

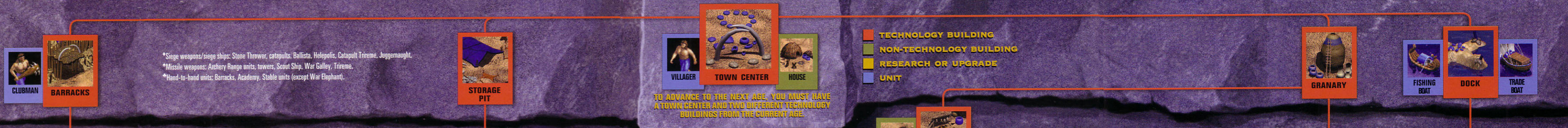
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# AGE *of* EMPIRES™



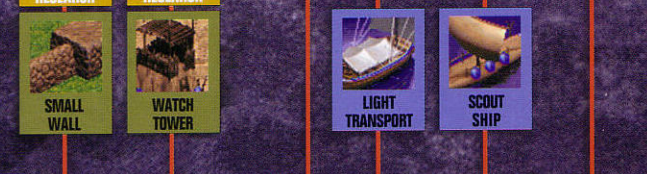
# STONE AGE

For information about what your civilization can research, see the Civilization Attributes table on the other side of this foldout and the Appendix in the Age of Empires manual.

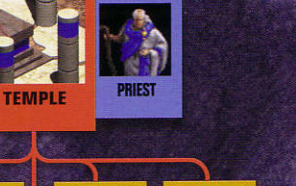
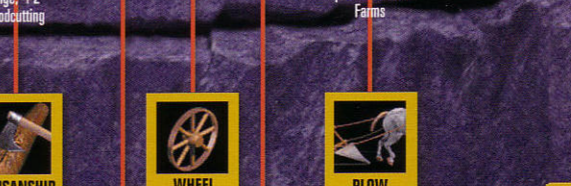


TO ADVANCE TO THE NEXT AGE, YOU MUST HAVE A TOWN CENTER AND TWO DIFFERENT TECHNOLOGY BUILDINGS FROM THE CURRENT AGE.

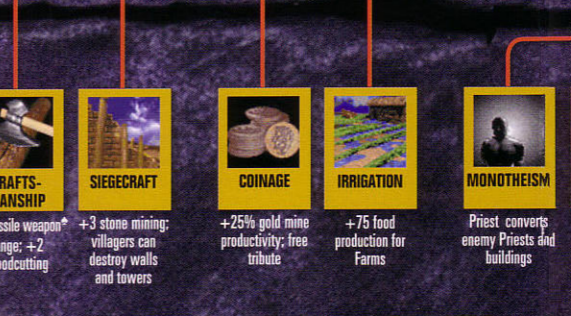
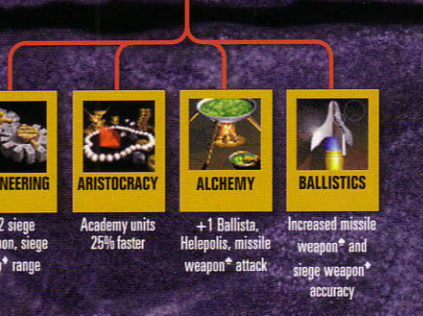
# TOOL AGE



# BRONZE AGE



# IRON AGE



# CIVILIZATION ATTRIBUTES

Assyrian  
Babylonian  
Choson  
Egyptian  
Greek  
Hittite  
Minoan  
Persian  
Phoenician  
Shang  
Sumerian  
Yamato

## Assyrian

- +40% Archery Range unit fire rate.
- Villagers 30% faster.

## Babylonian

- Double wall and tower hit points.
- +30% Priest rejuvenation rate.
- +30% stone mining.

## Choson

- +80 Long Swordsman and Legion hit points.
- +2 tower range.
- 30% Priest cost.

## Egyptian

- +20% gold mining.
- +33% Chariot and Chariot Archer hit points.
- +3 Priest range.

## Greek

- Hoplite, Phalanx, and Centurion 30% faster.
- War ships 30% faster.

## Hittite

- Double Stone Thrower, Catapult, Heavy Catapult hit points.
- +1 Archery Range unit attack.
- +4 war ship range.

## Minoan

- 30% ship cost.
- +2 Composite Bowman range.
- +25% Farm production.

## Persian

- +30% hunting.
- 30% Farm production.
- War Elephant and Elephant Archer 50% faster.
- +50% Trireme fire rate.

## Phoenician

- 25% War Elephant and Elephant Archer cost.
- +65% Catapult Trireme and Juggernaught fire rate.

## Shang

- 30% villager cost.
- Double wall hit points.

## Sumerian

- +15 villager hit points.
- +50% Stone Thrower, Catapult, Heavy Catapult fire rate.
- Double Farm production.

## Yamato

- 25% Horse Archers, Scout, Cavalry, Heavy Cavalry, Cataphract cost.
- Villagers 30% faster.
- +30% ship hit points.

	Assyrian	Babylonian	Choson	Egyptian	Greek	Hittite	Minoan	Persian	Phoenician	Shang	Sumerian	Yamato
INFANTRY	BRONZE BROAD SWORDSMAN	•	•	•								
	IRON LONG SWORDSMAN	•	•									
	IRON LEGION	•	•									
	BRONZE HOPLITE	•	•	•	•							
	IRON PHALANX	•	•									
IRON CENTURION												
ARCHERS	BRONZE CHARIOT ARCHER	•	•	•	•							
	BRONZE IMPROVED BOWMAN		•	•	•							
	BRONZE COMPOSITE BOWMAN		•	•	•							
	IRON ELEPHANT ARCHER				•							
	IRON HORSE ARCHER	•	•	•								
IRON HEAVY HORSE ARCHER												
CAVALRY	BRONZE CHARIOT	•	•	•	•							
	BRONZE CAVALRY	•	•	•	•							
	IRON HEAVY CAVALRY	•	•	•	•							
	IRON CATAPHRACT	•	•	•	•							
	IRON WAR ELEPHANT				•							
SIEGE WEAPONS	IRON BALLISTA	•	•	•	•							
	IRON CATAPULT	•	•	•	•							
	IRON HELEPOLIS	•	•	•	•							
	IRON HEAVY CATAPULT	•	•	•	•							
	BRONZE FISHING SHIP	•	•	•	•							
BOATS	BRONZE MERCHANT SHIP	•	•	•	•							
	IRON TRIREME	•	•	•	•							
	IRON CATAPULT TRIREME	•	•	•	•							
	IRON HEAVY TRANSPORT	•	•	•	•							
	IRON JUGGERNAUGHT	•	•	•	•							
BUILDINGS	BRONZE ACADEMY	•	•	•	•							
	IRON FORTIFICATION	•	•	•	•							
	IRON GUARD TOWER	•	•	•	•							
	IRON BALLISTA TOWER	•	•	•	•							
	BRONZE ARCHITECTURE	•	•	•	•							
TECHNOLOGIES	BRONZE ARTISANSHIP	•	•	•	•							
	BRONZE ASTROLOGY	•	•	•	•							
	BRONZE BRONZE SHIELD	•	•	•	•							
	BRONZE MYSTICISM	•	•	•	•							
	BRONZE NOBILITY	•	•	•	•							
	BRONZE PLOW	•	•	•	•							
	BRONZE POLYTHEISM	•	•	•	•							
	BRONZE WHEEL	•	•	•	•							
	IRON AFTERLIFE	•	•	•	•							
	IRON ALCHEMY	•	•	•	•							
	IRON ARISTOCRACY	•	•	•	•							
	IRON BALLISTICS	•	•	•	•							
	IRON CHAIN MAIL	•	•	•	•							
	IRON COINAGE	•	•	•	•							
	IRON CRAFTSMANSHIP	•	•	•	•							
	IRON ENGINEERING	•	•	•	•							
	IRON FANATICISM	•	•	•	•							
IRON IRRIGATION	•	•	•	•								
IRON IRON SHIELD	•	•	•	•								
IRON JIHAD	•	•	•	•								
IRON METALLURGY	•	•	•	•								
IRON MONOTHEISM	•	•	•	•								
IRON SIEGECRAFT	•	•	•	•								

# UNIT ATTRIBUTES

	Cost	Hit Points	Attack	Armor	Range	Speed	Special
	Villager	50F	25	3	—	—	M
	Priest	125G	25	—	—	10	S
INFANTRY	Clubman	50F	40	3	—	—	M
	Axeman	50F	50	5	—	—	M
	Short Swordsman	35F, 15G	60	7	1	—	M
	Broad Swordsman	35F, 15G	70	9	1	—	M
	Long Swordsman	35F, 15G	80	11	2	—	M
	Legion	35F, 15G	160	13	2	—	M
	Hoplite	60F, 40G	120	17	5	—	S
	Phalanx	60F, 40G	120	20	7	—	S
	Centurion	60F, 40G	160	30	8	—	S
	ARCHERS	Bowman	40F, 20W	35	3	0	5
Improved Bowman		40F, 20G	40	4	0	6	M
Composite Bowman		40F, 20G	45	5	0	7	M
Chariot Archer		40F, 70W	70	4	0	7	F
Elephant Archer		180F, 60G	600	5	0	7	S
Horse Archer		50F, 70G	60	7	0	7	F
Heavy Horse Archer		50F, 70G	90	8	0	7	F
CAVALRY	Scout	100F	60	3	0	—	F
	Chariot	40F, 60W	100	7	0	—	F
	Cavalry	70F, 80G	150	8	0	—	F
	Heavy Cavalry	70F, 80G	150	10	1	—	F
	Cataphract	70F, 80G	180	12	3	—	F
	War Elephant	170F, 40G	600	15	0	—	S
SIEGE WEAPONS	Stone Thrower	180W, 80G	75	50	—	10	S
	Catapult	180W, 80G	75	60	—	12	S
	Heavy Catapult	180W, 80G	150	60	—	13	S
	Ballista	100W, 80G	55	40	—	9	S
	Helepolis	100W, 80G	55	40	—	10	S
BOATS	Fishing Boat	50W	45	—	—	—	M
	Fishing Ship	50W	75	—	—	—	F
	Trade Boat	100W	200	—	—	—	F
	Merchant Ship	100W	250	—	—	—	F
	Light Transport	150W	150	—	—	—	M
	Heavy Transport	150W	200	—	—	—	F
	Scout Ship	135W	120	5	—	5	F
	War Galley	135W	160	8	—	6	F
	Trireme	135W	200	12	—	7	F
	Catapult Trireme	135W, 75G	120	35	—	9	F
	Juggernaut	135W, 75G	200	35	—	10	F
	Watch Tower	150S	100	3	—	5	—
	Sentry Tower	150S	150	4	—	6	—
Guard Tower	150S	200	6	—	7	—	
Ballista Tower	150S	200	20	—	7	—	

Speed: S=slow, M=medium, F=fast  
Cost: F=food, W=wood, S=stone, G=gold

*\*Missile weapons: Archery Range units, towers, Scout Ship, War Galley, Trireme.*

High resistance to conversion; triple attack vs. Priest.

+2 armor vs. missile weapons\*, Ballista, Helepolis.

+2 armor vs. missile weapons\*, Ballista, Helepolis.

High resistance to conversion; double attack vs. Priest.

+5 attack vs. infantry.

+5 attack vs. infantry; +1 armor vs. missile weapons\*, Ballista, Helepolis.

+5 attack vs. infantry; +1 armor vs. missile weapons\*, Ballista, Helepolis.

Trample damage to adjacent units; attack strength not upgradable.

Fire rate once/5 sec; small damage area; minimum range 2.

Fire rate once/5 sec; medium damage area; minimum range 2.

Fire rate once/5 sec; large damage area; minimum range 2.

Fire rate once/3 sec; minimum range 3.

Fire rate once/1.5 sec; minimum range 3.

*All boats twice as resistant to conversion as other units.*

Fire rate once/2 sec.

Fire rate once/5 sec; small damage area.

Fire rate once/5 sec; medium damage area.

Fire rate once/1.5 sec.

Fire rate once/1.5 sec.

Fire rate once/1.5 sec.

Fire rate once/3 sec.

## SCORE SYSTEM

### MILITARY

Kills	½ point/unit
Buildings destroyed	1 point/building
Generalship	# kills - # losses (value must be positive)
Most military units and towers	25 point bonus

### ECONOMY

Gold from mining and trade	1/100 of value
Net resources tributed	1/60 of value
Villager population (includes trade, transport, and fishing vessels)	1 point/villager
Largest villager population (includes trade, transport, and fishing vessels)	25 point bonus
Exploration	1 point/3% of map
Largest area explored	25 point bonus

### RELIGION

Conversions	2 points/conversion
Most conversions	25 point bonus
Temples built	3 points/Temple
Ruins controlled	10 points/Ruin
Artifacts controlled	10 points/Artifact
Control of all Ruins or Artifacts	50 point bonus

### TECHNOLOGY

Technologies researched	2 points/technology
Most technologies researched	50 point bonus
First civilization to Bronze Age	25 point bonus
First civilization to Iron Age	25 point bonus

### SURVIVAL AND WONDERS

Elimination before game end	-100 points
Wonders held	100 points/Wonder

## HOT KEYS

### PRESS TO

<b>SPACEBAR</b>	View selected unit.
<b>CTRL+H</b>	Select and view Town Center (repeat for other buildings of same type).
<b>CTRL+B</b>	Select and view Barracks.
<b>CTRL+D</b>	Select and view Dock.
<b>CTRL+A</b>	Select and view Archery Range.
<b>CTRL+K</b>	Select and view Siege Workshop.
<b>CTRL+L</b>	Select and view Stable.
<b>CTRL+P</b>	Select and view Temple.
<b>CTRL+Y</b>	Select and view Academy.
<b>+</b>	Increase game speed.
<b>-</b>	Decrease game speed.
<b>ESC</b>	Unselect or cancel.
<b>ENTER</b>	Send chat message.
<b>Arrow Keys</b>	Scroll game view.
<b>CTRL+1 - 9</b>	Assign group number to units.
<b>1 - 9</b>	Select group assigned to this number.
<b>ALT+1 - 9</b>	Select group assigned to this number and center view on it.
<b>SHIFT+1 - 9</b>	Select this group in addition to currently selected units.
<b>TAB</b>	If multiple units selected, display next unit in lower-left status box.
<b>SHIFT+TAB</b>	If multiple units selected, display previous unit in lower-left status box.
<b>F3, PAUSE</b>	Pause
<b>F10</b>	Game menu
<b>F1</b>	Help
<b>SHIFT+F1</b>	? Help



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