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Campaign game texts from aoe3kampagne.de

Battles in Asia and America

Campaign for Age of Empires® III – Asian Dynasties

**Do you love hard action on interesting maps?
Then fight here in extraordinary situations!**

Load game files

The games were developed on the **Asian Dynasties CD-ROM** (version 1.0) and can only be loaded with this CD-ROM. With each **game file** one or more **music files** are loaded with the appropriate music for the various games.

Click on the **game link** under the respective title, download WinRAR, "unzip here to", cut the **game file** and paste it into **Savegame** under "**My Files/My Games/Age of Empires 3/Savegame**".

Cut **music file(s)** and paste to "**Hard disk C/Programs (x86)/Microsoft Games/Age of Empires III/Sound/music/standard**".

The targets and messages contained in the games could not be technically translated. However, the game description describes the events that are important for the game. In addition, a useful tip can be found under many games.

About the campaign games

Player 1 usually starts as a nomad on land or sea, equipped with enough resources, sometimes with settlers or military units. Almost always there are several AI opponents, who are so highly equipped after a very short time that an early attack would be hopeless. Simply raising an army quickly and attacking at short notice, as in the battle games, leads to certain defeat.

The peculiarities of the respective landscape, the AI locations and the targets coordinated with them are such that the player can only achieve his targets with strategic skill. In each game, the player faces difficult situations that are not readily apparent right away. In the objectives the most important hints are given for players. Time limits often affect only a small part of a game.

Triggers are used extensively in each game, but largely only with the target of making the gameplay as unpredictable as possible, so that the gameplay of the same games can be different in each case. Unlike in the developer campaigns, the AI opponents retain their full freedom of action, so that players must constantly expect unpredictable events.

The varied landscapes are carefully designed to increase the fun of the game!

Have fun!



Campaign games

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To be continued!





Campaign games

PART 1:

Battles in Asia – British East India Company

The Trading Company was founded in London in 1600 with the aim of trading in Asia and waging trade wars against European competitors such as the Portuguese, Dutch and French. Subsequently, in exchange for shares of the profits, the Company received from the British Crown, among other things, the privilege of raising troops, building forts, and waging war against competing trade monopolies and native rulers in India and Southeast Asia. Due to the Company's brutal rule, famine struck India in 1770, claiming millions of lives and leading to repeated local uprisings, which were bloodily suppressed, so that the British Parliament transferred the Company's rights to the British Crown in 1858, which from then on ran the profitable business in the occupied Indian territories, now called the Crown Colony, somewhat more diplomatically under its own direction.



1. Ceylon – Fight in the river delta

Map: 800m. Zoom: Very wide. *Time limit!* – By way of introduction, an easier game.
British East India Company against Portuguese

After a trade agreement with the Indian Mogul Emperor, the Company sends the notorious mercenary Francis Drake to Ceylon in 1657 to establish a settlement there. In order to exploit the island profitably, however, the Portuguese spice monopoly must first be broken up. Drake is in the pay of the Company and has a free hand militarily to fight the competition.

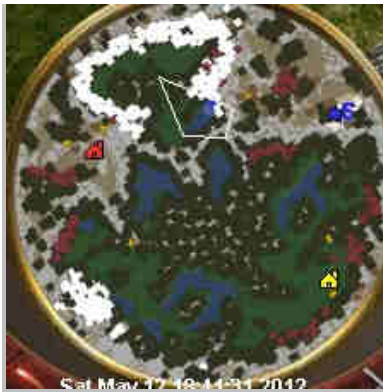
The Portuguese settlement lies to the northwest in a huge river delta, while French colonialists and the Dutch East India Company are building settlements to the northeast and east with the aim of seizing the spice monopoly.

Drake lands a caravel in the middle of this water world. On land, he can only get to the west or east via waterlogged fords that lead to the settlements of the hostile colonial powers, who are rapidly rearming. Drake must reach a suitable settlement area in the southwest in a short time, where there is also a trade route.

Target 1: Conquer the Portuguese settlement. During the campaign, however, the Company troops may be attacked by the Dutch or French, who intend to do the same.

Target 2: Victory over the Portuguese settlement is not enough: the Portuguese also control parts of the southern river delta.

TIP: Shortly after takeoff, Drake must land in a ship between the two rocks on the southwest shore within 5.5 minutes!



2. Shangri-La – The dangerous paradise

Map: 548m. Zoom: Wide – The game is classified as difficult.
British East India Company against Russians and Chinese

Buddhist legends about the mythological realm of Chang Shambala as a hidden paradise in Tibet inspired the writer James Hilton (The Lost Horizon, 1933) to describe life in a lama monastery on the Shangri mountain pass in the Himalayas and to introduce the mythical term "Shangri-La".

In 1662, the Company commissions Drake to explore new trade routes in northern India. Drake has advanced as far as Tibet because of a rumor of vast riches in the Chang Shambala empire and wants to set up camp there as a base for further exploration. However, not far to the west is a Russian settlement. In the southeast, Chinese have established a settlement.

The Company camp is established in the northern Tibetan high mountains and has few raw materials. To obtain raw materials, settlers have to go to the tropical valley of Shangri-La. But the paths in paradise are long and dangerous. At the same time, strategic points in the mountains and valley must be secured against massive attacks by the Russians and Chinese, which would make a two-front war inevitable.

Target 1: The Company force should attack the Russian settlement early first.

Target 2: Then begin the campaign against the Chinese settlement. However, with its destruction, victory is not yet achieved. The Company troop could still suffer heavy losses while searching for Chinese living outside the settlement!

TIP: The Company troops must also destroy a monastery and a Buddhist shrine as well as find the last Chinese! After: Sometimes you win and still lose! Watch Drake now!



3. Himalaya war zone

Map: 448m. Zoom: Very wide.
British East India Company against Indians and Chinese

After rumors of vast riches in Tibet were not confirmed, the Company's hard-pressed mercenary force mutinied and deserted. Drake had to flee and make his way south, where a trade route is located near the India-China border area.

The settlement is built in a mountain valley. There is a long road to a hostile Indian settlement that has so far eluded the Company's power. South of the mountains, behind a river, lies a Chinese settlement, making a hot two-front war inevitable.

The extensive terrain can be defended at two central points. Drake should look for other strategic points suitable for attack.

Target 1: The Company force should capture the Indian settlement first with a surprise attack during the heavy defensive battles against both opponents.

Target 2: Capture the Chinese settlement.



4. Borneo pirate coast

Map: 660m. **Zoom:** Very wide. **Time limit!**

British East India Company against Spanish and Dutch

After Drake reaches safe Company territory again in 1664, he is transferred to Borneo to enforce the Company's interests there. Drake is tasked with seeking allies to fight the Dutch East India Company and the Spanish, who are in the process of extending their influence from the Philippines to Borneo.

The Spanish and Dutch settlements can only be reached by river fords.

The vast land area is covered with dense jungle teeming with predators. In addition, pirate troops roam inland and along the coast, making the sea and rivers unsafe.

The enemy forces will attack massively to occupy the central terrain.

Target 1: Company troops must occupy and hold the central terrain. If the central trading post is destroyed, the game is lost!

Target 2: Conquer the Dutch and Spanish settlements.

TIP: *At the beginning, Drake must establish a trading post in the south within 2.5 minutes!*



5. Shipwreck off China

Map: 400 m. **Zoom:** Very wide. **Time limit!**

British East India Company against Chinese

In 1666, the Company sent Drake to explore profitable trade relations with a caravel to the Chinese coast. During a typhoon, the caravel was driven onto the shore of the Chinese island of Hainan and wrecked on the rocks. Only Drake and two pikemen managed to save themselves. Behind the landing point is a small, well-defended basin, but there are few resources.

There is a trade route with four trading posts and one Asian trading post.

On Hainan, rebellious Ming followers are fighting against the Manchu dynasty. If Drake could defeat the Manchus with a Company force, he would win the Ming over to his side, which would greatly benefit the Company's colonial interests.

However, nothing can be done against the highly equipped armies of the Manchus and Ming until the Imperial Age. Only then can the campaign against the Manchus begin.

Target: The troops of the company must defeat the Manchus! If the Manchus defeat the Ming or the Ming defeat the Manchus *before*, the game is lost! Therefore, the Company troops should temporarily support the Ming or Manchus in their own interest. The terrain is favorable!

TIP: *If player 1 attacks the Manchu settlement, Ming warriors should be kept away from the Manchu settlement if possible!*



6. War in China – Attack on Macao

Map: 1024 m. Zoom: Very wide. **Time limit!** – The game is classified as difficult.
British East India Company against Portuguese and Chinese

After defeating the Manchus on the island of Hainan, in 1667 Drake, expecting similar results, set out on a Company mission with 12 Ming warriors to the Chinese mainland, where the Ming had in the meantime been subjugated by the Manchus. The Portuguese were drawn into these battles and are currently under attack by the Chinese.

The settlement must be built in the west in the only freely available terrain of a small mountain basin. Wildlife exists only outside the settlement. Macao lies far to the east and is connected to the mainland by a narrow spit of land. Between the west and the east stand five allied imperial Manchu and Ming armies and an army of Quing rebels, all of whom have no friendship for Europeans.

Target: To eliminate the Portuguese trade monopoly by conquering the Portuguese settlement on Macao Island.

Drake must find a way to Macao with his troops without being annihilated by the vastly superior Chinese forces. From the attack on the Portuguese (via the only possible attack route) a time limit runs! In addition, if Chinese troops manage to advance to the Company area in the west, the game is lost.

TIP: *Caution! There is a deadly fever in the swamps! Furthermore: A ship is absolutely necessary for victory!*



7. Tortuga pirate island

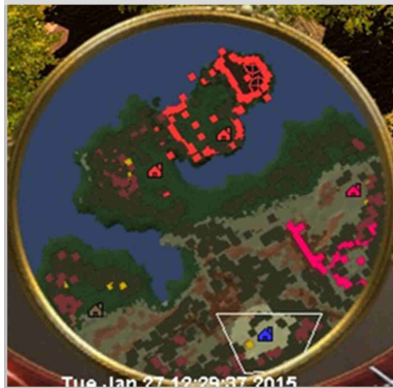
Map: 448m. Zoom: Very wide – The game is classified as difficult.
Royal Navy against Dutch and pirates

Because of numerous pirate attacks on British merchant ships, the British Crown sends Drake to the north coast of Haiti in 1670 to establish a base there. From there he is to attack the pirate settlement on the northern island of Tortuga and eliminate the notorious pirate Henry Morgan. Unfortunately, already the arrival turns out to be unpleasant. In addition, there is a hostile settlement of the Dutch West India Company nearby.

Between the British and Dutch settlements lies a mountain basin, accessible from the British side only to the northwest via a long dangerous path, and where almost all huntable wild animals can be found. The Dutch settlement is accessible only through the mountain basin and in the south through a trade route. From the fortress age on, the Dutch will constantly attack on a massive scale.

Target 1: Occupy the central mountain basin and conquer the Dutch settlement.

Target 2: The conquest of the heavily fortified and guarded Pirate Island in the north. Access to the island requires a strong war fleet. However, victory can only be initiated with a quick highly equipped commando enterprise.



8. India – Rebellion against the company

Map: 400m. Zoom: Very wide.

Indians against British East India Company

On the Indian continent, the Company's brutal reign of terror has now led to numerous rebellions, which are repeatedly put down by the Company. Drake is transferred to India by the Company to fight the rebellion and eliminate the rebel Pravar.

Pravar is on his way to a settlement in the south to rally rebels and defected Sepoy troops to fight the Company.

To the west and east of the southern settlement are Indian settlements subjugated by the Company, which must fight with the Company. The Company fortress is located on a peninsula in the north and can only be reached by land via the eastern settlement.

Target: The conquest of the fortress by the rebels to deal a decisive blow to the Company!



9. India – Storm over the company

Map: 1024m. Zoom: Very wide. **Two time limits!** – The game is classified as *very difficult*.

Indians against British East India Company

Drake is stranded with a caravel in a dangerous swamp delta in the south after his escape from the Company fortress. Far to the north and northwest, Company forts are strongly secured on rocky outcrops. South of these, mercenary troops hired and paid by the Company secure the heavily guarded terrain. There are also two Indian settlements cooperating with the Company. Another Indian settlement is considered unreliable by the Company. A rail line with four trading posts runs along the sea from north to south. Inland, there are five Asian trading posts.

Drake has broken with the Company over failure to pay pay! There are said to be Indian rebels nearby, led by Pravar. Drake is on his way there to join the rebels.

While fighting the vastly superior Company forces, Drake intends to loot the Company war chest so that the mercenary army will switch sides, while the rebels must achieve military successes so that Indian settlements will join the rebellion.

Target 1: Destroy the Company port and capture the Company war chest from Drake.

Target 2: Destroy the Company command post and village center by the rebels to bring about a general Indian uprising against the Company.

TIP: Drake should first erect all trading posts with settlers! Also: Drake must be personally present at the capture of the company's war chest in the port area!



10. India – Company hunts Francis Drake!

Map: 748m. **Zoom:** Very wide. **Time limit!**

British East India Company against Drake

After the successful uprising of the Indian rebels, the Company has put a bounty of 1000 pounds sterling in gold on Drake. Bounty hunters are after Drake, who must escape from north to south and reach a mercenary port on an island in the southeast. Drake wants to leave India and flee to North America on a mercenary ship.

To the north is a swampland from which a trade route with two trading posts leads to the southeast. South beyond is a mountain range that separates the north from the south and encloses a rocky cauldron that borders the sea on the west through a gorge. In the rocky cauldron, Indian rebels and the defected mercenaries wage continuous battles against strong Company forces that control the east and west as well as the sea.

Drake can't get anywhere on his own. The mercenaries demand payment for ship passage. If Drake manages to free some mercenaries captured by the Company, he could use them to get the gold for the ship passage from the Company. But this is not enough for the mercenaries. Drake has to go to the rock cauldron and free a captured Company hostage for the mercenaries from the bounty hunters who are looking for Drake all over the area.

Not only bounty hunters and Company troops, but also Indian rebels would destroy Drake immediately if he was discovered in the rock cauldron. Furthermore, the mercenaries are not to be trusted until Drake has left the rock cauldron! But the direct southern exit from the rock cauldron is hardly passable because of the fierce fighting in this area! Drake must look for other ways to the south. All ways are dangerous!

Target: The Company hostage must reach the mercenaries' village center and Drake must reach the mercenaries' harbor within the time limit. Otherwise the game is lost. The same applies if Drake or the Company hostage is destroyed.

TIP: Raw materials like 1000 gold coins (bounty for the mercenaries) can be found mainly on the western island. Wood for houses (Drake needs more military) can also be found in a remote area in the north, which is not easy for the company's military to find. Besides, Drake needs a ship for the further way! **Time:** Three days!

PART 2:

Battles in North America – Invasion

When the first Europeans landed in North America between 1605 and 1620, they were warmly welcomed by the indigenous population. But more and more Europeans arrived: settlers, adventurers in pursuit of quick wealth, and the military of the colonial states. By 1733, the number of Europeans living in the English colonies (about one million) already exceeded the number of all Indians in North America.

In the course of the rapid European population increase, the British on the coasts and the French in the backcountry occupied vast tracts of land, declared them their colonies because of their superior weaponry, and waged war against each other, sometimes with allied Indian tribes in shifting alliances. Meanwhile, the Indian tribes living on the coast were driven westward by the British in several wars until 1728.

After the United States was founded, railroads were built to colonize the land westward to the Pacific Ocean. The European invaders continued to advance. Indian villages were destroyed, and indigenous people were displaced or massacred for the purpose of land grabs. Washington's target was the capture or extermination of Indians who refused to leave their hunting grounds and were deported to inhospitable reservations. In 1876, the last great Indian uprising occurred: Sioux and Cheyenne destroyed a U.S. Army cavalry unit at the Battle of the Little Big Horn River. In 1890, the last U.S. Army massacre at Wounded Knee (300 civilians killed) broke the resistance of North American Indians. Their battle for their rights continues to this day (now by legal means).

For those interested:

Josephy: 500 Nations – An Illustrated History of the North American Indians, Hutchinson 1995



11. Yukon gold rush

Map: 248m. Zoom: Very wide.
Drake against French

After Drake reached North America, he now works on his own account. Early rumors of gold discoveries in the Yukon Territory lead him to a settlement where he joins British settlers exploiting gold fields. So do the French, who will not tolerate competition. Likewise, bandits are attracted to the quick wealth.

The French settlement is not far away. The British should first secure colony access and try to control the gold fields accessible from both sides. The French have more gold reserves, but the terrain on the British side offers interesting possibilities. Thus, the British can also attack from unexpected directions.

Target: Capture the French settlement.



12. Escape to the Great Lakes

Map: 1024m. Zoom: Very wide. *Time limit!*
Drake against Huron and French

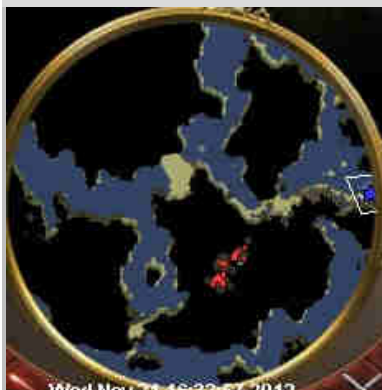
After destruction of the French settlement, the British settlement was attacked by bandits. Many settlers fled. Some scattered settlers are said to be northeast of the Great Lakes. Drake is on the dangerous way there. However, there are also marauding bandits who make the area unsafe, while in the south of the Great Lakes allied French and Hurons are already building settlements.

There is not much time left to establish your own settlement in the north before the Great Lakes. The British should establish three central trading posts (time limit) and seven Indian trading posts along the trade route. Military should be concentrated at three strategic points in front of the central trading posts so that enemy forces cannot break through. If one of the central trading posts or the village center is destroyed, the game is lost.

After some time, French and Hurons will attack massively (by different ways).

Target 1: Capture the French settlement and the Huron settlement.

Target 2: Search for the last French units.



13. Place of darkness

Map: 648m. Zoom: Very wide. *Time limit!*
Drake against British, French and Hurons

Drake comes from the Great Lakes on his way east to the coast of New England. British Puritans live here: religious zealots who massacre all dissenters like Indians and have driven a tribe of Hurons from their hunting grounds because of the gold rich land.

The Huron war chief has vowed to recapture the stolen territories with the help of allied Frenchmen and destroy all Britons!

This is not Drake's fight!

However, the British Crown has not forgotten Drake's partisanship for the Indian rebels: Drake must not fall into the hands of the British military.

Likewise, the French and Hurons still remember the fighting at the Great Lakes!

The way to the west is blocked by the Puritans and Hurons, the way to the northwest by the French. If Drake wants to continue, he must first fight the Puritans. However, an open war against the far superior Puritans would be futile for Drake. Drake must find other military ways to get to his destination while the French and Hurons are fighting the Puritans.

There is no trade route or trading posts.

Target: Destroy the invaders. If successful, the Hurons retreat.

TIP: Only after looting the warehouse the way to the northern settlement area is free! Later Drake should loot the church treasure of the Puritans! Also, a ship and mortars are essential for attacks on the Puritans!



14. War in the wilderness

Map: 648m. Zoom: Very wide.

Drake against the Iroquois and Hurons

After the battles against the Puritans, Drake cannot stay on the British-occupied east coast! The only way left is to go west through the densely forested and watery Ozark region.

There, tribes of Iroquois allied with the British wage a permanent war against Hurons for supremacy in the fur trade.

The French and Dutch pay for beaver pelts with weapons. If a tribe dominates the fur trade, it can fight hostile tribes with European weapons such as muskets and cannons to ensure its supremacy.

Drake must fight for a trade monopoly and give it to the Hurons in exchange for free passage through their territory. After that, the Hurons will remain neutral.

Target: Establish and hold a trade monopoly!

If a trading post is destroyed after activating the trade monopoly, the game is lost!

TIP: Drake must establish 12 trading posts and hold them against the Iroquois after activating the trade monopoly. For this he needs a strong cavalry force and extremely many Cree warriors!



15. Lost in the prairie

Map: 600m. Zoom: Very wide.

Settlers and Sioux against French

On the long way west towards the prairie, Drake and some settlers were separated in a raid by the Iroquois. 11 settlers have reached the edge of the prairie alone, which is crossed by huge herds of bison.

French claim Sioux land in the west and hunt the bison primarily for their hides, for which a high price is paid. The Sioux will not tolerate land theft and the destruction of their food sources and will wage war against all palefaces.

But if the settlers hunt bison for the Sioux and deliver them as tribute, the Sioux will be neutral from that point on. Before that, however, the settlers could be destroyed by the Sioux or the French.

After delivering the tribute, the settlers must begin settlement construction as inconspicuously as possible if they do not want to be discovered and overrun early by the French. While the French forces are increasingly tied down by battles with the Sioux, the settlement must move quickly into the industrial age in case French attacks nevertheless threaten. Meanwhile, the Sioux are constantly attacking the French settlements. But only the British can turn the tide of victory in the Imperial Age against the overwhelming power of the French.

Target 1: 5,000 food units tribute delivery to the Sioux.

Target 2: Destroy the invaders.



16. The battle in the Rocky Mountains

Map: 724m. **Zoom:** Very wide.

Drake against Cheyenne, French and Sioux

Drake has followed the Sioux's unmistakable call, left the prairie for the west, and reached the Rocky Mountains in the depth of winter.

There, in the meantime, tribes of Sioux and Cheyenne have set up their winter camp.

But the European invaders are advancing fast. Not far away, Frenchmen have established two heavily fortified settlements in a central basin to enforce their claim to Sioux and Cheyenne territory by force.

This means war!

Cheyenne and Sioux cavalry will attack the French settlements nonstop from the north and south. No distinctions will be made between French and British palefaces!

Drake comes from the south and has to reach a northern pass towards California. However, a direct march to the north is not possible at this point! Drake must first look for a well defensible area and re-arm.

The only possible route is through the French settlements, which are secured by outposts, forts, and four stationary cannons. If Drake wants to reach the North Pass, he must destroy the stationary cannons, because otherwise there is no chance of a breakthrough. Before and during the battles against the French, Drake's troops must also constantly defend themselves against Cheyenne and Sioux attacks!

Target 1: Drake's troops must destroy four stationary cannons.

Target 2: Drake must begin the ascent to North Pass with at least 49 military units.

TIP: After some time there is a way in the mountains to destroy forts and outposts!



17. Death march in Death Valley

Map: 800m. Zoom: Wide – The game is classified as very difficult.
Drake against Sioux, Klamath, Spanish and the Desert

Drake has crossed the Rocky Mountains with a small troop and arrived at the edge of Death Valley - one of the driest and hottest deserts in the world, where Sioux and Klamath are fighting Spanish invaders.

Drake's troops must reach the end of the blazing hot desert to the south. A daytime march would be fatal for the British, who are not adapted to the climate. The troops can only advance during the short nights via the nearest waterhole. Survival is only possible at the water points during the day.

At the water points close to the enemy settlements there will be heavy fighting. The troops must therefore reach the target as quickly as possible before they are completely wiped out.

Target: Drake must reach the Target in the south.

If only (remaining) units without Drake fight their way to the finish, the game is lost!

TIP: At the beginning Drake should massively protect his territory from Sioux attacks. The march south can only start at the beginning of the evening! Drake's troops must ignore attacks on night marches!



18. California death melody

Map: 800m. Zoom: Wide.
Drake against Spaniards

Drake has escaped the fighting in Death Valley with the remnants of his small force and has reached the California coast, where the Spanish have established heavily fortified bases.

The Spanish want to take the gold on the Shoshone and Paiute lands by force. The Spanish commander has orders to proceed as in South America and to enslave or exterminate all "Indians." But Paiute and Shoshone are not Aztecs or Incas who can be easily subjugated. Tough battles are ahead!

Drake should leave the Spanish-controlled area immediately and establish a settlement on a less risky terrain. If Drake complies with the Shoshone's request and fights the Spanish, the Shoshone will not attack the settlement. However, the Paiute continue to behave hostile!

Drake can effectively support the Shoshone and Paiute fight by attacking Spanish village centers and fortifications.

Target: Drake must destroy all Spanish forts and village centers.



19. California battle

Map: 400m. Zoom: Very wide.

Drake against Dutch, French and Spaniards

Drake arrives with some settlers in the Mojave Desert of southern California after heavy fighting against the Spanish.

Throughout the area, Spanish invaders have driven out the Shoshone. But the Shoshone will return with numerous warriors and wage a merciless campaign against all invaders.

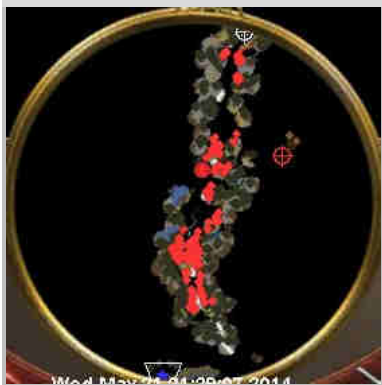
The Spanish have other worries! They currently have to defend themselves against the colonial powers of the Dutch and French, who each claim the land for themselves. A supposed further British competitor is not welcome there.

Drake can only settle in the desert, where raw materials are scarce. The only realistic possibility for the further procurement of raw materials is offered by the sea, which is rich in fish.

If Drake does not want to be destroyed, he must seek allies, use every opportunity to obtain raw materials, and control the sea near the coast. The colonial powers will attack Drake's settlement massively, as far as they are not busy with mutual fights!

Target 1: Drake must hold the settlement until the Shoshone arrive, who have not forgotten Drake's help in fighting the Spanish in Northern California!

Target 2: Destroy all invaders!



20. Welcome to Tombstone!

Map: 748m. Zoom: Wide. **Time limit!** – Total game length about ~ 9 minutes.

Drake against bandits

Drake has left California and reached the desert town of Tombstone in Arizona, where Sheriff Wyatt Earp and his partner Doc Holliday control the red light and gambling business.

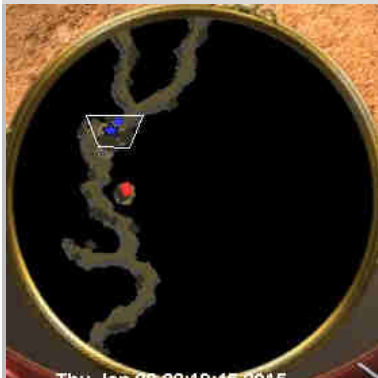
Mainstreet consists of bars, gambling saloons and brothels. Banks store silver from the nearby mine.

Anarchy reigns on Main Street. Pleasure-seeking cowboys and bandits come in sharen from the north and south and terrorize the town. There are gunfights and bank robberies everywhere. The sheriff can't do much about it; it would also be bad for business!

Alone, Drake can never reach the north end of town alive. Drake must look for help quickly!

Targets: Drake must free prisoners from the City jail and reach the north end of the city. If Drake is destroyed or does not reach the target within the time limit, the game is lost.

TIP: Drake should definitely visit the sight of Tombstone: The Cemetery!



21. Guerrilla war on the Red River.

Map: 700m. **Zoom:** Very wide. **Time limit!**

Sioux, Cheyenne and Apache against United States

Drake escaped from Tombstone with three Sioux cavalymen, but is pursued by U.S. cavalry and Tombstone militia to the Red River.

There, Sioux, Cheyenne, and Apache warriors have formed a wartime alliance after being forcibly removed from their territories by Washington's relocation and deportation policies to create new space for European settlers.

U.S. Army troops under General Custer took up positions on the prairie east of the Red River, with orders to break any resistance and remove survivors to reservations.

To achieve quick successes, the U.S. Army has recruited professional bison hunters to shoot down roving herds of bison on the prairie in order to starve out the war alliance.

A quick attack against the highly armed U.S. troops is not possible at first! But Cheyenne and Apache of the War Alliance will keep the U.S. troops busy with constant raids while the Sioux rearm.

Target 1: Drake must establish 12 Indian trading posts (time limit 2.5 minutes) with Sioux settlers. If any of these trading posts are later destroyed, the game is lost!

Target 2: The bison herds must be constantly protected on their long journeys. If all bison are killed, the game is lost!

Target 3: Destroy the invaders!



22. Indian Reservation – Uprising!

Map: 800m. **Zoom:** Wide. **Time limit ~35 minutes!**

Apaches against United States

During the fighting on the Red River, captured Apache settlers were deported to a desert reservation on the Rio Grande. The reservation is under the supervision of the often corrupt Indian Agency, whose Indian agents sell food supplies destined for the reservation to white traders.

Further, numerous Apache cavalymen have been pinned down in stockades throughout the area.

Apaches of the War Alliance have arrived at the Rio Grande for the liberation of their tribesmen. Drake has joined the war drive with some hired mercenaries.

The terrain, heavily fortified and guarded from northeast to southwest, is secured by four U.S. armies. Only the northwest is barely guarded.

To combat the superior strength of the U.S. armies, the Apaches must very quickly occupy and hold the east, free captured cavalymen there, and establish all accessible trading posts in the west and east. Then the campaign can be directed to the central terrain to free more cavalymen first from the east, while U.S. troops increasingly attack the settlement terrain to the northwest.

Target 1: Liberate all captured Apache cavalymen!

Target 2: Destroy all forts and Indian agencies!

If the Apache settlers on the southern reservation starve to death before victory, the game is lost! The same is true if U.S. troops succeed in advancing beyond the eastern ford onto Apache held terrain!

TIP: *The eastern area must be conquered quickly, while the western area must be secured and the settlers need to generate supplies quickly!*



23. Fight for survival in the canyon!

Map: 400m. Zoom: Normal. Time limit!

Apaches against Mexicans and United States

After the liberation war at the Rio Grande, the Apaches and Drake have crossed the Mexican border and reached a canyon in Sonora.

But the invaders are quickly moving in. In the southeastern part of the canyon, the Santa Fe Railway has already begun construction of a railroad with the endorsement of the Mexican government. To protect the construction work, there is a Mexican Army base to the west and a U.S. Army camp to the east.

The railroad company considers the indigenous inhabitants of the continent to be business damaging obstacles that must be eliminated by any means necessary. The Mexican and U.S. troops have strict orders to break any resistance by the Apaches.

If the Apaches are to remain in the canyon and survive, they must fight the Mexican army and U.S. troops simultaneously.

Target: Destroy the invaders!

TIP: *On the wide area there are two palisades with captured Apaches as well as some gold mines!*



24. Curse of the Caribbean – Pirates!

Map: 1024m. Zoom: Very wide – The game is classified as difficult.
Drake against pirates and Spaniards

After the battles in Sonora Canyon, the land route to the north is blocked by Mexican military, which is looking for Drake everywhere. Drake was left with only the way south to the Caribbean coast to reach Florida by sea northward.

The Caribbean islands are patrolled by numerous Spanish warships in pursuit of pirates who raid Spanish galleons coming from South America carrying gold mined with Indian slaves. The pirates are very successful in redistributing of wealth. Throughout the archipelago, destroyed and largely looted galleons lie on island beaches.

A Dutch shipping line and a bank offer Drake at exploitative credit (risk surcharge plus interest!) a damaged charter ship that draws water and needs frequent repairs.

Drake is virtually penniless and has no other choice. To finance the voyage, Drake must sail to destroyed galleons in the vast island world and loot the remaining gold for the bank. The waterways there are highly dangerous. Everywhere Drake can encounter Spanish patrol fleets or pirate privateers. Equally dangerous are the islands made unsafe by pirates and where Spanish military searches for pirates and their booty. Fierce sea battles and land battles are inevitable!

Target 1: Drake must loot 10 treasure shipwrecks.

Target 2: Drake must reach the target in the north.

If the transport ship is destroyed or Drake is destroyed, the game is lost. The same applies if the transport price is not paid in full. However, the bank's loan sharks can no longer do anything with their profit!

TIP: The transport ship regularly loses life points and must be repaired again and again in ports to be built. The unit called "Fluch der Karibik" is essential for victory! This also applies to game 25.



25. Curse of the Caribbean – Gold!

Map: 1024m. Zoom: Very wide – The game is classified as difficult.
Drake against pirates and Spaniards

At the finish in the north Drake is still far away from Florida. Meanwhile, Spaniards and pirates have become aware of Drake during the previous battles. The further journey to the north becomes more and more dangerous.

Drake has heard rumors from the old pirate Davy Jones about a huge treasure that Captain Flint's pirates have hidden from the loot of the Spanish treasure ships in an unknown place in the vast island world. The gold treasure is said to be in a place with the graves of those who hid the gold and were eliminated by Flint as accomplices. If Drake pays 12,000 gold coins, the pirate will give him a crucial clue on how Drake can find the treasure. In order to pay, Drake must loot more treasure shipwrecks.

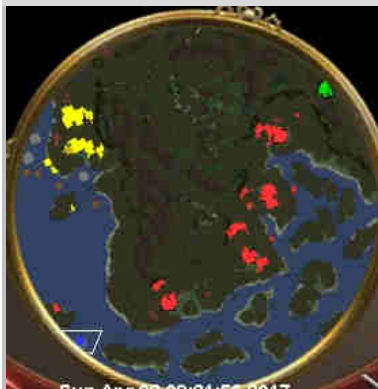
Spanish military as well as Captain Blackbeard's pirates are looking for Captain Flint's loot. If Drake finds Flint's loot before the Spanish and pirates, he would have enough capital for further ventures on the mainland.

However, Drake must take extreme risks because Spanish warships and privateers are now hunting him too! In addition, Spanish fleets patrol everywhere between the islands, where it is also extremely dangerous due to Spanish military and pirates. To reach the target in the north, Drake must fight his way through constant attacks from the Spanish and pirates!

Target 1: Drake must loot 12 treasure shipwrecks!

Target 2: Drake must find Flint's loot and head north to Florida!

If the transport ship is destroyed or Drake is destroyed, the game is lost!



26. Battle in the Everglades

Map: 1024m. **Zoom:** Very wide. **Time limit!** – The game is classified as difficult.
Drake, Dutch and Seminoles against Spaniards

Drake has finally reached the Florida Keys, between which numerous Spanish warships are patrolling. The sea route to the northeast is blocked.

If Drake wants to continue by sea, he must first reach the mainland, where the Dutch and the Spanish are constantly fighting battles in the huge swamp area, which are also fought in sea battles. Furthermore, a small Seminole tribe far to the east keeps irritating the Spanish with guerrilla attacks.

In return, the Dutch allow Drake to establish a settlement near their territory on a somewhat remote area.

There are hardly any hunting animals or mines on the entire map. Raw materials can mainly only be procured in the sea with a fishing fleet!

The colonies of the Spanish are extremely massively fortified. The attacks of the Dutch armies were so far unsuccessful also because of the strength of the Spanish forces! Therefore they force Drake to a further consideration!

The settlement must be built as inconspicuously as possible and kept small; it would also make sense to build a mill.

If the settlement is discovered by the Spaniards, which is inevitable sooner or later, Spanish armies will attack the settlement continuously on a massive scale a short time later. From this defensive position it is not possible to reach the targets. Outposts and a fort don't help either!

On the other hand, an attack on a Spanish settlement would lead to the destruction of the own army, while probably at this time the own settlement would be destroyed by Spanish forces.

If Drake wants to achieve all targets, he has to reach the imperial age as soon as possible for the purpose of upgrading some units, and before discovering and attacking the settlement, he has to attack the Spanish by another way with a very small commando company including some settlers, while the remaining settlers can save themselves from the Spanish attacks on Dutch territory.

There is only one effective attack strategy; it requires higher resource stocks. Repeated total losses are likely.

Target: Drake must destroy four Spanish village centers and three stationary cannons.

If the transport ship is destroyed at the start of the game, the game is lost.

TIP: The Dutch demand 1500 gold as tribute at the beginning. Some time after reaching the Imperial Age, they demand high tributes until the destruction of the four Spanish village centers! Drake will need several warships to reach the target!



27. Deceptive alliances

Map: 700m. Zoom: Very wide.

Drake, Spanish and Seminole against United States

After fighting the Spanish in South Florida, the sea route to the northeast is still blocked because of Spanish warship patrols. Meanwhile, on the land route north, Drake reached northwest Florida.

By this time, Spain had rejected the United States' ultimatum to cede West Florida.

As a result, the United States is gathering troops to subjugate the area by force, while the Spanish, to bolster their vastly outnumbered forces, propose an alliance to the Seminoles to effectively fight the U.S. forces.

Some Seminole tribes reluctantly agree because they see the Spanish as the lesser evil and fear they will be deported to reservations by the United States.

If Drake wants to continue north, he must come to terms with the Spanish to avoid having to fight Spanish and U.S. troops at the same time. Drake offers military support to the Spanish, who know nothing of his activities in the Caribbean and South Florida, which is accepted. However, the Spanish are not to be trusted, while Drake and his settlers are just more unwanted Europeans to the Seminoles.

Drake must be careful. Alliances can change quickly!

Target: The alliance must defeat the vastly superior U.S. forces. What happens after the heavy fighting is open....



28. Financial war!

Map: 800m. Zoom: Very wide. **Time limit!**

Drake against Morgan Bank and United States

Drake has answered the call of the Seminoles, left Florida by ship westward, and is stranded in the flooded Mississippi Delta, which is riddled with numerous swamps.

British settled nearby, their wheat crop destroyed by flooding.

To procure food, the settlers had to take out a loan from the Morgan Bank, which cannot be repaid due to the criminal banking policy. The loan debt is rising inexorably regardless of the regular gold payments, resulting in radical measures and threats from the bank.

Drake will not stand idly by; he must find an equally radical way to end debt bondage. If he succeeds, attacks by U.S. forces are inevitable!

Further the delta and the trade route are made unsafe by river pirates!

Target 1: Drake must end the debt bondage of the Morgan Bank within the time limit!

If the settlers of the neighboring settlement do not survive the loan redemption, the game is lost!

Target 2: Destroy the US troops!

***TIP:** Drake must destroy the two Morgan banks within the time limit: The land route is not recommended for this! The numerous reports only concern the criminal demands and the seizure of some buildings by Morgan Bank. The latter can be reversed by destroying the banks.*



29. War of deportation!

Map: 1024m. Zoom: Very wide – The game is classified as difficult.

Drake, Cherokee and Dutch against United States

In 1838, 13,000 Cherokee, interned in camps and forts until removed to reservations, were forced by U.S. troops from their North Carolina settlement area on a foot march to a reservation 2,000 miles away in Oklahoma.

On the infamous march (Trail of Tears), about 8000 Cherokee died from starvation, exhaustion, disease, and the brutality of the guards. About 1000 Cherokee escaped into the difficult-to-access Appalachian Mountains, a mountain range covered with dense forest.

The Cherokee land was allotted to white settlers, most of whom were after mineral resources such as gold. Other settlers came to farm as the Cherokee had done before.

After heavy fighting in the Mississippi Delta, Drake, with Indian leaders and some settlers, headed northwest to reach the Alabama River in North Carolina. East of the river, there are two Dutch and one British settlement in the mountains, cooperating amicably with escaped Cherokee. Drake wants to join the British settlement to finally live a life without constant fighting.

However, to the west off the mountains is a U.S. fort with interned Cherokee. In three bases, the U.S. Army is massing troops to also detain the Cherokee still at liberty or to destroy them if they resist, while the Santa Fe Railway has already provided a train with wagons for captured Cherokee to be deported to the reservation.

For the sake of speedy order completion, U.S. General Scott threatens white settlers with serious consequences if they openly or secretly support the Cherokee. The Dutch and British, on the other hand, are of the opinion that they will not betray the Cherokees but will join them in resisting the brutal policy of expulsion!

Target: Destruction of the U.S. troops and liberation of the Cherokee who are pinned down in the fort!

If one of the two Dutch settlements is destroyed, the game is lost!



30. Frontier wars or the toil of mortals

**Map: 1024m. Zoom: Very wide – The game is classified as difficult.
Drake, Cherokee and Sioux against the Anaconda Mining Company**

After gold is discovered in the Appalachian Mountains, the gold run draws numerous European settlers to the land of the eastern Sioux in hopes of quick riches.

This is not acceptable to the Anaconda Mining Company, which has purchased the territory annexed by the United States from the U.S. government, which, as usual, is breaking land treaties with the indigenous population.

After hired bandits drive out the settlers, the Anaconda Mining Company recruits troops with the target of destroying the Sioux.

Since the Company is concerned with extremely high profits from gold mining, it has invested large sums in military! Moreover, in accordance with Washington's general policy, the Company is counting on the support of the U.S. military.

Drake has left the British settlement in the southern Appalachians. Although U.S. troops were destroyed there, Washington will send more military, so Drake is moving on toward northern Appalachia. There are three Sioux settlements there that are constantly fighting troops from the Anaconda Mining Company and the United States.

After Drake reaches the battle area with some Indian scouts and settlers, Cherokee trading posts must be established immediately. With the help of the Cherokee, Drake can support the Sioux fight. However, the Sioux settlements are far apart, while the Company forces are concentrated to the west and south, and attacks could come from two directions from there.

Drake must concentrate Cherokee and own forces in the Sioux settlements as quickly as possible to repel the massive attacks of the enemy forces while the Sioux attack the enemy settlements. After some time, there must be constant fighting on several fronts at once.

Because Drake has to divide his forces, an offensive against the first enemy colony can only begin after an intensive build-up of armaments in the Imperial Age, while troops must continue to be kept ready for the defense of the Sioux settlements.

In the course of these battles all warring parties have to accept heavy losses!

Target: Destruction of the Company and US troops!

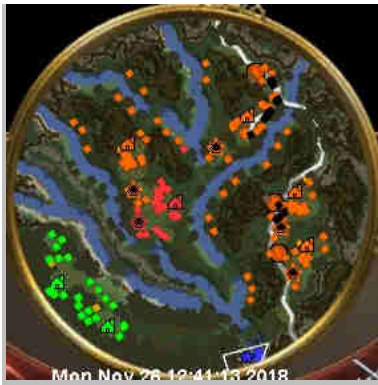
If one of the three Sioux settlements is destroyed, the game is lost!

TIP: The settlers should leave immediately and build all trading posts!

Games 31 to 37, 45, 53, 54 are also an analogy to the preconditions and future consequences of the climate crisis: **Environmental destruction by coal mining, water scarcity by resource destruction, climate migration, flood inundation, deadly drought and flood, devastating tornadoes, burning forests!**

For those interested:

Michael E. Mann: The New Climate War: The Fight to Take Back Our Planet, Public Affairs 2021.



31. Climate disaster at the Kentucky River

Map: 648m. Zoom: Very wide.

Drake and Shawnee against Anaconda Mining Company

After fighting in the Appalachian Mountains, Drake has moved west to reach the Cumberland Mountains and the branches of the Kentucky River. In front of Drake is a valley basin surrounded by high mountains, where the Anaconda Mining Company exploits coal seams in open-pit mining, which are processed into coke in the blast furnaces of the numerous factories.

The waste products are constantly large amounts of tar, sulfur, soot and toxic smoke rising through the factory stacks, while tar and sulfur are washed into the water.

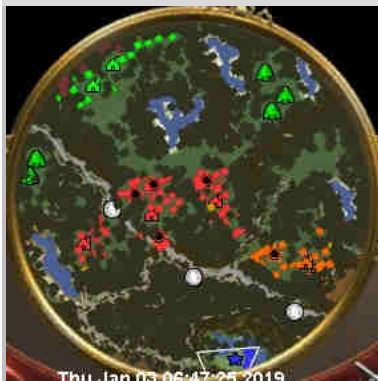
Except for the smaller southwestern side of the valley, the air in the basin is now highly contaminated, the water of almost all the river branches is polluted, and highly toxic layers of sulfur have formed on the banks.

As a result, the temperature rises in the microclimate of the basin, leading to dry thunderstorms with lightning, which have already set fire to some coal seams, aggravating the environmental disaster by further toxic smoke formation. The northern part of the basin looks more and more like a lunar landscape with devastated soil and dead trees, which does not interest the Anaconda Mining Company as long as profits from coke sales and coal stock trading increase and collateral damage such as poisoned miners can be replaced.

Two Shawnee tribes settle in the southern basin, and their negotiations with the Company have yielded nothing. To escape the foreseeable destruction of their livelihood, the Shawnee plan to destroy the Company settlements. The Company knows this, too, which is why it has requested help from the U.S. Army, which has been granted.

The only way out of the basin is through the Company and U.S. military-occupied terrain. The U.S. Army has not forgotten Drake's activities in the Appalachians! If Drake wants to continue, he must first establish a military base in the southern basin and support the Shawnee in their fight. The primary objective is to destroy the factories that are gradually poisoning the entire valley through coal processing.

Target: Drake must destroy 23 factories. If any of the Shawnee settlements are destroyed, the game is lost.



32. Climate migration

Map: 548m. Zoom: Very wide.

Drake, Creek and Cherokee against United States and Anaconda Mining Company

Continuation of the game Climate disaster at the Kentucky River

Although the Anaconda Mining Company's factories on the Kentucky River have been destroyed, the area is so poisoned that further survival is not possible in the medium term. The two tribes of the Shawnee and Drake therefore had to leave the valley basin.

Drake, with Shawnee scouts and settlers, has reached a nearby valley where two Creek tribes are settling, taking in Cherokee who have been driven from their territory by U.S. troops. Drake asks the Creek for permission to settle on their territory as well.

The Creek agree, but also ask Drake to help them fight three U.S. armies that are massing troops and apparently preparing attacks. The Creek fear that the U.S. government wants them deported to reservations.

To the east of this valley, the Anaconda Mining Company has also established a settlement to exploit a coal seam. Work is underway to develop the coal deposit. If the work is successful, there is also a threat of poisoning the entire valley. Because of the foreseeable reaction of the Creek then, the U.S. troops are supported militarily by the Company.

Drake, starting from the south, must reach the northeastern settlement area and quickly rearm while fighting begins between the Creek and U.S. Army troops and the Anaconda Mining Company. As the Cherokee fight with the Creek, enemy forces to the north and west are partially tied up, so the fighting drags on.

Unless Drake is destroyed in the meantime, he could open a second front and attack Company troops first and then U.S. troops to turn the tide of the war!

Target: Destruction of the invaders!

TIP: Drake should not be discovered by enemy units on the canyon trail between two settlements!



33. High water on the Ohio River

Map: 1024m. Zoom: Very wide – The game is classified as difficult.

Drake and Creek against United States and river pirates

Continuation of the game Climate migration

After the last battles, the US administration has put a bounty of \$5,000 in gold on Drake's head (alive or dead!).

Drake therefore left the area as quickly as possible, bought an old caravel with his last means and reached the Ohio River via the Kentucky River, which flows south into the Mississippi. Destination: the trading town of Natchez under the hill. There Drake intends to travel west by train undetected. Drake is accompanied by some Creek warriors who want to join another Creek tribe.

Ohio River and Mississippi River have overflowed their banks due to extreme rains, flood waters have dug some new river beds, flooding vast areas, inundating settlements and creating countless dangerous sandbars for ships.

Drake's slightly damaged caravel lands in the north at a French shipyard. There, it is suggested that the ship be reinforced for a fee, as sandbars could severely damage or destroy the caravel. On the way south, there are no harbors where repairs could be made. Since Drake is penniless, the shipyard owner makes an interesting but dangerous proposal to raise funds. Drake, of necessity, accepts, as he would not get far without such help.

Furthermore, numerous U.S. Navy armored ships patrol all arms of the river to prevent river pirate raids on merchant ships. Drake must avoid these heavily armed warships at all costs. In the event of a clash, only immediate escape will help!

Target 1: Drake must obtain all means to reinforce the caravel; otherwise it will be sunk.

Target 2: Drake must reach the train in Natchez under the hill.

If the caravel is destroyed or Drake is destroyed, the game is lost. The same applies if Drake does not realize all given possibilities of fund raising!

TIP: Drake must destroy six river pirate saloons containing gold to pay for ship repairs!



34. Deadly drought and flood in Arkansas

Map: 1024m. **Zoom:** Very wide.

Drake against forces of nature and United States

Continuation of the game High water on the Ohio River

Drake's train was attacked on the way west by bandits, who were driven off in the fight. But the train engine was destroyed. Drake, as well as several other travelers who also have problems with the U.S. military, find themselves alone in the south on the edge of a desert-like area.

The landscape is separated from northwest to southeast by a mountain range. In the east, heavy rains have caused the Arkansas River to rise and flood large areas of land. Air masses accumulate on the eastern ridge, resulting in violent downdrafts that flow downward over the mountains toward the west, bringing dry thunderstorms and sweltering heat to the already arid region.

The result: dried up rivers, burning forest, burned down settlements as well as a completely hostile landscape.

In order to survive, Drake's small troop must cross the climatic divide of the eastern mountains. There are four passes there, but they are secured by US troops.

The way leads first to the north and is extremely far. Survival is only possible if Drake's troop finds residual water in the riverbeds and largely dried-up lakes, which also exist on the western edge of the mountains, in order to regenerate there. Far to the northwest are mercenaries who cannot survive there much longer and would probably be willing to join Drake. The travelers urgently need these reinforcements to fight their way out if necessary.

Crossing the mountain passes is extremely difficult and could lead to total losses at one or the other pass! If the crossing succeeds at one of the passes, the continuation to a move at the northern trade route is only possible via the eastern flooded terrain, which can also only be reached by ship.

Furthermore, marching in the flooded area is extremely dangerous because U.S. military patrols everywhere to prevent looting of the flooded settlements. Drake therefore also needs some luck to reach the destination!

Target: Drake must reach the train in the north. If Drake is destroyed, the game is lost!



35. Texas – Fight for water!

Map: 600m. Zoom: Very wide.

Drake and farmers against Texarkana Cotton Company

Continuation of the game Deadly drought and flood in Arkansas

Drake's move ended in East Texas in an area where the Texarkana Cotton Company uses numerous derricks to extract groundwater for cotton production.

Due to the intensive water extraction, all lakes in the south dried up. Furthermore, the sinking groundwater level led to deep soil collapses, which made it impossible for settlers to continue farming; the entire landscape changed into a hostile desert. All settlers had to abandon their farms and move north across the Red River. The Company refused compensation.

Furthermore, the extreme drought in the south caused a heat wave that almost completely dried up the Red River and its floodplains, causing water shortages in the north as well.

The Company began construction of new water well towers on the north branch of the Red River at this time for future planting of new water-intensive cotton fields. The area designated for planting was that on which the farmers had just established their settlements. Protests of the settlers were dismissed as unremarkable. After all, the company had to think first of its shareholders, who were not to be disappointed under any circumstances in view of the share price. Everything else was irrelevant!

Drake did not forget the climate catastrophes and their consequences, starting from the Kentucky River to Arkansas! In the saloon, he learned that British and Dutch farmers were organizing a vigilante force to take up the fight against the Company. Drake and his battle-hardened companions decide to join the British and support the farmers' fight.

After a short time, massive attacks by the vigilantes on the water derricks begin, and equally massive counter-attacks by Company troops on the northern settlements. Drake and the British settlers must find a way to make a decisive attack against the Company troops in the confusing terrain!

Target: Destroy the Company settlements and the water derricks on the northern course of the Red River. If one of the two Dutch settlements is destroyed, the game is lost!



36. Death zones in Oklahoma!

Map: 1024m. Zoom: Wide – The game is classified as difficult.

Drake and Cherokee against forces of nature and Civil War troops

Continuation of the game Texas – Fight for Water!

In 1861 Drake left Texas for the north and reached the Ouachito Mountains in Oklahoma with some companions. Mountains and valleys are covered with dense forests, which make it much more difficult to continue north.

Further, due to the meeting of unusually moist warm air from the Gulf and cold air masses from the Rocky Mountains, tornadoes pass through the area everywhere amid darkness, thunder, and lightning, leaving trails of devastation in settlements and forests.

At this time, the Southern Confederacy began the American Civil War because it could not expand its slavery-based agricultural economy to new states against the protective tariff policies of the increasingly industrialized Northern states.

In this conflict, three settlements joined the Confederacy in fighting two Northern settlements in the vast terrain.

To the west, north, southeast, and northeast, Cherokee who escaped from a reservation are interned north and south of the Canadian River in Southern and Northern settlements, while more Cherokee have escaped to the Deep South. Because Drake pledged to help these Cherokee free their tribesmen, the Cherokee joined Drake's force.

On the long and winding road north, the force could be wiped out at any time by tornadoes or destroyed in the process of freeing the captured Cherokee. In addition, enemy troops patrol the terrain while the road north also passes through the highly dangerous main battle area of the Civil War parties. To avoid annihilation, Drake's troops must proceed cautiously, on the other hand, react very quickly!

Target: Drake and his troop must free all captured Cherokee from the power of the enemy settlements! If Drake is destroyed, the game is lost!

TIP: *Drake must be present especially when the last Cheyenne are freed!*



37. Burning land! After the Sand Creek Massacre!

Map: 748m. Zoom: Wide.

Drake against Lakota Sioux and US troops

Continuation of the game Death zones in Oklahoma!

In 1864, peace negotiations were held between Cheyenne, Arapaho and the US military.

During these negotiations, U.S. Army auxiliaries, using mortars, raided the Cheyenne camp at Big Sand Creek. Although a white flag was flown at the camp and there was no counter-attack, over 130 people, mostly women and children, were bestially slaughtered.

After a War Department investigation of the case, none of the perpetrators were convicted.

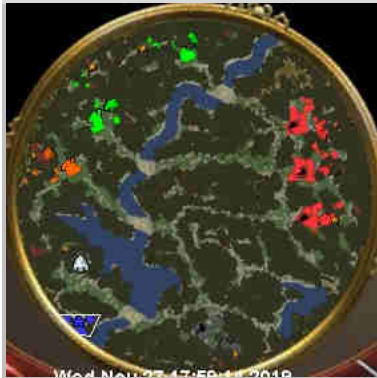
In response to the war crime, survivors of the massacre, as well as tribes such as the Lakota Sioux, led a prolonged campaign of revenge with 1,000 warriors throughout the area, indiscriminately attacking military and settlers.

At this time, Drake has reached an area on the Arkansas River on the border of Kansas and Colorado. There, due to extreme drought and lightning strikes ignited by dry storms, forests are burning everywhere. Furthermore, fierce battles rage throughout the area between the Lakota Sioux and the U.S. Army.

Drake wants to continue north, but because of the course of the river he has to make a long detour across the south to reach his destination in the north through burning forests.

All routes to the north are high-risk. If Drake's small force is discovered by larger units of the Lakota Sioux or the U.S. Army, annihilation will follow.

Target: Drake must reach the mountain pass to the north! If Drake is destroyed, the game is lost!



38. Colorado: Land robbery from gold greed!

Map: 768m. **Zoom:** Very wide.

Drake against US troops and possibly against Lakota Sioux

In 1858 gold was found in Colorado at the South Platte River. Within a very short time thousands of gold seekers came to this area, which the U.S. government had already granted to the Cheyenne and Arapaho by treaty in 1851. As usual, Cheyenne and Arapaho were driven out of their territories by the U.S. military in breach of treaty in the interest of the settlers and prospectors.

In response, Cheyenne and Arapaho raided stagecoaches and settlers, leading to retaliation and ultimately the Sand Creek Massacre in 1864, which was followed by a five-year war by allied Indian tribes against the white invaders.

During the course of this war, Lakota Sioux were forced by military pressure to abandon the area east of the South Platte River and retreat to the west side.

Drake, meanwhile, reached the South Platte River. There, three Lakota Sioux tribes are waging massive battles against U.S. troops to retake the eastern terrain, where, under the protection of three U.S. military settlements, prospectors and the Anaconda Mining Company have set up mining camps all over the confusing terrain to exploit the gold deposits.

Not all Lakota Sioux fight palefaces indiscriminately. One tribe tolerates Drake when he joins the fight against the invaders. Drake must establish a settlement in the southwestern area as quickly as possible before Anaconda Mining Company forces or U.S. troops attack.

Target 1: Destroy the Anaconda Mining Company settlement.

Target 2: Destroy ten mining camps.

Target 3: Destroy the three massively fortified and defended U.S. military settlements.



39. Battle of Lake Powell

Map: 800m. **Zoom:** Very wide.

Drake against US troops

After the fighting on the South Platte River, Drake has left Colorado and crossed into Utah via the Colorado River into Glen Canyon, which widens further southwest into Lake Powell.

There, Navajo tribes are engaged in fierce battles with U.S. troops to prevent European farmers from settling on their land.

Navajo settle on the west side of the lake, making no distinction between soldiers, farmers, and other palefaces. On the east side of the lake are heavily fortified U.S. Army bases that Drake must not fall into the hands of.

Because of a ford Drake can't get any further with the ship. Drake must first establish a settlement, re-arm and fight the US troops.

Drake must find a suitable settlement site that will not be discovered early by either the Navajo or the U.S. military. Otherwise, the settlement could be quickly overrun. If Drake succeeds in decisively weakening the U.S. troops so that the Navajo can destroy the invaders, the further road to the southwest would be clear.

Target: Extensive destruction of the US military bases until the Navajos are victorious!



40. Dark shadows in the Grand Canyon

Map: 748m. **Zoom:** Very wide.

Drake against Navajos

In 1863, the U.S. government decided to herd the Navajos onto a military Indian reservation to allow farmers to settle there. If the Navajos refused, they would be forced out. Most of the widely dispersed Navajos never heard of this ultimatum and remained in their territories.

In response, U.S. troops on Navajo land devastated their economic bases such as corn supplies, water holes, and cattle herds. The Navajos then retreated into hard-to-reach canyons and attacked anyone who entered their territory.

After the battle at Lake Powell, Drake followed the course of the Colorado River and, with some companions, reached the Grand Canyon, where Navajos had retreated. Drake must expect massive Navajo attacks everywhere on the long journey south.

The losses are high. For this reason, Drake should establish three trading posts to offset the losses with Apache cavalry, which are enemies of the Navajos. Likewise, Drake's force will be under massive attack by U.S. military on the rocky trail south of the U.S. settlement!

Target: Drake must reach the southwest canyon exit on the Colorado River behind the heavily fortified U.S. military settlement. If Drake is destroyed, the game is lost!

TIP: *At some locations the troops can regenerate!*



41. Risky ride in Boulder Canyon

Map: 1024m. Zoom: Very wide – The game is classified as difficult.
Drake against US Navy and US troops

Drake has left the Grand Canyon after the heavy fighting and reached Boulder Canyon on the Nevada border.

Drake can only proceed by ship through Boulder Canyon because Navajos are constantly attacking two U.S. military settlements on either side of the canyon. Drake would have no chance against continuous Navajo attacks on the long way south.

Drake must reach a French shipyard in the north with his companions to buy a ship, which is only possible by paying in installments. The installments must be paid off by mining.

However, U.S. troops control the canyon with armored ships, among other things. The trip from the north to the south is highly risky, because Drake has to dock on several islands, which are also controlled by the US military.

Furthermore there are sandbanks in the canyon which are dangerous for ships!

Target: Drake must reach the destination in the south of the canyon.

If the purchase price is not paid in full or the transport ship is destroyed, the game is lost!



42. Virus

Map: 900m. Zoom: Very wide. *Time limit!* – The game is classified as difficult.
Drake against and for Sioux

Since 1492, along with the European invaders came their diseases such as smallpox, cholera, typhoid, measles, etc. to the American continent, against which the natives had no immune defenses. It is estimated that between 30 and 90 percent of all Indians in South, Central and North America died over time (in addition to warlike events), primarily from the introduced diseases. In the 15th and 16th centuries, entire regions were depopulated by epidemics.

For the area that is now the United States, the population of Native Americans in 1800 is still estimated at about 600,000. The result of a U.S. population census in 1900 was 267,000 Indians. A population decrease of about 45%. Today, there are approximately 2.5 million American Indians (0.9 percent of the total population) living in the U.S., whose lives are largely devoid of prospects due to U.S. policies and societal prejudices that are still partially discriminatory today.

Drake reached Callville Bay after fighting in Boulder Canyon. To the north are 10 Sioux villages whose residents were infected with a plague by colonists and are fighting the epidemic with medicine men to no avail.

Two Sioux settlements were spared from the disease. Near the Bay to the southeast are the remains of a British settlement whose colonists, as the perpetrators of the epidemic, were destroyed by the Sioux.

Drake is urged by the Sioux to leave the area immediately. Otherwise, he would also be destroyed.

Drake cannot turn back, however, because there are strong U.S. troops east of Boulder Canyon looking for him everywhere and possibly pursuing him as well.

The only alternative is to quickly rebuild including strong fortification of the British settlement. There is a Dutch railroad station to the northeast with a field hospital, doctors and medicine. If Drake could visit the Sioux villages with the doctors and the doctors could cure the inhabitants, the Sioux would probably tolerate Drake and the settlement.

First, Drake must reach the railroad station. After that, Drake and the doctors have a very long and highly dangerous road ahead of them to the Sioux villages, where they could be destroyed at any time. Meanwhile, after some time, the settlement is under massive nonstop attack by the Sioux. Also an attack by US troops cannot be excluded.

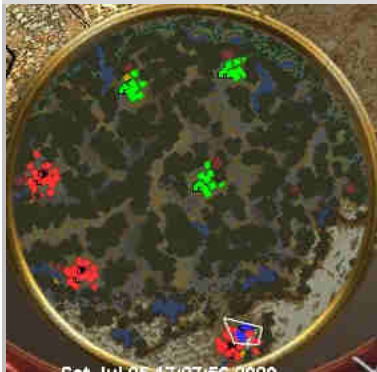
Target: Drake must reach nine Sioux villages with the doctors for the purpose of healing the inhabitants!

If Drake or the doctors are destroyed, the game is lost!

The same applies if the settlers of a Sioux village die of the plague before they are cured!

If enemy troops can reach the village center of the settlement, the game is also lost!

TIP: Drake may not take cavalry and infantry on the way to the Dutch!



43. Massacre in the Sierra Nevada

Map: 820m. Zoom: Very wide.

Drake against US troops

Drake, after six months, has answered the Sioux's call, left Callville Bay to the northwest and reached the south of the Sierra Nevada. The Sierra is crisscrossed by very high forested mountain ranges and deep valleys. To the southeast of the Sierra is Dead Valley, and to the southwest is the Mojave Desert.

Drake, although pursued by the U.S. military, has arrived undetected at a U.S. military settlement whose soldiers are in the process of committing a massacre of captured Shoshone.

Throughout the area, there is fierce fighting by the three Shoshone settlements against the U.S. troops. Drake cannot advance northward for the time being because Shoshone are patrolling the area everywhere and usually no distinction is made between U.S. soldiers and civilians during the fighting.

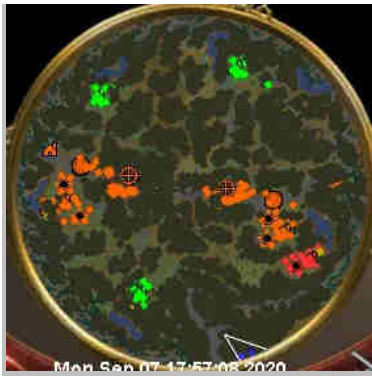
Drake has only one chance. Long ago he had fought in California with Shoshone against Spanish troops. Their leader Sacagawea will still remember if Drake manages to reach her alive. Sacagawea can be found on the map relatively easily! If the alliance is renewed with Drake promising Sacagawea combat against U.S. troops, he will be considered an ally by all Shoshone tribes who will be allowed to cross Shoshone territory after the fighting.

However, the Shoshone patrols have not received the new message!

First, Drake must *very quickly* find a remote compound that is not immediately found by either Shoshone or U.S. troops, who probably won't take long to figure out Drake's identity.

Target 1: Drake must meet Sacagawea, which is sometimes extremely risky. Only then Drake can start the fight against the US troops! Tough battles are ahead!

Target 2: Destroy the invaders. If Drake is destroyed, the game is lost!



44. Advance of the iron horses

Map: 648m. Zoom: Very wide.

Drake and Paiute against Central Pacific Railroad and Union Pacific Railroad

Drake, after fighting in the southern Sierra Nevada, has left Shoshone territory and reached the northern Sierra, which is covered by numerous forested rocks.

Settled there are Paiute who fought with the Shoshone against the Spanish years ago, but considered Drake, who fought with the Shoshone, an enemy.

The Shoshone Sacagawea offered to accompany Drake and negotiate vis-à-vis the Paiute. If mediation was successful, the Paiute would accept Drake as an ally. To do this, Drake and Sacagawea must reach the northern Paiute settlement!

At that time, the Central Pacific Railroad had built a rail line in the Sierra Nevada from the west to a canyon, while the final section from the east would be laid by the Union Pacific Railroad as a connection into the canyon.

The Paiute fear a massive onslaught of white settlers through a completed railroad and their deportation to inhospitable desert areas where they would be subject to the despotism of one of the Indian agencies established by the U.S. government. The Paiute war council has therefore decided to prevent the construction of the railroad in their territory and to destroy as many tracks as possible as well as the settlements of the railroad companies.

This is also suspected by the railroad administrations. Therefore, both settlements are highly armed and heavily secured against Paiute attacks. In addition, Washington has instructed a nearby military settlement of the U.S. Army to crush any Paiute resistance by any means.

Target: Destroy the railroad settlements and the U.S. military settlement!

However, the railroad construction in the canyon cannot be stopped. If the Paiute do not win before the completion of the section, the game is lost!



45. Siege in the firestorm!

Map: 600m. Zoom: Very wide.

Drake against US troops and forces of nature

Drake, after fighting in the Sierra Nevada to the north, has reached the coastal mountains in California, which are crossed by dense forests. Widespread forest fires must be expected due to extreme heat and fierce downdrafts as well as dry thunderstorms.

Drake wants to continue northward with a mail ship. In the nearby settlement, however, there is only one mail ship of the U.S. Navy. Drake cannot risk that!

The only alternative for the time being is far to the north. If Drake could temporarily establish a small settlement there, in time there might be the possibility of a ship passage.

However, the far superior U.S. Army must be expected to launch continuous massive attacks from the south. Drake has no choice at first. He must hold the settlement.

But if the destruction of the settlement is threatened by approaching forest fires, only the very fast escape with settlers remains! What happens afterwards is open...

Target: Drake must reach the open sea in the south! If Drake is destroyed, the game is lost!

TIP: Just before the northern settlement area Drake should not be discovered by enemy units!
Drake should take a close look at the settlement area at the beginning!



46. Terror in Whiskeytown!

Map: 588m. Zoom: Very wide.

Drake against bandits and US troops

After escaping from the burning settlement, Drake escaped in a caravel and went ashore northward near the northern California gold fields. Gold was also found there near the small gold mining nest of Whiskeytown.

The Klamath tribes who settled there were driven out or massacred by the gold miners. Only a few Klamath trading posts remain.

At this time, the severely mentally retarded bandit Doug Trump arrived in Whiskeytown with his gang. He has been pretending to the settlers that he has good connections in the gold trade and that it would pay off for the settlers if they would trust him with the gold they dig. He also announced that he would be elected sheriff to better protect the settlers from bandit raids.

Half of the miners agree, the other half are skeptical, but for now they all go back to work.

Drake wants to secure a claim in Whiskeytown to supplement his finances. Rumor has it he's heard about what's going on there. If he finds gold, he will not deliver anything to Trump, but sell the gold regularly. That means trouble with Trump! But since that can't be avoided, Drake decides to run for sheriff himself and get the miners on his side, which shouldn't be too hard due to Trump's empty promises and constant lies. However, fights with Trump's bandits will be unavoidable.

Moreover, the local press will probably learn about the events in Whiskeytown. This could bring Drake to the attention of the US Army, which has been looking for him for a long time. Heavy fighting with U.S. troops is the last thing Drake needs. But Drake doesn't want to give up, either.

Target 1: Trump must be driven out of Whiskeytown!

Target 2: If Drake is attacked by U.S. troops, the U.S. military settlements must be destroyed!

TIP: When it comes to fighting in Whiskeytown, Drake should intervene!



47. War in Oregon

Map: 800m. Zoom: Very wide.

Drake against US troops and Nez Perce

After the last battles with US troops, Drake has moved off to the north and reached Oregon. This is also suspected by the US army, which is still looking for Drake and wants to finally liquidate him after various defeats.

In Oregon Nez Perce tribes settle, to whom the US government wants to impose the resettlement into a reservation, after more and more white settlers came into the Nez Perce area and also brought in a cholera epidemic.

In response, the Nez Perce war councils have decided to fight the U.S. troops and all white settlers.

Drake accompany some Klamath warriors who want to join a Klamath settlement on the eastern terrain. However, the settlement was destroyed by the hostile Nez Perce. A few surviving settlers are currently building four fields there hidden in the forest. The Klamath warriors suggest to Drake that he build a settlement on the eastern site and protect the settlers from the Nez Perce. Then the settlers would show their appreciation by delivering food.

Drake gets no further north; for lack of an alternative, he agrees. Drake must quickly reach the settlement area, fortify all entrances and arm massively. After some time, massive attacks by the Nez Perce as well as US troops must be expected. But if one of their settlements is destroyed in the fights between US troops and the Nez Perce, the game is lost!

Drake should therefore attack the US troops early while they are fighting the Nez Perce. In the process, however, his forces could be attacked by the Nez Perce during the battles with the US military!

Target: Destruction of the US troops! From this time the Nez Perce will behave neutrally.

***TIP:** Especially the northern settlement access must be massively secured!*



48. Dark threats

Map: 1000m. Zoom: Very wide.

Drake must not be discovered by Sioux or Cheyenne

After the Oregon War, Drake and five companions have reached the edge of the Rocky Mountains in deep winter via the Oregon Trail. South in the valley is the trading town of Fort Hall with a large U.S. garrison. From there, the Oregon Trail continues southeast, with more and more Europeans moving westward over it.

Sioux and Cheyenne have their winter camps in the northern area. To stop the influx of white settlers, the war councils have decided to destroy Fort Hall and fight all Europeans.

Drake wants to continue east on the Oregon Trail. But everywhere Drake must expect Sioux patrols or Sioux or Cheyenne war bands moving toward Fort Hall. For this reason, Drake could be forced to take numerous detours in the vast and confusing mountains, all of which are highly dangerous.

Target: Drake must reach the Oregon Trail in the southeast! If Drake is destroyed, the game is lost!

TIP: *Some stretches of the route in the south are extremely unhealthy because of the cold!*



49. Devastating violence

Map: 780m. **Zoom:** Very wide – The game is classified as difficult.

Drake must reach the eastern approach of the Oregon Trail

Due to the massive Sioux attacks on Fort Hall, U.S. troops had extreme casualties. Therefore, at Fort Bridger to the east, the U.S. military pulls together larger troop units to deliver a devastating blow to the Sioux.

Drake has reached the Oregon Trail east of Fort Hall by this time. There, however, Drake cannot proceed because of the U.S. military at Fort Bridger, which controls the trail. Drake must first look for a northern route through the mountain forests of the Rocky Mountains on his way east to reach the trail again behind Fort Bridger.

This trail, however, leads directly into Sioux controlled terrain! Drake has no choice but to first seek a remote settlement area in Sioux territory from which he can later proceed via the Oregon Trail.

Three Sioux settlements fight the U.S. military at Fort Bridger as well as any palefaces that may be in their territory. Sioux warriors are everywhere, and sooner or later they will discover Drake's settlement. Drake must then expect nonstop extremely heavy attacks. The same applies if US troops discover Drake's settlement. Because of the extreme fights however on the part of the Sioux warriors or the US troops the one or other surprise could arise!

Target: Drake must be flexible in his tactics in the chaos of war and reach the entrance to the Oregon Trail in due time. If Drake is destroyed, the game is lost!

TIP: *Drake should massively secure the western settlement access, but leave a small access free!*

TIP: *Drake should follow two chats:*

Chat 1: *Requesting help from a (hostile) Sioux tribe.*

Chat 3: *Drake should go across the settlement area to the Oregon Trail.*



50. Faith and hate

Map: 680m. **Zoom:** Very wide.

Drake versus Shoshone and christian fanatics

After the events at the settlement in the Rocky Mountains, Drake has left the Oregon Trail for the north and reached the Wind River Range in Wyoming, where some Shoshone tribes are settled.

Northwest of Fort Steel is a small settlement of devout Christians who have so far been unsuccessful in proselytizing the Crow in the north, who do not want to give up their own natural religion. Because the Crow refuse to convert, the priests in the settlement call for violent proselytizing. Those who do not convert are to be destroyed according to Christian tradition!

Drake should first visit the Christian settlement in the west. There are settlers there who would join Drake because they are suspected of heresy by priests and fear their execution.

Drake could establish his own settlement in the northeast near the Crow settlement. The Crow are agricultural and peaceful, but the Shoshone to the east are enemies of the Crow, so attacks are likely. Furthermore, there are gold mines near the Crow settlement, which has aroused desires in the Christian settlement and could lead to attacks on the Crow.

Target 1: Drake must defend the Crow against attacks from the Shoshone as well as the Christian fanatics!

Target 2: Drake must destroy the Christian fanatics! However, the US troops also have the mission to protect European settlements!

If more than 10 Shoshone warriors advance on Drake's territory, the game is lost! The same applies if all Crow settlers are destroyed!

TIP: Drake should destroy the Christian settlers in the Crow area early on, before all the gold is mined!



51. A risky decision!

Map: 752m. Zoom: Very wide. Time limit!

Drake and Crow against Lakota Sioux and Cheyenne

After the heavy fighting in Wyoming, Drake has changed the old direction and reached the Big Horn Mountains with some settlers heading north in Montana. In front of Drake is a very low-lying valley divided by the Big Horn River.

Crow settle there, having heard of Drake's protection of the Crow tribe in Wyoming. Drake hopes that the Crow will take him in kindly.

What Drake doesn't know is that the U.S. government, through imposed treaties and military pressure, has caused Lakota Sioux and Cheyenne tribes to be driven westward from their hunting grounds and have since reached Crow territory.

Crow, Sioux, and Cheyenne tribes make their living hunting bison. However, there are not enough bison for all tribes, which have been significantly decimated by white bison hunters. The resulting conflicts are bound to happen!

A return of Drake to Wyoming is too risky, because US units are looking for him there, while the north still seems relatively safe.

Drake has no choice, he must quickly establish a heavily fortified settlement, as fighting by the Lakota Sioux and Cheyenne against the Crow, as well as constant attacks on Crow settlements, is inevitable. The Crow have called on allied tribes for help. But before Crow warriors arrive, a day will pass.

Target: Drake and two Crow tribes must hold their settlements for one day against five tribes of Lakota Sioux and Cheyenne until relief by Crow warriors arrives. If one of the Crow settlements is destroyed in the meantime, the game is lost.

TIP: Drake could no longer finance a mill and plantation. These raw materials must be obtained elsewhere!



52. Danger at Bozeman Trail

Map: 800m. Zoom: Very wide.

Drake must reach the southern entrance of the Bozeman Trail

Because of the nonstop fighting on the Big Horn River, Drake has left the area to the southwest and reached the Bozeman Trail in Wyoming.

There, increasing numbers of prospectors and settlers are passing through on their way to the gold fields of Montana and Idaho, and on their way they are also encroaching on Sioux, Cheyenne, and Arapaho settlement areas.

In response, the Lakota Sioux, led by their war chief Crazy Horse, fought goldsuckers and settlers on the trail, constantly attacking U.S. troops, their forts, and U.S. Army supply routes.

At this time, a force commanded by Captain Fettermann of 80 soldiers was completely annihilated by the Sioux. In response, the U.S. Army begins massive counterattacks.

Drake is accompanied by Crow warriors who want to free some of their settlers from Cheyenne violence as well as Crow warriors who have been pinned down by the U.S. Army in stockades. The journey to join the Cheyenne on the prairie, the captured Crow warriors in the mountainous U.S. military settlements, and the southern approach to the Bozeman Trail is highly dangerous. If Drake's small force is discovered by larger Indian Alliance units or U.S. troops, annihilation will follow!

Target: Drake's force must liberate the Crow settlers and Crow warriors and reach the south access of the Bozeman Trail! If Drake is destroyed, the game is lost!

TIP: To achieve all the targets, a field gun is required!



53. Overexploitation on the Cheyenne River

Map: 760m. Zoom: Very wide.

Drake against U.S. troops and the Dakota Wood Company

Drake has left the Bozeman Trail and reached the Cheyenne River to the east.

To the west of the Cheyenne River rise the Black Hills, bounded by prairie to the north. Far to the east of the Cheyenne River lie the Badlands, a barren desert-like area.

Cheyenne settle to the north, and Sioux territory lies south and east of the Cheyenne River. To the southwest and southeast, the U.S. military has established two military settlements that also protect the Dakota Wood Company settlement.

The Company exploits the forests of the Black Hills without regard for the consequences. Entire mountain ranges have already been clear-cut for profit by contract workers, resulting in significant changes to the microclimate. Due to constant heavy rain, the Cheyenne River carries more and more water. As a result, flooding has occurred on both sides of the Cheyenne River and in one settlement. And the depletion of the forests continues unabated. Because Sioux and Cheyenne resisted the foreseeable disastrous consequences, the contract workers were protected by the military. The Company is interested in all this only insofar as it sees its profits threatened by attacks from the Sioux and Cheyenne. Otherwise, in the interest of its share price, it proceeds according to the motto: After us the deluge!

Drake is joined by three Cheyenne warriors who want to mediate with the Cheyenne in the north. If the mediation is successful, the Cheyenne remain neutral. Drake can then establish his settlement in the southeastern badlands near the eastern Sioux settlements.

Having witnessed several environmental disasters, Drake decides to help the Cheyenne and Sioux fight the U.S. military settlements and the Dakota Wood Company. However, the Sioux are hostile. Drake must be extremely careful and erect a few buildings as hidden as possible in the vast terrain. If the settlement is discovered early by the Sioux, a fight against two Sioux settlements would have no chance of success!

Target: Destroy all units of the US military settlements, the Dakota Wood Company and destroy the factories as well as the administration of the Company!

TIP: Only the village center should be built just behind the north ford. Badlands: Mill and plantation are not necessary. Fort and outpost are too risky here and not necessary elsewhere!



54. Critical supply

Map: 700m. Zoom: Very wide.

Drake against Dakota Wood Company and U.S. Troops

Continuation of the game Overexploitation on the Cheyenne River

Drake followed the Cheyenne River into the next valley. Here, too, the Dakota Wood Company has contract workers cut down the mountain forests radically, which only makes the environmental disaster worse! The Cheyenne River has flooded large areas, which the company is of course not interested in given the rising wood prices!

In the east, due to the floods, the Cheyenne had to retreat to a narrow strip of land that has very little wildlife and no silver mines.

To the southeast is a heavily secured U.S. military settlement that protects the company, while the company provides massive infantry protection to contract workers who work in the forests west of the river.

In addition, the company pays contract workers a bonus for every tonne of wood delivered to improve their job performance, maximize profits and ensure their loyalty!

A cavalryman had report the Cheyenne about the destruction of the Dakota Wood Company and the US troops in the valley beyond. The Cheyenne would accept Drake as an ally, but would first demand food and silver shipments as a token of goodwill in order to be able to effectively take up the fight against the US armed forces. Second, Drake must directly support the Cheyenne in their fight against the US military and the Company.

Drake must first reach the only free settlement area in the northeast on the west side of the Cheyenne River, which is extremely risky due to the numerous infantry units in the forest. Then food and silver for

the raw material deliveries (tributes) to the Cheyenne must be procured as quickly as possible and the settlement area must be secured against attacks by company troops!

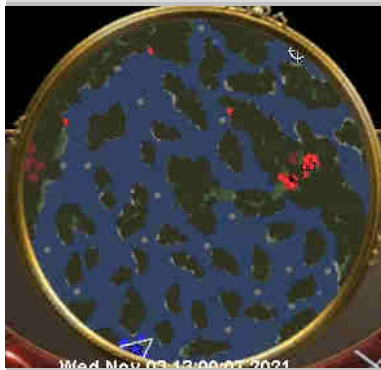
In order to directly support the Cheyenne on the east bank, Drake needs a transport ship. However, due to the numerous floods, there are numerous sandbars all over the Cheyenne River that ships can sink. Drake has to be extremely careful with ship transport if he wants to reach the east bank. There are other dangers on the river!

Target: Destroy all units of the Dakota Wood Company on both sides of the Cheyenne River, destroy both factories of the company and destroy all units in the US military settlement!

If Drake is destroyed at the beginning, the game is lost! The same goes if one of the Cheyenne settlements is destroyed!

TIP: After some time, the Cheyenne levy a tribute every two minutes until Drake lands on the eastern shore!

Drake must find the correct and equally dangerous sea route on the Cheyenne River as well as the correct landing points on the east bank!



55. Blockade at Lake Oahe

Map: 1024m. **Zoom:** Very far. **Time limit** – The game is classified as difficult.
Drake against US troops

After the last heavy fighting, Drake has on the Cheyenne River reached Lake Oahe with settlers and Cheyenne, which flows into the Missouri in the northeast. However, land and lake are controlled by strong U.S. troops, so Drake cannot advance for the time being.

Drake must first establish a settlement on the only free land and immediately arm massively to fend off attacks from the nearby U.S. military settlement, on whose grounds Cheyenne are also being held in a stockade.

Wildlife exists only in the western area, mines only in the northwestern mountains. Drake, after quickly building the settlement, should immediately drop two settlers on the west bank, each building a house near the mines and wildlife, from which more settlers can be obtained!

To free the Cheyenne a frontal attack on the U.S. settlement would hardly be promising because of the strength of the U.S. troops! Alternatively, Drake must find another way with a strong commando enterprise. If the liberation of the Cheyenne succeeds, the sea route in the northeast must be fought free with another commando enterprise. Drake, however, must be extremely careful with all ship transports. The US military is (almost) everywhere! There is also not very much time left to achieve the objective!

Target 1: Drake must free the Cheyenne!

Target 2: Drake must reach the target in the northeast within three days!

If the transport ship is destroyed, the game is lost! The same applies if at least 20 US units can advance on Drake's settlement area during the massive US attacks!

TIP: Mortars would be useful for reaching the target!



56. Risky alternatives

Map: 752m. Zoom: Very far. *Time limit* for an alternative!
Drake against US troops and Sioux

After breaking the blockade at Lake Oahe, Drake has advanced south on the Missouri to the level of the Elkhorn River in Nebraska. The galleon is badly damaged and beginning to sink, so Drake can only advance by land. Ahead of Drake lie the Sand Hills, a barren dune landscape with sporadic grass growth.

To the north and west, the Santee Sioux are fighting three southern military settlements to prevent their deportation to reservations.

Drake wants to catch the train at a railroad station to the south. However, the route passes through an area where heavy fighting rages between the Sioux and U.S. troops. The Sioux will show no consideration for the British palefaces, while the U.S. Army would immediately liquidate the "enemy of the state" Drake.

If Drake wants to avoid massive fighting and reach the station quickly, he would have to leave immediately with his small force and take the long, risky route across several fords. The path leads through the main fighting areas, sometimes near enemy settlements, and can only succeed if the troop do not encounter stronger enemy forces!

If this path seems too risky for Drake, there is only one alternative:

Drake must establish a settlement in the eastern terrain near a U.S. military settlement and rearm very quickly. After that, Drake could either fight his way through the US settlements, but that would mean high casualties! Also, Drake would have to expect attacks from the Sioux while fighting the US military!

Or Drake could try to march south through the northwest to the railroad station with a cavalry unit, which would also be very risky, as Drake's troop could be worn down between the fronts by enemy attacks from the north and south! Cavalry losses cannot be replaced on the march!

Target: Drake must reach the train in the south. If Drake is destroyed, the game is lost!

TIP: *Before building a settlement, a settler should immediately go to the gold mine in southwest and build a house from which settlers can be won.*



57. The battle in the Comancheria

Map: 900m. Zoom: Very far.
Drake, Cheyenne and Comanche against US troops

After the recent fighting, Drake crossed the border into Comancheria, a Comanche territory that included much of Texas and New Mexico.

After heavy fighting with U.S. forces and a smallpox epidemic introduced by white settlers, with very heavy casualties among the native population, some Comanche tribes and a Southern Cheyenne tribe allied with them retreated into Palo Duro Canyon, which is surrounded by very high rock formations.

From there, the Comanche raided the invading white settlers and buffalo hunters, who significantly depleted their food base by shooting the bison. U.S. troops were then massed outside Palo Duro Canyon to deport the Comanche to reservations.

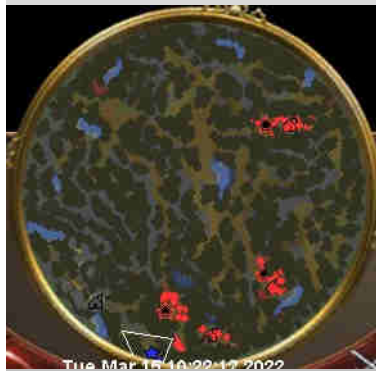
Based on recent events on the Cheyenne River and Lake Oahe, Drake enjoys a good reputation with the Cheyenne and would be warmly received by them. However, this is not true for the Comanche! Not until Drake reaches the Cheyenne settlement will the Comanches tolerate him.

Drake must establish a settlement as soon as possible on the only free western settlement area beyond the southern ford, secure it massively and arm it while the fighting between the Indian Alliance and the US military is already beginning.

Target: Destroy the invaders! If Drake or any of the Indian settlements are destroyed, the game is lost!

TIP: Drake should immediately visit the medicine man in the Cheyenne settlement!

In the Fortress Age, 8 settlers should leave immediately for the Hunting Ground and 18 settlers for the Mining Ground in the southeastern mountains near the lake.



58. The nature of man

Map: 700m. Zoom: Very far – The game is classified as difficult.

Drake must not fall into the hands of the US military

After the difficult fighting in Comancheria, Drake returns from North Texas to Kansas where he plans to join a Cheyenne tribe that has heard of Drake's support for the Cheyenne.

Along the way is a small German settlement where Drake plans to stay briefly before traveling further north to find the Cheyenne.

Only Drake is still wanted by the U.S. military, which is also searching for him with cavalrymen! So Drake must be extremely careful and expect surprises! Should the US troops learn where he is, Drake must react quickly!

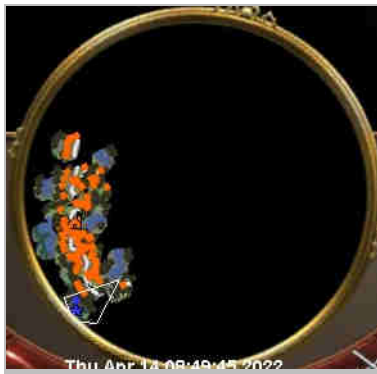
What happens after that remains open ... and depends only on which decision Drake will make in this case!

Even if Drake reaches the Cheyenne settlement later, he can never be safe because of the constant pressure from the U.S. military. U.S. forces could be very flexible in Drake's particular case and, instead of their usual deportation policy, promise peace to the Cheyenne if they are willing to cooperate and extradite Drake.

The question is how the Cheyenne will behave.

If U.S. troops attack the Cheyenne, Drake will have no choice but to flee! There is a very long and difficult path to the objective that Drake would have to find while the U.S. patrols would search the entire area for him!

Target: Drake must reach the target in the north in case of war! If Drake is destroyed, the game is lost!



59. Settlement of the women

Map: 552m. Zoom: Very wide.

Drake, Lakota Sioux and Apaches against hostile settlers and U.S. troops

After Drake narrowly escaped the U.S. military via mountain trails, the small town of Medicine Lodge lies in front of him in the valley, with U.S. Fort Larned behind it. The only road leads through the village, where fights between deputy sheriffs and bandits occur again and again.

To the northeast there is said to be a British settlement that Drake wants to join, although it is questionable whether the settlers will accept Drake. Some settlers have already had to leave the settlement because of serious differences, which could possibly lead to violent reactions.

If Drake were accepted, Indian Tradingposts would have to be established immediately so that the settlement could be defended. There are no other military means. If in this difficult situation the U.S. military becomes aware of Drake, the situation escalates!

Then extremely massive attacks by US troops could take place! However, there are also certain discrepancies in the US military settlement and in Medicine Lodge, which could lead to unpredictable reactions.

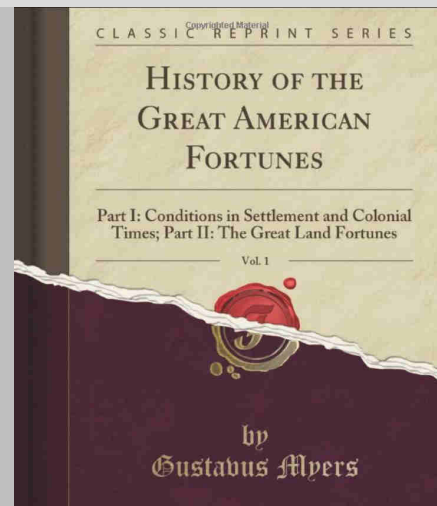
Target: Drake must defend the settlement with Lakota Sioux and Apaches!

If more than 20 US military units advance on the settlement area, the game is lost!



For those interested:

Who the Rockefellers, Astors, Goulds, Vanderbilts, Pullmans, Carnegies, Morgans, etc. removed the money from. And how!



60. Money

Map: 720m. Zoom: Very far. **Time limit!**

Drake against Gould financial capital and U.S. troops

After the last events, Drake moved south to reach the Springfield Plateau.

There, Gould, a capitalist who had amassed a great fortune through theft, robbery, extortion, and bribery, had used the same means to gain control of the Kansas Pacific Railway and its gold-rich lands.

The Cherokee living there were driven out by the U.S. military in the interest of Gould's financial capital. Only a few Cherokee trading posts remained. Dutch settlers were forbidden to mine for gold.

The U.S. military and Pinkerton mercenaries, who also guarded the treaty workers, were charged with enforcing this prohibition. The contract laborers were digging immense riches in the gold fields for Gould's finance capital, but were paid only starvation wages, which could lead to strikes in the long run.

The Dutch had begun prospecting for gold with the permission of the Cherokee and received both goods and weapons in return. Because of Gould's criminal practices, the Dutch felt cheated of the rights granted by the Cherokee and began to fight the U.S. military that protected Gould.

Drake wants to build a settlement on the plateau, which Gould's financial capital considered highly suspect and therefore totally undesirable because of the nearby gold fields. Early attacks on the settlement by the U.S. military cannot be ruled out!

Drake must immediately recruit warriors through the Cherokee trading posts and support the Dutch in their fight. Only together can the U.S. military be defeated! Drake has also heard rumors about the way Gould has taken possession of the territory, so he has decided to take the profits from Gould's financial capital!

Target 1: Drake must take the profits of Gould's financial capital!

Target 2: Destroy the US troops!

If the Dutch settlement is destroyed, the game is lost!

***TIP:** As of the time limit, a fast cavalry unit must occupy Gould's five banks to take the profits of Gould's financial capital! Time: 5 minutes!*



61. Profit

Map: 620m. Zoom: Very far – The game is rated difficult!

Drake vs. Gould financial capital and US troops

Drake, having last greatly reduced Gould Sage's financial capital on the Springfield Plateau, has now reached the Wichita Mountains.

Conversely, Gould Sage financial capital has only scarce financial resources to exploit the oil fields in the Wichita Mountains. The target is to establish a monopoly on oil in Oklahoma in order to loot everyone who depends on oil down to the last cent with extortionate prices. The nine drilling towers that have been built will not be put into operation until, after some time, the factory wagons show up and the refinery plants are built right next to the drilling towers.

Gould Sage's capital can only fund a certain number of factories because the remaining funds are small. If Drake succeeds in destroying the factory wagons that travel to the drilling towers, Gould Sage's white-collar criminals would be ruined.

However, there will be fighting between the U.S. military and two Cherokee tribes who will not stand idly by as the entire valley is devastated by oil production, while test drilling has already poisoned much of the valley with oil sludge.

The U.S. Army, in turn, has orders to destroy the Cherokee if they resist. The same, of course, applies to the "enemy of the state" Drake, whom the U.S. military is looking for anyway.

Target 1: Drake must destroy 27 factory wagons!

If the Gould-Sage capital can build even one factory, the game is lost! The same is true if more than 20 U.S. units advance on Drake's settlement territory.

Target 2: On the southern US military area, the central refinery factory and the Gould-Sage administration as well as Gould and Sage must be destroyed!

***Tip:** At the very beginning, four settlers should establish two Cherokee trading posts in the west. The Cherokee can do useful work there!*

Time until the first factory wagon appears: 12 minutes! A total of nine factory wagons appear one after the other in three intervals each!

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