point that person must be blessed again. Covering the religious needs of the community, therefore, is a continual process. The higher the percentage of blessed people, the higher the bonus you will receive to your popularity.

As your castle population grows the percentage of your people blessed will start to fall, thus lowering your bonus. To rectify this you will need to place extra religious buildings. Be warned however as your community grows, people will start demanding ever more impressive (and expensive) religious structures and failure to provide these buildings will result in a popularity drop.

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

3.6 Working Inns.

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



This panel shows how many barrels and flagons of ale the inn has in stock. For each working inn, (i.e. one that still has ale) you will gain a bonus of plus 1 to your popularity. Ale is drunk from each inn at the same rate regardless of its location.

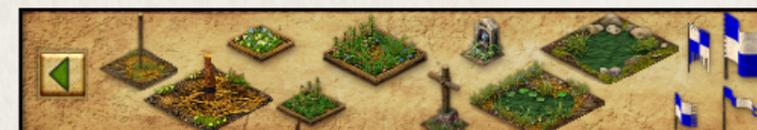
Inns are in the 'Food Processing Buildings' category.

3.7 Fear Factor.

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



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



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



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



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

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

4.0 Food and Resources.

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

- Food
- Resources
- Weaponry

Note: For information on weaponry, see section 6.1.

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

4.1 The Stockpile.

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



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

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



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

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

4.2 Resources.

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



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



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



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



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



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



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



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



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

4.3 The Granary.

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



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

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

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



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

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

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



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

4.4 Food Types.

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



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



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



Cheese: This is produced in your dairy farms. Dairy farming is slow to get going. Only when three cows have been raised will your dairy farmer begin milking them to produce cheese. Once running, however, dairy farming is more efficient than apple farming or hunting. If you are producing leather armor cheese production will suffer as tanners take the cows.



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

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

5.0 Money.

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

5.1 Tax Rate.

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

Note: Section 3.2 deals with how your tax rate influences your popularity.



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



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



Go to the Treasury report to see details of the castles current financial situation.

5.2 The Marketplace.

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



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



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



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

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

5.3 Auto-buy and Auto-sell.

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



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

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

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

6.0 Military Forces.

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

6.1 Military Goods and the Armory.

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

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

6.2 The Barracks.

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

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



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

6.3 Available Units.

There are eight troop types available for hire in the barracks and an additional the special units who are trained in your guilds.



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



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



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



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



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



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



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



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



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



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



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

7.0 Issuing Military Commands.

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

Note : Units in this chapter refer to military units only

7.1 Gathering your Forces.

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

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

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

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

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



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



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

7.2 Marching Orders.

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

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

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

Patrolling:

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

Setting up advanced patrols:

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

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

7.3 Unit Stances.



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

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

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

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

Note: Archers that are set to a 'Defensive' or 'Aggressive' stance will stop and attack enemy units when on route to a destination. Archers set to a 'Stand Ground' stance will try and continue to a destination, even if they are being attacked.

7.4 Military Commands.

Attacking the Enemy.



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



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



Selecting this button will allow you to designate an attack radius. You will see a circle of dots appear to show the area the unit will attack. This type of attack is very useful for attacking units behind castle walls.



When an engineer with a pot of boiling oil is selected this button will appear as the 'Pour Oil' button. After the 'Pour Oil' button has been selected a circle will appear above the engineers head to show the direction that the oil will be poured. Beware, this control allows you to pour oil anywhere on the map, even at ground level which will almost certainly leave the engineer standing in his own oil!

Moving the mouse changes the pour direction and left clicking pours the oil. After the oil has been poured your engineer will automatically run back to the oil smelter to replenish his oil then return to his designated post. Another method of pouring the oil is to select the engineer and then simply use the target cursor to direct his aim. This is a quicker approach when in the heat of battle.



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

Note: Section 9.7 covers tunnel digging in more detail.

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

Note: See section 9.1 for more information on building siege equipment



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



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

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

Attacking units with your Lord.

Your Lord can be used to target and attack enemy units, but cannot be ordered to move to a specific destination. If there are enemy units on the map, the lord will return to the safety of the keep, unless you order him to attack.

7.5 Map Bookmarks.

Areas on the map can be book marked by holding down the 'CTRL' and 'ALT' keys then pressing a number. To quickly return to this position later hold down the 'Alt' key and press the number. For example, to bookmark your quarry area, scroll over to your quarry. Now, while holding down the 'CTRL' and 'ALT' keys, press the number 1 on your keyboard. Later, to quickly return to the quarry area, hold down the 'ALT' key and press the number 1 on the keyboard. Additionally, pressing the 'H' key will center you on your keep. Pressing the 'S' (classic) or 'O' (modern) keys will center you on the signpost where enemy units appear.

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

8.0 Defending your People.

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

8.1 The Gatehouse.

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

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

8.2 Building Walls.

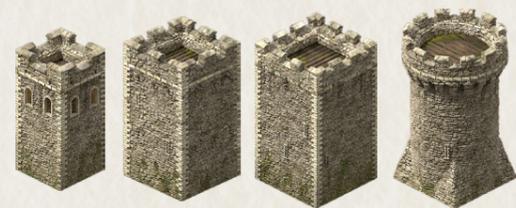


Walls are selected from the castle buildings category. When the desired wall is selected, press and hold the left mouse button on the main display then slowly drag the mouse. If you have enough wood or stone in your stockpile, the wall will appear in front of you. The wall will finally be placed when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

TIP: Walls can be built to any thickness, with thicker walls taking much longer to bash through than thinner ones. Crenelated walls can be added to the front of your standard walls to give added protection. Wooden walls are cheaper to build than stonewalls, but are much easier to knock down and do not allow soldiers to stand on them.

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

8.3 Turrets and Towers.



These can be found in the defense section of the castle buildings panel. They are impervious to ladder attacks and can withstand much more damage than walls.

They also give your missile units further firing range and provide all units with a defensive advantage against enemy missile troops.

Turrets are cheap to build, but only have room for a small number of military units, don't support siege equipment and can be collapsed by tunneling attacks.

Towers are more expensive, but have space for more military units, can be used to mount defensive siege equipment and are immune to tunneling attacks.

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

8.4 Placing Stairs.

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

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

8.5 Traps.

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

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

8.6 Moat Digging.



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

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

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

8.7 Mounted Siege Equipment.



Castle siege machines such as ballista and mangonels can be placed on top of towers to protect your castle. Engineers must man these siege machines after they are built. Mangonels throw out a spray of rocks and are devastating against infantry, but are quite inaccurate. Ballista are more accurate, shooting a single shot at a time and are very effective against enemy Siege engines.

8.8 Boiling Oil.

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

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

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

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

9.0 Siege Warfare.

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

9.1 Siege Equipment Overview.



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

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

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

Hint: Siege tents are easy to demolish and the engineers inside are vulnerable until they are protected. Ensure you protect them well.

Portable Shields



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

Battering Rams



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

Siege Towers



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

Catapults



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

Trebuchets



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

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

9.2 Digging Tunnels.

Another way to bring the opposition to their knees is by digging tunnels. Tunnelers dig under defensive structures then collapse their tunnel, demolishing the foundations above. Select a tunneler then click on the 'Dig' button. Choose an area close to the castle as is a there maximum distance the tunnel can extend before it collapses in on itself. Once underground, the Tunneler will make his way towards the nearest wall, or gatehouse and set fire to the pit props holding up the tunnel, causing it to collapse. This will damage or destroy the structure above the tunnel. It is impossible for tunnel diggers to dig under moats or towers although they can attack the smaller turrets.

9.3 Filling In Moats.

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

10.0 Reference Section.

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

10.1 Non-military Characters.



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



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



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



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



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



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



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



Children : These little scamps run around causing mischief a11 day. You will occasionally see them playing classic games such as catch and patty cake.



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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

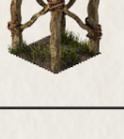
10.2 Food Flow Chart.



10.3 Resources Flow Chart.



10.4 Building Table.

	BUILDING	CATEGORY	RESOURCE COST	WORKERS REQUIRED	PRODUCES/ ALLOWS
	SAXON HALL	CASTLE	FREE	N/A	GRANARY
	WOODEN KEEP	CASTLE	FREE	N/A	GRANARY
	KEEP	CASTLE	FREE	N/A	GRANARY
	FORTRESS	CASTLE	FREE	N/A	GRANARY
	STRONGHOLD	CASTLE	FREE	N/A	GRANARY
	WOODEN GATE	CASTLE	10 WOOD	FREE	WORK ACCESS
	INNER GATE	CASTLE	10 STONE	FREE	WORK ACCESS
	MAIN GATE	CASTLE	20 STONE	FREE	ACCESS
	DRAWBRIDGE	CASTLE	10 WOOD 20 STONE	FREE	ACCESS
	WOODEN PLATFORM	CASTLE	10 STONE	N/A	ADDED DEFENSE

	BUILDING	CATEGORY	RESOURCE COST	WORKERS REQUIRED	PRODUCES/ ALLOWS
	PERIMETER TURRET	CASTLE	10 STONE	N/A	ADDED DEFENSE
	DEFENSE TURRET	CASTLE	15 STONE	N/A	ADDED DEFENSE
	SQUARE TURRET	CASTLE	35 STONE	N/A	ADDED DEFENSE
	ROUND TURRET	CASTLE	40 STONE	N/A	ADDED DEFENSE
	ARMORY	CASTLE	10 WOOD	N/A	STORAGE OF WEAPONS AND ARMOR
	WOODEN BARRACKS	CASTLE	10 WOOD	N/A	TROOPS
	STONE BARRACKS	CASTLE	15 STONE	N/A	TROOPS
	ENGINEER'S GUILD	CASTLE	10 WOOD 100 GOLD	N/A	LADDERMEN AND ENGINEERS
	KILLING PIT	CASTLE	6 WOOD	N/A	ADDED DEFENSE
	OIL SMELTER	CASTLE	10 IRON 100 GOLD	1 ENGINEER TO MAN SMELTER	POTS OF BOILING OIL

	BUILDING	CATEGORY	RESOURCE COST	WORKERS REQUIRED	PRODUCES/ ALLOWS
	BAKERY	FOOD PROCESSING	10 WOOD	1	BREAD
	BREWER	BREWER	BREWER	1	ALE
	GRANARY	FOOD PROCESSING	10 WOOD	N/A	FOOD STORAGE
	INN	FOOD PROCESSING	50 WOOD 25 GOLD	1	ALE DISTRIBUTION
	WINDMILL	FOOD PROCESSING	20 WOOD	3	FLOUR
	IRON MINE	INDUSTRY	20 WOOD	2	IRON
	MARKET	INDUSTRY	10 WOOD	N/A	TRADING
	OX TETHER	INDUSTRY	2 WOOD	1	STONE DELIVERIES
	PITCH RIG	INDUSTRY	20 WOOD	1	PITCH
	QUARRY	INDUSTRY	15 WOOD	3	STONE

	BUILDING	CATEGORY	RESOURCE COST	WORKERS REQUIRED	PRODUCES/ ALLOWS
	WOOD CUTTER	INDUSTRY	3 WOOD	1	WOOD
	APOTHECARY	TOWN	10 WOOD 50 GOLD	1	DISEASE PREVENTION
	HOVEL	TOWN	6 WOOD		8 ADDITIONAL HOUSING SPACES
	HOVEL	TOWN	N/A	N/A	8 ADDITIONAL HOUSING SPACES
	HOVEL	TOWN	N/A	N/A	8 ADDITIONAL HOUSING SPACES
	CHAPEL	TOWN	10 STONE 250 GOLD	N/A	PRIEST
	CHURCH	TOWN	20 STONE 350 GOLD	N/A	PRIEST (NEEDED AT HIGHER POPULATIONS)
	CATHEDRAL	TOWN	40 STONE 500 GOLD	N/A	PRIEST (NEEDED AT HIGHER POPULATIONS)
	WELL	TOWN	50 GOLD	N/A	INCREASE POPULARITY
	GARDEN	TOWN	30 GOLD	N/A	INCREASE POPULARITY

	BUILDING	CATEGORY	RESOURCE COST	WORKERS REQUIRED	PRODUCES/ ALLOWS
	MAYPOLE	TOWN	30 GOLD	N/A	INCREASE POPULARITY
	DANCING BEAR	TOWN	30 GOLD	N/A	INCREASE POPULARITY
	STATUES	TOWN	30 GOLD	N/A	INCREASE POPULARITY
	SHRINES	TOWN	30 GOLD	N/A	INCREASE POPULARITY
	PONDS	TOWN	30 GOLD	N/A	INCREASE POPULARITY
	GALLOWS	TOWN	30 GOLD	N/A	HIGHER WORK EFFICIENCY
	STOCKS	TOWN	30 GOLD	N/A	HIGHER WORK EFFICIENCY
	DUNGEONS	TOWN	30 GOLD	N/A	HIGHER WORK EFFICIENCY
	STRETCHING RACK	TOWN	30 GOLD	N/A	HIGHER WORK EFFICIENCY
	CESSPIT	TOWN	30 GOLD	N/A	HIGHER WORK EFFICIENCY

	BUILDING	CATEGORY	RESOURCE COST	WORKERS REQUIRED	PRODUCES/ ALLOWS
	BURNING STAKE	TOWN	30 GOLD	N/A	HIGHER WORK EFFICIENCY
	CHOPPING BLOCK	TOWN	30 GOLD	N/A	HIGHER WORK EFFICIENCY
	GIBBET	TOWN	30 GOLD	N/A	HIGHER WORK EFFICIENCY
	DUNKING STOOL	TOWN	30 GOLD	N/A	HIGHER WORK EFFICIENCY
	ARMORER	WEAPONS	20 WOOD 100 GOLD	1	METAL ARMOR
	BLACKSMITH	WEAPONS	20 WOOD 200 GOLD	1	MACES & SWORDS
	FLETCHER	WEAPONS	20 WOOD 100 GOLD	1	BOWS & CROSSBOWS
	POLETURNER	WEAPONS	10 WOOD 100 GOLD	1	SPEARS & PIKES
	TANNER	WEAPONS	10 WOOD 100 GOLD	1	LEATHER ARMOR
	SIGNPOST	MISC.	N/A	N/A	SHOW WHERE ENEMY ATTACKS COME FROM

10.5 Unit Table.

	UNIT	UNIT COST	ATTACK RATING	DEFENSE RATING	SPEED	WEAPON	ARMOUR
	ARCHER	12	LOW	LOW	FAST	BOW	N/A
	CROSSBOWMEN	20	LOW	MEDIUM	AVERAGE	CROSSBOW	LEATHER
	SPEARMEN	8	MEDIUM	LOW	FAST	SPEAR	N/A
	PIKEMEN	20	MEDIUM	VERY HIGH	AVERAGE	PIKE	METAL
	MACEMEN	20	HIGH	MEDIUM	FAST	MACE	LEATHER
	SWORDSMEN	40	VERY HIGH	HIGH	SLOW	SWORD	METAL
	KNIGHT	40	VERY HIGH	HIGH	VERY FAST	SWORD	METAL AND HORSE
	TUNNELER	30	MEDIUM	LOW	AVERAGE	N/A	N/A
	LADDERMAN	4	N/A	VERY LOW	FAST	N/A	N/A
	ENGINEER	30	N/A	VERY LOW	AVERAGE	N/A	N/A
	BLACK MONK		MEDIUM	MEDIUM	FAST	N/A	N/A

11.0 Keyboard Commands.

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

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

Adjust Game Speed	+/-	+/- Numeric Keypad	Press + to increase the speed and - to decrease it.
Cycle through Bookmarks	n/a	Mouse wheel Up/Down	Cycle through bookmarks.
Centre on Keep	H	H	Will focus the camera on the Keep.
Centre on Marketplace	M	M	Will focus the camera on the Marketplace.
Centre on Signpost	O	S	Will focus the camera on the Signpost.
Centre on Barracks	B	B	Will focus the camera on the Barracks.
Centre on Granary	G	G	Will focus the camera on the Granary.
Centre on your Lord	L	L	Will focus the camera on your Lord.
Cycle Lords	Shift + L	Shift + L	Will cycle between all the lords on the Map.
Rotate Gatehouse	TAB	TAB	Switch gatehouse rotation.
Open Free Build Events Panel	F1	F1	Launch events and invasions.
Show Objectives	J	J	Toggle the objectives panel.
Show Goods	K	K	Toggle the goods summary panel.
Quicksave	Home	Home	Quickly save the game without opening the save box.
Open Chat	Enter	Enter	Open the multiplayer chat box.

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

11.1 Any cheats, m'lord?

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

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



12.0 Multiplayer.

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

12.1 Multiplayer Lobby Browser.

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



12.2 Hosting a Game.

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

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



Public will allow anyone viewing the game lobby to join your game. **Invite only** will only allow the Steam friends you invited to join your game.

12.3 King of the Hill.

King of the Hill is an alternative multiplayer mode. The objective of King of the Hill is to occupy the central keep for long enough to reduce the points to 0 and win the game. The only way to reduce the points is to occupy the keep exclusively. Customize how many points are required to with a KOTH game via the Settings panel.

12.4 Settings.

Use the settings panel to customize your multiplayer game.



Tech Level - In a multiplayer game each player starts with a pre-placed Keep. This option allows the host to change the type of keep each player starts with. Changing this will also change the level of buildings, troops and starting goods available. The simple Saxon Hall provides an early medieval game with few resource and troops types available. The most advanced is the Stronghold, which gives you access to all late medieval troops and technology.

Starting Goods -This you let you set the initial food, resources, and weapons each player the game with. The available goods will differ depending upon the tech level you have selected.

Starting Troops -This changes the amount of troops that each player starts with. If you want a longer build up before the first battle then set this to 'none'. If you prefer jumping straight into the action, change this setting to 'many'.

Gold - This allows you to set the initial gold each player begins the game with.

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

Alliances - Determines whether alliances can only be set at the start of or at anytime .

Troops - This will determine if the creation of troops will cost gold.

Auto Save Game - You can choose whether you want the game to save at a set amount of time or not at all.

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

King of the Hill Points - Set the starting number of points in a King of the Hill game.

12.5 Game Lobby.

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



When you are ready to play click on the ready button to notify the other players.

12.6 Starting the Game.

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

13.0 Game Modes (Extra Information).

Most of the game modes are self-explanatory but here is some extra information about the Free Build and Siege That game modes:

13.1 Free Build.

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



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

Starting Goods

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

Events and Invasions

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

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

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

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

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

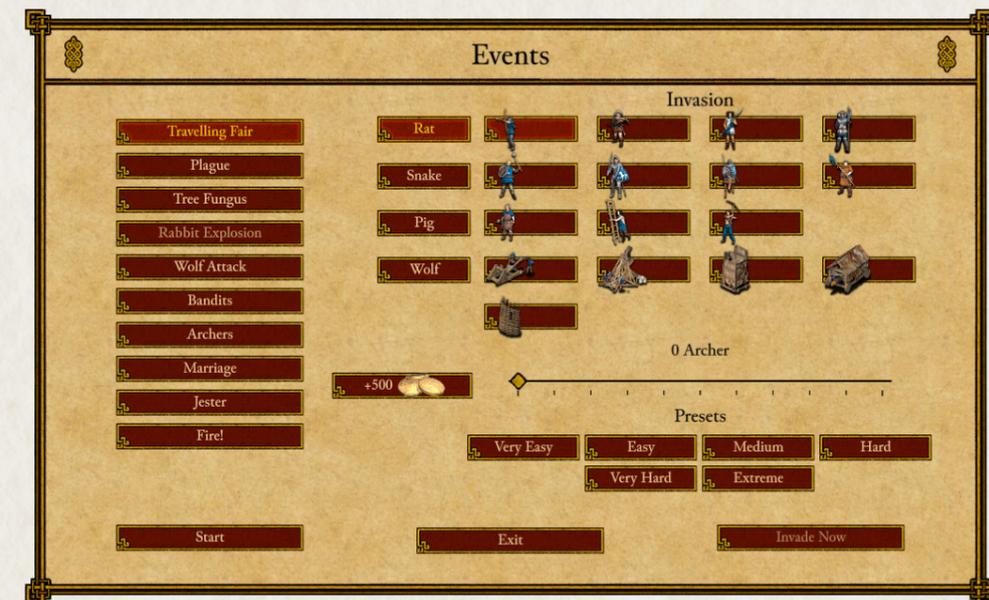
In-game Events and Invasions

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



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

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



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

13.2 Siege That.

Siege That is a special Siege mode that challenges players to capture a castle built with limited resources.

Siege That maps are created in the Map Editor. Map makers are given a maximum of 1000 stone and 1500 gold to build and defend a castle. Stone is used to build castle buildings; gold is used for castle defenses, defensive troops and siege equipment.

Before playing a Siege That map, attacking players are allocated 2000 points to spend on troops and siege equipment. Each troop type and siege equipment are allocated a value depending on their worth. Players need to recruit an army that they think is good enough to capture the castle. At the end of the game, the attacker receives a score that reflects how successful (or unsuccessful) the castle assault was.

14.0 Map Editor.

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



14.1 Main Menu.

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

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

Load a 'Siege That' map - Siege That maps are slightly different from normal maps because they are 'locked'. This option allows you to edit unlocked versions of the Siege That maps you have created.

14.2 Game Types.

Siege - This style of map allows you to build a castle, garrison it with defenders and to specify the attacking army. Maps created here will appear in the 'Siege' section of the Combat options.

Invasion - This style of map allows you to create single missions of the type used in the regular combat campaign. Maps created here will appear in the 'Invasion' section of the Combat options.

Economic - This style of map allows you to create single missions of the type used in the economic campaign. Maps created here will appear in the 'Economic Mission' section of the Economic options.

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

Multiplayer - This style of map allows you to create maps for Multiplayer Games. Maps created here will appear in the 'Multiplayer' section.

Siege That - Use the pre-built map and fixed amounts of stone and gold to build the strongest castle you can. Then challenge others to storm it, at the end of the siege your castle gets a score!

Note: The game type you select, determines where the map will appear in the game. For example choosing to create an invasion map will make the map show up under the 'Combat Invasion' category.

Once in the map editor you will have at your disposal an array of landscape editing tools and a custom scenario builder to enable you to create the most beautiful map or the ultimate mission. You may share these missions for the purposes of gameplay but may not sell or make other commercial uses of the missions.

14.3 Scenery Editor.



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



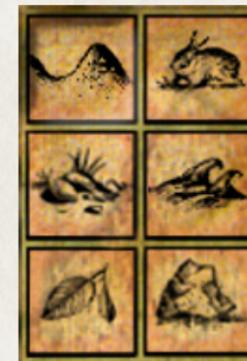
Snap - Lock the painting tool to either the northwest to southeast or southwest to northeast axis to easily allow you to paint in straight lines.



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



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



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

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

14.4 Castle Buildings.

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



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

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

14.5 Scenario Editor.

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



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

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

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

Trader - Set which goods can be traded.

Building Availability - Which buildings are available within the mission.

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

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

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

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

14.6 Steam Workshop.

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

14.7 Steam Workshop Upload.

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



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

15.0 Support.

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

help.steampowered.com

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

support.fireflyworlds.com

16.0 Credits - Stronghold (2001).

Game Design

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Additional Design

Eric Ouellette

Game Programming

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Andrew Prime

Andrew McNab

Executive Producer

Eric Ouellette

Producer

Paul Harris (Stronghold HD 2012)

Art Director

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Andrew Prime

Sound Design & Original Music composed by

Robert L. Euvino

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Casimir C. Windsor

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Phil Busuttil

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Niall Benzie (Stronghold HD 2012)

Stephen Pomphrey (Stronghold HD2012)

David Robertson (Stronghold HD 2012)

PR Manager

Nick Tannahill (Stronghold HD 2012)

Mandolin

Matthew Finck

Additional Vocals

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Jerry Kersey

James Lawson

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John Tearney

Scenario Creators

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Community Translation (Chinese)

Jack Chen (Stronghold HD 2012)

Special Thanks To

David Lester



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Ed McIntosh
Kenneth McLellan
Tom Mescher
Sindre Nygaard
Robert Philips
Ville Sohn
Denise J Steele
Vernon Suddaby
Wayne Troxell
JapJaap Van Den Hurk
Donald Walsh

17.0 Credits - Stronghold: Definitive Edition.

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Simon Bradbury

Co-Founder & Executive Producer

Eric Ouellette

Chief Operating Officer

Paul Harris

Chief Marketing Officer

Nick Tannahill

Producer

David Robertson

Lead Programmer

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Darrin Horbal

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Andreas Lostromos

Junior Artists

Emma Bradley

Tommy Hallam

2D Art & Illustrations

Tomas Ward

Sound Design & Original Music composed by

Robert L. Euvino

Campaign Creators

Simon Bradbury

Eric Ouellette

Siege Map Creators

Murray Wilson

Daniel Matas Caballero

Firefly Testing

Josh Munro

Murray Wilson

Additional Firefly Testing

Mark Barney

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Darren Thompson

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Community Lead

Natasha Wilson

Video & Cinematics Producer

Aaron Hayden

Junior Videographer

Jamie Wernham

Build Engineer

Matt Smith

DevOps Engineer

Alessio Molinaro



Game Manual Editor

Daniel Olaleye

Chief Financial Officer

Laurie Goldstein

Dialogue Producer & Post Production Supervisor

Peter Beckmann

Voice Actors (English)

Christopher Kent

Jay Simon

Voice Actor (French)

Philippe Roullier

Voice Actor (German)

Sven Brieger

Voice Actor (Italian)

Massimiliano Lotti

Voice Actor (Polish)

Piotr Chys

Voice Actor (Portuguese Brazilian)

Luiz Antonio Lobue

Voice Actor (Russian)

David Kheladze

Voice Actor (Spanish)

Joan Carles Gustems

Localization Team

Localize Direct

Community Translation (Czech)

Arqwell

Interns

George Hancock

David Moskal

Devolver Digital

Harry Miller

Graeme Struthers

Luke Vernon

Nigel Lowrie

Kate Ludlow

Jonathan 'JR' Rosales

Simon Chang

Hazel Yang

Abby Kuo

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- Everyone at Firefly Studios working on other projects
- Everyone else at Devolver Digital
- Everyone who has played Stronghold and supported Firefly over the last 20+ years
- All our husbands, wives, partners and family who have joined us on this journey

Message from Simon & Eric

After over 20 years it's great to be back, walking the walls of the old castle. We've missed the sights, the sounds and occasionally, I swear, the smells of medieval life as it truly was (well, at least in our heads!). To new players, a big "Welcome" and to returning Strongholders, "Welcome back" and many thanks for trusting us once again. Maybe be on the look out for some wood, sire, you might be needing it.



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