SANDCASTLES MANUAL (Alpha Version)

03/29/2021

GAME OVERVIEW

Sandcastles is a Kingdom and Castle Building 4X Real-Time Strategy game.

FACTIONS

There are 3 factions in Sandcastles: Human, Barbarian and a 3rd Race soon to be announced. A player's faction has a continuous affect on Diplomatic relations. Humans have a Good alignment while the Opposite Race has an Evil alignment. For most games all players start with a Neutral stance towards each other. As the game progresses the player's alignment will affect Diplomatic relations.

For example the 3rd Race will be antagonistic towards a Human player and will tend towards war. On the other hand two Human players will likely form an Alliance. As for combat, Good players have a defensive bonus and at the opposite end of the spectrum Evil players have an attack bonus.

NOTE: In multi-player games the faction has less of an effect between the on-line human players but will still play a role for computer (Artificial Intelligence) players. This is because on-line players are free to make their own diplomatic decisions, such as Alliances plus War and Peace.

RESOURCES

Sandcastles relies on a Peasant based economy. Peasants are used to collect resources and must be recruited for military units. There are 4 resources:

Gold is mostly used for training military units, as well as paying Mercenaries. Mercenary payroll is known as Gold Upkeep.
Sand is used for Castle construction.
Lumber is used for Castle construction as well as building traps.
Food is produced on farms and is consumed by the villagers and military units. This is the Food Upkeep.

HUMAN

Faction Picture: Sun

Special Ability: The Human factions are skillful at Defense.

BARBARIAN

Faction Picture: Bear

Special Ability: The Barbarians are skillful at Combat Attack

GOOD ALIGNMENT

Good forces excel at defense and therefore are most effective during Castle defenses. Light players are natural diplomats and receive a diplomacy bonus when paying tribute to others. Light players are honorable and do not like sneak attacks…

EVIL ALIGNMENT

Evil forces excel at attack and are most effective at attacking the enemy in the field or laying Siege to a Castle. Experienced troops make devastating siege attackers as well. Dark players are generally evil and respond little to diplomatic overtures making it harder to change their stance from tribute…

USER INTERFACE

Camera Controls

Key	Description
CTRL Insert	Change Camera Angle to Landscape Level
CTRL Delete	Change Camera Angle to 45 degrees (Isometric)
+ (plus key)	Raise Camera Angle
- (minus key)	Lower Camera Angle
C or Right-Click Portrait	Center Camera on Selected Unit/Building
Arrow-Left	Pan Camera Left
Arrow-Right	Pan Camera Right
Arrow-Up	Pan Camera Forward
Arrow-Down	Pan Camera Backward
Home	Move Camera Lower
End	Move Camera Higher
Insert	Pivot Camera Left
Page-Up	Pivot Camera Right
Delete	Rotate Camera Left (Orbit)
Page-Down	Rotate Camera Right (Orbit)

Mouse Controls

L-Button: Selects Unit or Building. If Unit is part of a group, entire group will be selected.
ALT-L-Button: Over-ride group selection and select single unit, company, etc.
R-Button: Context sensitive Task (NOTE: Copy from Warcraft or Starcraft manual)

Once Units are selected:
R-Click on landscape will MOVE unit(s) to destination.
R-Click on enemy units will order unit(s) to ATTACK.
R-Click on resources will direct Peasants to COLLECT resource.
ALT-R-Click (DIRECT ATTACK): Ranged Units will attack building directly. The only Melee unit that can attack building directly is the Battering Ram. Units move close to building and enter SMALLBOX formation to defend against attack. Ranged units will FIRE AT WILL on building and Battering Ram will move next to building and attack.
R-Click on Building (STORM & CAPTURE): Units will attempt to Storm and Capture building. Units move close to building and enter SMALLBOX formation to defend against attack. Units will attack entrance and enter MELEE combat. Once enemy Garrison is defeated the building will be captured. If all units are routed, the capture fails.

Hold Left-Right Button: Rotate Camera
Mouse-Wheel: Zoom-In/Zoom-Out

Movement Waypoints

When a unit or group needs to travel a long distance it is helpful to set waypoint markers to reach your destination. For example you may want to steer clear of an enemy castle. Waypoints are displayed on mini-map using yellow markers.

To Set Waypoints:
Select unit(s) to move
Hold down SHIFT key and R-Click on landscape for each waypoint position
Final destination is set by releasing SHIFT key and R-Clicking on landscape

Game Controls

Key	Description
PAUSE	Pauses Game (single-player only)
CTRL + (plus key)	Increase Game Speed (Very Slow, Slow, Normal, Fast, Very Fast)
CTRL - (minus key)	Decrease Game Speed

NOTE: If a unit, building or group is selected the camera will orbit the selected object or group (i.e. CTRL-NUMPAD-8 moves the camera to the NORTH of object). If the NUMLOCK key is enabled, CTRL key not required.

CTRL-NUMPAD-8	Face Camera NORTH
CTRL-NUMPAD-9	Face Camera NORTHEAST
CTRL-NUMPAD-6	Face Camera EAST
CTRL-NUMPAD-3	Face Camera SOUTHEAST
CTRL-NUMPAD-2	Face Camera SOUTH
CTRL-NUMPAD-1	Face Camera SOUTHWEST
CTRL-NUMPAD-4	Face Camera WEST
CTRL-NUMPAD-7	Face Camera NORTHWEST

CTRL-L	Lock Camera on Selected Unit/Building
CTRL-U	Un-Lock Camera
CTRL-F5 to CTRL-F8	Save Camera View Position
F5-F8	Restore Camera View Position

Control Panel

L-Button on Portrait: Selects Unit or Building
R-Button on Portrait: Centers camera viewport on Unit or Building.

Building TAB
    New:
    Existing:
Group TAB:
Companies:
Units:
Peasants:

Building Grouping

Select a group of Buildings by pressing CTRL-lasso or multiple Buildings (one at a time) with SHIFT-Left-Click.

After selecting a group of buildings they can be Upgraded, Razed, or the Castle Layout saved to a layout file.

Unit Grouping

Select a group of Units using the lasso or SHIFT-Left-click technique. Press ALT-# key to map the selected units to the number key. To recall the group just press the number key.

AUTO CREATE BATTLE GROUPS BUTTON

This button will automatically create battle groups for the selected companies. This button is located right above the Group List in the Group Tab. After the button is pressed, you will be

prompted to select the Starting Group Number. After you click on a Group Number the following groups will be created:

1 - Main Group (All Units)
2 - Left-Flank Group
3 - Center-Flank Group
4 - Right-Flank Group
5 - Ranged Units (Archers, etc.)
6- Siege Units (Catapults, etc.)

Hot Key Peasant Commands

Key	Description
R	Repair Building

TODO Special Buttons:
// Form Battle Group
// Move to Battle Line
// BL to Column
// Column to BL

Hot Key Military Commands

Key	Description

TODO: CTRL-Right-Click Building

Alt-Right-Click	Capture Building under cursor / Attack Ground
A	Advance
F	Fall-Back
Q	Quick Time
R	Retreat
T	Target Ground/Area
K	Kill Unit/Building
Shift-M	Deny Left Flank
F9	Show/Hide Friendly Morale Bars
F10	Show/Hide Enemy Morale Bars
F11	Show/Hide Friendly Hit Point Bars
F12	Show/Hide Enemy Hit Point Bars

Hot Key Formations

Key	Description
B	Battle Line
D	Double Line
S	Shallow Encirclement
D	Deep Encirclement
W	Wedge
L	Left Echelon
;	Right Echelon

Wheel Buttons

Show Pictures

p	Lock Left Flank Pivot
p	Wheel Left
p	About Face
p	Wheel Right
p	Lock Right Flank Pivot

BATTLE LINE TO COLUMN BUTTON

COLUMN TO BATTLE LINE BUTTON

FAITH IN NUMBERS

Units

All organizational groups are made up of units.

Units gain experience through combat. More experienced Units gain an Attack advantage over less experienced units.

Companies

Companies are made up of 1 to 8 units plus 1 Company Commander.

Commanders

Commanders gain experience through combat and indirectly from their troops. When a Company

unit earns experience Company Commanders earn 10% of the unit experience.

Unit / Commander Rankings

Private
Private 1st Class
Corporal
Sergeant
Sergeant 1st Class
Master Sergeant Combat Unit Maximum Rank

(Commanders Only…)

2nd Lieutenant
1st Lieutenant
Captain
Major
Lieutenant Colonel
Colonel Company Commander Maximum Rank

Brigadier General
Major General
Lieutenant General
General

King (Only one King at a time can exist for each Player)

Company Rankings

Green
Experienced
Veteran
Crack

COMBAT COMMAND AND CONTROL

Advance

Fallback

Set Rally Gathering Point

Use this command to set a location on the map where units will move to after a successful Rally or Retreat.

Rally

To rally routed units, use the Rally command. If the rally attempt succeeds the units will move to the designated Rally Gathering Point. The chances for a successful Rally are increased by the rank of the unit and if a high-ranking commander is present.

Retreat

When a Retreat is ordered, the affected units will lose 25% of their current morale and will move to the designated Rally Gathering Point.

Wheel-Left

Wheel-Right

About-Face

Pivot Flank

When the left-side or right-side is pinned (when pin button is locked), the formation will pivot when pressing Wheel Left or Wheel Right.

MORALE

The morale of each Company determines the overall fighting ability of Units…
Total morale will change based on conditions such as Commanders. Units fighting in trees will have higher total morale. Units lose morale when moving and from damage taken in combat.

Units regain morale normally when not in combat and not moving.

Formations and commands will use different amounts of morale. For example units not in combat and resting will gain 5% morale over time but units in Quick Time will lose 20% morale over time.

The following chart outlines the morale usage

Formation/Command	Morale Change
Battle Line	0

Rest	+5%
Quick Time	-20%

Rout

When Company morale drops below 20% of total morale the units become routed and will retreat to the nearest location that they can. The units cannot be given orders until morale rises above 50% or they are successfully rallied. Individual units will rout when morale drops below 30%.

Desertion

When Company morale drops below 5% all of the Units are lost to desertion.

FORMATIONS

Battle Line

Double Line

Shallow Encirclement

Deep Encirclement

Formation Affect Table

Formation	Speed	Morale	Attack	Defense
Battle Line	Normal	Normal	+10%	Normal
Double Line	-25%	+5%	Normal	+10%
Skirmish	+25%	-5%	Normal	-10%
Column	+35%	Normal	-10%	-10%
Siege				+25% Ranged
Square	-25%	+10%	Normal	+25% Melee
Tortoise	-25%	+20%	Normal	+25% Ranged / +10% Melee
Quick Time	+75%	-20%	-10%	-10%
Wedge	-25%	+10%	+20%	
Vanguard				
Left Echelon				
Right Echelon				
Sh. Encirclement				

Deep Encircle.				
Circle				

COMMANDERS AND EXPERIENCE

Each Commander and Unit has a Rank based on Experience. Commanders can range from Private to 4-Star General. After this rank is the King, but there can only be one King per Player. Non Commanders (combat units) cannot advance past the Rank of Master Sergeant.

The commander has various Attributes which influence the units under his control (Company). These Attributes are earned as Power-Ups when the Commander is promoted in Rank. These bonus points will also increase the unit abilities that are under the Commander's influence such as a Company Unit (as long as they are a part of the company).

When a Commander is promoted you will see a Power-Up Button on the left side of the screen. After pressing this button, the Attributes Screen will be displayed so Attributes can be allocated.

These are the available Attributes:

Melee Attack
Defense
Ranged Attack (Ranged units only)
Ranged Distance

BASIC COMBAT TACTICS

The following is a basic Combat formation:

Player 1: LI HI LI

Player 2: LI HI HI LI

Pinning

As the players advance towards each other the Companies become pinned when they enter each other's Zone Of Control. Player 2 takes advantage of his faster moving Light Infantry company on the Right Flank to out-flank Player 1 by moving to the side of the enemy's battle line.

Player 1: LI HI LI <-LI
Player 2: LI HI HI

Rolling Up the Flank

Since Player 1 is being attacked on his side-flank he will take more casualties then Player 2. As Player 1's battle line collapses, Player 2 continues the wheel his Company's into the enemy's side-flank causing a complete rout.

		LI routed
		<-LI
Player 1:	LI	HI<-HI
Player 2:	LI	HI

ADVANCED COMBAT TACTICS

The following is an Advanced Combat formation:

Player 1:	LI	HI	HI	LI		
Player 2:	LI	HI	HI	LI	HC	LC
Reserves:		HI	HI	LI		

Hammer & Anvil

Alexander the Great called his Cavalry the hammer to smash against his phalanx anvil. Just like a piece of metal can be smashed between a hammer and anvil so can your infantry and cavalry. As Player 1 becomes pinned, Player 2's battle line becomes the Anvil. The Heavy Cavalry and Light Cavalry ride around the enemy's flank becoming the hammer to crush the enemy from the side and rear.

Reserves

As morale declines a good strategy is to pull back tired companies and advance fresh reserves to fill the front line.

CASTLES

Four things that make up a Castle:

1) Location – Castle commands the high ground that can see for as far as the eye can see.
2) Protection – Walls strong enough to withstand a frontal assault.
3) Garrisons – with trained men that will kill defending the Castle.
4) Flag - raised over the Keep. Nobody takes our flag without a fight.

GARRISONS

Some Castle buildings have a garrison. These Castle pieces are Keep, Round Tower, Square Tower, Gate, and Wall. Towers can have up to two companies defending the Garrison with Walls and Gates having one company. Melee units will defend the Tower entrance and units with Range attack weapons will move to the top of the Tower to attack approaching enemies. The damage inflicted from Range attackers will be equal to the Range attack value plus a bonus from shooting from the height of the building. Units in a Garrison will automatically heal over time. When a Castle piece is nearing destruction Garrisoned units are forced to exit the building.

Upper and Lower Garrisons

All Castle pieces have an upper Garrison for military units. The Keep has 9 Top Garrisons for archers, ballistas, etc. Some pieces such as the Keep and Towers also have a lower Garrison. Walls and Gates only have an upper garrison. Usually, only 1 company can occupy a Garrison (upper or lower). An exception is the lower Keep Garrison which can hold many units.

NOTE: Archers will default to the upper garrison. Melee troops will default to the lower garrison. To move troops to one of the Keep Upper Garrisons, R-Click on the Keep Top Destination. To force units to the Upper Garrison: Press CTRL + R-Click on the building destination. To force units to the Lower Garrison: Press CTRL + SHIFT + R-Click.

Direct Attack on Garrison

Catapults will directly attack enemy buildings from a distance. Melee units will default to capturing a building, but can be forced to directly attack a building.

NOTE: To force a Direct Attack, select the attack units and press Alt-R-Click on the enemy building.

Filling Moats

Melee units can be ordered to fill a moat. Press the command button FILL MOAT and select the target moat. Also, you can select the attack units and R-Click in the enemy moat.

Capturing Garrisons

Garrison Castle pieces will be captured automatically if you enter an empty Garrison and you are at War with the player. If units are defending the Garrison, the attacking player will enter melee combat with the defending units until all defenders are killed or the attacker is defeated.

Capturing Castles

When an enemy Keep is captured, the victor has the following options:

Capture Castle: Entire Castle will be captured and occupied.
Pillage: Castle is damaged. You receive Gold, Sand, Wood treasure.
Raze: Castle is razed to the ground. Attacker receives maximum Gold, Sand, Wood treasure.

The player will get different results for Diplomacy Relations depending on whether a Castle is Captured, Pillaged, or Razed. Good factions will get better relations if a Castle is Captured, while Evil factions will get better relations when a Castle is Razed.

Diplomacy Results after Capture/Pillage/Raze:

Capturing Faction	Relations with Other Player Factions
Good / Order:	Other Good/Order Players get Relations (+) Other Evil/Chaos Players get Relations (-)
Evil / Chaos	Other Evil/Chaos Players get Relations (-) Other Good/Order Players get Relations (-)

Pillage/Raze Faction	Relations with Other Player Factions
Good / Order:	Other Good/Order Players get Relations (-) Other Evil/Chaos Players get Relations (-)
Evil / Chaos	Other Evil/Chaos Players get Relations (+) Other Good/Order Players get Relations (-)

Capturing NEUTRAL Castles

Neutral Castles will be captured automatically when units are moved within range of the Neutral Castle Grounds.

CASTLE SIEGE

Most scenarios will have the Castle Siege option enabled. All of your Units and Peasants are continually consuming the food resource. The more units you have the more your food upkeep will be. When all food is depleted they begin to starve and lose Hit Points. If food is not produced before their Hit Points reach zero they will die.

When the Castle Siege option is enabled there is a fixed area defined for the Castle Grounds in a square area. When an enemy player's forces move near the Castle Grounds a Castle Siege is started and causes the following:

1) Global Resources are divided by the number of Castle Grounds. The divided resources are then

isolated at the Keep that is under Siege (e.g. if you have 2 grounds, the global resources will be divided 50%).

If the Keep is later captured, the capturing player gets all of the Resources inside the Keep. However, if the

Keep is Pillaged or Razed these Resources are lost.

2) No resources can be collected from outside the Castle Grounds area while under siege.

3) All Castle Construction and Repairs are halted.

The Castle Grounds area is created using the Scenario Map Editor. Castle pieces can only be constructed on the Castle Grounds. Also, only 4 farms can be built on the Castle Grounds since there is only so much room inside the castle (NOTE: The number of farms inside the castle can be changed in the Map Editor). All other farms must be outside the Castle Grounds. This means that while a Siege is in effect only farms inside the Castle Grounds will be producing food. Also, other resources can be collected if they reside inside the Castle Grounds (gold, sand, lumber).

A player can force a Castle Siege by first declaring War on the player and then moving his troops within the Siege Perimeter of the enemy Castle Grounds. It takes at least 4 units to force a siege. During the Siege ALL Farm and Resource production outside the Castle Grounds is halted. The Castle is now in a condition of siege warfare. The Defender must break the siege or risk losing all of their units to starvation. The Siege can be lifted in a number of ways:

1) Defender can Sally Forth to combat enemy troops until they are routed or destroyed.
2) Wait until enemy advances and assaults Castle, or fire on attackers with Archers, Crossbow, Ballista, etc.
3) Re-position existing armies already outside the Castle Grounds to attack the enemy troops.
4) Improve diplomatic relations with enemy (pay tribute) and negotiate a Cease Fire.

The Siege Perimeter is defined as the firing range of the Catapult. In other words, an area is formed around the Castle Grounds in all directions with a distance of the Catapult range.

MINI-MAP

Allies in Light Blue
Non-Allies in Red

DIPLOMACY

Diplomacy Chart…

WAR TO MUTUAL DEFENSE

Diplomatic Actions

Sneak Attack

If a player moves his troops near another player's troops and then Declares War it is considered a Sneak Attack since the opposing player may be caught in a vulnerable position.

When a Sneak Attack is detected, all other computer players in the game will view this as a dastardly action and will automatically declare war on the attacking player.

Exception for Evil Factions???

Mercenaries

Mercenaries may become available for hire at the Traveller's Inn. Remove: You must first form an Alliance with another player before mercenaries from that faction will offer to join you??? This may allow you to gain troops that are not available to your faction. Once the mercenaries are hired they will stay as long as they are paid in gold and fed with food upkeep. Mercenaries can be useful if you are currently in need of specialized or more experienced troops (or just need more troops).

Allied Troops

When an alliance is formed, a player can offer to send Allied Troops to another player using the Diplomacy menu. Allied troops only require food upkeep. Allied troops are accepted or declined in the Diplomacy menu. If the Alliance is later broken, the troops will return to their faction.

SPIES / COUNTER-SPIES

Any unit not part of a formation (except the Queen) can be turned into a spy or counter-spy. After the unit is selected, press the Change To Spy command button. Select the color or the enemy player and the unit will be changed into a peasant disguised in the enemy's color. A counter-spy can be used to root out enemy spies that have infiltrated your ranks.

Once you have created a spy you can move him into an enemy building such as the Keep or Barracks. The enemy will train him as a military unit and your spy will have the opportunity of being promoted to a Commander. The spy will retain any experience he had before becoming a spy. This allows you to take one of your experienced commanders, change him into a spy and he will have a better chance of becoming an enemy commander.

Change To Spy

To train a spy, select a Peasant or Unit and press the Change To Spy command button. Then select the player color to become and press the OK button. You can now move the unit into enemy territory and enter one of his buildings such as a Barracks. The spy will be trained and may become part of a military formation such as a Company.

Take Control

When you want to take control of a spy you select it, then press the Take Control command button. If your spy was promoted to a Company Commander you will take control of the whole r Company. If your spy was lucky enough to be promoted to King you will take control of all the enemy's military units! (NOTE: This option may be disabled in the Scenario Map Editor or when starting a Multi-Player game).

Spread Discontent

A spy that is part of a Company can spread discontent, which will lower the morale of all units in the formation. There is a small chance that the spy will be unmasked during this process especially if counter-spies are present.

Assassination

A spy can attempt assassination when his special skill has charged. The spy can attempt to assassinate an enemy King, Queen or Commander. The spy must be in the same building (usually the Keep) or part of a formation to kill the targeted unit. When the Assassinate Leader button is pressed the spy has a 30% chance of success. The spy has a 50% chance of being discovered after the attempt. It can be devastating to lose the King at the wrong moment because the King adds a 10% morale bonus to all units during combat. Depending on the scenario options a player can lose the game if the Queen is assassinated.

Slow Down Production

If your spy is ordered to slow down production while in a building such as the Barracks, enemy units will be trained slower. There is a small chance that the spy will be unmasked during this process especially if counter-spies are present.

VILLAGE BUILDINGS

Discuss how peasants are needed to populate barracks, etc. to train military units…

School

Barracks

Archery Range

Stable

Siege Workshop

UNITS

Queen

King

Peasant

Spy

Counter-Spy

Light Infantry

Light Infantry units are lightly armored units armed with axes. Their armor is made of leather and allows the Light Infantry faster movement.
…

Archers

Catapults

Boiling Oil

CASTLE GROUNDS

The Castle Grounds are where Castle pieces can be built if the Castle Siege option is turned on. If this option is off you can build Castle pieces anywhere on the map.

The Castle Grounds form the boundary of each castle. The Keep and all castle pieces must be located inside the grounds. They grounds area is marked by castle gounds flags around the outer perimeter.

Some scenario maps allow you to capture and control only one Castle Grounds, while others allow you to control and capture multiple grounds.

Since it can be difficult to manage multiple Castle Grounds at the same time, some scenarios will allow you to turn over control of Building and Resource Collection to a Steward (AI control). The Steward will manage the basic economics of the grounds such as Gold mining, Sand mining, Lumber, and Farm production. The Castle Stewards make it much easier to manage multiple Castle Grounds at the same time.

The area defined for the Castle Grounds is usually a square around the Keep. The area shape can be modified in the Map Editor. The default number of farms that can be built on the Castle

Grounds is 4. The number of farms inside the castle can be changed in the Map Editor. All other farms must be outside the Castle Grounds. This means that while a Siege is in effect only farms inside the Castle Grounds will be producing food. Also, no Gold, Lumber, or Sand can be collected from outside the Castle Grounds area while Under Siege

CASTLE CONSTRUCTION

A Castle is constructed using the following pieces:

Keep

The Keep is the strongest part of the Castle and is usually at the center to keep it safe from Siege weapons such as the Catapult. The Keep garrison is the safest place to keep your King and Queen where the Royal Guard Company will protect them.

Square Tower

The Square Tower is …

Round Tower

The Round Tower is stronger than the Square Tower and harder to undermine…

Wall

Gate

Gates are used to enter and exit the Castle. The gate automatically opens when a friendly unit moves through it (this includes enemy spies that have changed to a friendly color). A Gate receives a defensive bonus if towers are place on both sides of the gate. The bonus will be proportional to the type (Square or Round) and upgrade level of the towers.

Moat

The moat is a defensive structure and is usually placed around the periphery of the Castle walls. Units cannot move across the moat. The gate contains a drawbridge, which will allow units to enter the Castle across the moat. Enemy units can fill in the moat if they can withstand the fire from your Archers and Crossbows.

CASTLE UPGRADES

Each Castle piece can be upgraded from Level 1 to Level 3…

CUSTOM CASTLES

Castle designs can be saved into a Layout file. This Layout can then be loaded during a game and your peasants will automatically start building your Castle. All building positions will be relative to the center of the Castle, which is to the Keep location (if no Keep exists the Player Starting Point will be used).

Only Castle pieces within the currently selected grounds will be saved to the layout file. Alternatively, if you select multiple castle pieces by doing a SHIFT-Left-Click, these will be saved to the layout.

Save

After entering the Castle Name you press the Save button. Any Castle pieces for the selected Player will be saved into the Layout file. NOTE: Each Player has a separate Layout.

Load

After a Castle layout has been selected and the LOAD button pressed, you must position the layout within the Castle Grounds area and Press ENTER. This is where the Castle will be built. You can rotate the Castle layout by clicking on the rotation buttons (rotation is relative to the NORTH Compass shown in the Castle View picture). The total amount of resources needed to build the Castle is displayed.

Clear

Priority Number

Each Castle piece is assigned a priority number starting at zero. Your peasants will start building the priority zero buildings first, then the priority one buildings, etc. This feature could be used to build the outside walls first for quicker defense, then the inside walls.

Pause Castle Building

If you need to Pause the Castle Building in order to build up your resources you can press the Pause button in the Castle tab folder.

System Castle Designs

A number of pre-defined Castles are shipped with the game. These designs are stored in a separate directory from the user-defined Castles.