LIBRARY TECHNOLOGIES



General Benefits of Research in every Age:

MILITARY

Increases Population Limit and allows new military units/upgrades.

CIVIC

540

Increases maximum number of Cities and expands National Borders.

Mercenaries: Siege Factory

and Fort may be constructed.

Empire: Religion upgrade².

Coinage: May buy/sell

resources at Market. May

coloníze other contínents. Mathematics: Granary and

constructed. Herbal Lore³

and Construction⁴ upgrades.

Nation-in-Arms: Strategy and

Strategic Reserve upgrades⁵.

Great Power: Existentialism

Assembly Line: Only general

and Income Tax $upgrades^2$.

Lumber Mill may be

III. MEDIEVAL AGE

VII. MODERN AGE

S. 20

COMMERCE

Increases Commerce Limit and Caravan Limit.

SCIENCE

Decreases cost & time of other research. and increases some units' Line-of-Sight.



Specific Benefits of Research

(Note: some upgrades may require additional research)

II. CLASSICAL AGE



Stable, and Tower may be constructed



City State: Allegiance¹ and Taxation² upgrades.



Barter: Dock and Market may be constructed.



VI. INDUSTRIAL AGE



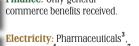




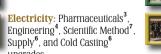
Finance: Only general commerce benefits received.



Upprades available at:



Tower



commerce benefits received. Electronics: Refinery may be constructed. Food Industry³ Papermill⁴, Steel⁶, and

Institutional Research⁷ upgrades. Entire map becomes explored.

⁵ Fort



⁶ Smelter

IV. GUNPOWDER AGE

Standing Army: Tactics and Fortification upgrades⁵.

> Feudalism: Oath of Fealty¹ and Vassalage² upgrades.

Trade: Your Caravans may trade with peaceful nations' Cities.

Chemistry: Smelter may be constructed, Medicine³, Agriculture³ Architecture⁴, Carpentry⁴, Forage⁶ and Literacy⁷ upprades.

VIII. INFORMATION AGE







Globalization: Only general commerce benefits received.



22 2 2



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Global commands

To zoom in/out	rotate mouse wheel forward/back
To go to next building with available research	TAB
To create a control group	select units, and press CTRL+1-9 or CTRL +F1-F8
To select a control group	press 1-9 or F1-F8
To Chat	ENTER
To Signal Other Players	INSERT
To cancel action	ESC
To sound the alarm	select City, then press Z

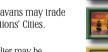
To get a military unit to

Select unit then pres	SS
Garríson	G

Garrison	G
Guard	R
Patrol	Ζ
Halt	Н

Citizen	select City,
5 Citízens	select City,
Scholar	select Univ
5 Scholars	select Univ SHIFT+V
Caravan	select Mark
Merchant	select Mark
Light Infantry	select Barra
Heavy Infantry	select Barra
Archer	select Barra
Light Cavalry	select Stabl
Heavy Cavalry	select Stabl
Ranged Cavalry	select Stabl
Siege Weapon	select Siege press B
Anti-Aircraft Gun	select Facto
Supply Wagon	select Siege then press
Fighter	select Airba
Bomber	select Airba
Helicopter	select Airba

To create







military benefits received.

International Law: Nationalism¹ upgrade.



Computerization: Logistics⁶ and Supercomputer⁷ upgrades. All buildings and units in your territory revealed.

7 University

V. ENLIGHTENMENT AGE

Conscription: Operations and 7979 Bombardment upgrades⁵.

Divine Right: Monotheism upgrade².

> Mercantilism: Only general commerce benefits received.



Laws of Nature: Crop Rotation³ Logging Industry⁴, Printing Press⁷ and Metal Allovs⁶ upprades.



FUTURE TECHNOLOGIES

Missile Shield: Enemy missiles cannot target vou. Armageddon Clock turned back by 2.

World Government: All victory timers and assimilations are nstantaneous.

Global Prosperity: Resource gathering bonus. Commerce and Population Limit to maximum.

Artificial Intelligence: Units produced instantly.



- then press V then press SHIFT+V ersity, then press V versity, then press
- ket, then press V ket, then press B
- acks, then press G
- acks, then press H
- acks, then press A
- le, then press G
- le, then press H
- le, then press A
- e Factory, then
- ory, then press A
- e Factory,
- W
- ase, then press F
- ase, then press B
- ase, then press H

To have Citizen build

Press B. then ...

Airbase

Gun Barracks

Citv

Dock

Farm

Fort

Granarv

Líbrarv

Lumber Mill

Air Defense

Ι	Market	N
А	Mine	М
	Missile Silo	Х
K	Oil Well	Ζ
С	Siege Factory	0
D	Smelter	Н
F	Stable	S
R	Temple	Е
G	Tower	Т
L	University	U
J	Woodcutter's Camp	W

Aírbase	I
Barracks	К
Cíty	С
Dock	D
Líbrary	L
Market	N
Siege Factory	0
Stable	S
University	U
Pause Game	PAUSE or P
Save Game	ALT+S
Quít Game	CTRL+Q
Díplomacy panel	F9
Game Menu	F10
Idle Citizen	PERIOD (.)
Scout	APOSTROPHE (')
Next Military unit	COMMA (,)

To command AI Ally

Press Enter, then a number and Enter again.

Request Resources

Food	4
Timber	5
Metal	6
Wealth	7
Oíl	8

Strateav

13
14
15
16
17

Military

Attack	19
Move troops here*	22

*after Military Command press INSERT and click on map.

	SPECIAL POWERS	SPECIAL	
HZTECS The Power of Sacrífice	 Gain bonus resources when their Barracks, Stable, and Dock units slay an enemy. Plunder increased from enemy buildings. Receive free Light Infantry units with each new Barracks. 	• Atl-Atl • Royal Atl-Atl • Xopilli Atl-Atl	 Jaguar Infantry Jaguar Assault Infantry
BANTU The Power of Migration	 Increased City and Population Limit. Unit upgrades do not require prerequisite Military technologies. Barracks units and Citizens move faster. Cities are cheaper. 	• Umpakati • Yangombi Umpakati • Impi	• Hawk Fighter • Eagle Fighter
BRITISH The Power of Empire	 Increased Commerce Limit. Ships created faster. Foot Archer upgrades are free. Anti-Aircraft units and buildings created cheaper and faster. Receive extra income from Taxation. Forts and Towers have additional range. 	• Longbowmen • King's Longbowmen • King's Yeomanry	• Highlanders • Black Watch • Lancaster Bomber
CHINESE The Power of Culture	 Science research is cheaper. Herbal Lore, Medicine, and Pharmaceutical upgrades are free. Citizens, Caravans, and Merchants created instantly. All Cities start as a Large City. 	 Fire Lances Heavy Fire Lances Manchu Musketeers 	• Manchu Riflemen • Manchu Infantry
EGYPTIANS The Power of the Nile	 Wonders cost less and may be built an Age earlier. Start with a Granary, and all Granary Food-gathering upgrades are free. Farms generate additional Wealth, and more Farms allowed per City than normal. Increased Food Commerce Limit. May build additional Wonder per City. 	• Chariot • Heavy Chariot • Mameluke • Royal Mameluke	• Light Camel • Camel Warrior • Elite Camel Warrior
FRENCH The Power of Leadership	 Start with a Lumber Mill and receive all Timber-gathering upgrades free. Siege Factory/ Factory units are created cheaper and faster and have increased speed. Receive a free Supply Wagon with each new Siege Factory/Factory. Supply Wagons heal units. Woodcutter's Camps hold more Citizens. Increased Timber Commerce Limit. Receive a General with each new Fort. 	• Chevalier • Heavy Chevalier • Horse Grenadier	• Horse Guard Grenadier
GERMANS The Power of Industry	 Granary, Lumber Mill, and Smelter upgrades are cheaper and available sooner. Greater building completion bonuses. Submarines and Fireships created faster and cheaper. Aircraft created faster. Receive free Fighters with each new Airbase. Cities gather extra Food, Timber, and Metal. 	• Solduri • Barbarians • Vandals • Landsknechts • Tiger Tank	• Leopard Tank • Volksgrenadiers • MG42
GREEKS The Power of Philosophy	 Library research is faster and costs less (except Knowledge costs). Libraries and Universities are cheaper. Can immediately build Universities and gather Knowledge. 	• Companion • Royal Companion	• Stratiotai • Royal Stratiotai
INCH The Power of Gold	 Mines produce Wealth as well as Metal. Increased Wealth Commerce Limit. Receive a refund for each of your military units killed. 	• Inti Clubmen • Inti Macemen	• Mortar • Siege Mortar
The Power of Honor	 Barracks units created faster, cheaper, and do more damage to buildings. Ships created cheaper. Aircraft carriers created faster. Farms built cheaper. Farms and Fishermen produce additional resources. 	• Ashigaru Spearmen • Bushi • Elite Bushi	• Samurai • Gun Samurai
KOREANS The Power of Tradition	 Begin game with a Temple. All Temple upgrades are free. Start game with extra Citizens. Receive free Citizens with each new City. Militia, Minuteman, and Partisan upgrades are free. Citizens repair faster and without penalty when under fire. Towers built cheaper. 	• Hwarang • Elite Hwarang • Royal Hwarang • Elite Royal Hwarang	 Flaming Arrow Heavy Flaming Arrow
The Power of Architecture	 Cities (with or without Garrisons) and Fortifications have an increased rate of fire. Buildings constructed faster and are stronger. Buildings (except Wonders) cost less Timber to construct. 	• Balamob Slingers • Royal Balamob Slingers	 Eagle Balamob Slingers Recoilless Gun Dragon AT Missile
MONGOLS The Power of the Horde	 Cavalry units created cheaper and faster. Attrition damage to your units reduced. Receive free Ranged Cavalry with each new Stable/Auto Plant. Receive Forage, Supply, and Logistics technologies free at the Smelter. Receive extra Food for controlled territory. 	• Nomad • Steppe Nomad	• Horde • Golden Horde
NUBIANS The Power of Trade	 Start with a Market and trade resources with a price bonus. See all rare resources in their territory. Increased Caravan Limit. Merchants collect additional resources. Merchants, Caravans, and Markets are cheaper and stronger. 	 Kushite Archers Royal Kushite Archers Apedemak Archers 	• Camel Archer • Heavy Camel Archer • Camel Raider • Camel Corps
ROMANS The Power of Caesar	 Forts exert greater influence on National Borders. Receive free Heavy Infantry units with each new Barracks. Cities gather extra Wealth. Towers and Forts are cheaper. 	• Legions • Caesar's Legions	• Praetorian Guards
AUSSIANS The Power of the Motherland	 Increased Attrition Damage to enemy units in your territory. National Borders increase with each Age. Increased Oil gathering rate. Attrition upgrades are free. Spies are cheaper and stay hidden after using special abilities. Cavalry units do additional damage to enemy supply and artillery units. 	• Rusiny Lancer • Cossack • Don Cossack • Katyusha Rocket	• Red Guards Infantry • Shock Infantry • T80 Tank
SPANISH The Power of Discovery	 Game begins with map revealed and an extra Scout (In a Revealed Map game you gain a bonus Scout). Scouts receive increased Line-of-Sight, free upgrades, and are able to use abilities faster. Until the Industrial Age, receive a free Heavy Ship with each new Dock. Gain extra Resources from Ruins. 	• Scutari • Royal Scutari	• Tercios • Royal Tercios
TURKS The Power of Siege	 Siege, artillery, and bombard units have greater Range and Line-of-Sight. Conquered cities assimilated faster. Receive free Siege units with each new Siege Factory/Factory. Military technologies researched at the Library are cheaper. Siege units upgrades are free. Citizens are cheaper. 	• Janissaries • Royal Janissaries	• Basilica Bombard • Basilica Cannon