

# Fat Princess: Fistful of Cake Walkthrough

by revolverroach

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**This walkthrough was originally written for Fat Princess: Fistful of Cake on the PSP, but the walkthrough is still applicable to the PS3 version of the game.**

Fat Princess: Fistful of Cake - Mission Walkthrough

By revolverroach - (Bruce Allarey)

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//////// Legend of the Fat Princess //////////

## ABOUT THIS FAQ

Just writing a quick FAQ for those of you who get stumped on the missions. I urge you to have fun and discover things for yourself but if you get stuck, here's help for ya. Also take note that there are a lot of different ways to finish a mission.

The strategies I post here are the fastest ways I found to win. To make sure that they're valid, I tried each strategy on both MEDIUM and HARD. I only consider a strategy as valid if I won at least 3 times in a row using it. All the strategies I posted here follow this criteria.

Feel free to disagree with me and maybe share some strategies of your own with my email: [b.allarey@gmail.com](mailto:b.allarey@gmail.com)

## ABOUT TRICKS

In a few stages I use TRICKS. IMO these are not cheats, just creative ways to work within the game's rules.

## THIS IS NOT A TUTORIAL

This FAQ won't teach you the basics or the controls for the game. There's a tutorial in the game if you need to know how to play.

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||| Chapter 1 - A Delicious Discovery |||

Goal: Rescue the Princess

Hats: Warrior, Worker

## Notes:

Easiest Mission of course. Both red and blue Princesses are in the middle of the map, protected by archers.

## Phase 1 - Upgrade Warrior:

Once you spawn, pick up a warrior hat and go to the southern Tower. You need this tower as it is the closest to the Metal. Once you've captured the tower, wait for an enemy worker, kill it and get the worker hat.

## Phase 2 - Switch to Advanced Warrior:

Once you have 3 metal, go back to base and upgrade the warrior hat machine. Switch to the advanced warrior as the charge attack will let you one hit kill the archers that are protecting the Princess.

Phase 3 - Attack & Get Back Up:

Go towards the princess area. If you see any warriors, order them to FOLLOW. There are two archers at the stairs going up to the prison area. Easy kills with the advanced warrior charge. Two more archers in the prison area. Again, easy kills.

Phase 4 - Rescue:

At the Princess area there are three cake slices. If you want to play it safe, go feed two slices to the Blue Princess. Then take your own princess and run back to base. WIN.

		Chapter 2 - A Sizeable Problem																																						

Goal: Feed the Princess  
Hats: Archer[new], Warrior, Worker

Notes:

Probably the fastest Mission. I recommend you stick with the Villager because it's the fastest runner. FYI: The princess is on the throne. On the upper right of the screen is the Princess' fatness meter. There are three circles. Each circle needs 2 slices of cake to fill. But every three minutes, the princess thins down by 1 cake slice. If you do this right, you'll finish in less than 5 minutes meaning that your team needs to feed the princess a total of 7 cake slices.

Phase 1 - First Slice:

Go out of your main gate and head south and a bit to the left. Get that first cake and feed it to the princess.

Phase 2 - Back Outside:

From the throne, run diagonally left and down. Jump over the castle wall to the torch then jump agin out of the castle. If you do this right you can actually get out of the castle in one jump.

Phase 3 - Cake Island:

In the middle of the map, there is an oval shaped island where there is always cake. The reason you didn't get this first is because during the first few seconds of the game, the cake doesn't appear yet. Grab this cake and head back to the princess. Remember to jump across/through the water to make it in the fastest possible time.

Phase 4 - Cycle:

Repeat this Phase 2 and 3 until you win. You'll probably do this 4 times for a total of 5 cake deliveries by yourself. Your AI teammates will usually feed the princess 2-3 slices themselves.

		Chapter 3 - Tell it on the Mountain																																						

Goal: Get 2 Sages  
Hats: Mage[news], Archer, Warrior, Worker

Notes:

You only need to get two of the three sages to win. If a sage falls into the lava or submerged when the lava rises, it will reappear on the ledge closest to where it fell. There are 2 sages on the middle island and one on the big

south island.

#### Phase 1 - To the Pipe

Once you spawn, grab the worker hat and run to the north west of your base and find the cliff that leads to the big pipe. The lava should be down by the time you get there. Getting the worker hat instead of the warrior hat lets you get to the middle island much faster because you don't have to run around stairs.

#### Phase 2 - What to do on the Island

When you get to the island there might be a neutral archer and one or two blue troops. Ignore them and run to the sage on the right. You should have enough life to do this even if you're attacked by one or two enemies.

#### Phase 4 - The Lava Drop TRICK

Go to the sage on the right and carry him to the right most corner of the island (right beside the tower). While carrying the sage, jump to the right and throw the sage to the right. The sage will fall in the lava and instantly respawn on the opposite cliff which is right in front of your base. You just saved yourself about 8 minutes of walking while carrying a sage. Hurrah.

#### Phase 5 - Find the Second Sage

By this time, the Second Sage may have been moved by the blue army. Check your minimap to find him. He shouldn't be too far. Go hunt him down and bring him back to the middle island. By this time, there'll be a lot of fighting so if you see any of your own troops, order them to FOLLOW you. They'll provide protection while you do your job.

#### Phase 7 - The Lava Drop TRICK with Suicide

Bring the sage to the corner of the middle island, jump off and chuck him to your cliff. Yes, jump off and into the lava yourself. This way, you'll respawn at your base.

#### Phase 8 - To the Throne

Once you respawn, go to the southwest exit of your castle and retrieve your sages. You don't even need to hat-up for this. Just bring each one over and you WIN.

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||||| Chapter 4 - Wise Men Indeed |||||
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Goal: Build A Temple to the Oracle

Hats: Mage, Archer, Warrior, Worker

#### Notes:

This is a resource gathering rush type of game. First one to complete the temple wins, so you've got to build faster than the blue team. One annoying thing about this stage is that your teammates have a habit of upgrading your hat machines without your permission. So instead of building the Temple, your resources are spent on upgrades that you really don't need. Still, if you move fast enough, you'll beat this stage easy.

#### Phase 1 - To the center

Grab a worker hat and run towards the center of the map but don't cross the bridge to the Temple. Your strategy here is collecting resources non-stop.

#### Phase 2 - The Temple to Cliff Drop-off TRICK

You can drop-off resources on your Temple's Build Platform. Better yet, you can actually throw resources to it from the cliff directly to the right. That'll save you the time of crossing the little auto-drawbridge. What you

need to do is stand just a little under the tree on the cliff, walk to the edge of the cliff, jump and throw the wood/metal directly to the left. You'll see the +10 pop up on your head if you did it right. Takes a bit of practice but it's very useful. You can also do this from the ledge above the tree, but you'd have to throw diagonally. It's much riskier because, if you throw at a wrong angle the wood/metal will just fall into the pit.

#### Phase 3 - Tree 1 & 2

Chop down the two trees on the cliff to the right of the Temple platform and throw them to the platform TRICK.

#### Phase 4 - Metal 1-3

From the two tree stumps head north and you'll find two metal piles. Head to the one on the right and bash it until you harvested all 3 of the metals. Then, pick each one up and without moving from that spot, jump-throw them down. This will save you time from running up and down the stairs. Once all 3 metals are on the lower ledge, toss them to your temple using the Trick.

#### Phase 5 - Metal 4-6

Go back to the metal piles and bash the one on the left. Once you get the three metals, you'll throw them diagonally south east where they'll land on the stairs. Don't throw them directly south as that has a chance of dropping them in the pit. Again, use the Trick to deposit them. If your team has captured the northern Tower then you can deposit there instead, but don't waste time trying to capture the tower yourself.

#### Phase 6 - Tree 3 & 4

To the right of your mineral piles there are two more trees. You'll have to jump from a ledge to reach the higher one. Chop each one down and deposit them using the Trick.

#### Phase 7 - Cycle

By the time you harvest Tree 3 & 4, Trees 1 & 2 will have grown back. By the time you finish Tree 1 & 2, Metal 1-3 is just about ready. So simply Repeat Phase 3 to 6.

#### HOW YOU WIN

Your only goal is to harvest resources, which the AI sucks at. Once you get 3/3 resources, your AI teammates will automatically upgrade a hat machine. Once you get 5/5 resources, they'll automatically build/upgrade your Temple. So as long as you keep the resources up, your team will do all the building and you will WIN the game.

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||||| Chapter 5 - A Fiendish Plot |||||
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Goal: Kidnap the Enemy Prince 3 times  
Hats: Priest[new], Mage, Archer, Warrior, Worker

#### Notes:

The most important part of this stage is keeping track of where your enemies are. Your strategy here is to be the kidnapper. You'll sneak in to the enemy base while the army is out fighting.

#### Phase 1 - The Sewer

Once you spawn, get the archer/warrior hat and then run to the sewer entrance inside your base. Jump in.

## Phase 2 - Crossing the Courtyard

The sewer will bring you into the courtyard in the middle of the map. To cross this area quickly, don't bother with the stairs. Run directly to the left and jump off the wall. When you get to the opposite side, there are barrels which you can jump on to get to the higher ledge. Another advantage of this is that if you meet any blue troops who took the stairs, they'll usually ignore you.

## Phase 3 - The First Run

The first time you do this, run straight for the hole in the wall and jump down to the street below. Do this as fast as possible so that by the time you reach the enemy base, they still haven't gotten their doors up. 4 out of 5 times I've done this, I made it to the blue base just when they got the first door up and the base only had 2 workers inside.

## Phase 4 - Capturing the Princess

From the doors it's a straight shot up to the Princess area. Go get her!

## Phase 5 - To the Fountain

When you get the princess, jump down into with a bit of diagonal to the right. Your strategy now is to jump on and walk along the right edge of the fountain in the middle of the blue base. Goal is the sewer entrance inside the base. The chance of you making it to the sewer depends on what you're up against and how well you maneuver. Most strategies revolve around using the fountain for your defensive advantage.

### Evading Workers, Warriors, and Priests (Melee units)

Once you reach the fountain edge keep jumping while walking. Melee units will have a hard time hitting you since you'll be too high for them. Some of them will actually try to hop on the ledge and fall into the water.

### Evading Mages

The mages have a pretty weak attack so as an archer/warrior you have good survival chances. Unfortunately, they can also set you on fire. If you ever start burning, just jump into the water and immediately jump back onto the ledge so that you move faster. Sometimes you'll even get lucky when a mage's attack hits the fountain's edge instead of you.

### Evading Archers

Archers are the worst possible enemy you'll come up against. With you moving so slow, they can charge up their shots and kill you before you make it to the sewer. In that case, run in a straight line directly to the sewer.

### Worst Case Scenario

If you're close to dying, throw the princess into the middle of the fountain. That will slow the enemy down a bit because they'll all try to hop into the fountain and rescue her.

### Best Case Scenario

If you make it to the sewer then you've got a pretty good chance to succeed. While you're in the sewer, take a quick look at your MAP and check where your enemies are. This will help you in the next phase.

## Phase 6 - The Courtyard

Once you pop out in the courtyard, run immediately to the right. Any of the enemy troops that were in the castle will surely follow you through the sewer and be popping out at any moment. This is also a good time to press UP to call for more troops. Now you have a choice of running to the opposite side where the wall gap is, or running down into the South Tower area where your army is probably hanging out.

When to Run ACROSS the Courtyard

If there are no Archers following you

- Once you're in the courtyard, you can evade pretty much anything. Most AI will use the stairs so take a shortcut by hopping on the barrels.

If your Army is mostly in the base.

- As long as you're in the courtyard with the princess, your team AI will usually send reinforcements through the sewer. Usually, not always.

When to Run SOUTH to the Tower Area

If there are Archers following you.

- If there is an archer on your tail, you have almost NO chance of making it across the courtyard. Your best bet is to run to the center. Either your team will help you by killing the enemy archer, or they'll pick up the princess when you die.

If your Army is mostly in the center.

- If you see that most of your Army is in the center, it's a better bet to go there instead of making a run for the wall gap. You'll be able to get reinforcements to block off any pursuers.

If your life is one heart or less.

- You're almost dead. It's best to run to the center even if your army isn't there. If blue recovers the princess from this point, there's a chance your army will be able to catch up and recapture her.

Phase 7 - The Final Stretch

If you made it to your side of the map, you'll have a pretty easy time getting the enemy princess back to base and in the jail.

Phase 8 - Cycle

You have to capture the Enemy princess 3 times so just repeat Phases 1 to 7. In the later game, the enemy base's doors will be up, but you can easily go in through the ladder. Remember, don't try to enter the enemy base unless the bulk of their army is outside. Hang around the Courtyard while waiting for your chance.

#### STRATEGY TIPS

- Don't fight unless you have to! AI will usually ignore you if you just run away. If you're a warrior, just lock-on so that your shield is up but don't engage the enemy. If you're an archer, try to run away and only shoot back if your enemy starts following you. The less enemies on your tail, the bigger your chance of infiltrating the enemy base.

- Keep your life up. The long walk from the throne to the sewer is very dangerous. Enemies will constantly respawn and try to kill you. The more life you have, the better. Try RESTING in the courtyard while waiting to attack.

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||||| Chapter 6 - Double Jeopardy |||||

Goal: Repair and Upgrade All Hat Machines

Hats: All available. Hat Machines are broken at start except for Worker Hat

#### Notes:

Your strategy here is to control the center of the map to prevent your enemy from getting metal. As long as your team gets their metal faster, you'll have a better chance of winning. Your team needs to harvest at least 24 wood and 24 metal to repair and upgrade all the hat machines.

### Phase 1 - Upgrade the Worker Hat

Right off the bat, upgrade the the worker hat machine. As an advanced worker, you can switch from attack to harvesting in a flash.

### Phase 2 - Mining with Bombs

Grab a Big Bomb and then run to the center of the base. Throw the big bomb into any of the Metal patches. Depending on the bomb position This'll extract at least 3 metals and your worker friends will come to pick them up. Don't pick them up yourself. You've got more important things to do.

### Phase 3 - Controlling the Center

Your big task here is to kill of enemy workers. Without workers, the enemy can't get metal. Use your bombs and focus down those workers one at a time. Try to position yourself so that you can help capture the tower, but it's more important that you kill enemy workers.

### Phase 4 - Switching Class

After a few minutes, your team will have a few hat-machines repaired. It's up to you if you want to change hats or not. Just go with whichever class lets you kill fastest.

### Phase 5 - Picking Up the Slack

Keep track of your wood count. As long as you control the center, your Metal income will surpass your wood income. Usually, during the last hat machine upgrade, your silly AI teammates will still focus on mining Metal even if you have 3 in stock. In this case, switch to worker mode and chop down the trees in the southern center part of the map. With that you should WIN easy.

### STRATEGY TIPS

#### Smart Bombing

- Charging attack doesn't make your bomb stronger. It just throws farther. So get close to your enemy and bomb, rather than keeping distance. You also run faster when you're NOT locked-on. Your bomb don't hurt you or your team.

#### 2 for 1

- If possible, wait for the enemy worker to start mining before you bomb him. A mining worker won't fight back and your bombs will hit the Metal patch. By the time you kill your enemy, the metal lump is out and you can steal it.

#### Delay Tactics

- If you have control of the center tower, you'll notice that enemy workers will try to grab the metal and run to their tower on the left ramp. If you see a worker doing this. Run after and try to kill him before he gets there. If you succeed, pick up the Metal and throw it off the cliff. Don't waste time trying to carry it back to your own tower.

#### Leave Upgrading to the AI

- Your teammates are pretty consistent in upgrading so don't waste your time doing that yourself. Focus on combat.

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||||| Chapter 7 - The Great Escape |||||

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GOAL: Kill enemy troops 'til they run out  
HATS: All

NOTES: Towers here are called Jails. If you Capture a Tower, you get 10 more

troops. If you lose a Tower, you lose 10 troops. Remaining Troop count is shown at the upper right. This stage is deceptive because it leads you to believe that capturing Towers is very important. The truth is that kills are more important. That's your main strat here: Offense.

#### Phase 1 - Fix the Bridge

Get a worker hat and head up to the tower closest to your base. Cut down the two trees next to the Tower. By the time you cut them down, you'll have captured the tower. Move south and chop down another tree if your teammates haven't already. Once you get 3 wood, fix the bridge.

NOTE: While you're fixing the bridge, both the red and blue armies are circling around to the south. They'll be stuck for a bit during high tide. During this time, you can safely mine Metal.

#### Phase 2 - Get 2 Metals

Immediately run to the Metal patches just south of the Center Tower. Don't bother capturing the tower. Each time you harvest a metal, jump up, walk to the edge of your bridge and throw it to the other side. Your team will take care of depositing it to the Tower. It is important to rush this because you have a limited time to do it safely.

#### Phase 3 - The Third Metal

If you're playing on HARD, this is a really tricky part. The Blue army will be in the middle and will be hitting you with arrows and fireballs. The best way to get that third metal is to wait until your army arrives. Get 2 to 3 bodyguards, preferably archers. Then head down to mine your last Metal and bring it to your Tower. Remember to RELEASE your bodyguards as soon as you drop off your Metal

#### Phase 4 - Upgrade the Worker

If you did this really fast, you won't have enough wood yet. Just wait for until a teammate does it for you. Position yourself next to the Worker Hat Machine and upgrade it as soon as the wood is ready. This is important since you don't want some AI worker to randomly upgrade a different machine.

#### Phase 5 - Bomber Man

The reason that you should stick with the Advanced Worker is because most battles happen on the ramps. Armies get packed in tight. With your bombs, you can hit multiple enemies and still stay far enough from the battle that you won't get sniped by Archers and Mages.

#### Phase 7 - Reinforce

As a Worker, you're a bit vulnerable to archers. Try to get a priest and a Warrior to FOLLOW you. Hide behind the warrior so that enemy shots target him. The priest is there to keep both you and the warrior alive.

#### Phase 6 - Hold the Center

The Center Tower is the hottest piece of property on the map. If you capture it, the enemies will surely try to take it back. This is where the bomb is really useful. Position yourself in front of the Tower's door and continuously throw bombs to the left. Enemies that are running down the ramp usually get crowded and you'll hit multiple targets with your bombs. As long as you can keep most of your army in the center, you'll WIN.

#### STRATEGY

- As long as you can hold the Center area, you'll win. If any of your Towers get captured by the enemy, ignore it. Your team will eventually reclaim it.
- If you're on NORMAL difficulty, you can use the Advanced Warrior instead of the Advanced Worker because NORMAL AI is not too good at shielding.



- If you're on HARD difficulty, this is almost impossible to win without the Advanced Worker because the enemy is so effective at the Shield - Archer Combination. Your silly army will try to fight back with Archers and Mages. Your Archers will be blocked and Mages will just be sniped by the enemy.

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|| Chapter 8 - When In Doubt...Huge Bomb ||

GOAL: Bring the Bomb to the Enemy Throne

Hats: All

#### STRATEGY 1: WARRIOR RUSH

This isn't as much of a strategy as much of just a cool way to win. If you do this right, you can finish the stage in less than three minutes. If you fail, you can retry it, though I suggest just restarting the stage.

#### Phase 1 - Warrior Hat & Bomb

Run for the Warrior Hat, then run immediately for the Bomb. It's important that you get the bomb first because the AI always takes the center route which usually fails.

#### Phase 2 - Head for the Sewer & Reinforce

While walking to the Sewer entrance, mash your Up button to reinforce. You want as many troops following you as possible.

#### Phase 3 - Map Mode

Switch to Map the map while you're travelling through the sewer. This strategy relies on you evading all enemies while carrying the bomb

#### Phase 4 - Walk to the Middle

Walk along the outer paths of the map. Both your army and the enemy will be fighting in the middle. If you're on HARD, several enemies will break away from their army and intercept you. Your bodyguards will handle this.

#### Phase 5 - Bomb Toss TRICK

If you're holding the Bomb, people will try to kill you. The AI will even send Villagers to slap the bomb out of your hand. But there's a TRICK you can use to avoid getting Ganked. Basically, whenever you drop the bomb, enemies will return to escorting their own bomb.

The trick here is to move while on MAP mode. When you see an enemy running towards you, press SQUARE to THROW the bomb. Switch back to NORMAL VIEW so you can see what you're doing. Run around the bomb with your shield up for about 2 seconds. Pick the bomb up again, then THROW it again. Repeat this 3-4 times. The last time you pick it up. Switch back to MAP mode and you'll see that no enemies are following you. Remember though that you have to pick up the bomb within 5 seconds of dropping it. Otherwise.. BOOM! You Dead!

#### Phase 6 - The Front Door

If you did this fast enough, the front door will not be constructed yet. Just walk in. Hopefully, you still have a body guard or two.

#### Phase 7 - To the Throne

Take the shortest path towards the throne. If you're lucky everyone will still be fighting in the middle. But the usual situation is that one or two enemies who died will have respawned in the base and are running for the nearest hat. Still, you should have a 90% chance to reach the throne.

If someone attacks you, use the Bomb Drop Trick. Don't try to fight back. Just hold your shield up and run around the bomb. Before it explodes, pick it up again. By that time, the enemy will have run off to battle already. Once the Bomb is on the throne, you WIN.

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||||| Chapter 9 - Launch Over It |||||
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Goal: Hold the towers until the enemy runs out of Troops

Hats: All

Notes: For me, this is the first real combat intensive stage. There are a few tricks that you can exploit but winning this stage relies on you playing well especially on HARD mode. All non-combat tactics I've tried have failed.

#### Phase 1 - Mine and Mine fast

Get a worker hat as fast as you can. Run directly for the middle tower and get 1 metal. If you're lucky, your team will have captured the tower and you can drop the metal there. Otherwise, drop the metal off on the catapult bin to the right of the tower. Keep doing this until the blue army arrives.

#### Phase 2 - Run for the Big Bomb

When the blue army arrives there'll be a whole lot of them. 3 warriors and a mix of 3 mages or archers. This'll kill you for sure. So instead of fighting go south where there are two Metal patches side by side. There's a free Bomb.

#### Phase 3 - Ice Breaker

Get the Big Bomb and throw it to the gray part of ice to your left. If you get it right, the gray area will shake. It takes two bombs to break this. Why are you doing this? To slow down the enemy. Some of the AI will see the water and run around it, delaying their attack. Others will stupidly jump into it. In this stage, the cold shallow water will damage you if you stay too long. When they jump into the water, they not only slow down, they get weaker too.

#### Phase 4 - The Last Metal

9 out of 10 times I've been killed before I could get that 3rd piece of metal you need to upgrade a hat machine. So basically, respawn and run to the middle again. There'll always be fighting there so do your best to evade and get that last piece. Once you have it, return to base.

#### Phase 5 - Opportune Moment of Upgrade

Another annoying thing about your team AI in this map is that they prioritize fixing your base's doors. It's happened a ton of times that just as I'm about to upgrade a machine, some random worker starts fixing a door, consuming the wood that I need. There's a way to outsmart this though, but it requires a bit of luck.

First, get your wood up to 2 from the closest tree you can find. Then run over to the worker hat machine and lock-on. Tap the SQUARE button continuously. In a few minutes, some random worker will deposit the wood you need and you'll be in perfect position to do the upgrade. This may seem like a waste of time, but it's worth it.

#### Phase 6 - Gather an Attack Team

Switch to the Advanced Worker so you can produce your own little bombs. Get 3 teammates to follow you then run for the center.

#### Phase 7 - Conquer the Center

The key to this map is holding the center. Your teammates do a pretty good job

of keeping control of the two towers close to your base. You'll lose them from time to time but never for very long. What your team SUCKS at is holding the center tower. The AI seems to want to rush into the enemy base. Your goal here is to keep a team of 3 plus yourself at the center so that you can win.

If you die make sure to check the map before heading back to the center tower. If there are a lot of enemies, gather a team before attacking. It is very difficult to defend/capture that tower by yourself

#### Phase 8 - More Ice Breaking

Once you've captured the center, find the gray patch of ice to the left, right next to the enemy catapult. The main reason you got the Advanced Worker is so you can break this patch of ice. Just throw bombs onto it until it breaks. You will notice that any enemies that slide down will automatically fall into the icy water. Not only will this hurt them, it'll also slow them down so that you can easily throw more bombs in their face.

#### Phase 9 - Free Style

Now that you've broken 2 ice patches, the blue army will have a harder time getting the center. If you want to switch classes or upgrade your preferred hat machine, now is the time. Just keep an eye on your troop count and the number of towers in your control. As long as you keep the center tower, you will eventually WIN this stage.

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|| Chapter 10 - Back and Forth...and Back||
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Goal: Rescue Your Princess

Hats: All

Notes: This is one of the easier stages as long as you start it right. This is also one of the stages where your teammate's AI is pretty smart. They do a good job of keeping your prisoner fat and attacking the enemy base.

#### Phase 1 - Fix the Doors

Get a Worker Hat and head south west. Fix both doors. Why? Because the most dangerous time in this stage is the start. The blue princess is still thin, your doors are wide open, and the enemy AI makes a mad dash for your base. They can pull a rescue so fast it'll make your head spin. To ensure you don't lose early, take my advice. Fix the base doors.

#### Phase 2 - 3x Metal

By your doors there is a tower. Ignore it. Your team will capture it for you. Run up the nearby stairs. There is a metal patch. Mine it 3 times without depositing. Your team workers will usually pass by and help pick the metal up. Once you've got three metal, run back to base.

#### Phase 3 - Upgrade the Mage

By the time you're in base, you should already have 3 wood and 3 metal. If not then go chop some wood. You need to upgrade the mage as quickly as you can. When the mage is upgraded, the Decoy Princess is unlocked. You'll see her next to the Prisoner cage. Most of the time, your enemies will pick this up instead of the real princess, making your job so much easier.

#### Phase 4 - Fix the Ladder and Spring

One last task as a Worker. Go back to the first Metal Patch and mine 1 Metal. Once you've got your metal, make your way to the opposite side of the map. Just north of your enemy's Metal patch you'll see two constructible areas.

One is a ladder and the other is a spring. Fix both of them.

With these fixed, some of your team AI will start using the shortcut instead of trying to break down the front doors. This increases your chance of a WIN.

-- FREESTYLE --

Now that you've got a good defense (DECOY) and an alternate offense (SPRING) you have almost no chance of losing. You can play any way you want.

With the Spring, Ladder and Decoy, you can actually let AI do all the work. I've tried actually NOT DOING ANYTHING and the AI won 3 out of 5 games. Only on NORMAL difficulty though.

-- MY STYLE --

If you don't want to think of your own tactic, then use mine.

#### Phase 5 - Upgrade the Warrior

My strategy is to be the ultimate killing machine. TO do this, you need the Advanced Warrior. As usual, mine out the Metal Patch at your base, chop down the nearest trees and upgrade the Warrior Hat machine.

#### Phase 6 - Break Down the Enemy Gates

The easiest way to weaken the enemy army is to break down their gates. Any time the gates are down, they'll send 2 workers to fix it. As an Advanced Warrior, use the spear attack to destroy the gate. When workers appear, wait til they start fixing the gates. Once they're busy, spear them to death.

If the enemy starts attacking you, switch to the Shield and run away. This will distract them, giving your army more time to slip into the enemy base. If you circle around to the bridge, jump down into the water, then run south past the Metal Patches, the enemy will stop following you. Then you go back around to the gate and continue harassing the enemy gate.

#### Phase 7 - Escort the Rescuer

In time, one of your team will break into the base and rescue the princess. Your job is to escort him back to base. Since you'll just be at the gates, you are in prime position to support him. Remember to turn on ESCORT MODE as the Princess will probably be level 2 or 3 fatness by this time.

I like to stay in shield mode when escorting. I'll only use the spear when enemies start getting close. If you're being sniped by an Archer, just try to block with the shield. It's more important that the Princess gets moved fast than you getting more kills.

If the rescuer dies, don't try to take his place. Just shield up and stay close. Kill if you get the chance, but it's more important to stay alive. Your team AI is pretty good at sending reinforcements on this map. Just keep this up and it's a pretty sure WIN.

				Chapter 11 - Victory...?																		

Goal: Rescue Your Princess

Hats: All

Notes: If there is a stage I hate in all of the Campaign, it is this one. Not so much because of the stage itself but because the AI keeps drowning

themselves. For example, just south of your base is a little island with cake. You'll find your teammates will try to cross over to get the cake, only to drown on the way back. They will also do this when trying to get to the island with the shortcut cave. It's annoying.

Your team is also horrible at guarding the base. Whenever you have an enemy attacking the door, your teammates will take a swipe at him as they're going out, but that's it. The only time they will reliably defend is when the doors are already broken.

Of course, the bad AI works on your opponent as well. And that is the basis of my strategy.

#### Phase 1 - Warrior Mode

As soon as you spawn, grab the Warrior Hat.

#### Phase 2 - To the Shortcut Cave

Jump Down out of your base and head to the far right. There's a cave outside that will send you to the big island directly South of your opponent's base.

#### Phase 3 - Wait For Low Tide

Don't rush. Wait for the water to lower. Enemies will probably try to get to you while you're on the island. Keep your shield up and watch them drown.

#### Phase 4 - To Cake Island

During Low Tide, jump over to Cake Island. You may want to practice this a few times since the safe path is not clearly visible. Just jump wherever there is a visible rock.

#### Phase 5 - Decoy Mode

Your Goal here is to play Decoy. While you're on the island, the enemy will send 2 to 3 troops to try to kill you. Usually it's 2 warrior and an archer. Sometimes you'll get mages too. DON'T ATTACK THEM. You want them alive and focused on you. This way, your army has more map control and will have a good chance to seige the enemy base.

#### Phase 6 - The Shield Kill TRICK

Here's an interesting way to kill enemies without attacking. You don't get points for it, but they die anyway. This TRICK exploits the AI. Basically, if your shield is up, enemies will keep their distance from you. Even the Warriors. To kill, position yourself so that the water is behind the enemy. The enemy will stupidly back into the water and slowly drown. This works well on any ranged unit. It takes a bit of trial and error to do it on a Warrior but it does work.

#### Phase 7 - Protect the Cake

Every once in a while, an enemy Worker will come and try to grab the Cake. If you can, kill him. But don't try to sacrifice yourself to do so. If you're being pressured by a bunch of enemies, just defend and let them have the cake.

If it's High Tide, you don't even have to kill the worker. Hit him with a Spin Attack. He'll be down to just one heart. He'll never make it across the water.

Denying your Enemy cake makes keeps you princess thins so that it's easier to rescue her later on.

#### Phase 8 - Watch the Map

Whenever you can, go check the Map. You're basically waiting for your team to break in and rescue the Red princess.

You should also check if the enemy is rescuing their princess. If they make it halfway across the map, try to intercept them. Just make sure you wait for Low Tide before leaving the cake island. You can't intercept if you're dead.

#### Phase 9 - Protect the Rescuer

When a teammate has hold of your princess, enemies that have focused on you will start to break away. Take this time to check the map. If it looks like your teammate is going to make it out of the castle, try to provide support. Stick to the rescuer using ESCORT mode and shield him from arrows/fireballs.

#### Phase 10 - Protect both Princesses

If you make it back to the base with both princesses, the timer starts. The battle isn't over yet though. Every single enemy will run for your castle. Get as many followers as possible and defend the gate. As long as you can keep the blue guys out, you'll WIN.

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|||   Chapter 12 - And Away She Goes   |||
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Goal: Rescue the Princess from the Dragon  
Hats: All

Notes: Easy stage, even in HARD Mode as long as you know the Bomb TRICK.

#### Phase 1 - Mine 3 Metals

Get the Worker Hat and go to the Tower South West of your base. Down the ramp from the Tower is a Metal Patch. Mine 3 Metals then run back to base.

#### Phase 2 - Upgrade Worker Hat Machine

You should have enough Wood and Metal to upgrade the Worker Hat unless AI spent wood on the door. There are 2 trees INSIDE your base near the worker hat machine in case you need them.

#### Phase 3 - Bomb TRICK

Run over to the place where your princess is. Stand a little under her and to the left, then start throwing bombs to the right. Your goal is to break the Rocks which are blocking the Princess. You'll know if it's working if you see the rocks shaking. This takes a bit of experimentation to get the position right, but it's very worth it. It takes about 40 bombs to break both of the big rocks.

#### Phase 4 - Stun the Dragon

When you've broken the rocks, you'll need to stun the Dragon. Either get the Red giant bomb or wait for the Blue team to bring their Giant Bomb. Either way, it'll stun the Dragon. The difference is that your rocks will be broken while the blue team still has to break theirs.

#### Phase 5 - Rescue the Princess

With the Dragon stunned, run up to the princess, pick her up, then jump down the ledge. Run for the throne, set her down, and the WIN is yours!

#### TIP:

An interesting thing about this map is that the enemy doesn't care about your princess. They'll try to kill you if you're rescuing her, but they won't try to kidnap your princess. Even if you die, just go back where you dropped her after respawning. Chances are, your team already has her.

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||| Chapter 13 - Robust in Disguise |||

Goal: Kill your Enemies Faster than they Can Kill You

Hats: All

Notes: One of the most straightforward game types. In fact, there's no real "sure win" strategy here. Play as your best Class and you should be able to win. But of course, I'll share my own strategy on how to beat it easy.

Phase 1 - Mine 2 Metals

Grab the Worker hat and head to the north Tower. Quickly mine 2 metals from the central patch and deposit them at the Tower. To capture the tower, move towards it every time you charge your Axe. You should have captured it at the fourth strike to the Metal Patch.

The reason I say mine 2 instead of 3 is because the blue army will have arrived by now. If they're in the area, go to Phase 2. If they haven't, mine your 3rd metal and skip to Phase 3.

Phase 2 - 3rd Metal from the Middle

If the Blue army has attacked the North tower, then the Metal Patch in the center of the map is unguarded. Just jump off the cliff and head south to get to the Metal Patch. Mine and grab just one more Metal and head for base. You can deposit it there.

Phase 3 - Upgrade the Worker Hat Machine

My personal strategy relies on the Advanced Worker. The reason is that the enemy army always has 3 Warriors. These warriors can quickly rip through your forces, especially because they always seem to travel together. Of course, if they're grouped together, they can easily be killed by bombs. I've tried this even on HARD Mode and won every time.

STRATEGY FOR COMBAT - I won't split these into Phases because they are things that you should always do. There's no order to it. Just use as needed.

TIP 1 - Rally the Ranged Units

Whenever you see archers and mages, make them FOLLOW you. They work best if they're clumped together as they'll tend to focus their fire on one enemy at a time, making for quicker kills

TIP 2 - Follow the Warriors

Whenever you see your Warriors, make sure to follow them. They'll help you and your team of Ranged Units last longer.

TIP 3 - Fight from the High Ground

If you've played any RTS game, you know that High Ground has the advantage. This is very evident in this map. Fight from high ground whenever you can.

TIP 4 - Fall Back When Outnumbered

If your group is outnumbered, run back to base to get reinforcements. Saving your life (and the lives of teammates) is worth the same as a kill.

Just follow these tips and you should have an easy win.

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|| Chapter 14 - Once more, with Feeling ||

Goal: Rescue the Princess

Hats: All

Notes: I found this rather anti-climactic because it's such an easy stage. Your strategy here is to bust in through the front door. That's all.

Phase 1 - Warrior Mode

Pick up a Warrior hat and head south out of your Base.

Phase 2 - Gather Archers at the Bridge

Guard the Bridge that leads to the center Island. If any archers pass your way command them to FOLLOW you. If any enemies come your way, kill them as fast as you possibly can.

Phase 3 - Capture The Center Tower

During Low Tide, Cross over to the Center Tower and capture it. This is pretty important because it'll keep your enemy busy later on. While you rescue your princess, any troops that pass through the middle will be busy recapturing the center tower.

Phase 4 - Get to the Blue Base

With the Tower captured, cross over to the enemy Base. Take it slow and keep your shield up. Let your Archer team do the killing. You need to be alive when you take the base so you can break the doors down.

Phase 5 - Break the Doors

Spin Attack those doors until they break. Make sure to break BOTH doors. This will make the AI send two Workers. That will weaken his army just a bit.

Phase 6 - Let the Archer Rescue the Princess

Don't do the rescue yourself, the Archer will need you to protect him while he carries the princess. As soon as he's got her, switch to ESCORT mode and protect him with your shield. It'll be a long walk back home.

Phase 7 - Island Hopping

You will almost always get stuck on the center Island during High Tide. That's why it's so important that you defend with your shield. As long as you make it alive to the island, you have a good chance to win. Although you're stuck, the enemy can't send reinforcements either until the water goes down.

Phase 8 - Defend the Princesses

Once the Princess is on the Throne, you'll have every Blue troop running into your base from above and below. Defend as best you can. I prefer the Warrior, but the Mage works pretty well too. If your gate is destroyed, don't bother fixing it yourself. Its more important that you kill any enemy who tries gets into the base. Just hold out till the timer is done and you WIN!

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FYI Chapter 15 is NOT a Mission. It's just the end of the Story plus Credits.

- END OF WALKTHROUGH -