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To play the learning campaign

1 On the Age of Empires menu, click **Single Player**.

2 Click **Campaign**.

3 Type your player name, or click a player name in the **Name** list.

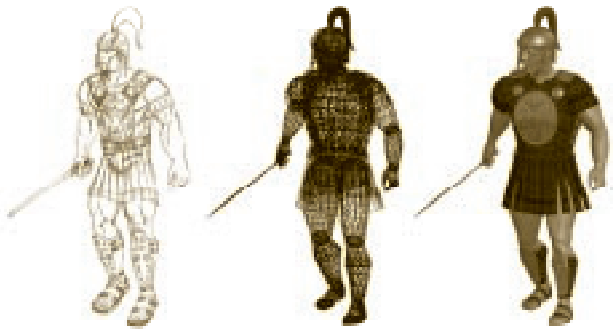
4 Click **OK** to display the list of campaigns.

5 Select the **Ascent of Egypt Learning Campaign**. Only the first scenario is displayed. After you complete a scenario, the next scenario in the campaign appears at the end of the list.

6 Select the **Difficulty Level** (the skill of civilizations controlled by the computer). The levels range from easy to hardest.

7 Click **OK** to start the scenario.

After the cinematic plays, the scenario instructions are revealed. To display the scenario instructions while you are playing the game, click the **Menu** button on the menu bar, and then click **Scenario Instructions**.



Setting up a game

Before you start a game, you must choose which type of game to play—single player or multiplayer, and random map, scenario, or campaign, as explained in "Choosing a game" in this chapter.

The type of game you choose determines what you must do to win the game, as explained in "Winning a game" in this chapter.

You can play one of twelve mighty civilizations, each with different strengths and weaknesses, as explained in "Choosing a civilization" in this chapter.

Starting on an unexplored map

You start the game with a few villagers and a Town Center on an unexplored (black) map. Moving a villager into the black area reveals the map terrain. To move a villager, click the villager, and then right-click the location to move to. Enemy buildings and walls are not visible until you explore the area of the map where they are located. For more information, see "Exploring," and "Moving villagers, military units, and boats" in Chapter 2.

As you explore the map, you discover resources to increase your stockpile of food, wood, stone, and gold. Villagers can chop trees for wood, forage berry bushes, hunt animals, and fish for food, as well as mine for stone and gold. To assign a

---

The slow gradual process of human evolution and technological advance brought our human ancestors safely to the end of the last Ice Age 10,000 years ago. As the ice receded, the land reentered a cycle of gradually increasing plant and wildlife abundance. Humans by this point had spread around the world and were sufficiently advanced to begin dominating instead of just surviving.

---

villager a task, click a villager, and then right-click a work site, such as a tree, animal, or stone mine. For more information, see "Villager tasks" in Chapter 3. You can also increase your stockpile by trading with or receiving tribute from other civilizations, as explained in "Trading" in Chapter 3 and "Tribute" in Chapter 5.

Building your civilization

You use the resources (food, wood, stone, gold) in your stockpile to construct buildings, as explained in "Constructing buildings" in Chapter 3. You must build enough Houses to support the population of your civilization. Each House supports four villagers, boats, or military units. Each civilization can create a maximum of 50 villagers, military units, and boats, as explained in "Creating villagers, military units, and boats" in Chapter 3.

The first archaeological evidence of human culture is stone tools. The oldest discovered so far date back 2.5 million years and initiate the period called the Old Stone Age (Paleolithic).

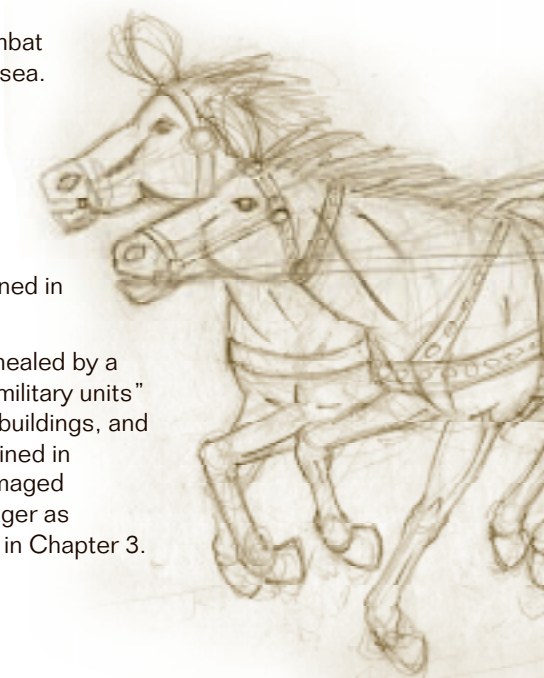
Advancing through the ages

The resources in your stockpile are also used to advance your civilization through the different ages. There are four ages: Stone Age, Tool Age, Bronze Age, and Iron Age. You typically start the game in the Stone Age and strive to advance to the Iron Age. To advance to the next age, you must have a Town Center and build two different buildings from the current age. Then click the Town Center, and click the **Advance to Next Age** button. For more information, see "Advancing through the ages" in Chapter 4.

As you advance through the ages, you can build new buildings and military units and research new technologies that benefit your civilization. For example, researching Leather Armor decreases the damage your military units receive in combat. The buildings, military units, and technologies that are available depend on which civilization you are playing. The technology trees for each civilization are in the Appendix.

Engaging in combat

Military units and villagers can engage in combat on land. War ships can engage in combat at sea. To win a game by military conquest, your civilization (or team) must destroy all enemy villagers, military units, war ships, and buildings. You do not need to destroy trade vessels, transport vessels, fishing vessels, Artifacts, Ruins, or walls. You can pursue an allied victory with other civilizations as explained in "Allied victory" in Chapter 5.

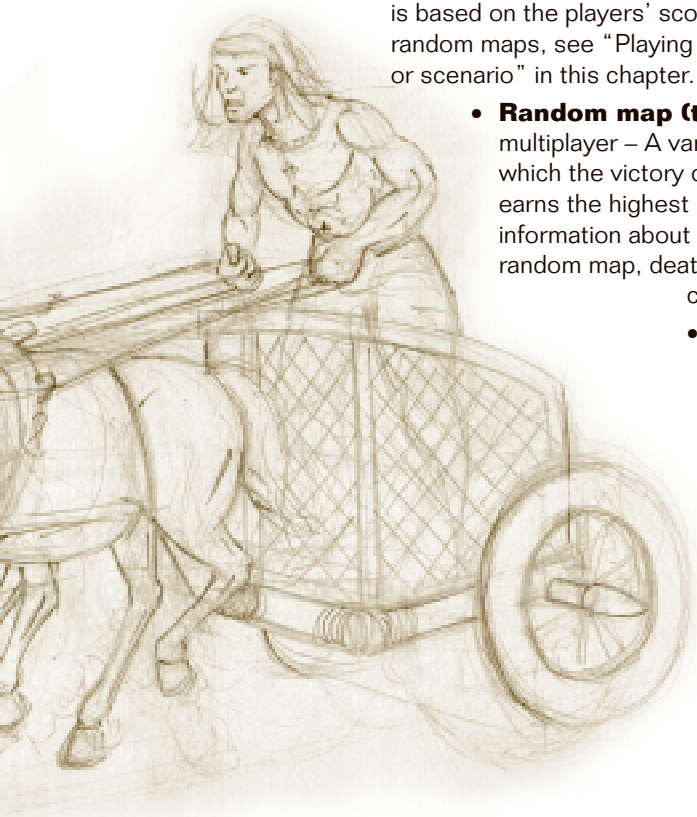


Wounded villagers and military units can be healed by a Priest as explained in "Healing villagers and military units" in Chapter 5. Enemy villagers, military units, buildings, and boats can be converted by a Priest, as explained in "Converting enemy units" in Chapter 5. Damaged buildings and boats can be repaired by a villager as explained in "Repairing buildings and boats" in Chapter 3.

Choosing a game

You can play single player and multiplayer games based on randomly generated maps, scenarios, or campaigns.

- **Campaign** – Single player – A predesigned series of related scenarios that chronicle the rise of one of the mighty civilizations of antiquity. New players should play the Ascent of Egypt learning campaign to learn the basics of Age of Empires. For information about campaigns, see "Playing a campaign" in this chapter.
- **Scenario** – Single player or multiplayer – A predesigned game that is not part of a campaign. For information about single player scenarios, see "Playing a random map, death match, or scenario" in this chapter. For information about multiplayer scenarios, see "Playing a multiplayer game" in this chapter.
- **Random map** – Single player or multiplayer – A game based on a randomly generated world map. You can change the game settings and the victory condition. For information about random maps, see "Playing a random map, death match, or scenario" in this chapter.
- **Random map (death match)** – Single player or multiplayer – A variation of a random map in which players start with stockpiles of 20,000 food, wood, stone, and 10,000 gold and then fight to the death. For information about death matches, see "Playing a random map, death match, or scenario" in this chapter.
- **Random map (score)** – Single player or multiplayer – A variation of a random map in which the victory condition is based on the players' scores. For information about random maps, see "Playing a random map, death match, or scenario" in this chapter.
- **Random map (time limit)** – Single player or multiplayer – A variation of a random map in which the victory condition is based on who earns the highest score within the time limit. For information about random maps, see "Playing a random map, death match, or scenario" in this chapter.
- **Cooperative game** – Multiplayer – A random map, death match, or scenario in which two or more human players share control of a single civilization. Each player can give unrestricted (and even conflicting) orders to all units. For information about cooperative games, see "Playing a multiplayer game" in this chapter.



Although the oldest surviving tools are made of stone, it is possible that tools of organic materials were in use earlier and have not survived. Animal bones, feather quills, claws, and objects of wood or fiber could have all been used as tools before stone.

Winning a game

In a random map or death match, you can win the game by achieving any one of the standard victory conditions: Artifacts (the first player to control and hold all Artifacts wins), Ruins (the first player to control and hold all Ruins wins), Wonders (the first player to build and hold a Wonder wins), or Conquest (the first player to conquer all enemies). Players can pursue any of the standard victory conditions to win. For example, player 1 might try to control all Artifacts, player 2 might try to build a Wonder, and player 3 might try to achieve military conquest. The first player to be successful wins the game.

Or, if you do not want to use the standard victory conditions, you can choose your own victory condition: Conquest (all players must try to achieve military conquest), Score (all players compete to achieve the specified score) or Time Limit (all players compete to achieve the highest score within the time limit).

To change the victory condition in a single player game, see "Playing a random map, death match, or scenario" in this chapter. To change the victory condition in a multiplayer game, see "Playing a multiplayer game" in this chapter.

Weapons are technology. They can be the difference between survival and extinction for an individual, a tribe, or a culture. Human predecessors were clearly advanced and competing well before they developed the first tools, but the growing technological sophistication of humans has been the means of our dominance over all other species, at least so far.

Artifacts

Artifacts are objects akin to the Ark of the Covenant that were crafted by now-lost cultures and bring prestige to the civilization that possesses them. They can be captured from other civilizations in a game and carried away. Control of Artifacts counts toward your score. A random map contains five Artifacts or none.

In a random map with standard victory conditions, the first civilization (or team) to control all Artifacts for 2000 years wins the game. An Artifact is controlled by the last civilization to move a villager, military unit, or boat nearby. The color of an Artifact indicates which civilization controls it. The owner of the Artifact can move it on land or on a transport vessel. Artifacts cannot be destroyed. For example, if a transport vessel sinks with an Artifact on board, the Artifact appears on a nearby shore.

When a civilization controls all Artifacts, the other civilizations are notified and a countdown clock appears in the upper-right corner of the game screen. The color of the clock indicates which civilization controls the Artifacts. The first civilization to control all Artifacts for 2000 years (until the clock reaches zero, approximately 15 minutes), wins the game. If an Artifact changes ownership before 2000 years have passed, the countdown is terminated.

Ruins

Ruins are ancient structures resembling Stonehenge that were built by now-lost cultures and bring prestige to the civilization that controls them. Ruins cannot be moved. Ownership may be taken away by another civilization. Control of Ruins counts toward your score. A random map contains five Ruins or none.

In a random map with standard victory conditions, the first civilization (or team) to control all Ruins for 2000 years wins the game. Ruins are controlled by the last civilization to move a villager, military unit, or boat nearby. The color of a Ruin indicates which civilization controls it. Ruins cannot be destroyed.

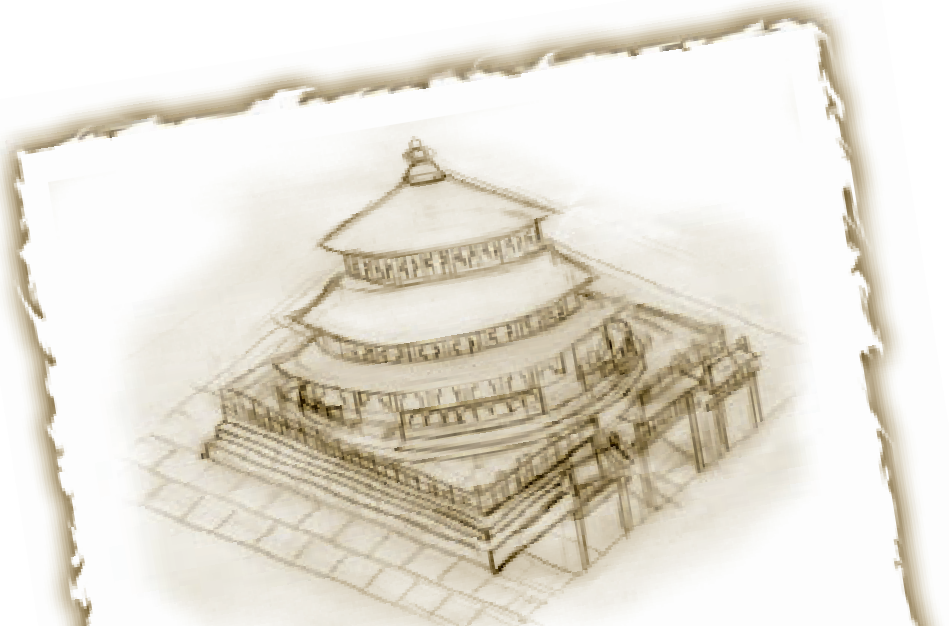
When a civilization controls all Ruins, the other civilizations are notified and a countdown clock appears in the upper-right corner of the game screen. The color of the clock indicates which civilization controls the Ruins. The first civilization to control all Ruins for 2000 years (until the clock reaches zero, approximately 15 minutes), wins the game. If a Ruin changes ownership before 2000 years have passed, the countdown is terminated.

Wonders

A Wonder is the crowning achievement of civilizations who build one. Examples of historic ancient Wonders that have become icons for their civilization are the Egyptian Pyramids, the Great Wall of China, and the Athenian Acropolis. A civilization can build a Wonder after advancing to the Iron Age.

In a random map with standard victory conditions, the first civilization to build a Wonder that stands for 2000 years wins the game. When a civilization begins to build a Wonder, the other civilizations are notified and shown its location on the diamond-shaped map in the lower-right corner of the game screen. When the Wonder is completed, the other civilizations are again notified and a countdown clock appears in the upper-right corner of the game screen. The color of the clock indicates which civilization owns the Wonder. The first civilization to build a Wonder that stands for 2000 years (until the clock reaches zero, approximately 15 minutes), wins the game. If a Wonder is destroyed before 2000 years have passed, the countdown is terminated.

A civilization can build more than one Wonder. Wonders standing at the end of the game (even if they were not the first Wonder to stand for 2000 years) provide the owning civilization with points, as explained in the "Score" section in this chapter.



The earliest preserved human tools are fine-grained stones that have been struck apart to create sharp edges.

The pace of technological change has gradually accelerated over time, although there have been periods of relative quickness and slowness, or even decline, and a few junctures where the rate of acceleration shifted into a higher gear. There have been at least two dark ages in the West where technology and knowledge declined or was lost — the first beginning around 1200 BC and the second around 400 AD. The destruction of the great library in Alexandria in 391 AD by religious zealots may alone have set back our knowledge by several hundred years.

Conquest

In a random map with standard victory conditions, you can win the game by achieving military conquest even if the other players are pursuing one of the other standard victory conditions (Artifacts, Ruins, or Wonders). If you do not want to play the standard victory conditions, you can set the victory condition to Conquest.

To win a game by military conquest, your civilization (or team) must destroy all enemy villagers, military units, war ships, and buildings. You do not need to destroy trade vessels, transport vessels, fishing vessels, Artifacts, Ruins, or walls.

Time Limit

If you do not want to play the standard victory conditions, you can set the victory condition to Time Limit. In a time limit game, you select the time limit after which the game automatically ends. A countdown clock is displayed in the upper-right corner of the game screen. The civilization (or team) with the highest score when the clock reaches zero wins the game. The team score is the average of all team members' scores.

Score

If you do not want to play the standard victory conditions, you can set the victory condition to Score. In a score game, the game creator chooses the score to achieve. The first civilization (or team) to achieve the score or military conquest wins the game. In a score game, constructing Wonders and owning Artifacts and Ruins provides points but does not automatically end the game. The team score is the average of all team members' scores. Score can be set as a victory condition or used simply as a measure of achievement.

The great civilizations of antiquity were those that achieved a high level of cultural and technological development. Greatness was also measured by influence over distance and over time. The Sumerian civilization, for example, was never particularly large but the importance of the wheel and writing, for which they are credited, was enormous. The Greeks, more than any other ancient culture, had the greatest impact on the modern world.

Greatness was somewhat dependent on military prowess. Most of the important ancient civilizations were military powers at one time and spread their culture by conquest. Those cultures that did not develop a strong military did not usually last long enough to have a significant impact on world events. A strong military ensured longevity and the opportunity to become great.

Great civilizations left a lasting legacy of architecture, literature, language, ideas, and technological innovation that influenced those that followed. Age of Empires encompasses this definition of civilization with its score system. The greatness of your civilization is measured by the points you earn for a variety of achievements during the play of a game. The civilization score for your civilization can be compared to that of others in your game during play and at game end. Civilization scores are calculated for all players (human and computer) as the game progresses.

THE FIRST STONE TOOLS MAY HAVE ALLOWED HUMANS TO BUTCHER FRESH KILLS INSTEAD OF SEARCHING FOR CARRION.

To display civilization scores

The civilization scores are shown in the lower-right corner of the game screen.

➤ To turn the display on or off, click the **S** button above the diamond-shaped map in the lower-right corner of the game screen.

The scores are shown as civilization score/team score. The list of players is ranked by team score and then by civilization score. The team score is the average of all team members' scores.

➤ To display the details of your score, click the **Menu** button on the menu bar, and then click **Achievements**.

For information about how scores are calculated, refer to the Technology Tree Foldout. The bonus points (such as most military units) can change ownership throughout the game. For example, if player 1 has 30 military units and player 2 has 35 military units, player 2 receives the 25-point bonus. However, if player 1 builds 6 more military units (or kills 6 of player 2's military units), player 1 receives the 25-point bonus.

Choosing a civilization

Play one of history's twelve mightiest civilizations! Command the Greek phalanx, the world's best infantry for hundreds of years. Lead the chariots of the Hittites, or Assyrians. Build up the vast agricultural empire of Egypt, Babylon, or Sumeria. Guide the Persians from their small enclave to prominence as a world power. Guide the Shang (China), Ancient Choson (Korea), or Yamato (Japan) for control of Asia. Dominate world sea trade as the Phoenicians or Minoans.

Each civilization has strengths and weaknesses and can research different technologies. For information about the special attributes of each civilization, refer to the Technology Tree Foldout. The technology trees for each civilization are in the Appendix and in the Docs folder on the Age of Empires disc.

The civilization you choose to play depends on the victory conditions of the game and the strengths and weaknesses of your opponents. For example, if a world has extensive seas, choose to play a civilization with advantages in ship building or speed (Yamato, Phoenician, Minoan). If you are competing with the Persians, prepare for eventual clashes with War Elephants. More than one player can choose the same civilization. In a multiplayer cooperative game, two or more players can choose the same player number and share control of a single civilization.

Hunter-gatherers were probably not unsettled wanderers taking what came their way. Their existence and survival depended on systematically exploiting the resources around them according to what has been called an "optimal foraging strategy." They moved to the seashore to harvest oysters in season, near the nut trees in the fall, and elsewhere to be present when fruits were ripe.

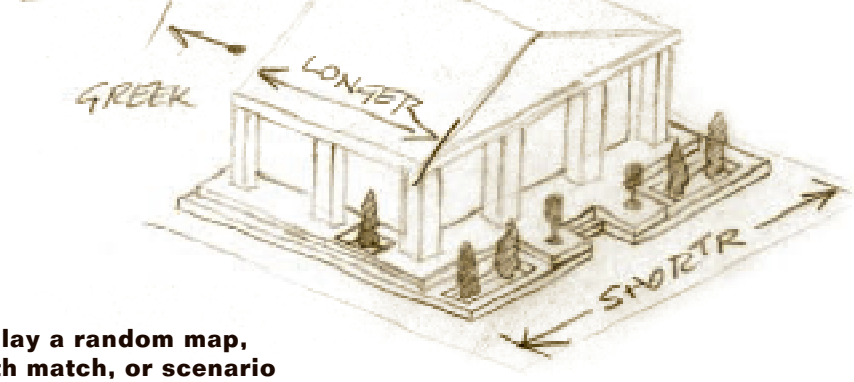
Playing a random map, death match, or scenario

A random map is a single player or multiplayer game based on a randomly generated world map. You can win the game by achieving any one of the standard victory conditions, or you can set the victory condition to Conquest, Score, or Time Limit.

A death match is a random map in which players start with stockpiles of 20,000 food, wood, stone, and 10,000 gold. You can win the game by achieving a military conquest, building a Wonder, or achieving the highest score.

A scenario is a predesigned game that is not part of a campaign. The victory conditions are revealed when you start the scenario. You can create custom scenarios using the scenario builder and share them with other players.

For information about playing a multiplayer random map, death match, or scenario see "Playing a multiplayer game" in this chapter.



To play a random map, death match, or scenario

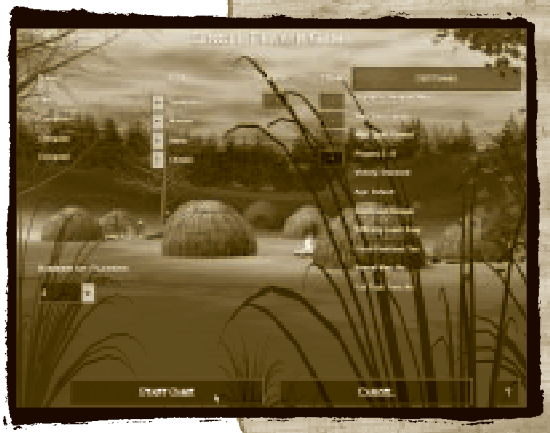
1 On the Age of Empires menu, click **Single Player**.

2 Click **Random Map**, **Death Match**, or **Scenario**.

If you are playing a scenario, select the scenario to play, and then click **OK**.

3 Select the player settings:

- **Civ** – Each civilization has special skills and can research different technologies, as explained in "Choosing a civilization" in this chapter. More than one player can choose the same civilization.
- **Player** – Starting position on the game map. To change the setting, click the player number. The color of the player number corresponds to the color of the civilization.
- **Team** – Players who want to start the game as allies can select a team by clicking the **Team** number. A dash (–) in the **Team** box indicates no team. Players on the same team automatically have their diplomatic stance set to **Ally** and **Allied Victory** set. To change these settings during the game, click **Diplomacy** on the menu bar.
- **Number of Players** – In a single player game, your opponents are computer players.

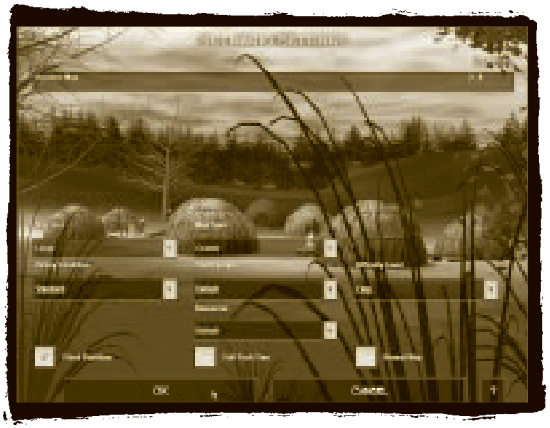


4 If you want to change the scenario settings, click **Settings**. You can change the following settings:

- **Map Size** – (random map and death match only) The size of the map. The larger the map, the longer the game.
- **Map Type** – (random map and death match only) The distribution of land and water on the map.
- **Victory Condition** – The first civilization (or team) to achieve the victory condition wins the game. For information about the victory conditions, see "Winning a game" in this chapter. Some scenarios contain individual victory conditions, which cannot be changed.
- **Starting Age** – The age at which the game begins. For example, if the game begins in the Bronze Age, the Bronze Age has just begun and all Stone Age and Tool Age technology has been completed. Nomad starts in the Stone Age and lets you choose where to build your Town Center. The default setting for a random map is Stone Age. To use the starting age a scenario was designed with, select **Default**.

Metal tools were first made from raw copper found on the Earth's surface and hammered into useful or artistic shapes.

- **Difficulty Level** – The skill of civilizations controlled by the computer. The levels range from easy to hardest.
- **Resources** – Determines the quantity of resources (food, wood, stone, gold) in each player's stockpile. The default setting for a random map is the lowest level of resources. To use the resource setting a scenario was designed with, select **Default**.
- **Fixed Positions** – Determines whether civilizations in a random map game begin the game in random positions on the map or in fixed (clockwise) positions based on their player number. Team members with consecutive player numbers are located adjacent to each other if you select **Fixed Positions**.
- **Full Tech Tree** – Allows all civilizations to research all technologies in the game. The special attributes usually associated with each civilization are removed.
- **Reveal Map** – Determines whether the map terrain is visible at the beginning of the game or revealed as you explore it.



5 Click **Start Game**.

THE CREATION OF WRITING WAS ONE OF THOSE JUNCTURES AFTER WHICH THE INCREASE OF KNOWLEDGE WAS PERMANENTLY AND RAPIDLY ACCELERATED. WRITING GREATLY EXPANDED THE PRESERVATION, SPREAD, AND PASS-THROUGH OF INFORMATION. COMPUTERS HAVE INCREASED THE RATE OF ACCELERATION IN A SIMILAR MANNER.

Playing a campaign

A campaign is a predesigned series of related scenarios that chronicle the rise of one of the mighty civilizations of antiquity. You must play the scenarios in a campaign in sequence, using the settings and victory conditions with which each scenario was designed. New players should play the Ascent of Egypt learning campaign to learn the basics of Age of Empires.

You can create your own campaigns using the campaign editor, as explained in "Using the campaign editor" in Chapter 6.

To play a campaign

1 On the Age of Empires menu, click **Single Player**.

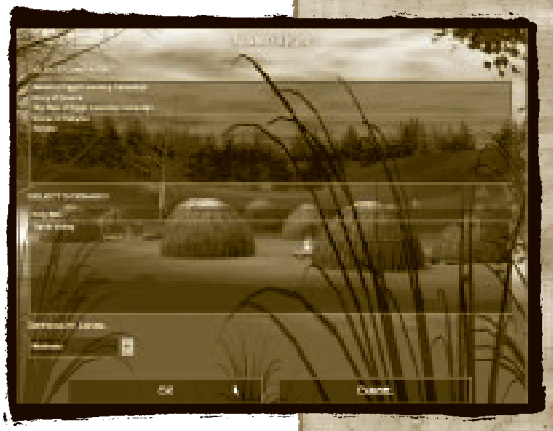
2 Click **Campaign**.

3 Type your player name, or click a player name in the **Name** list.

To add a new name to the list, click **New**, and then type a name.

To delete a name from the list, click the name to delete, and then click **Remove**.

4 Click **OK** to display the list of campaigns.



5 Select the campaign to play.

   The scenarios in the campaign are displayed in the **Select Scenario** list. If you have not previously played the campaign using your current player name, only the first scenario is displayed. After you complete a scenario, the next scenario in the campaign appears in the list.

6 If more than one scenario is listed, select the scenario you want to play.

7 Select the **Difficulty Level** (the skill of civilizations controlled by the computer). The levels range from easy to hardest.

8 Click **OK** to start the scenario.

   After the cinematic plays, the scenario instructions are revealed. To display the scenario instructions while you are playing the game, click the **Menu** button on the menu bar, and then click **Scenario Instructions**.

The map that appears before a campaign scenario shows the area where the current scenario takes place and the area(s) where previous scenarios in the campaign have taken place.

Playing a saved game

To play a saved game

1 On the Age of Empires menu, click **Single Player**, and then click **Saved Game**.

   -or-

   From within the game, click the **Menu** button on the menu bar, and then click **Load**.

2 Select the saved game to play, and then click **OK**.

Playing a multiplayer game

You can play a random map or scenario with up to eight players connected across a network or the Internet and two players across a modem or serial connection. For information about sharing Age of Empires discs in a multiplayer game, see "Starting Age of Empires" in this chapter. The player with the most powerful computer should host the game.

Two or more players can play a cooperative game in which they share control of a single civilization. Each player can give unrestricted (and even conflicting) orders to all units. To play a cooperative game, players must select the same player number before starting a multiplayer game.

If a player's connection is lost during a multiplayer game, the player cannot rejoin the game.

To select a multiplayer connection

1 On the Age of Empires menu, click **Multiplayer**.

2 Type your player **Name**.

3 Select the **Connection Type**. The connection types listed depend on the hardware, software, and services you are using. Common connection types include:

- **IPX Connection for DirectPlay** – Connect using a network that uses the IPX protocol. If you do not know which protocol your network uses, check with your network administrator.
- **Internet TCP/IP Connection for DirectPlay** – Connect using the Internet or a network that uses the TCP/IP protocol. If you do not know which protocol your network uses, check with your network administrator.
- **Modem Connection for DirectPlay** – Connect two computers using a modem. Age of Empires requires a modem speed of 28.8 Kbps or faster.
- **Serial Connection for DirectPlay** – Connect two computers using a null-modem cable.
- **Microsoft Internet Gaming Zone** – Selecting this option exits Age of Empires, launches your Web browser, and connects to Microsoft's Internet Gaming Zone. The Internet Gaming Zone is a quick and easy way to find other Age of Empires players. For information about creating and joining games on the Internet Gaming Zone, see the documentation provided on the Internet Gaming Zone.

4 Click **OK**, and then join or create a multiplayer game as explained in the following sections.

THE CONVERSION BY OUR PREDECESSORS FROM HUNTER-GATHERER TO HERDER-FARMER, CIRCA 8000 BC, IS THE GREAT DICHOTOMY OF THE HUMAN EXPERIENCE. FROM THAT POINT ON, THE DOMINANCE OF OUR SPECIES, AT LEAST TO THE PRESENT, WAS ASSURED.

Joining a multiplayer game

To join a multiplayer game

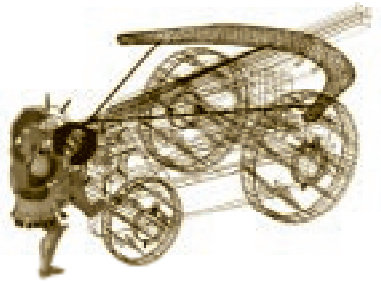
1 Select a multiplayer connection, as explained in the previous section.

2 Click **Show Games** to update the list of multiplayer games.

3 Follow the instructions that appear on the screen for the connection type you are using.

If you are making a TCP/IP connection across a Local Area Network, in most cases you can click **OK** instead of entering an IP address.

4 Select the game to join, and then click **Join**.



5 Select the player settings:

- **Civ** – Each civilization has special skills and can research different technologies, as explained in "Choosing a civilization" in this chapter. More than one player can choose the same civilization.
- **Player** – Starting position on the map and color of civilization. To change the setting, click the player number. To play a cooperative game, two or more players can select the same player number and share control of a single civilization. Each player can give unrestricted (and even conflicting) orders to all units.
- **Team** – Players who want to start the game as allies can select a team by clicking the **Team** number. A dash (–) in the **Team** box indicates no team. Players on the same team automatically have their diplomatic stance set to **Ally** and **Allied Victory** set. To change these settings during the game, click **Diplomacy** on the menu bar.

6 The game creator controls the other game settings shown on the screen.

You can discuss the game settings with the game creator and other players by typing in the **Chat** box. To send your message, press ENTER. To chat with other players during a game, press ENTER or click the **Chat** button on the menu bar. For information about chatting, see "Using the interface" in this chapter.

7 When you are ready to begin the game, click **I'm Ready!** The names of players who are ready are shown in green. If you change your mind before the game starts, click the button again. The game does not begin until all players are ready and the creator starts it.

Agriculture removed much of the uncertainty in obtaining food. People no longer had to search it out over large areas — they found places where it could be produced in abundant quantities year after year and fixed themselves there.

Creating a multiplayer game

To create a multiplayer game

1 Select a multiplayer connection, as explained at the beginning of this section.

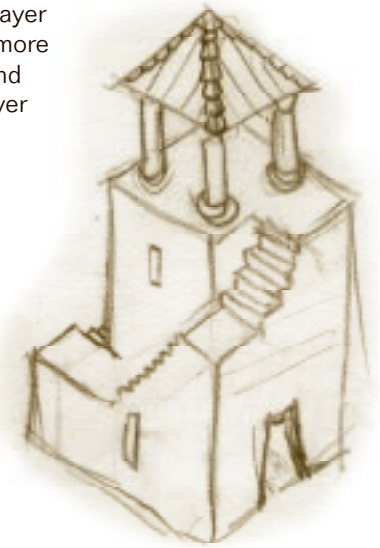
2 Click **Create**.

3 Type a name for the game.

4 Follow the instructions that appear on the screen for the connection type you are using.

5 Select the player settings:

- **Name** – If you want to limit the number of players that can join the game, close some of the positions. Closing a position that is filled by a player ejects the player from the game. **Open** indicates that the position is available for a human player. **Computer** indicates that the position is played by the computer. **Closed** indicates that position is not available.
- **Civ** – Select a civilization for yourself and each computer player. Human players choose their own civilization. Each civilization has special skills and can research different technologies, as explained in "Choosing a civilization" in this chapter. More than one player can choose the same civilization.
- **Player** – Starting position on the map and color of civilization. To change the setting, click the player number. To play a cooperative game, two or more players can select the same player number and share control of a single civilization. Each player can give unrestricted (and even conflicting) orders to all units.
- **Team** – Players who want to start the game as allies can select a team by clicking the **Team** number. A dash (-) in the **Team** box indicates no team. Players on the same team automatically have their diplomatic stance set to **Ally** and **Allied Victory** set. To change these settings during the game, click **Diplomacy** on the menu bar.



6 To display your IP address, click the **IP** button. Other players can type in your IP address to connect to your game.

7 Click **Settings** to select a game to play (random map, death match, or scenario). A list of scenarios appears showing the name and number of players for each scenario. Select the scenario to play. A description of the scenario appears in the **Scenario Instructions** window.

You can change the following settings:

- **Map Size** – (random map and death match only) The size of the map. The larger the map, the longer the game.
- **Map Type** – (random map and death match only) The distribution of land and water on the map.
- **Victory Condition** – The first civilization (or team) to achieve the victory condition wins the game. For information about the victory conditions, see "Winning a game" in this chapter. Some scenarios contain individual victory conditions, which cannot be changed.
- **Starting Age** – The age at which the game begins. For example, if the game begins in the Bronze Age, the Bronze Age has just begun and all Stone Age and Tool Age technology has been completed. Nomad starts in the Stone Age and lets you choose where to build your Town Center. The default setting for a random map is Stone Age. To use the starting age a scenario was designed with, select **Default**.
- **Difficulty Level** – The skill of civilizations controlled by the computer. The levels range from easy to hardest.
- **Resources** – The quantity of resources (food, wood, stone, gold) in each player's stockpile. The default setting for a random map is the lowest level of resources. To use the resource setting a scenario was designed with, select **Default**.
- **Enable Cheating** – Determines whether players can use the cheat codes.
- **Fixed Positions** – Determines whether civilizations in a random map game begin the game in random positions on the map or in fixed (clockwise) positions based on their player number. Team members with consecutive player numbers are located adjacent to each other if you select **Fixed Positions**.
- **Full Tech Tree** – Allows all civilizations to research all technologies in the game. The special attributes usually associated with each civilization are removed.
- **Reveal Map** – Determines whether the map terrain is visible at the beginning of the game or revealed as you explore it.

8 When you are finished changing the settings, click **I'm Ready!** so players know the game settings will not change. All players must click the **I'm Ready!** button before you can click **Start Game**. The names of players who are ready are shown in green.

The first domesticated grain is believed to have been a wild wheat that grew in southern Turkey. To make the step of domesticating this plant, the early gatherers had to learn how to harvest the grain seeds, extract the wheat kernel, grind it, and bake it, all before they learned how to grow the plant and select it so that it increased in kernel size.

Using the Interface

Menu button — Displays the game menu so you can save a game, change game settings, display online Help, display your achievements, etc.

Diplomacy button — Displays the Diplomacy dialog box so you can choose your diplomatic stance toward other players.

Age indicator — Displays the current age (Stone Age, Tool Age, Bronze Age, or Iron Age).

Stockpile counters — Display the quantity of resources (wood, food, gold, stone) in your stockpile.

Chat button — Displays the Chat interface so you can send messages to other players.

Game map — To scroll the map, move the pointer to the edge of the game screen in the direction you want to scroll, or use the arrow keys.

Next button — Displays more buildings that you can construct.

S button — Displays player scores.

Status line — Displays label for buttons with hot key, cost, and benefit (if applicable). Also displays roll-over Help for items on the screen.

Status box — Displays hit points, attack, armor, piercing armor, and range of the selected unit. Also displays Priest rejuvenation percentage.

Command/Build/Upgrade/Research Buttons — Displays commands, buildings you can construct, units you can upgrade, and technologies you can research.

? button — Displays popup Help for items on the game screen.

Diamond-shaped map — Displays the game map in smaller scale. Click a location, or drag the white box to display a location on the game map.

Chatting

To chat during a multiplayer game

1 Click the **Chat** button on the menu bar, and then select which players should receive the message: allies, enemies, everyone, or a particular player.

-or-

To display only the chat text box, press ENTER.

2 Type a message. To taunt your opponents with a recorded message, type a number from 1 to 25.

3 Press ENTER to send the message.

Changing the game settings

You can change the game speed, music volume, sound volume, screen size, mouse interface, and roll-over Help used in the game.

To change the game settings

1 Start a game.

2 Click the **Menu** button on the menu bar.

3 Click **Game Settings**. You can change the following settings:

- **Speed** – The higher the game speed, the faster villagers, military units, and boats move. Game time also elapses more quickly than "real time." Changing the game speed affects all civilizations.
- **Music Volume** – Move the slider down to decrease the music volume.
- **Sound Volume** – Move the slider down to decrease the volume of sound effects.
- **Screen Size** – The default screen size is **800 x 600**.
- **Mouse Interface** – The default setting is **Two Buttons**, which means that the left mouse button is used to select a unit, and the right mouse button is used to execute a command.

  For example, to instruct a villager to hunt using **Two Buttons**, you would left-click the villager and then right-click the animal to hunt. To instruct a villager to hunt using **One Button**, you would left-click the villager and then left-click the animal to hunt.
- **Roll-over Help** – The default setting is **On**, which displays tips on the status line when you move the cursor over items such as trees, foraging sites, buildings, etc.

Cattle are considered the most significant domestication. In addition to providing meat, milk, and hides, they were also valuable as beasts of burden. They pulled wagons, greatly improving land transport. They pulled plows, greatly improving agriculture. The existence of domesticated cattle is thought to have been primarily responsible for the doubling of population in the Near East between 4000 and 5000 BC.

THE AGRICULTURAL REVOLUTION MADE POSSIBLE THE FIRST TOWNS AND CITIES. DEPENDABLE LOCAL FOOD SUPPLIES ALLOWED PERMANENT SETTLEMENT, AND THESE SETTLEMENTS GREW. PEOPLE BUILT PERMANENT HOMES, PERMANENT STRUCTURES FOR THE PRODUCTION AND STORAGE OF FOOD, AND AN ENTIRELY NEW INFRASTRUCTURE OF CIVIC INSTITUTIONS SUCH AS COURTS, RELIGIOUS CENTERS, AND MARKETPLACES AS THE NEED FOR THESE AROSE.

Getting Help

Age of Empires provides online and popup Help.

To display online Help

➤ On the Age of Empires menu, click **Help**.

-or-

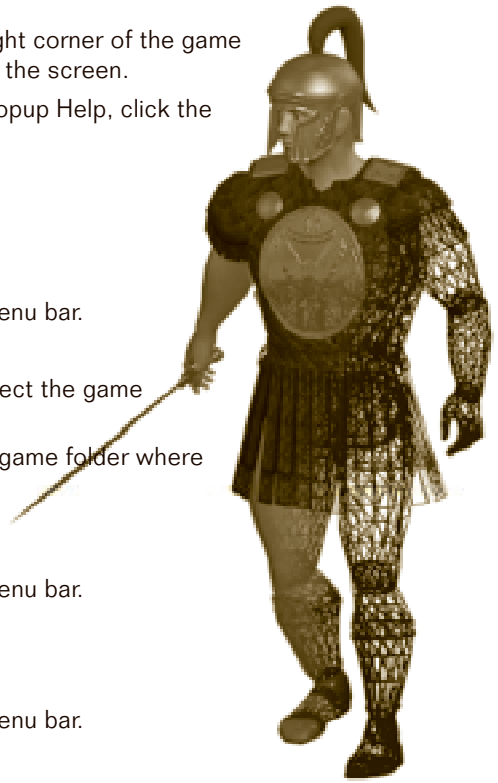
From within a game, press **F1** or click the **Menu** button on the menu bar, and then click **Help**.

To return to the game from online Help, click the **Game** button.

To display popup Help

➤ Click the **?** button in the lower-right corner of the game screen, and then click an item on the screen.

To display the online Help from popup Help, click the **More Help** button.



Saving and Exiting

To save a game

1 Click the **Menu** button on the menu bar.
2 Click **Save**.
3 Type a name for the game, or select the game to save.

Saved games are located in the Savegame folder where Age of Empires is installed.

To exit a game

1 Click the **Menu** button on the menu bar.
2 Click **Quit Game**.

To resign a multiplayer game

1 Click the **Menu** button on the menu bar.
2 Click **Resign**.

All units on the map become visible so you can observe the game, but you can no longer participate.

Hot keys

A list of hot keys is provided on the Technology Tree Foldout and in the Gameplay section of the online Help.

Chapter 2

Exploring the map

Exploring

As the great ice sheets receded, humans followed in their wake, exploring and settling newly uncovered lands modified by the changing climate. The world changed dramatically in a short period. Human populations multiplied, coalesced into groups, and began competing among each other, rather than with other species, for the best food and resources. The foundations of the first great civilizations were laid in some part by those groups that found and controlled the best areas. Discovery and control of the Nile, Tigris, and Euphrates River valleys determined which of the wandering tribes in those regions would become Egypt, Sumeria, and Babylonia.

At the start of a typical Age of Empires game, exploration is vital. Sources of food and wood need to be found quickly. Artifacts and Ruins that are nearby should be controlled. Nearby geography may suggest where defenses should be built to stave off potential attackers. More distant resources should be noted for your eventual expansion. And learning the location of enemies helps you plan your attacks.

Unexplored areas of the map are black. Moving a villager, military unit, or boat into a black area reveals the map. You cannot explore beyond the edge of the map. Enemy buildings and walls are not visible until you explore the area of the map where they are located. Once an area has been explored, buildings and walls remain visible. However, changes to the buildings, such as age upgrades, damage, and destruction are not visible unless the building or wall is within the sight of a villager, military unit, or boat from your civilization. Enemy villagers, military units, and boats are only visible when they attack or are within the sight of a unit from your civilization.

Researching Writing lets allies share exploration.

Grouping villagers, military units, and boats

Grouping lets you command several villagers, military units, or boats at the same time.

To select a group

➤ Drag the pointer over the villagers, military units, or boats you want to group. Or hold down the CTRL key and click each unit.

To create a group

➤ Select a group (as described above), then click the **Group** button. When you click one member of the group, the other members are also selected.

To ungroup units

➤ Click a member of the group, and then click the **Ungroup** button.

To assign a number to a group

1 Select a group.

2 Press CTRL and the number to assign to the group. For example, to assign the number 2 to a group, press CTRL+2. The number appears in the lower-left corner of each unit in the group.

3 To select the group, press the number assigned to it. For example, to select group 2, press the 2 key.

Moving villagers, military units, and boats

How quickly villagers, military units, and boats move depends on the speed of the unit and the game speed, as explained in "Using the interface (Changing the game settings)" in Chapter 1.

Units near each other move in formation unless they are ordered to move to or attack an object, in which case they converge on the object. You can use waypoints to make units follow a defined path to their goal.

Researching the Wheel increases the speed of villagers. Polytheism increases the speed of Priests, and Aristocracy increases the speed of Academy units.

The first important breakthrough in metallurgy was the discovery of smelting, the process of extracting metals from ore under high temperatures. This greatly expanded the use of copper, because ore was much more common than raw copper that could be hammered. By 4000 BC, small, simple copper objects were widespread in the Middle East.

To move a villager, military unit, or boat

➤ Click a villager, military unit, or boat (or select a group), and then right-click a location.

To move a villager, military unit, or boat using waypoints

1 Click a villager, military unit, or boat (or select a group).
2 Press SHIFT, and then right-click each point along the path. A waypoint marker appears.
3 Release the SHIFT key, and then right-click the last point in the path. The unit or group moves along the path you created.

The earliest archeological evidence of rafts and water craft comes from the upper Nile in Egypt and dates about 4000 BC. This evidence is primarily pictures on pottery fragments and on walls within ancient tombs. Prior to 4000 BC, there is no direct evidence of human water travel.

Transporting units across water

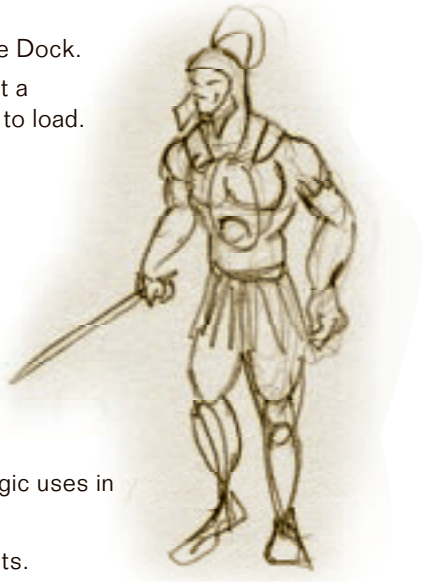
Villagers, military units, and Artifacts can be loaded aboard a transport vessel and moved across water. Allied units can also be transported. Each transport vessel can carry a limited number of villagers, military units, and Artifacts in each trip.

To load a transport vessel

1 Build a Light Transport or Heavy Transport at the Dock.
2 Click a villager, military unit, or Artifact (or select a group), and then right-click the transport vessel to load. The units are loaded onto the transport.

To unload a transport vessel

1 Click the transport vessel.
2 Click the **Unload** button.
3 Click a location on shore or in shallows.



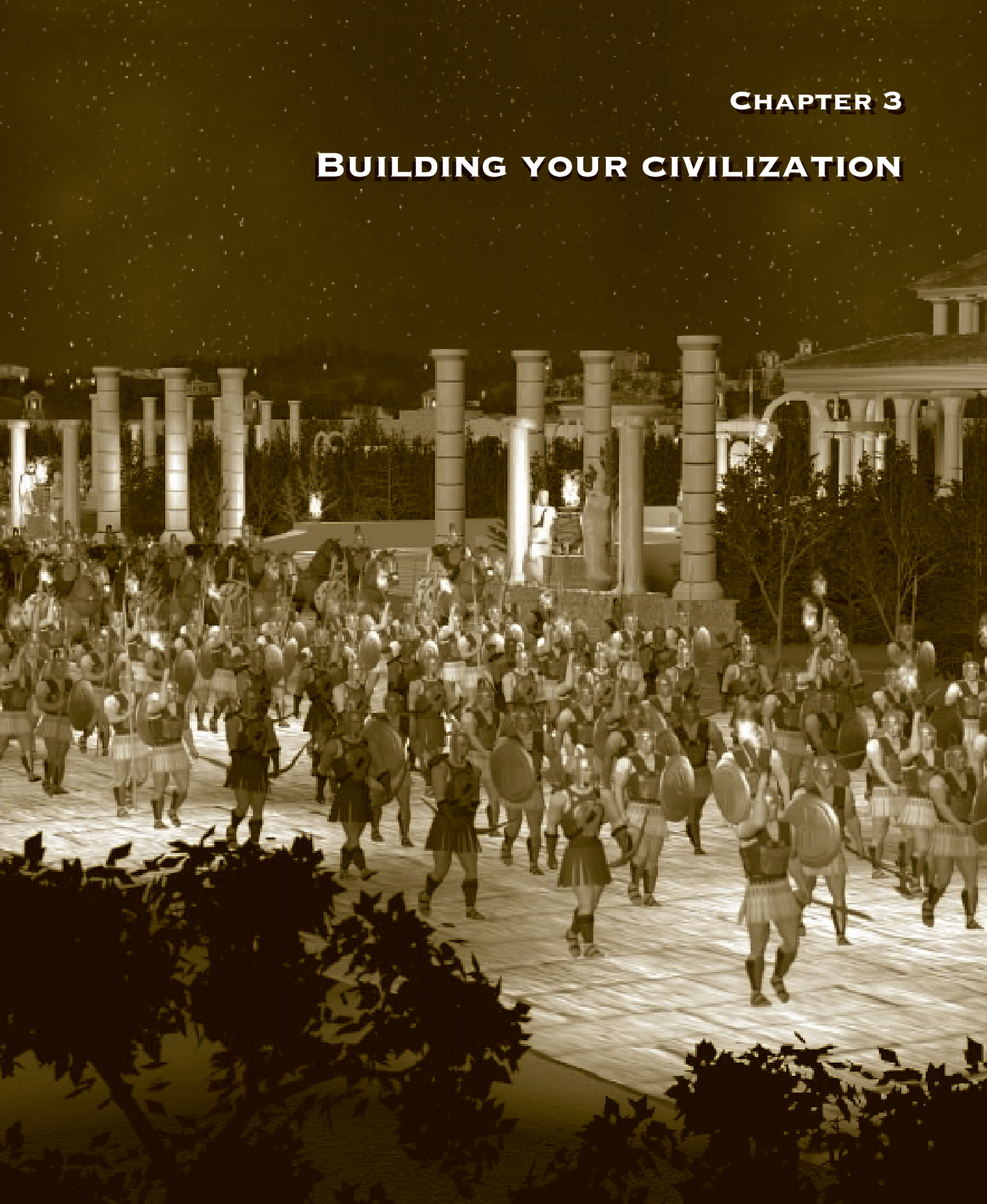
Terrain

Terrain provides resources and has tactical or strategic uses in combat. The types of terrain include:

- **Water** – Impassable to villagers and military units.
- **Shallows** – Water that is passable to villagers, military units, and boats.
- **Forest** – Impassable to villagers and military units.
- **Cliff** – Impassable to villagers and military units. Provides a 25 percent chance that the attacking unit will cause triple damage on each hit when the target is on the low side of the cliff.
- **Elevation** – Provides a 25 percent chance that the attacking unit will cause triple damage on each hit when the target is at a lower elevation.

Chapter 3

Building your civilization



Gathering resources

Stone Age humans obtained the basic necessities of life (food, shelter, and clothing) by gathering food and raw materials or by killing animals. Providing the basics of life was a full-time job. Native Americans on the northern plains, for example, had several hundred different uses for parts of a slain buffalo. We can presume that Siberian hunters made similarly extensive use of slain woolly mammoths.

Advances in Stone Age tools and techniques gradually improved the lot of humans by making it easier to acquire resources (better weapons and skills), to make more efficient use of them (better tools), and to make it easier to store them (pottery, drying, salting) for later use. The advent of animal domestication and agriculture increased the rate of technological innovation by reducing the time needed for providing basics. Some of the new-found leisure time was spent developing even more innovations that led in turn to food surpluses, more efficient techniques, more leisure, and more innovation.

In Age of Empires, the four resources of food, wood, stone, and gold are the building blocks of your civilization. Stockpiles of these items are converted into buildings and people. Most importantly, resources are expended to advance to new technological ages and achieve new technology. The use of these resources represents the costs in time and innovation required to take an important step forward.

The resources in your stockpile are used to create villagers, train and upgrade military units and boats, construct buildings, research technologies, and advance through the ages. Villagers increase your stockpile of resources by farming, fishing, hunting, etc., as explained in the following section. You can also increase your stockpile by trading (as explained in "Trading" in this chapter) and by receiving tribute from other civilizations (as explained in "Tribute" in Chapter 5).

The scattered foraging groups within a large region may have come together regularly, perhaps during the bountiful summer or fall seasons, to celebrate, select mates, and trade. Such gatherings would have been also a likely time for new technologies to be shared.

The resources in your stockpile are shown in the upper-left corner of the game screen. They include:

- **Wood** – Used to construct buildings, boats, and some military units. You increase your stockpile of wood by assigning villagers to chop trees.
- **Food** – Used to create villagers, train and upgrade military units, research technologies, and advance to the next age. You increase your stockpile of food by assigning villagers to hunt, forage, farm, and fish. Fishing Boats and Fishing Ships also fish for food. Berry bushes represent foraging sites, where ancient man collected fruits, nuts, roots, and wild grains.
- **Gold** – Used to research technologies in later ages, create some military units, advance to the Iron Age, and pay tribute to other civilizations. You increase your stockpile of gold by trading with other civilizations and by assigning villagers to collect gold from gold mines. In Age of Empires, gold represents all types of precious metals, including gold, silver, bronze, and copper.
- **Stone** – Used to build and upgrade towers and walls and research some technologies. You increase your stockpile of stone by assigning villagers to collect stone from stone mines. In Age of Empires, stone represents both stone and clay.

To display the resources at a work site

➤ Click the work site. For example, to display the amount of gold a gold mine contains, click the gold mine. The quantity of resources is displayed in the status box in the lower-left corner of the game screen.

Sources of food, wood, stone, and gold are depleted as the resources are gathered. For example, when a stone mine is depleted, it disappears. Researching Coinage increases gold mine production. Domestication, the Plow, and Irrigation increase Farm production.

Villager tasks

Villagers perform a variety of tasks, including constructing and repairing buildings and increasing your stockpile of resources by hunting, chopping wood, mining, etc. Researching the Wheel increases the speed of villagers.

Villagers perform the following tasks:

- **Builder** – Constructs buildings.
- **Farmer** – Gathers food from a Farm. Food from farming is deposited at the Town Center or Granary, whichever is closer. Researching Domestication, the Plow, and Irrigation increases Farm production.
- **Fisherman** – Gathers food from fishing sites (jumping fish) near the shore in streams and oceans. Food from fishing is deposited at the Town Center or Storage Pit, whichever is closer. Fishing Boats and Fishing Ships also fish for food, which they deposit at the Dock.
- **Forager** – Gathers food from foraging sites (berry bushes). Food from foraging is deposited at the Town Center or Granary, whichever is closer.
- **Gold Miner** – Gathers gold from gold mines. Gold is deposited at the Town Center or Storage Pit, whichever is closer. Researching Gold Mining increases gold mining efficiency, and Coinage increases gold mine production.
- **Hunter** – Kills wild game (gazelles, elephants, lions, and alligators) for food. Food from hunting is deposited at the Town Center or Storage Pit, whichever is closer. Military units can also kill animals, but food cannot be gathered from the carcass.
- **Repairman** – Repairs buildings and boats damaged in combat.
- **Stone Miner** – Gathers stone from stone mines. Stone is deposited at the Town Center or Storage Pit, whichever is closer. Researching Stone Mining and Siegecraft increases stone mining efficiency.
- **Villager** – Engaged in combat or not assigned a task. Researching Siegecraft allows villagers to destroy walls and towers, and Jihad increases their combat ability.
- **Woodcutter** – Chops trees for wood. Wood is deposited at the Town Center or Storage Pit, whichever is closer. Researching Woodworking, Artisanship, and Craftsmanship increases woodcutting efficiency.

To assign a villager a task

1 Click a villager.

2 Right-click a work site. For example, to assign a villager to mine for gold, right-click a gold mine.

The villager goes to the work site, gathers as much of the resource as he can carry, and deposits it at the Town Center, Granary, or Storage Pit (where it is added to your stockpile), and returns to the work site to gather more. Fishing Boats and Fishing Ships deposit food at the Dock.

The dense populations of towns increased the incidence of disease and epidemics. Measles, mumps, smallpox, and influenza spread easily through new towns. These diseases are thought to be evolved versions of diseases that originally afflicted animals 6000 to 8000 years ago. Irrigation incidentally spread the mosquito and the diseases it carried.

The villager continues to perform a task until you assign a different task or until the resource is depleted. If a resource is depleted, he searches for a new work site of the same type within his sight and continues working. If the villager does not find a new work site, he becomes idle.

Creating villagers, military units, and boats

With new techniques and an improving tool kit, humans were able to expand into more demanding climates as the Ice Age ended. As humans spread and adapted, the need arose for better shelter from the elements as the seasons changed. Where natural caves and other sources of shelter did not exist, humans improvised. In ancient Russia, for example, large multifamily dwellings were framed with mammoth bones and covered with mammoth skins. As humans became more agricultural and sedentary, shelter became more elaborate and long-lasting.

Creating villagers, military units, and boats costs resources (food, wood, stone, and gold). You must also have enough Houses to build a new villager, military unit, or boat (one House supports four units). The Town Center also supports four units. If a House is destroyed, you do not lose the units it supported, but you must build new housing to support any new units.

Each civilization can support up to 50 villagers, military units, or boats. For descriptions of the villagers, military units, and boats you can build, refer to the Units section of the online Help.

To create a villager

1 Click the Town Center.

2 Click the **Create Villager** button.

After a brief training period, the villager appears beside the Town Center.

To train a military unit

1 Build a Barracks, Archery Range, Stable, Siege Workshop, Academy, or Temple.

2 Click the building.

3 Click the button of the military unit to train. For example, to train a Clubman (at the Barracks), click the **Train Clubman** button.

After a brief training period, the military unit appears beside the building.

To build a boat

1 Build a Dock.

2 Click the Dock.

3 Click the button of the boat to build. For example, to build a Fishing Boat, click the **Build Fishing Boat** button.

After a brief training period, the boat appears beside the Dock.

To delete a villager, military unit, building, or boat

➤ Click a unit that belongs to your civilization, and then press the DELETE key.

You can delete your own units and buildings at any time. If you delete a building while it is under construction, 50 percent of the resources from the unbuilt portion of the building are returned to your stockpile. For example, a Storage Pit costs 120 wood. If you delete a Storage Pit immediately after you begin building it, 60 wood is returned to your stockpile. If you delete a Storage Pit after it is half built, 30 wood is returned to your stockpile.

Constructing buildings

Constructing buildings costs wood or stone. You can build more than one of each building. For example, you might build two Town Centers or three Barracks. To display all of the buildings you can construct, you must click the arrow button to the right of the building icons at the bottom of the game screen.

There are two types of buildings:

- Technology buildings, such as the Barracks, let you create new military units, upgrade military units, and research technologies.
- Non-technology buildings, such as walls and Farms, provide a benefit to your civilization but do not let you research new military units or technologies.

As you advance through the ages, the appearance of each building evolves and new military units, upgrades, technologies, and buildings become available. Allied civilizations cannot help each other construct buildings.

Researching Architecture increases the hit points and decreases the construction time of buildings and walls.

For descriptions of the buildings you can construct, refer to the Units section of the online Help.

To construct a building

1 Click a villager (or select a group). The more villagers assigned to a building, the faster it is built.

2 Click the **Build** button.

3 Click the button of the building to build. For example, to build a House, click the **Build House** button. To display more buildings, click the arrow button to the right of the building icons.

4 Click a location on the map. The building is shown in red if you cannot build in a particular location.

-or-

If you want to build more than one of the same building, press SHIFT, and then click multiple locations on the map. To build multiple walls, click a location and drag the pointer where you want to build walls.

Repairing buildings and boats

Damaged buildings and boats catch fire. They can be repaired to full strength by villagers. Repairing buildings and boats requires resources. Destroyed buildings are reduced to rubble and eventually disappear. Destroyed boats sink. You can repair the buildings of allied civilizations. The cost of the repair is deducted from the civilization that owns the building.

To repair a building or boat

1 Click a villager (or select a group of villagers). The more villagers assigned to a building or boat, the faster it is repaired.

2 Right-click the building or boat to repair.

To repair a transport vessel

1 Click a villager (or select a group of villagers).

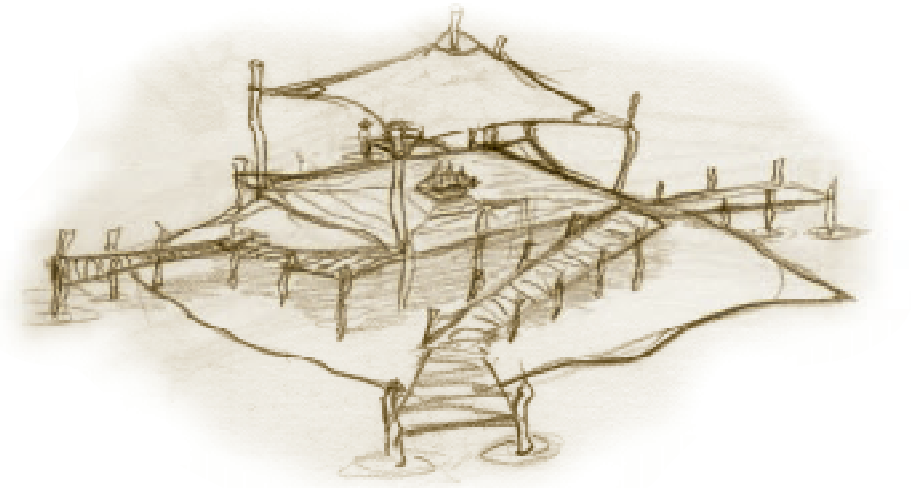
2 Click the **Repair** button, and then click the transport vessel to repair.

Surviving Assyrian relief carvings from 700 BC show skin covered boats being used to transport chariots across the Euphrates River.

Trading

Trading lets you exchange the food, wood, and stone in your stockpile for gold. You trade with other civilizations by establishing trade routes to and from foreign Docks. Trade Boats and Merchant Ships travel to foreign Docks with a cargo of trade goods (20 food, wood, or stone), exchange the trade goods for gold, and return to your Dock to deposit the gold. The farther you travel to the foreign Dock, the more valuable your cargo and the more gold you receive. Trade vessels can carry a maximum of 20 trade goods. If the stockpile of resources you are trading drops to zero, the trade vessel becomes idle. Trading has no effect on the player you are trading with. The resources you drop off and the gold you receive are not added to or deducted from the other civilization's stockpile.

Trade increased in importance after the first towns appeared. Within the town the different task specialists had to trade the results of their work for the things they needed. The increasing importance of task specialization required a more sophisticated arrangement of bartering so the residents could trade the results of their labor for the necessities and luxuries they desired.



To trade with another civilization

1 Click a Trade Boat or Merchant Ship.

2 Click the button at the bottom of the game screen that corresponds to the resource you want the vessel to carry (food, wood, or stone). The resource you select is automatically deducted from your stockpile each time the vessel returns.

3 Right-click the Dock to trade with.

To display a vessel's cargo

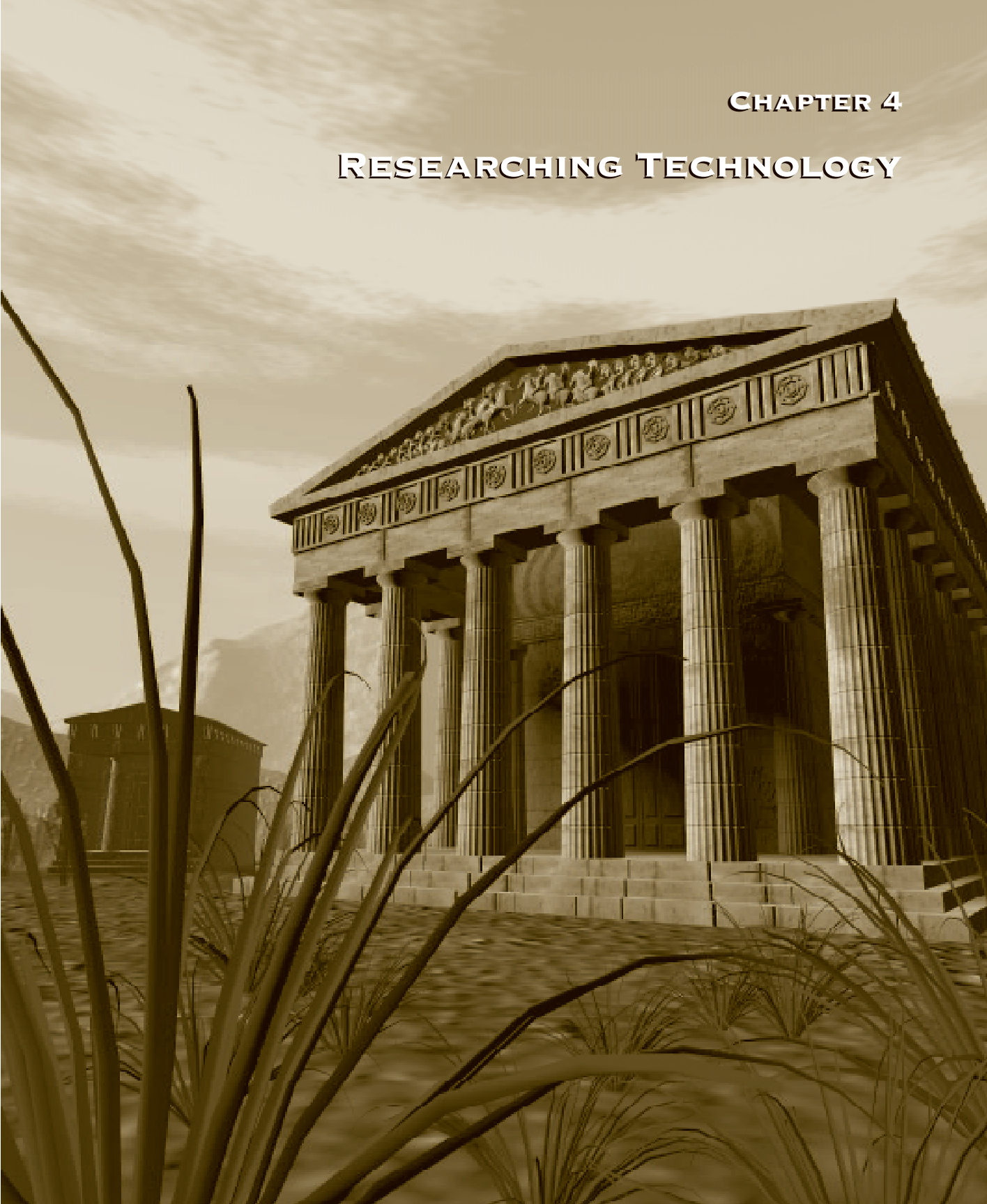
➤ Click a Trade Boat or Merchant Ship. The cargo it carries is displayed in the status box in the lower-left corner of the game screen.

To display the gold paid at a Dock

➤ Click the Dock. The amount of gold you receive for your trade goods is displayed in the status box in the lower-left corner of the game screen (shown as the amount of gold/cost).

Chapter 4

Researching Technology

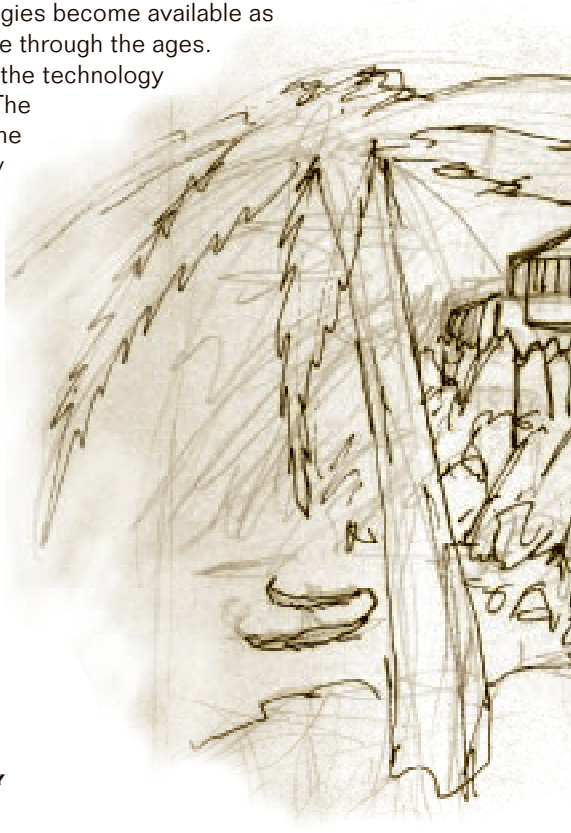


About technology

In the span of time represented by Age of Empires (roughly 12,000 BC to 500 AD), humans advanced from being just one of the animals roaming the land (albeit the most dangerous) to being the dominant species on earth. This ascendance occurred because of human intelligence and the harnessing of technology by that intelligence. A naked human with no tools or weapons was at a great disadvantage in the post-Ice Age wilderness. But a group of humans, working together, well-armed and equipped (for the time), carrying in their heads the shared wisdom of their ancestors passed down orally for generations, was a competitive force of awesome power. Paleontologists believe, for example, that small bands of big game hunters spread south from what is now Canada to the tip of South America in about 1000 years, hunting to extinction 31 genera of big game herbivores (mammoth, mastodon, giant beaver, giant sloth, horse, a variety of camels, and others).

Technology was the underlying dynamic for the rise of civilization throughout the period covered by Age of Empires. Those cultures that learned a key new technology first often had an advantage over their neighbors. Technology was often the key factor in survival, expansion, and longevity. Egypt and Mesopotamia grew strong early, once they mastered irrigation. The Minoans established a monopoly on sea trade and grew rich. The Greeks expanded on the basis of trade, mining, and a culture that encouraged and rewarded original thought. The Hittites mastered metalworking and fielded well-equipped armies. The Assyrians, surrounded by enemies, forged a powerful and innovative army out of necessity.

New buildings, military units, and technologies become available as you build technology buildings and advance through the ages. The Technology Tree Foldout shows all of the technology paths you can pursue in Age of Empires. The technologies available to you depend on the civilization you are playing. The technology trees for each civilization are in the Appendix and in the Docs folder on the Age of Empires disc.



Advancing through the ages

Historians have divided the story of human development into a number of ages for reference. Age of Empires covers roughly four periods—the end of the old Stone Age (or Paleolithic period), the Tool Age (or Neolithic period), the Bronze Age, and the beginnings of the Iron Age. These periods are named after the predominant tool and weapon material. Stone Age tools were large stone choppers and spear points. Tool Age tools were small stone blades, called microliths, struck from stone core. The small blades were fixed into hafts to make scythes, knives, and others specialized tools. The Bronze Age was dominated by tools and weapons made of bronze metal, an alloy usually of copper and tin. The Iron Age was dominated by tools and weapons of iron.

Tools and other technologies were cumulative in nature. Cultures had to master the preceding technology to proceed and advance. Newly rising cultures built on the technologies of their predecessors. Even the Yamato culture, the last in Age of Empires to develop historically, had to build on Tool Age and Bronze Age technologies that developed farther in the West and spread gradually East.

The advance from one age to another was usually a slow process that required a gradual but extensive conversion of an entire economy. New raw materials and new fabrication techniques were required. New skills and workshops came into being. The eventual cost in time and resources was enormous, but the new efficiencies recovered those costs quickly.

Civilization arose, not once, but time and again in different places at different times. Civilizations rose and fell, some lasting much longer than others. There were at least two great dark ages where civilization essentially disappeared from most of the world (1200 BC to 700 BC and 400 AD to 900 AD). The two prerequisites for civilization were the human ability to organize and the production of food in large quantities. Large amounts of food made large populations possible, but only if they could be effectively organized.

Age of Empires spans 12,000 years of ancient history. This time period has been subdivided into four significant ages:

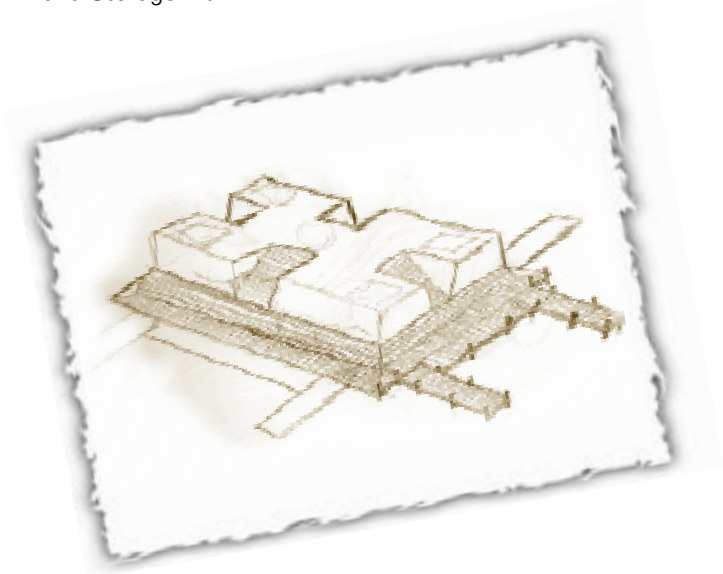
- **Stone Age** – Characterized by pursuit of the required tools of survival: the construction of shelter and the search for steadfast sources of food through hunting, fishing, and foraging.
- **Tool Age** – Characterized by farming settlements, stable food supplies, defense of territory, accelerated population growth, simple economy, and emerging military.
- **Bronze Age** – Characterized by competition for valuable resources, increasingly sophisticated technologies, metalworking, trade, colonization, centralized government, institutionalized religion, highly organized military systems, and conquest.
- **Iron Age** – Characterized by a dependence upon precious metals to drive economies, empire building, expansion, construction of massive cities supporting huge populations, sophisticated military organizations, siege tactics, armor and weaponry, dominance of seaways with war galleys and triremes and enormous construction projects including the Wonders of the Ancient World.

A game typically begins in the Stone Age and you strive to advance through the ages to reach the Iron Age. As you advance through the ages, new buildings, military units, and technologies become available. Advancing through the ages costs resources and time. As a prerequisite for advancing to the next age, you must have two different technology buildings from the current age.

The invention of writing took place in Mesopotamia just before the start of the Bronze Age in 3000 BC. The earliest writing was pictographic — each picture represented an object.

To advance to the next age

1 You must have two different technology buildings from the current age.
   - To advance from the Stone Age to the Tool Age, you must have a Town Center and two different Stone Age technology buildings (Granary, Storage Pit, Dock, or Barracks). For example, you might build a Granary and Storage Pit.



- To advance from the Tool Age to the Bronze Age, you must have two different Tool Age buildings (Market, Archery Range, or Stable). For example, you might build a Market and Archery Range.
- To advance from the Bronze Age to the Iron Age, you must have two different Bronze Age buildings (Temple, Government Center, Siege Workshop, or Academy). For example, you might build a Temple and Siege Workshop.

2 Click the Town Center.

3 Click the **Advance to Next Age** button.

After you reach the next age, the technology buildings from that age are available to be built. After building certain buildings, you can create new units, upgrade existing units, research new technologies or build new buildings.

Researching technology

The Sumerians are credited with inventing both the wheel and writing around 3500 BC. The invention of writing, especially, was a gradual process. Both technologies provided immediate and easily understood benefits that persist today. The wheel made carts possible, greatly improving the efficiency of moving goods. The wheel was also a prerequisite for the chariot and other engines of war. The pottery wheel came into use at the same time as the transport wheel. Writing was so important to the storage and communication of knowledge that it became a technology research accelerator. After its appearance, the rate of technology advances increased. The invention of both the wheel and writing contributed to the success of Sumeria and other Mesopotamian civilizations.

In Age of Empires, new technologies can be researched as your civilization enters each successive age. Within an age there are opportunities to research entirely new concepts or upgrade ones that already exists. For example, Toolworking is a new technology that can be researched in the Tool Age. In contrast, the Broad Swordsman (Bronze Age), and Long Swordsman (Iron Age) are basically upgrades of the same infantry unit.

In ancient times, those cultures that progressed in technology tended to persevere. Those that did not fell by the wayside. The same correlation holds in Age of Empires. To be successful you must advance to keep up with, or surpass, your rivals economically and militarily.

For descriptions of the technologies you can research, see the Technologies section of the online Help.

To research technology

1 Click a technology building on the game map. The technologies you can research appear on the buttons at the bottom of the game screen.

2 Click the button that corresponds to the technology you want to research. For example, to research Toolworking from the Storage Pit, click the **Research Toolworking** button. Researching technology takes time and costs resources, but after you have researched a technology, your civilization immediately begins reaping its benefit(s).

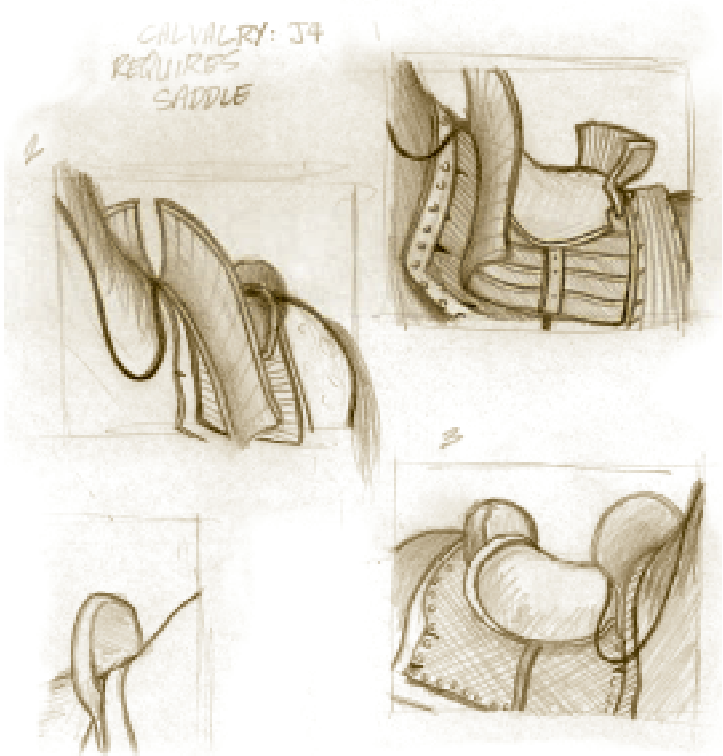
Upgrading military units, boats, walls, and towers

As you advance through the ages, you can upgrade your military units, boats, walls, and towers. When you upgrade, existing units of a particular type are replaced by more powerful units. However, the Axeman, Bowman, and Scout are not replaced when you upgrade to more powerful units.

To upgrade a military unit, boat, wall, or tower

1 To upgrade a military unit, click the Barracks, Archery Range, Stable, Temple, Siege Workshop, or Academy. To upgrade a boat, click the Dock. To upgrade a wall or tower, click the Granary.

2 Click the button at the bottom of the game screen that corresponds to the unit you want to upgrade. For example, to upgrade to Heavy Cavalry (from the Stable), click the **Upgrade to Heavy Cavalry** button. All existing units (Cavalry, in this case) are upgraded to Heavy Cavalry and you can train new Heavy Cavalry.



Within towns, the specialization of tasks and the prospect of profit increased the rate of technological improvement. The expert had an incentive to find ways to be more productive. Greater productivity either made him materially better off or allowed for greater leisure time.

Chapter 5

Engaging in combat

Engaging in combat

Military units and villagers can engage in combat on land. War ships can engage in combat at sea. Military units automatically attack units within their sight unless you order them to attack a different unit or stand ground. To win a game by military conquest, your civilization (or team) must destroy all enemy villagers, military units, war ships, and buildings. You do not need to destroy trade vessels, transport vessels, fishing vessels, Artifacts, Ruins, or walls. You can pursue an allied victory with other civilizations as explained in "Allied victory" in this chapter.

The military units in Age of Empires are easily understood for the most part, with the exception of the mystical Priest. This unit represents the spiritual leaders of your tribe who can heavily influence the beliefs of your people and of your enemies. The leaders of a particularly powerful religion could exhort their people to work and fight harder. A strong religion could adversely affect the morale of a weaker culture. When the Persian army approached Babylon around 600 BC, for example, the Babylonians surrendered their weak king and culture to the Persians, whom they perceived as more highly blessed and well-led. Heroes look identical to other military units but have special attributes, as shown in the status box in the lower left corner of the game screen.

Wounded villagers and military units can be healed by a Priest as explained in "Healing villagers and military units" in this chapter. Enemy villagers, military units, buildings, and boats can be converted to your civilization by a Priest, as explained in "Converting enemy units" in this chapter. Damaged buildings and boats can be repaired by a villager as explained in "Villager tasks" in Chapter 3.

To order a military unit, villager, or boat to attack

➤ Click a military unit, villager, or boat (or select a group), and then right-click the enemy villager, military unit, or building to attack.

Royal burials from Ur, dated to 2600 BC, revealed remarkable treasures including bowls of gold inscribed with the prince's name, an elaborate helmet beaten from a sheet of gold, axes of electrum and a dagger of gold (weapons for decorative purposes only), and many more bowls of gold, silver, and copper.

To order a military unit or boat to stand ground

1 Click a military unit or boat.

2 Click the **Stand Ground** button.

The military unit or boat remains in the location. It only attacks an enemy villager, military unit, boat, building, or wall within its range. To clear the Stand Ground order, move the unit.

To order a catapult unit to attack an area

The Stone Thrower, Catapult, Heavy Catapult, Catapult Trireme, and Juggernaught, which cause area of effect damage, can fire at a general area instead of at a specific target, such as a military unit or building.

1 Click a Stone Thrower, Catapult, Heavy Catapult, Catapult Trireme, or Juggernaught.

2 Click the **Attack Ground** button, and then click a location on the map.

Diplomacy

Each civilization can choose its diplomatic stance toward other civilizations. Two civilizations can take different stances toward each other. If a civilization is allied with an enemy, the enemy civilization attacks, but the allied civilization does not.

Researching Writing lets allies share exploration.

To set your diplomatic stance toward other civilizations

1 Click the **Diplomacy** button on the menu bar.

2 Select your diplomatic stance toward each of the other players:

- **Ally** – Military units do not attack other players' buildings, villagers, military units, or boats.
- **Neutral** – Military units attack all buildings and military units (but not villagers) who enter their sight.
- **Enemy** – Military units (except Scouts) attack all buildings, military units, and villagers who enter their sight.

Allied victory

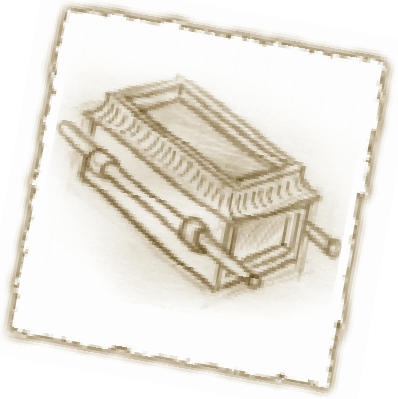
In allied victory, two or more civilizations can work together to win (or lose) as a team. Any allied civilization who achieves the victory condition(s) wins the game for all allies.

To pursue an allied victory, each player must set their diplomatic stance toward the other civilizations as Ally, and select the Allied Victory option. If you choose to play on a team when you start a single player or multiplayer game, the game automatically sets these options for you.

Important roles of early governments were to store food surpluses and protect them from outsiders. In the early cultures of the arid Middle East, governments built and maintained the irrigation systems that made the farms possible. These were large and complex systems that required planning and organization on an unprecedented scale.

When the standard victory condition is control of all Artifacts or Ruins, a team wins an allied victory regardless of which team member owns the Ruin or Artifacts. For example, if player 1 controls two Artifacts and player 2 controls three Artifacts, the team wins an allied victory. For more information about winning the different types of allied victory, see "Winning a game" in Chapter 1.

Researching Writing lets allies share exploration.



To pursue an allied victory

1. Click the **Diplomacy** button on the menu bar.
2. Set your diplomatic stance to **Ally** for each civilization on your team. All players who want to pursue an allied victory must do this.
3. Click **Allied Victory**. All players who want to pursue an allied victory must do this.

Tribute

The central governments of ancient empires were supported by tribute paid to the emperor or king by province governors and vassal states on their borders. Vassal states in particular paid tribute in order to retain some autonomy from the imperial sphere but still benefit from the protection of a bigger neighbor. The Persian kings, for example, collected camels, wheat, horses, gold, carpets, sheep, cattle, weapons, copper, pottery, and other goods from the corners of their empire. This tribute supported the king and government and supplied the armies that maintained peace within and outside the empire. The development of coinage facilitated the process of tribute because it was much easier to transport money than perishable and more bulky items.

In Age of Empires, it is possible to send tribute in the form of food, wood, stone, or gold to any other player in the game. This can be done to buy off an impending attack or to encourage an attack against another player. Tribute can also be offered to help an ally or other player accumulate the resources needed to advance to the next age or build a Wonder.

A civilization can tribute food, wood, stone, and gold to another civilization at any time. There is a 25 percent fee to pay tribute. For example, if you tribute 100 gold, 125 gold is deducted from your stockpile (100 gold is deposited in the other player's stockpile, and 25 gold is paid as a fee). Researching Coinage eliminates this fee.

To pay tribute

1. Click the **Diplomacy** button on the menu bar.
2. Click the resource(s) to tribute to a civilization (food, wood, stone, or gold).

   Each time you click the button, the civilization receives 100 of the item. If you have less than 100 of an item in your stockpile, the civilization receives the amount you have minus the 25 percent fee. The button shows the amount of

the tribute. Your stockpile of each item (minus the tribute) is shown at the top of the column.

3 To pay the tribute, click **OK**. The resources are deducted from your stockpile. Or, if you choose not to pay tribute, click **Clear Tributes**.

Healing villagers and military units

Priests can heal the hit points of wounded villagers and military units from their own and allied civilizations. A Priest must be able to stand adjacent to a unit in order to heal it. Once a Priest has healed a unit, it continues to automatically heal any nearby villagers and military units. Unlike conversions, there is no rejuvenation period between one healing and the next. Priests cannot heal buildings or boats.

To heal a villager or military unit

1 Click a Priest.

2 Right-click the villager or military unit to heal.

-or-

Click the **Heal** button, and then click the villager or military unit to heal.

Converting enemy units

Priests can convert enemy villagers, military units, boats, and most buildings to their civilization. After being ordered, Priests attempt to convert a unit as soon as it is within their range. Researching Afterlife increases the range of Priests for converting military units.

Researching Monotheism lets Priests convert buildings and enemy Priests. To convert buildings, the Priest must move adjacent to the building. If you convert a building you have not yet constructed, you cannot use the converted building until you construct the building yourself. For example, if you convert a Barracks, you cannot train military units there unless you have already constructed your own Barracks.

Boats are twice as resistant to conversion as other units. Chariots are also resistant to conversion. Researching Astrology lets Priests convert units more quickly.

Priests must rejuvenate their strength after attempting a conversion. The rejuvenation percentage is shown in the status box in the lower-left corner of the game screen. Researching Fanaticism lets Priests rejuvenate more quickly.

The increasing complexity of urban life was mirrored in many cultures by an increasingly complex religion. Some cultures worshipped a host of gods, each responsible for some part of the natural world. Within such a host of gods, it was common for a hierarchy to exist with one supreme god over all. Other cultures rejected the polytheism of multiple gods, believing instead that one god or spirit controlled the universe.

Priests do not automatically convert nearby units, unless they are attacked. When the Priest has converted a unit, he stands idle until given another command. If a Priest converts a transport vessel carrying units, the ship is converted but its cargo is not. Converted units maintain their attributes (attack, range, etc.) at conversion; they cannot be upgraded. Technologies you research do not apply to converted units, except Monotheism, Astrology, Fanaticism, Ballistics, and Siegecraft. Priests cannot convert Town Centers, Wonders, or allied villagers, military units, or buildings.

To convert enemy villagers, military units, and boats

1 Click a Priest.

2 Right-click the enemy villager, military unit, building, or boat to convert.

-or-

Click the **Convert** button, and then click the enemy villager, military unit, building, or boat to convert.

By 3500 BC, the Sumerians had achieved the first full civilization. Their major city was Ur, situated on a lagoon of the Persian Gulf where it supplemented its farming by operating as a trading post for both sea and river traffic.

Unit Attributes

Villagers, military units, boats, and buildings can have the following attributes. For information about the specific attributes of each unit, refer to the Technology Tree Foldout or the Units section of the online Help.

Attack – How much damage a unit inflicts.

Armor – Reduces the amount of damage a unit suffers in hand-to-hand combat. For example, +5 armor reduces damage by 5.

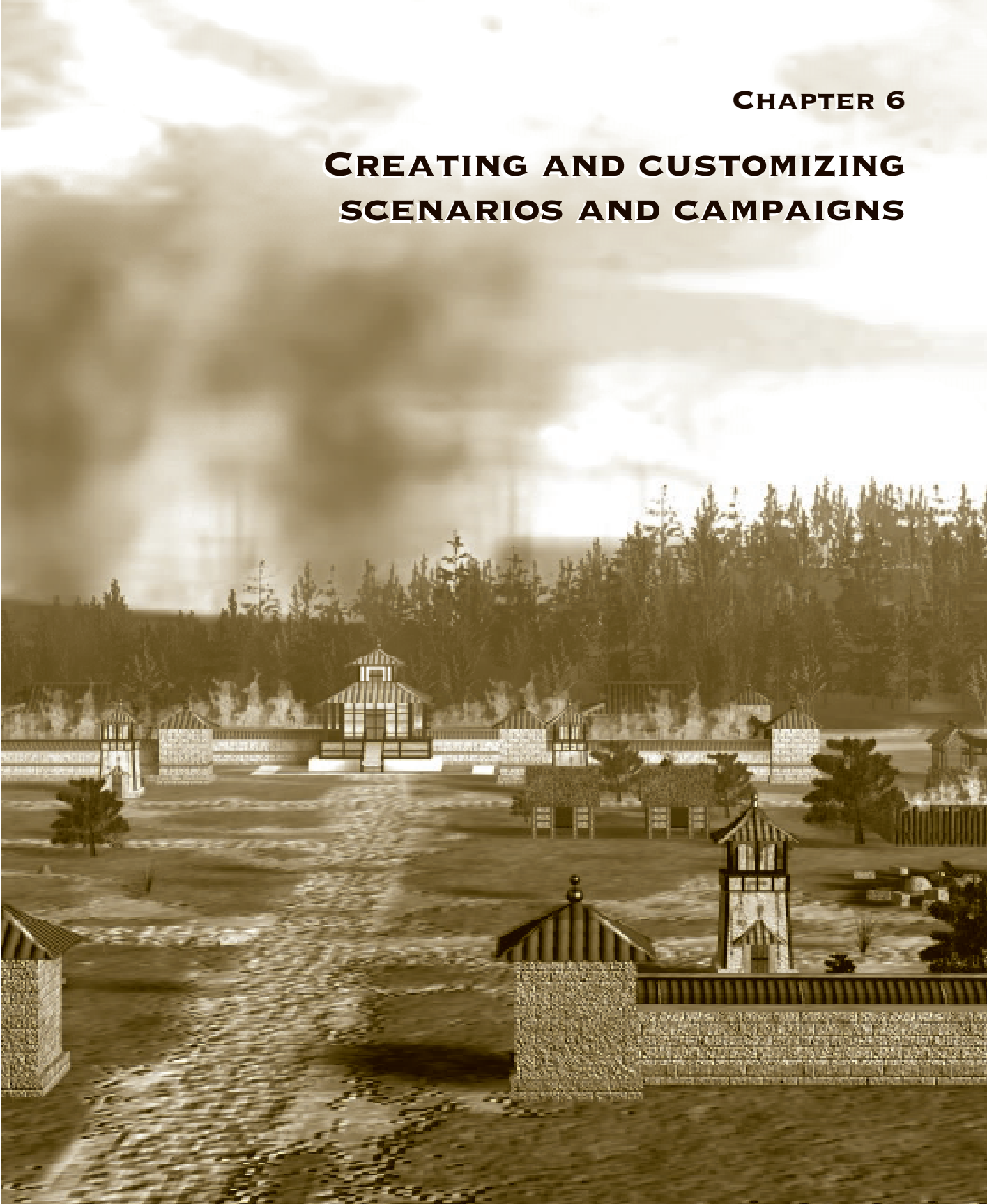
Piercing Armor – Reduces the amount of damage a unit suffers from missile weapons (Archery Range units, towers, Scout Ship, War Galley, Trireme).

Range – How far a missile weapon (Archery Range units, towers, Scout Ship, War Galley, Trireme) can fire.

Hit points – How much damage a unit can suffer before it dies. To display a unit's hit points, click the unit. The colored bar that appears above a unit shows its general health (green = healthy, red = wounded). The unit's hit points are shown in the status box in the lower-left corner of the game screen (current hit points/ maximum hit points). Priests can heal wounded units, as explained in "Healing villagers and military units" in this chapter.

Fire rate – How many seconds it takes a unit to attack again.

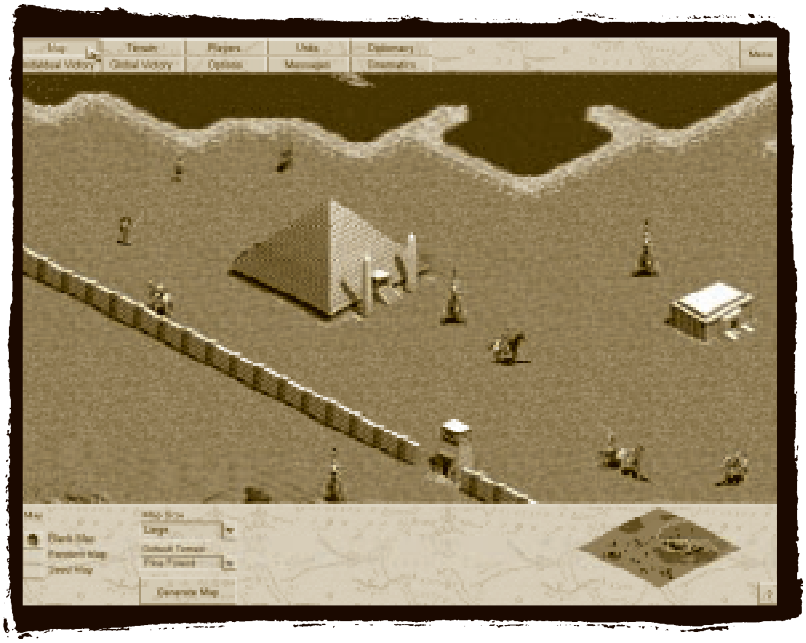
Speed – How fast a unit moves.



Chapter 6

Creating and customizing scenarios and campaigns

Using the scenario builder



The scenario builder lets you create randomly generated or custom maps for up to eight players. You can use the scenario builder to:

- **Customize the map** – Create randomly generated or custom maps.
- **Customize the terrain** – Place resources, elevation, cliffs, forests, and water.
- **Customize the players** – Choose the starting age, starting stockpiles, civilization, starting technology, and computer personality for each player.
- **Customize the units** – Place buildings, villagers, military units, and boats for each player, as well as world (Gaia) objects such as trees, resources, Artifacts, Discoveries, Ruins, and terrain accents such as bones, grass clumps, etc.
- **Customize diplomacy** – Choose the diplomatic stance of players (ally, neutral, or enemy) and whether any players pursue allied victory.
- **Customize the global victory conditions** – Choose one or more victory conditions that all players must achieve.
- **Customize the individual victory conditions** – Choose unique victory conditions for each player.
- **Customize the options** – Enable the full tech tree or disable technology for each player.
- **Customize the messages** – Write scenario instructions, hints, a victory message, a loss message, and historical information.
- **Customize the cinematics** – Choose the cinematics that play at the beginning and end of the scenario.

To create or edit a scenario

1 On the Age of Empires menu, click **Scenario Builder**.

2 To create a scenario, click **Create Scenario**.

To edit a scenario, click **Edit Scenario**, and then select the scenario to edit.

3 Customize the scenario map, terrain, players, units, diplomacy, victory conditions, options, messages, and cinematics as explained in the following sections.

4 To begin playing your customized scenario, click **Menu**, and then click **Test**. This option lets you play through the scenario you have created or edited without leaving the scenario builder. To return to the scenario builder after testing your scenario, click **Menu**, and then click **Quit Game**.

To save the scenario, click **Menu**, and then click **Save** or **Save As**.

Customizing the map

You can create randomly generated or custom maps.

To customize the map

1 In the scenario builder, click **Map**.

2 Select the **Map**:

- **Blank Map** displays the default terrain, with no resources (food, wood, stone, or gold). If you select **Blank Map**, select the **Default Terrain** (the map background).
- **Random Map** displays a random distribution of land, water, and resources. If you select **Random Map**, select the **Map Type** (the distribution of water and land).
- **Seed Map** displays a random distribution of land, water, and resources based on the seed (number) you type. For example, if you type 532, and select the same number of players, map size, and map type, the same map always appears. If you select **Seed Map**, select the **Map Type** (the distribution of water and land) and type the **Seed** number. You can type any five-digit number up to 99999.

3 Select the **Map Size**. The larger the map, the longer the game.

4 Click **Generate Map** to display the map.

Customizing terrain

You can fine-tune the map terrain, including elevation and cliffs.

To customize the terrain

1 In the scenario builder, click **Terrain**.

2 Select the **Brush Type**:

- **Map** lets you paint background terrain (grass, forest, water, etc.). If you select **Map**, select the **Terrain** to paint and the **Brush Size** (area to paint).

The earliest alphabetic system appeared in the city of Ugarit in modern Syria around 1350 BC. Ugarit was an important trading center between Mesopotamia, Palestine, Anatolia, and the ports on the Levant leading to Greece and Egypt. The best known script from this time is called Ugaritic, which has a 32 letter alphabet and is probably the ancestor of all later alphabetic scripts.

- **Elevation** lets you paint hills. If you select **Elevation**, select the elevation to paint and the **Brush Size** (area to paint). The larger the elevation number, the higher the elevation. Water can only be painted on flat terrain.
- **Cliffs** lets you paint cliffs. Cliffs should only be placed on flat terrain. Placing cliffs on different elevations creates gaps between the cliffs that villagers and military units may have difficulty moving through. If you place cliffs on different elevations, level the terrain after you have placed the cliffs.

3 To paint a single area of terrain or elevation, click a location on the map. To paint cliffs or a large area of terrain or elevation, drag the mouse. To delete cliffs, right-click and drag the mouse over existing cliffs.

In the space of 5000 years, from 8000 BC to 3000 BC, the earliest settled villages grew into full civilizations in the Middle East, Anatolia, Iran, India and Pakistan, and China. Among the important steps in the movement toward civilization were irrigation, the city-state, trade, metalworking, and writing.

Customizing the players

You can choose the number of players, starting age, starting stockpiles, civilization, starting technology, and computer personality for each player.

To customize the players

1 In the scenario builder, click **Players**.

2 Select the **Number of Players**.

3 Select the player number to customize.

4 Select the player's **Starting Age**.

The player starts the game at the beginning of the selected age, with all technology research in the previous age(s) completed. For example, if the starting age is **Bronze Age**, all Stone Age and Tool Age technologies are complete. If the starting age is **Post-Iron Age**, the player starts at the end of the Iron Age, with all Stone, Tool, Bronze, and Iron Age research complete.

5 Type the amount of **Food**, **Stone**, **Wood**, and **Gold** the player has at the beginning of the game.

6 If you want to replace the civilization name with a unique name, type a **Tribe Name**. The tribe name replaces the civilization name only when the scenario is played as part of a campaign.

7 Select the **Player Type**. If you select **Computer**, the position is played by the computer. If you select **Either**, the position can be played by a human or by the computer (if it is not filled by a human).

8 Select the player's **Civilization**. Each civilization has special skills and can research different technologies, as explained in "Choosing a civilization" in Chapter 1. More than one player can choose the same civilization.

9 Select the **City Plan** – Where on the map the computer constructs each building. To let the computer design its own city plan, select **Default**. Advanced players can customize the city plans by using a text editor to edit the .cty files in the Data folder where Age of Empires is installed. The city plan (.cty file) you want to include in your scenario must be located in the Data folder where Age of Empires is installed.

10 Select the **Strategy** – Which buildings, military units, boats, and technologies the computer builds. You must select a strategy for each player.

The name of the strategies indicates the primary unit the computer player uses to attack and the age in which the attack occurs. For example, Archers Bronze indicates that the computer player attacks with archers in the Bronze Age. For more information about the strategies, refer to the Strattyp.doc file in the Docs folder on the Age of Empires disc.

Advanced players can customize the strategy by using a text editor to edit the .ai files in the Data folder where Age of Empires is installed. The content of the .ai files is explained in the Stratsmp.doc file in the Docs folder on the Age of Empires disc. The strategy (.ai file) you want to include in your scenario must be located in the Data folder where Age of Empires is installed.

11 Select the **Personality** of the computer player. For most situations, you can choose **Aggressive** or **Passive**.

Advanced players can customize the personality files by using a text editor to edit the .per files in the Data folder where Age of Empires is installed. The content of the .per files is explained in the Persnlty.doc file in the Docs folder on the Age of Empires disc. The personality (.per file) you want to include in your scenario must be located in the Data folder where Age of Empires is installed.

Customizing the Units

You can place buildings, villagers, military units, and boats for each player, as well as world (Gaia) objects such as trees, resources, Artifacts, Discoveries, Ruins, and terrain accents such as bones, grass clumps, etc.

If you do not place any units on the map for a particular player, a Town Center and three villagers appear in a random location on the map at the beginning of the game each time you play the scenario.

To customize units

1 In the scenario builder, click **Units**.

2 To place buildings, villagers, military units, and boats for a particular player, select or type the player number.

To place world objects that are not associated with a particular player, click **Gaia** or press 0.

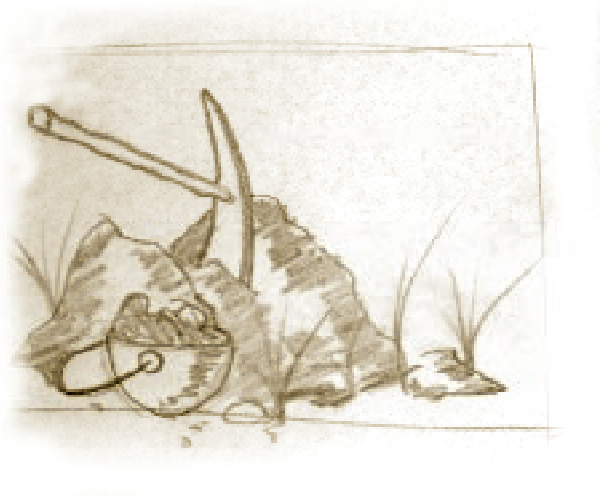
3 To place an item on the map, click **Place**, click an item in the list box, and then click a location on the map. The item appears in red if you are not allowed to place it in a location, such as on top of another item.

To delete an item on the map, click **Delete**, and then click the item to delete.

To move an item on the map, click **Move**, click the item to move, and then drag it to a new location.

To rotate a villager, military unit, or boat, click **Rotate**, and then click the unit to rotate. Right-click to rotate in the opposite direction. You cannot rotate buildings or other immobile objects.

To select all objects so you can see how much space they occupy, press CTRL+A.



Customizing diplomacy

You can determine the diplomatic stance of players (ally, neutral, or enemy) and choose whether any players pursue allied victory.

To customize diplomacy

1 In the scenario builder, click **Diplomacy**.

2 Select the player to customize.

3 Select the player's diplomatic stance toward each of the other players:

- **Ally** – Military units do not attack other players' buildings, villagers, military units, or boats.
- **Neutral** – Military units attack all buildings and military units (but not villagers) who enter their sight.
- **Enemy** – Military units (except Scouts) attack all buildings, military units, and villagers who enter their sight.

4 Select whether any players pursue an allied victory. For allied victory, any player who achieves the victory condition wins the game for all mutually allied players.

The demands of business and trade eventually led to the development of money, which served as a medium of exchange, a storehouse of value, and a standard of value. Silver rings or bars are thought to have been used as money in ancient Iraq before 2000 BC. The first coins were made of electrum, a naturally occurring and easily malleable alloy of gold and silver.

Customizing the global victory conditions

Global victory conditions apply to all players. A scenario can have more than one global victory condition, in which case you must specify whether players must achieve one or all of the global victory conditions to win the game. For allied victory, all allies must work as a team to achieve their global victory condition(s).

In addition to global victory conditions, you can also assign individual victory conditions to each player, as explained in the following section. The interaction between global and individual victory conditions is also explained in that section.

To customize the global victory conditions

1 In the scenario builder, click **Global Victory**.

2 Click the victory condition(s) that players must achieve to win the game.

- **Standard** – The game is won by Conquest, Wonders, Artifacts, or Ruins as explained in "Winning a game" in Chapter 1.
- **Conquest** – The first civilization (or team) to destroy all opponents' villagers, military units, boats, and buildings wins the game. You do not need to destroy trade vessels, transport vessels, fishing vessels, Artifacts, Ruins, or walls.
- **Score** – The game is won by the first civilization (or team) to achieve the specified score. Wonders, Artifacts, and Ruins add points to your score as explained in "Winning a game" in Chapter 1.
- **Time Limit** – The game is won by the civilization (or team) to achieve the highest score within the specified time.

Iron was known from the third millennium BC, but it was not mastered until many years later. Some of the earliest iron artifacts were made from meteoric iron. Ancient trading records show that iron was more valuable than silver during much of the second millennium.

- **Custom** – Choose your own victory condition(s):

  Conquest –The first civilization (or team) to destroy all opponents' villagers, military units, boats, and buildings wins the game. You do not need to destroy trade vessels, transport vessels, fishing vessels, Artifacts, Ruins, or walls.

  Exploration – The first civilization (or team) to explore the specified percentage of the map wins the game. For allied victory only one of the allies must explore the specified percentage of the map.

  Ruins – The first civilization (or team) to control the designated number of Ruins wins the game. The game ends immediately. There is no countdown clock. An allied victory is achieved when the Ruins are owned by any of the allies.

  Artifacts – The first civilization (or team) to control the designated number of Artifacts wins the game. The game ends immediately. There is no countdown clock. An allied victory is achieved when the Artifacts are owned by any of the allies.

  Discoveries – The first civilization (or team) to locate the specified number of Discoveries wins the game. Discoveries are natural sites of significance represented by a white horse etched into the ground. Discoveries only appear in a scenario when they are a possible victory condition. To locate the Discovery, move a unit near it. A colored flag indicates which civilizations have located the Discovery. More than one civilization can locate a Discovery. For allied victory, all allies must locate all Discoveries.

3 To allow players to achieve any one of the victory conditions you selected, click **Any One**. To require players to achieve all of the victory conditions you selected, click **All**.

Customizing the Individual Victory Conditions

Individual victory conditions let you create highly customized scenarios with up to twelve unique victory conditions for each player. Individual victory conditions are not required for a scenario. If used, they can be assigned in addition to or instead of global victory conditions (explained in the previous section). If a scenario contains individual victory conditions, players cannot change the victory condition in the settings screen that appears before starting a scenario.

In addition to the possibility of a scenario having both individual and global victory conditions, a player can be allied with other players who have the same or different victory conditions. In these cases, the game is won as follows:

- **Individual victory conditions** – If a scenario includes only individual victory conditions (no global victory conditions), players must achieve all of their individual victory conditions to win the game. For example, if a player has three individual victory conditions, he must achieve all three of them to win the game. For allied victory, all allies must achieve their individual victory condition(s) to win the game.
- **Individual and global victory conditions** – If a scenario contains both individual victory conditions and global victory conditions, players can achieve their individual victory condition(s) OR the global victory condition(s) to win the game. For allied victory, allies can achieve the global victory condition(s) OR all allies can achieve all of their individual victory condition(s) to win the game.

To customize the individual victory conditions

1 In the scenario builder, click **Individual Victory**.

2 Select the player to customize.

3 Click the button of the **Victory Condition** to set. For example, to set the first victory condition, click button **1**. You can assign one victory condition to each button (up to 12 victory conditions to each player).

4 Select the victory condition:

- **None**
  Sets no individual victory conditions.
- **Bring Object to Object**
  To specify the object to bring, click **Set Object**, and then click a mobile unit (military unit, Artifact, etc.) on the map. To specify the destination, click **Set Destination**, and then click a unit (building, Ruins, etc.) on the map.
- **Bring Object to Area**
  To specify the object to bring, click **Set Object**, and then click a mobile unit (military unit, Artifact, etc.) on the map. To specify the destination, click **Set Destination**, and then click an area on the map or click and drag to draw an area box. To display the area, click **Go to Destination**. To indicate which area players must bring the object to, you can place

The earliest use of metal yet known comes from southern Turkey, north of Syria. Hammered copper objects found here date to 7000 BC.

flags or other objects there (as explained in "Using the scenario builder (Customizing units)" in this chapter.

- **Create # of Objects**
  To specify the object to create, select a unit from the list box. To specify the number of units to create, type a number in the **Quantity** box.
- **Create Objects in Area**
  To specify the object to create, select a unit from the list box. To specify the number of units to create, type a number in the **Quantity** box. To specify the destination, click **Set Destination**, and then click an area on the map or click and drag to draw an area box. To display the area, click **Go to Destination**. To indicate which area players must create an object in, you can place flags or other objects there (as explained in "Using the scenario builder (Customizing units)" in this chapter.
- **Destroy # of Objects**
  To specify the object to destroy, select a unit from the list box. To specify the number of units to destroy, type a number in the **Quantity** box. To select whose units to destroy, select **Which Player**.
- **Destroy Specific Object**
  To specify the object to destroy, click **Set Object**, and then click an object on the map.
- **Destroy All Objects**
  To specify the object to destroy, select a unit from the list box. To specify whose unit to destroy, select **Which Player**.
- **Destroy Player**
  Select **Which Player** to destroy.
- **Capture an Object**
  To specify the object to capture, click **Set Object**, and then click an object on the map. You capture an object by ordering a Priest to convert it.
- **Gold Stockpile**
  To specify the amount of gold to gather, type a number in the **Quantity** box.
- **Food Stockpile**
  To specify the amount of food to gather, type a number in the **Quantity** box.
- **Wood Stockpile**
  To specify the amount of wood to gather, type a number in the **Quantity** box.
- **Stone Stockpile**
  To specify the amount of stone to gather, type a number in the **Quantity** box.

- **Population**
  To specify the population, type a number in the **Quantity** box. Population includes all units (villagers, military units, and boats).
- **Age**
  Click the age to research. For example, **Bronze Age** indicates that you must advance to the Bronze Age.
- **Exploration**
  To specify the percentage of the map to explore, type a number in the **Quantity** box.
- **Technologies**
  Select the technology to achieve.
- **Other Attributes**
  Select the attribute to achieve:

  Razings – Specify the number of enemy buildings that must be destroyed.

  Conversions – Specify the number of villagers, military units, buildings, or boats that must be converted by Priests.

  Kill Ratio – Specify the number of villagers, military units, and boats that must be killed compared to those that are lost. For example, a **Kill Ratio** of 10 indicates that a player must have 10 more kills than losses.

  Wonders – Specify the number of Wonders that must be built and held.

  Military Population – Specify the number of military units that must be created.

  Technologies – Specify the number of technology nodes that must be researched.

  Villager Population – Specify the number of villagers that must be created.

  Kills – Specify the number of villagers, military units, or boats that must be killed (buildings are not included).

5 Buttons that have been assigned a victory condition display an asterisk. To view, edit, or delete an assigned victory condition, click the numbered button. For example, to edit the victory condition assigned to button 2, click **2** and then select a different victory condition or **None** to delete the victory condition.

Customizing the options

You can determine whether the full technology tree is used.

To customize the options

1 In the scenario builder, click **Options**.

2 To allow all civilizations to research all technologies in the game and to remove the special attributes usually associated with each civilization, click **Full Tech Tree**.

3 To **Disable Technology** for a particular player, select the player, and then click the technology buildings or ages to disable.

Customizing the messages

You can customize the scenario instructions, hints, victory message, loss message, and historical description.

To customize the message

1 In the scenario builder, click **Messages**.

2 Click the type of message to create/edit:

- **Scenario Instructions** – Describes what you must do to win the game. Displayed before the scenario begins. If the scenario includes global victory conditions or individual victory conditions, you must provide scenario instructions so the players know which victory condition(s) to achieve. For more information, see "Customizing the global victory conditions" and "Customizing the individual victory conditions" in this chapter.
- **Hints** – Provides information about how to win the game. Displayed before the scenario begins. To display the Hints, click the **Hints** button at the bottom of the Scenario Instructions screen. Hints are not required for a scenario.

It is not clear if writing was invented in one place and spread from there, or if it was invented nearly simultaneously in several places. It appears that writing was invented to keep accounts in trade and for the early city-states.

- **Victory** – Displayed for the winner(s) of the scenario. A victory message is not required for a scenario.
- **Loss** – Displayed for the loser(s) of the scenario. A loss message is not required for a scenario.
- **History** – Provides historical background information about the scenario. Displayed before the scenario begins. To display the History text, click the **History** button at the bottom of the Scenario Instructions screen. History text is not required for a scenario.

To display the scenario instructions, hints, and history while you are playing the game, click the **Menu** button on the menu bar, and then click **Scenario Instructions**.

3 Type the message text in the box. Right-click to copy, cut, paste, etc.

Customizing the cinematics

You can choose the cinematics that play at the beginning and end of a scenario. The cinematics (.avi files) you want to include in your campaign must be in .avi format and located in the Avi folder where Age of Empires is installed.

To customize the cinematics

1 In the scenario builder, click **Cinematics**.

2 Select the cinematic to customize:

- **Pre-Game Cinematic** – Plays before a scenario begins.
- **Victory Cinematic** – Plays for the winner(s) of the scenario.
- **Loss Cinematic** – Plays for the loser(s) of the scenario.
- **Scenario Instruction Map** – Type the filename of the map bitmap that should appear when the player starts the scenario. The maps (.bmp files) you want to include in your campaign must be located in the folder that contains the file Empires.exe. You can create your own map by editing (and saving with a new name) the Mapdefault.bmp file located in the folder that contains Empires.exe. You must not change the color palette provided with this file.

Using the campaign editor

The campaign editor lets you create your own campaigns by combining scenarios into a custom campaign that you can distribute to other players.

Before you can create a campaign, you must have the following files:

- The scenarios (.scn files) you want to include in your campaign must be located in the Scenario folder where Age of Empires is installed. For information about creating custom scenarios to include in your campaigns, see "Using the scenario builder" in this chapter.
- (optional) The maps (.bmp files) you want to include in your campaign must be located in the folder that contains the Empires.exe file. For information about creating custom maps, see "Using the scenario builder (Customizing the cinematics)" in this chapter.
- (optional) The cinematics (.avi files) you want to include in your campaign must be located in the Avi folder where Age of Empires is installed. For information about including custom cinematics, see "Using the scenario builder (Customizing the cinematics)" in this chapter.
- The strategy (.ai files) you want to include in your campaign must be located in the Data folder where Age of Empires is installed. For information about creating custom strategy files, see "Using the scenario builder (Customizing the players)" in this chapter.
- The personality (.per files) you want to include in your campaign must be located in the Data folder where Age of Empires is installed. For information about creating custom personality files, see "Using the scenario builder (Customizing the players)" in this chapter.

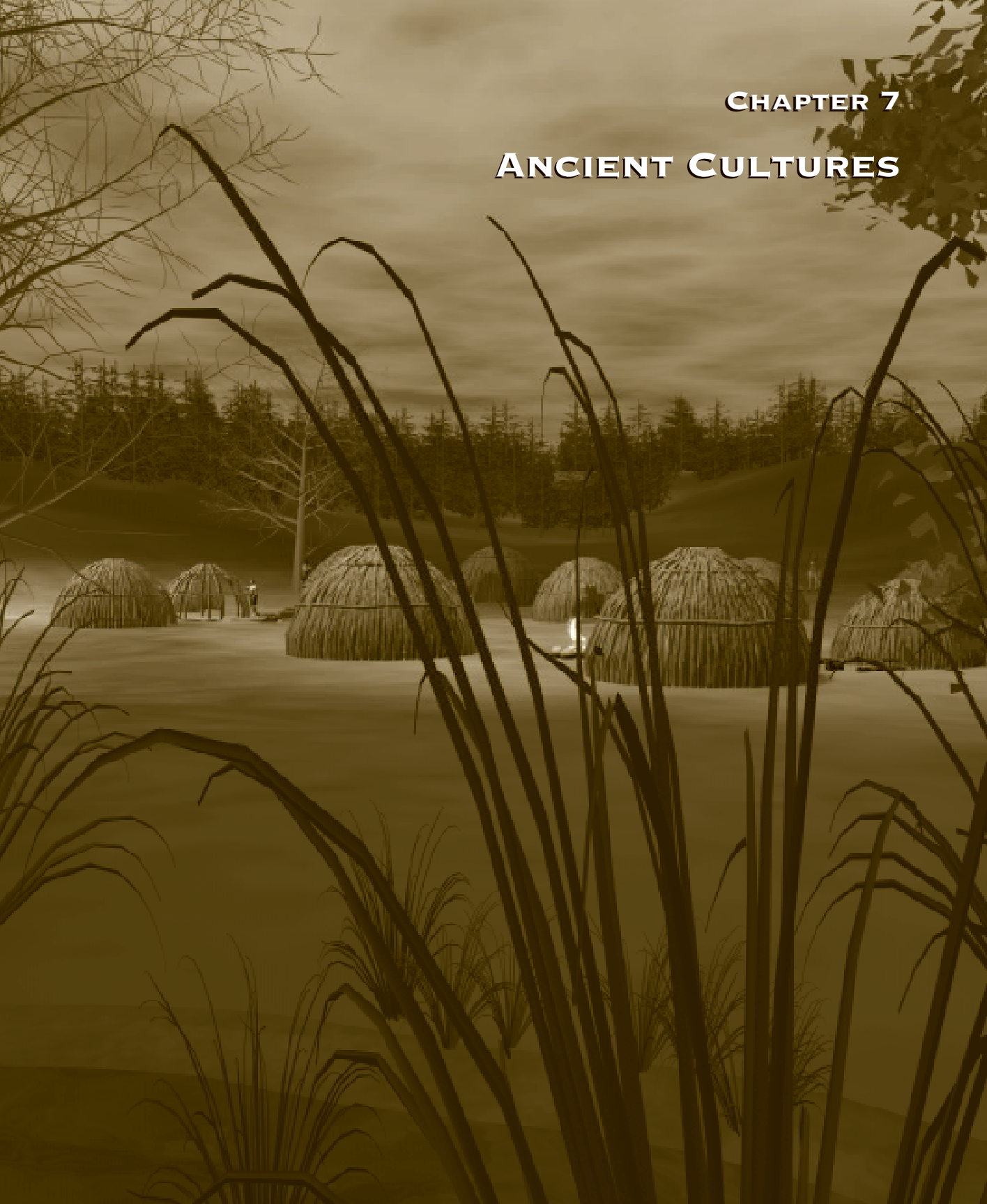
To use the campaign editor

1. On the Age of Empires menu, click **Scenario Builder**.
2. Click **Campaign Editor**.
3. In the **Campaign Filename** list, click the name of the file to edit, or type the name of the campaign to create.
4. To add a scenario to the campaign, select the name of a scenario in the **Scenarios** list, and then click **Add**. The scenario appears in the **Campaign Scenarios** list. The scenarios will be played in the order that they appear in the list.

   To remove a scenario from the campaign, select the name of the scenario in the **Campaign Scenarios** list, and then click **Remove**.
5. To save the changes to the campaign, click **Save**.

The campaign editor creates a campaign (.cpn) file located in the Campaign folder where Age of Empires is installed. To distribute the campaign to other players, you must provide them with the campaign (.cpn) file you created as well as the cinematics (.avi) files (if any) for each scenario in the campaign.

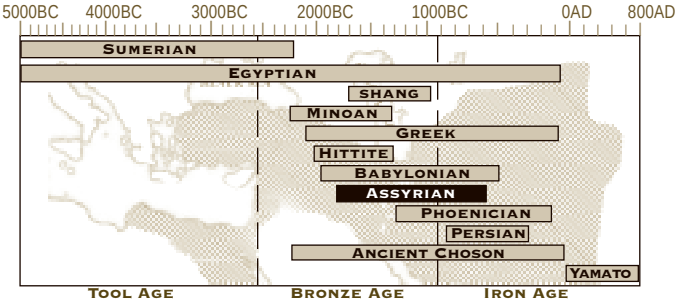
If you edit a scenario within an existing campaign, you must remove the previous version of the scenario and add the updated scenario to the campaign.



Chapter 7

Ancient Cultures

Assyrian culture (1800 to 600 BC)



Lord Byron began his poem "The Destruction of Sennacherib" with "The Assyrian came down like the wolf on the fold." At the height of their power, the Assyrians were very much like a wolf among sheep, although their reputation is enhanced by several references to them in the Old Testament and by the extensive battle scenes that were found on their ruins. For a period they rose to the challenge of being surrounded by enemies and became the most powerful military force in the known world. Their legendary barbarity and fierceness was a deliberate policy intended to foster the submission of enemies and minimize the threat of revolt by vassals.

Location

Assyria was located in northern Mesopotamia (modern Iraq) along the Tigris River. It was settled after Sumer to the south but was dominated by the Sumerians both culturally and politically during its early history.

Capital

The capital of Assyria was Ashur for most of its existence, but moved to other sites when kings built new palaces. Other important cities and capitals in the Assyrian homeland were Nineveh, Arbela, Khorsabad, and Nimrud.

Rise to power

Around 2000 BC Assyria was invaded by Semitic barbarians called the Amorites. By 1800 BC an Amorite king of the Assyrians had established control over most of northern Mesopotamia. Their power was short-lived in this period, however, due first to the rise of Babylonia under Hammurabi and then the rise of the Mitanni in modern Syria.

The period 1363 to 1000 BC was the Middle Assyrian Empire. Several strong kings first reasserted Assyrian independence and then began encroaching on neighboring empires. The Assyrians avoided destruction during the catastrophe of 1200 BC, perhaps because they were already embracing the new military tactics and weapons that the older kingdoms were not. In the political vacuum of the ancient dark age, the Assyrians prospered. By 1076 BC Tiglathpileser I had reached the Mediterranean to the west.

The New Assyrian Empire, 1000 to 600 BC, was the peak of their conquests. Their empire stretched from the head of the Persian Gulf, around the Fertile Crescent through Damascus, Phoenicia, Palestine, and into Egypt as far south as Thebes. Their northwestern border was the

Taurus Mountains of modern Turkey. Other than the vestiges of what had once been the Minoan (Crete), Mycenean (Greece), and Hittite (Turkey) cultures, all areas of pre-catastrophe civilization in the West were ruled by Assyria.

Economy

The Assyrian economy was based on agriculture and herding, but the Assyrians also benefited by being situated astride some important trade routes. They are not remembered as traders in their own right, perhaps only as tax collectors on traders passing through. During the New Empire period, they profited from the taxes and tribute they collected from their various provinces and vassal states, including even Egypt for a few years.

Religion and culture

The Assyrian religion was heavily influenced by that of its Mesopotamian predecessors, mainly Sumeria. The chief god of the Assyrians was Ashur, from whom both their culture and capital take their names. Their temples were large ziggurats built of mud bricks, like their neighbors to the south.

The principal activity of the rich was hunting from chariots, appropriate for such a war-like culture. Despite their fearsome reputation, the Assyrians embraced civilization. They wrote using cuneiform and decorated their cities liberally with reliefs, painted stonework, and sculpture.

Government

The king was the head administrator of government, supported by local provincial governors. The palace was the site of government. Advisors consulted the omens before important decisions were made.

Provinces and vassal cities were required to pay taxes and tribute in the form of food, goods, gold, labor, military supplies, and soldiers for the army. An extensive network of roads and grain depots were built during the New Empire to speed communication and armies moving to trouble spots.

Architecture

The Assyrians built on a large and lavish scale, using mostly mud bricks, but also stone that was more readily available than it was farther south. Several New Empire kings built extensive palaces and decorated them with the booty of war and the tribute of vassal states. Palaces were also decorated with painted stone reliefs, extensive gardens, and man-made streams. A common decorative fixture was the *lamassu*—a winged hybrid creature, part bull and part man.

Lamassu-a, a human-headed winged lion, stood guard at the gates of the Palace of Assurnasirpal II, c. 859 BC.

Military

The first Assyrian armies were peasant spearmen. Following a series of military reforms around 800 BC, however, they employed a standing army of conscripts and professionals. This army was better armed, armored, and supplied than most of its enemies, giving it important advantages. The New Empire armies benefited from cheap iron used for improved swords and armor.

The Assyrians were among the first to adopt the concept of the integrated army made up of an infantry core for shock, supported by light missile troops and a mobile wing of chariots, camelry, and cavalry. The army was capable of fighting on the plains where chariots and then cavalry were critical, as well as in rough terrain where horses and chariots had little use. They campaigned regularly to the north and east against barbarians that posed a threat. The elite of the army for many years were the charioteers, followed by the cavalry when chariots became obsolete.

The Assyrians were accomplished at the art of capturing walled cities. Their historical records recount numerous city assaults and the brutality that followed. Cities that did not submit were often completely destroyed. Inhabitants were either killed or sent to another corner of the empire as slaves.

Decline and fall

The brutal policies of subjugation and exorbitant demands for tribute and taxes made the Assyrians unpopular masters. Despite the ferocity of their reprisals, vassal states continually revolted given an opportunity. Weaker kings were unable to hold the empire together in the face of internal and external pressure. In 612 BC the capital at Nineveh fell to a coalition of Babylonians and Medes. The Babylonians were in revolt (Babylon had been sacked in 648 BC) and the Medes (from modern western Iran) were seeking retribution for past Assyrian invasions of their lands.

The last Assyrian army was defeated soon thereafter by the same coalition, and the Assyrians as a separate culture disappeared from the world's stage.

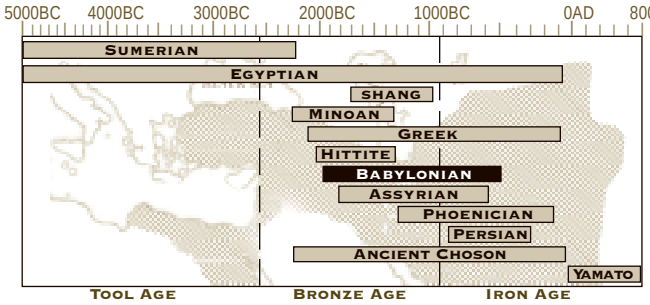
Legacy

The Assyrians are remembered from their boastful inscriptions and biblical references as ferocious warriors. Whether they were significantly more brutal than was normal for the time is unclear.

For several centuries, however, they were the greatest military power in the civilized world. Their armies were innovative and they appear to have been among the first to use large bodies of cavalry effectively. They certainly influenced the Persian armies that followed them.

They are not remembered for any significant advances in technology, philosophy, the arts, or science. Their cities have been piles of rubble for thousands of years now and have not given up fabulous treasures that can compare with those of Egypt and Greece.

Babylonian culture (1900 to 539 BC)



The Mesopotamian city-state of Babylon twice expanded to become an important world empire before being absorbed by Persia. Its two great expansions were sufficiently remarkable to earn it a place in history beside the two other great Mesopotamian cultures, the Sumerians and Assyrians. Between its Old and New Empire periods, Babylonia devolved back into a small but rich city-state that was captured occasionally by its neighbors.

The predominate inhabitants of Babylon changed several times over its existence, although the culture remained relatively constant and distinct. The Amorites, the Kassites, and the Chaldeans were all Babylonians at least once.

Location

The Babylonians took their name from their capital and only major city, Babylon, located on the Euphrates River west of Sumeria and south of Assyria. It was well-placed on the river for agriculture and for trade, but had no natural defenses. A strong leader and strong army were needed to defend it. Determined attackers were able to sack the city on numerous occasions during its history when such a leader or army was not available.

Rise to power

Babylonia was founded as a kingdom around 1900 BC by Semitic Amorite barbarians who overran much of Canaan, Akkad, and Sumer one hundred years earlier. In 1792 BC the small kingdom was inherited by Hammurabi who ruled until 1750. During those 42 years, Hammurabi extended the kingdom to encompass all of Sumer to the east and Akkad to the north. He also defeated the barbarian Gutians in the Zagros Mountains to the northeast who had previously sacked Akkad. He also pushed back the Elamites (east of Sumer) and the Assyrians (north of Akkad). This was the first great Babylonian empire.

Following Hammurabi's death, the empire fell into gradual decline. In 1595 BC Hittites drove down the Euphrates and sacked Babylon, plundering the city and deposing the Amorite kings. This ended the first empire. Within 20 years, new invaders called the Kassites had settled around Babylon, establishing a new dynasty. The Kassites were neither Semitic nor Indo-European, and probably came from east of the Zagros Mountains.

The Kassites ruled Babylon for several centuries before being conquered by the Assyrians in 1158 BC. Descendants of the Amorites had restored control by 1027 BC.

During the Eighth and Seventh Centuries, the Chaldeans, new Semitic immigrants to the area, and the Assyrians fought for control of Babylon. The Assyrians claimed sovereignty for a while but sacked the city once as punishment for rebellion.

A Chaldean sheik seized the Babylonian throne and then destroyed the Assyrians with the help of the Medes. The Chaldean Dynasty and the New Empire lasted from 626 to 539 BC. The revived Babylonians overran most of the Assyrian Empire from the Persian Gulf to the borders of Egypt.

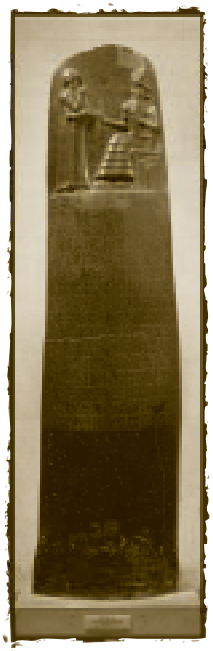
In 597 BC Nebuchadrezzar II captured Jerusalem and forced its king and nobles into exile. When the puppet ruler of Jerusalem rebelled, the city was taken again in 586 BC after an eighteen-month siege. This time much of the population was deported to Babylon and their descendants remained there until released by the Persians. This period of Hebrew history was called the Babylonian Captivity.

Economy

The basic economy of Babylonia was typical for Mesopotamia at the time. Irrigation and dikes controlled the waters of the Euphrates River, providing bountiful harvests of grain, vegetables, and fruit in normal years. These foods were supplemented by herds of sheep and some cattle.

The Babylonians traded food surpluses for raw materials like copper, gold, and wood, which they used to manufacture weapons, household objects, jewelry, and other items that could be traded.

The fabulous wealth of the New Empire (626 to 539 BC) derived from controlling the east-west and north-south trade, primarily thanks to control of Phoenicia, Syria, and the other Levant ports. This area had been the nexus of civilized trade for over a thousand years, and, for that reason, the prize for every empire and pseudo-empire of the age. Not long after the end of the Babylonian New Empire, the shift of much trade to the central and western Mediterranean reduced the importance of this area.



Stele of Hammurabi with Hammurabi confronting the sun god Shamah above his code of laws. Hammurabi is credited with producing the earliest written body of laws, c. 1780 BC.

Religion and culture

The Babylonians worshipped many gods, but chief of these was Marduk, god of the city of Babylon. Marduk was represented by a dragon in the artwork that decorated the city. Festivals were held throughout the year in honor of specific gods to assure their favor. The New Year festival for Marduk assured fertility in the fields.

For a brief time the New Empire was among the richest in the world. The city reflected that wealth in its extensive and highly decorated monuments. The interior of the Temple of Marduk was reportedly covered with gold.

At the center of a great and rich trading empire, the people of Babylon had access to exotic goods and manufactured items from throughout the world.

Government

The New Empire government of Babylon adopted many of the Assyrian imperial practices, which probably contributed to its own short life. The king had overall administrative power, in addition to his central role in important religious rituals. Governors ruled important provinces on behalf of the king, but most of these were Babylonians appointed from outside the local area. Local puppets were often left in place to rule local kingdoms, but this occasionally led to revolt, as in the case of Jerusalem.

Architecture

The city of Babylon was destroyed and rebuilt several times, usually on top of the old ruins. Buildings and walls were constructed of mud bricks, first sun-baked, and then baked with fire.

The Babylon of the New Empire period was one of the wealthiest cities in the world. The Chaldean kings rebuilt the city and established its reputation for splendor for all time. The Euphrates River passed through the middle of the city and was also directed around its four sides through a moat. Inside the moat were double walls. The Greek historian Herodotus claimed that the outer wall was so wide that a chariot with four horses could drive along it. There were several city gates, each named after an important god. The Ishtar gate opened on the sacred Processional Way that led to the ziggurat and Temple of Marduk. The gate, sacred way, and temples were decorated with bright blue glazed tiles depicting real and fantasy animals in relief.

The two sides of the city were connected by a bridge. The east side contained the palace and temples, including many ziggurats. The greatest of these, built by Nebuchanezzar II, had seven levels with a small temple to Marduk at the top. This ziggurat was probably the Tower of Babel mentioned in the Bible. Nebuchanezzar also built the Hanging Gardens of Babylon, a multistoried ziggurat decorated with trees and plants to resemble a mountain. According to legend, the gardens were built to remind one of his wives of her mountain homeland. The Hanging Gardens were one of the seven wonders of the ancient world.

Military

Little is known of the Babylonian military from either the Old or New Empires, although Hammurabi's army of the Old Empire may have made important use of chariots when these were first coming into use.

The New Empire armies probably copied much from the Assyrians. This would suggest that Babylonians made extensive use of cavalry, especially mounted bowmen. Foot troops probably used iron weapons and wore iron helmets and some chain mail armor. The Babylonians and their less advanced allies, the Medes, took three heavily fortified Assyrian cities in short succession, suggesting they had mastered the Assyrian techniques for storming cities.

Decline and fall

Following seven turbulent years that saw three new kings in succession and two rebellions, in 556 BC the last of the Chaldean Dynasty, Nabonidus, took the throne of Babylon. He worshipped the moon god, Sin, but neglected local affairs and important religious rituals associated with other gods. For several years he did not perform the important New Year festival in the name of Marduk, the deity of Babylon, that renewed the fertility of the land. He also introduced reforms that gave effective control of temple finances to himself.

The unrest and dissatisfaction these events fostered came at a time when a new power to the east, Persia, had been gradually expanding and spreading its influence. Under Cyrus I, the Persians had first overthrown their masters, the Medes, and then expanded to the northwest into Anatolia. During these conquests, Cyrus demonstrated a high degree of tolerance and clemency that encouraged others not to resist.

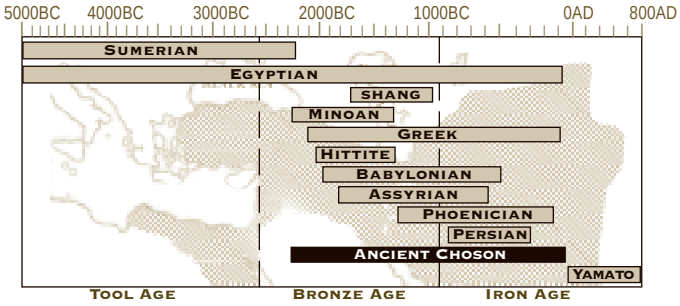
When Cyrus turned against the Babylonians, he was welcomed by a large segment of the population, including the influential priests. Cyrus first defeated Nabonidus in battle at Opis. Nabonidus fled to Babylon but the city surrendered without a fight on October 12, 539 BC, and the last Babylonian king went into captivity. The Jews and other peoples held in Babylonian captivity were freed. The entire New Empire of Babylon became part of the Persian Empire and Babylonia ceased to exist as a separate entity and culture.

Legacy

The first Babylonian empire is best known for the Law Code of King Hammurabi, circa 1750 BC, purportedly handed down by the god Shamah. The laws of Moses derive from Hammurabi's code. The laws themselves are preserved on a 90-inch stone stele that was uncovered in Susa in modern times. It had been carted off by the Elamites following their sack of Babylon in 1158 BC.

The New Empire of Babylon was noted especially for its wealth and grandeur. This was reported in Old Testament accounts from the period of the Hebrew Babylonian Captivity and by the Greek historian Herodotus who visited the city. The most impressive features of the city were its walls, the Ishtar Gate, the ziggurat and temple to Marduk, the Processional Way, and the Hanging Gardens.

Ancient Choson culture (2333 to 108 BC)



Note: Any use of the term Choson in Age of Empires refers to the Ancient Choson culture.

The Korean peninsula was invaded by successive waves of Neolithic peoples, but the culture of the area changed little until the use of bronze implements began around the fifteenth century BC. The Bronze Age brought significant change to Korea. Recovered bronze spear points and arrowheads indicate conquest and warfare were widespread. Towns protected by earthen walls appeared. Funerary dolmens (rock shelters covered by enormous capstones) indicate the rise of a stratified political and social structure.

The Bronze Age in Korea lasted until the fourth century BC. During the Bronze Age, the first large political groupings of walled town states arose. The most advanced of these was Ancient Choson.

Location

The state of Ancient Choson was located in the valleys of the Liao and Taedong Rivers, in the southwestern part of what is now North Korea. It occupied the Taedong River basin originally and spread its influence gradually over a large region of the peninsula.

Capital

The Ancient Choson capital was Wanggom-song, now modern P'yongyang (the capital of North Korea).

Rise to power

The power of Ancient Choson grew from around 2333 BC to the end of the fourth century BC. The Ancient Choson expanded possibly due to better agriculture and population growth, better use of newly available iron weapons, better leaders, or all of the above. When the Chinese kingdom of Yen encountered the Ancient Choson culture, they referred to them as being arrogant and cruel, which suggests that the Ancient Choson were formidable warriors.

Despite the apparent strength of Ancient Choson at the end of the fourth century BC, they went into decline, nevertheless, following the arrival of the Yen kingdom across the Liao River. The Chinese overlord in control of the Liaotung Peninsula changed several times during the next century and the political upheaval fostered an immigration of Chinese political, military, and economic power into Ancient Choson. One refugee, named Wiman, built a power base among the other refugees and eventually drove the Ancient Choson king from his throne around 190 BC.

The new kingdom, called Wiman Choson, was a hybrid of Korean and Chinese influences. Due to its superior military and economic strength, it subjugated smaller Korean states to its north, east, and south. This placed the Wiman Choson between the now dominant Han Chinese and the remaining Korean states in the south, allowing it to control trade between the two regions. For three generations, the Wiman Choson dominated north central Korea.

Bronze arrow found buried in the valley of the Liao and Taedong Rivers, c. 400 BC.

Economy

The principal economic activity of Bronze and early Iron Age Korea was agriculture. Rice was the main food crop of southern Korea. Raising livestock (oxen, horses, pigs, and dogs) was more important in the north. The basic farming unit was the village, made up of headmen, free peasants, and a few slaves. Peasants and slaves worked mainly on communal farms. There were some peasant-owned lands as well. The free peasants were heavily taxed and provided labor to the state. They were not permitted to bear arms or serve in the armies.

Religion and culture

The leaders of the early walled towns in Korea performed both political and religious functions. The dignity and authority of these leaders was enhanced by their acknowledged descent from a sun god. Political and religious power split gradually into two separate functions as the confederation grew in size. Rituals were thereafter directed by specialists.

The primitive religion of prehistoric Korea was based on animism and shamanism. Primitive priests were magicians who attempted to move the gods by evocation. By the time of Ancient Choson, priests prayed to the gods humbly and earnestly for favor.

The ancient Koreans believed in the immortality of the soul and buried their elite with elaborate ritual. They also practiced divination. The two most important festivals of the year were tied to the growing season. In the spring they prayed for abundance and in the fall they celebrated thanksgiving.

Government

Village communities were govemed by a ruling elite that kept order, allocated land and resources, collected taxes, and provided security. The individual communities were held together in confederation by military and economic means. Ancient Choson took the name wang (king) for its leader about the time that the nearby Chinese kingdom of Ye employed the same title.

Military

Little is known about the armies of Ancient Choson except that they were standing armies and not levies of peasants. Evidence of horses and chariots is not widespread, suggesting that only the richest warriors could afford these enhancements. Bronze spear points and arrowheads from the early days of the Ancient Choson suggest an army of spearmen and archers. Later finds include bronze daggers and spears of distinctive styles, iron daggers, and iron spear points. The daggers suggest that these short weapons were used by infantry for close combat in addition to spears.

The prowess of Ancient Choson armies can be inferred from their expansion and dominance of the region and the comments about Ancient Choson recorded by their Chinese neighbors.

Decline and fall

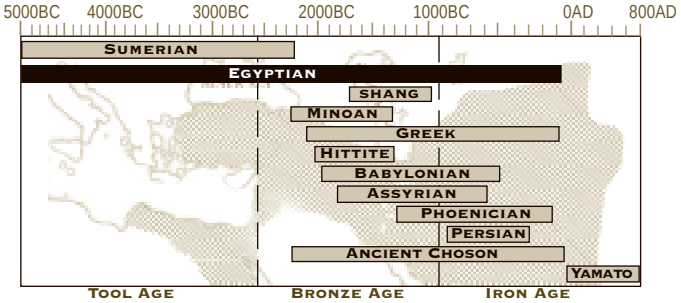
Unified China under the Han Dynasty was not pleased by Wiman Choson's growth and control of eastward trade, and was concerned about a possible alliance between Wiman Choson and the Hsiung-nu (barbarians then expanding out of Mongolia into Manchuria). The aggressive Emperor Wu of Han launched an attack against the Wiman Choson when diplomacy failed to bring them to heel. The Wiman Choson were a tough adversary but were weakened by defections and collaborationists among the nobility. The Wiman Choson capital fell in 108 BC and the kingdom came to an end.

Legacy

The legacy of the Ancient Choson was a Korean culture that remained separate from that of China, despite the proximity and influence of that enormous neighbor.

Egyptian culture (5000 to 30 BC)

The Egyptian culture was one of the oldest and most long-lived of antiquity. It benefited from an abundance of good farmland, nearby mineral resources, and a good strategic position. Despite occasional invasion and internal strife, it endured as a distinctive culture for nearly 5000 years.



Location

Ancient Egypt occupied almost the same area as modern Egypt does today. Its civilization stayed very close to the Nile River. Because it was almost entirely surrounded by desert, enemies could approach only from the west and northeast along the Mediterranean coast, from the south down the river valley, or directly over the sea.

Capital

During its long history, the capital of Egypt was located at various times in Hierakonpolis, Memphis, Herakleopolis, Thebes, It-towy, Akhetaten, Tanis, Sais, and Alexandria. The most important of these were Memphis and Thebes. Alexandria was founded as the capital by Alexander the Great in 331 BC. Greek overlords, the Ptolemaic dynasty, ruled from here until 30 BC.

Rise to power

Agriculture was brought to the Nile Valley prior to 5000 BC by immigrants from the highlands of Palestine. By 3000 BC, agriculture had spread southward up the Nile. Flooding was under control and irrigation put much more land under cultivation. The abundance of food led to large populations and increased wealth for the area.

The early history of Egypt was a period of consolidation. Two separate kingdoms rose and vied for power along the river. Around 3100 BC, King Menes of Upper Egypt conquered Lower Egypt (centered on the lowland river delta) and established the First Dynasty.

Between 3100 BC and 1300 BC, the Egyptians struggled with Nubians and Kushites up the Nile to the south. Forts and garrisons held the frontier but during periods of weakness these were destroyed. Around 1300 BC the Nubians suffered an important defeat and were neutralized as a threat for about 500 years.

Egypt's Dynasty XIII, 1783 to 1640 BC, was very weak. During this period the frontier forts to the south were lost and Semitic immigrants from the east moved into the delta. These immigrants, called the Hyksos, took control of the entire delta region in 1674 BC. The Hyksos eventually adopted Egyptian culture and language, and introduced the horse and chariot.

The New Kingdom was founded by Dynasty XVIII in 1552 BC, following a successful war to drive out the Hyksos. This dynasty was the great age of the warrior pharaohs and Egyptian empire. To prevent further incursions from the east, the Egyptians attempted to establish control over the kingdoms in the Levant and Palestine. During this period they vied for control with the Hittites and Mitanni, as well as the local kings. The Egyptians were the dominant power in the Near East until around 1200 BC when the entire area was overrun by barbarians.

Economy

Egypt was an agricultural society dependent on the water and soil brought down each year by the Nile from the highlands of Ethiopia. Extensive irrigation made it possible to farm fields not adjacent to the river but still close enough to be inundated each year and receive new sediments. The principal crops were wheat and barley that were used to make bread and beer, the staples of their diet. They also grew fruits and vegetables and raised cattle, pigs, sheep, goats, geese, ducks, and pigeons. The abundance of food meant a large population and allowed the export of food.

The Nile passes through several hilly regions and some of these were rich in minerals. The nearby Sinai Peninsula also held mineral riches. Unlike some other ancient cultures, the Egyptians had relatively easy access to copper and gold, further increasing their wealth. The hills were sources of granite, limestone, and sandstone that they used for construction.

The Egyptians were one of the first cultures to build boats and they eventually took these out into the Mediterranean. Egypt became an important Mediterranean port of call as trade increased because it was a rich market for both buying and selling.

Religion and culture

The Egyptian religion had over 2000 gods, though only a few of these were predominant. The important gods had a home town where their principal temple was located. One of the most important was Ra, the sun god, understandably critical to an agricultural society.

They believed in a life after death. They referred to this as the "next world," and thought it was somewhere to the west. They developed elaborate burials and embalming to preserve the body for this second life. Goods and servants were buried with royalty and nobles to serve them.

Government

The ancient Egyptians believed their kings were descended from the sun god Ra. They believed they could communicate with the gods through the king.

The king had absolute power but was required to perform several important duties. He was responsible for the harvest and irrigation of crops. He directed the government, trade, and foreign policy. He enforced the laws and led the army. During the New Kingdom, the pharaohs usually commanded their armies in the field.

Reporting directly to the pharaoh were two viziers, one for Lower Egypt based in Memphis and one for Upper Egypt based in Thebes. Below the viziers were rural districts controlled by

governors and towns controlled by mayors. These officials carried out the pharaoh's orders and collected taxes. Scribes kept the records.

The Egyptians had no coinage until they were conquered by Alexander the Great. All workers paid taxes by turning over a percentage of their production, whether it was fish, grain, trade goods, pottery, or other goods. In addition, each household had to provide a laborer for several weeks each year for mining or public works. The pyramids were probably built by laborers putting in their annual service.

Military

The Egyptians were among the first cultures to possess the necessary population and wealth to build standing armies of professional soldiers. Prior to the Hyksos invasion around 1675 BC, Egyptian soldiers were equipped with simple bows, maces, and spears. The Hyksos introduced the horse and chariot, which were quickly adopted by the Egyptians in turn. The dominance of the Near East by New Kingdom Egypt, from 1600 to 1200 BC, was primarily due to the large and powerful chariot armies sent into battle there. These chariots carried a driver and composite bow archer and were the elite of the army.

Khafre, from Egypt's 4th dynasty, had the sphinx built in his image as a monument to the sun god, Ra. The pyramid in the background is Khafre's tomb, c. 2500 BC.

Decline and fall

Egypt survived the catastrophe of 1200 BC by fighting off several major attempted invasions. They went into decline, nevertheless, following the death of Rameses III who was the last of the great warrior pharaohs. Their decline was partly due to trade coming to a virtual halt for several generations. A series of weak kings and civil wars over succession to the throne also eroded their strength.

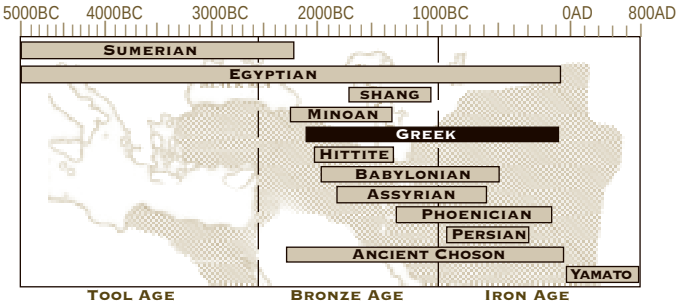
In 728 BC Egypt was conquered by Nubia and held for 60 years. In 665 BC the Assyrians completed a conquest of Egypt by sacking Thebes. A new native Egyptian dynasty arose in 664 BC, eventually throwing out the Nubians and asserting their independence from Assyria by stopping payment of tribute. In 525 BC Egypt was conquered again from the east, this time by Cambryses II of Persia. When the Persians faltered in their war with the Greeks, the Egyptians reclaimed their independence briefly before succumbing once more to Persian invasion by 332 BC. Within a year, however, the Persians themselves were gone, destroyed by Alexander the Great who was accepted by the Egyptians as their pharaoh.

Greeks ruled Egypt as overlords from the time of Alexander the Great until 30 BC when Cleopatra VII, the last of the Ptolemaic dynasty, and Mark Antony were defeated by Octavian. Egypt thereafter became part of the Roman Empire.

Legacy

The ancient Egyptians are remembered for the quality and quantity of cultural objects that have survived to the present, including the Pyramids, the Sphinx, the treasures of Tutankhamen's tomb, the other monuments and temples of the Nile Valley, hieroglyphics, mummies, and papyrus. They are also remembered in the West because of their prominent role in the history of ancient Israel as recounted in the Old Testament.

Greek culture (2100 to 146 BC)



The ancient culture with the broadest and most long-lasting impact on the future of Western civilization was that of Greece. The Greeks dominated the known world militarily for only a brief period, but their cultural influence spread farther and lasted much longer. Rediscovered in the West in large part after the Medieval Dark Age, it was an important foundation for the growth of modern western civilization.

The Greeks never formed a unified kingdom, but existed as city-states, sometimes working together and sometimes at war with each other. At the zenith of Greek military power under Alexander the Great, they were a collection of city-states in cooperation.

Location

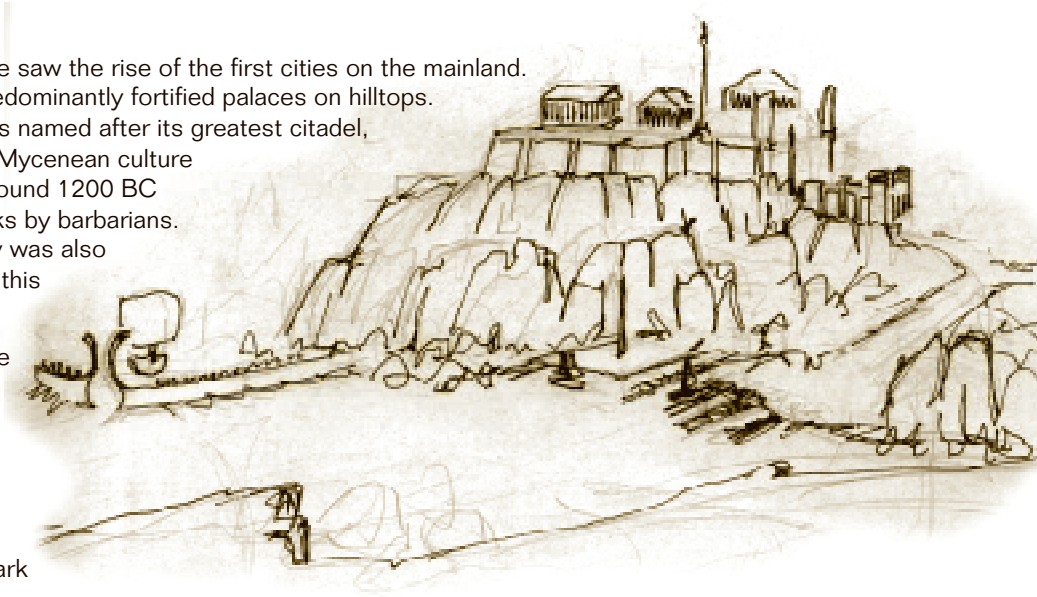
Greek culture was centered on the mainland of modern Greece but spread to the islands of the Aegean, into the lower Balkans, across the Aegean to the western coast of Anatolia, to Sicily, to parts of North Africa, and to southern France (Marseilles was founded as a Greek colony). The campaigns of Alexander greatly expanded the culture, establishing it in central Anatolia, the Levant, Egypt, Syria, Mesopotamia, and Persia to the borders of India. In the early second century BC, it was possible to travel from the south of modern France to India using only Greek to communicate.

Capital

As a collection of city-states, there was usually no capital of the Greek culture. During the Bronze Age, Mycenea was one of the strongest and richest citadels. During the Archaic and Classical periods, Athens (the cultural center) and Sparta (the strongest military power) vied for prominence. During the brief Greek apogee under Philip and Alexander, the de facto capital was the Macedonian city of Pydna. Following the death of Alexander, his empire was eventually divided into three parts. The Antigonid Dynasty ruled Greece and Macedonia from Pydna. The Selucids ruled Mesopotamia, Anatolia, Syria, the Levant, and Persia from a newly built city, Selucia, on the Tigris River. The Ptolemies ruled Egypt from another newly built city, Alexandria.

Rise to power

The history of ancient Greek culture is divided into several periods—the Bronze Age (2100 to 1200 BC), the Dark Age (1200 to 800 BC), the Archaic Period (800 to 500 BC), the Classical Age (500 to 336 BC), and the Hellenistic Period (336 to 30 BC).



The Bronze Age saw the rise of the first cities on the mainland. These were predominantly fortified palaces on hilltops. This culture was named after its greatest citadel, Mycenea. The Mycenean culture disappeared around 1200 BC following attacks by barbarians. The city of Troy was also sacked around this time.

The catastrophe of 1200 BC (described above) devastated the economy of Greece and ushered in a Dark Age that lasted about 400 years. Gradually civilization reappeared at old sites, such as Athens, and at new sites such as Sparta and Corinth.

By 800 BC the city-states of the mainland were economic and military powers. During the next 300 years, the Archaic Period, the Greeks expanded by establishing colonies across the Aegean in Anatolia (Ionia) and along the central and western Mediterranean coasts. The Archaic Period came to an end when the rising eastern power of Persia came into conflict with the Greeks over the Anatolian coast.

The period of 500 to 336 BC was the Classical Age of Greece, dominated first by the wars with Persia and then the Peloponnesian civil war between Athens and Sparta. Although this period is defined by military events, it was also a time of many important cultural advances.

The Hellenistic Period takes its name from the Greek word *Hellene*, which means Greek. This period began with the installation of Alexander as king of Macedon following the assassination of his father. In 13 years of military campaigns, Alexander conquered most of the known world and spread the Greek culture behind his armies.

Economy

Grains and bread were staples of the Greek diet but they could be grown only in a few fertile areas. Most of Greece was hilly and not suitable for large farms on the scale of Egypt or Mesopotamia. Farmers grew fruits and vegetables where they could clear fields. On the hillsides they grew olives for food and oil. Further up the hills they grew grapes for wine.

Horses were raised mainly in Thessaly and Macedonia where there were open grasslands. Elsewhere they were kept only by the rich. Cattle were kept mainly for milk, pigs and poultry for meat, and sheep for leather and meat. Seafood supplemented diets in coastal areas.

The Greeks were renowned for pottery that was both functional and beautiful. Decorations on pottery revealed much about the ancient Greek culture to historians.

The Greeks took advantage of their geographic position between the Aegean and Mediterranean Seas to engage in trade. City-states traded among themselves and overseas. Thessaly and Macedonia exported horses, for example, while Athens exported honey and silver.

Coins were first used in Lydia, a small kingdom in northwestern Anatolia, at the end of the seventh century BC. The concept quickly spread to the Ionian Greek colonies and then throughout the Greek culture. The most popular coins were made of silver.

Religion and culture

The Greeks believed in many gods who were responsible for the living and the dead. Their gods were very humanistic-they got married, had children, felt love and jealousy, and sought revenge. Legends of the gods taught what pleased and what angered them. The principal gods were the twelve Olympians thought to live on Mount Olympus. They were led by Zeus, ruler of the heavens. Temples were built to provide earthly homes for individual gods. The Parthenon in Athens, for example, was dedicated to the goddess Athene. Festivals were held to please individual gods and persuade them to be munificent.

Before an important project was started, an oracle or soothsayer was consulted to learn the will of the gods. The most famous of these was the Oracle of Delphi, where a priestess called the Pythia would voice the will of Apollo. Priests would interpret the Pythia's often vague replies.

Music, poetry, and theater were an important part of the Greek culture. All Greek cities and colonies built a theater or amphitheater.

Society consisted of two main groups—free people and slaves. Slaves were owned by free people and were employed as servants and laborers. Slaves were purchased in international slave markets or were prisoners of war. Free men in Athens were either citizens, born to Athenian parents, or *metics*, born outside of Athens. Both groups were required to serve in the army, but only citizens could become government officials or jurors.

Under the leadership of Pericles, the Parthenon was built to honor Athena, c. 432 BC.

Government

An independent city-state was called a *polis*. Each consisted of the city and surrounding countryside. The largest of these was Athens, with about one thousand square miles of territory.

During the Archaic Period, most city-states were governed by a group of rich landowners. These were the *aristoi*, meaning best people, or the aristocrats. Resentment of aristocratic rule led to riots when traders and craftsmen began to prosper but had no say in government. Beginning around 650 BC, individuals called tyrants were allowed to rule to keep the peace. Government was improved under an enlightened tyrant but the system was susceptible to corruption. In 508 BC Athens introduced a new system called democracy, in which all citizens took part in their government. Women, foreigners, and slaves had no say.

Architecture

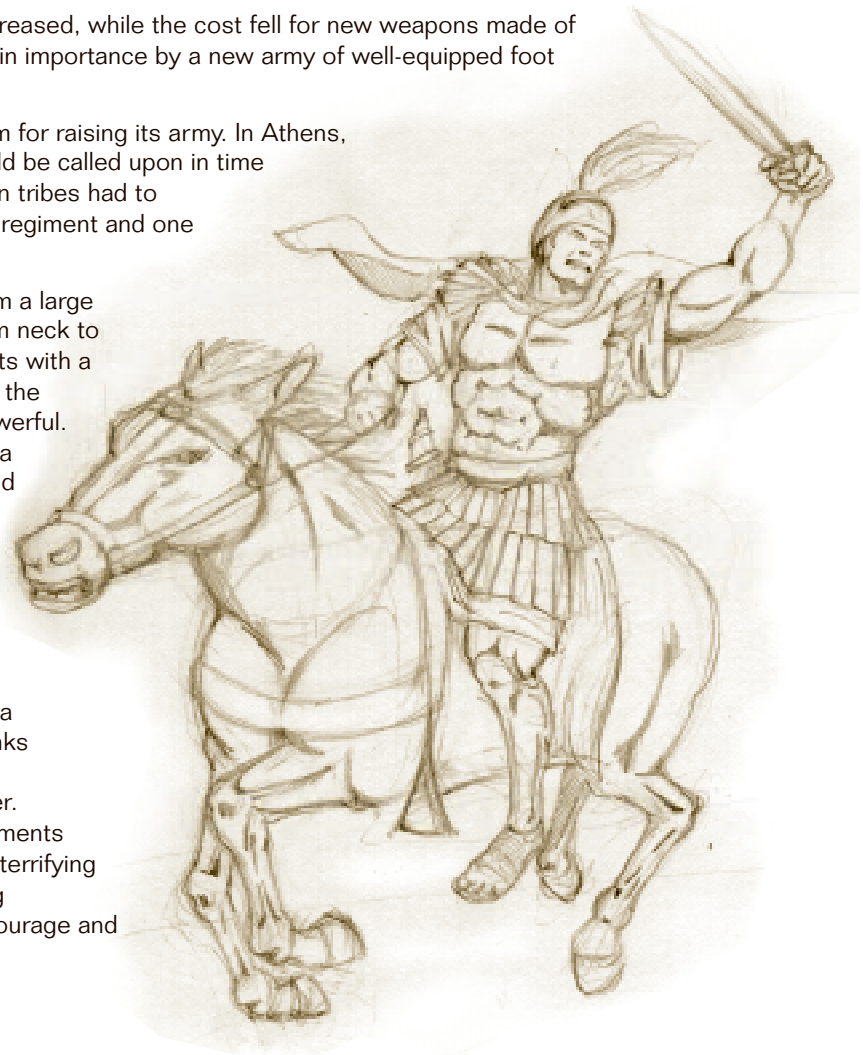
Greek homes were simple structures of mud and brick but their public buildings, especially temples, were beautiful structures of stone. A distinctive feature of Greek architecture was the use of columns supporting horizontal lintels.

Military

During the Bronze Age, the armies of the individual palaces were mainly chariots manned by the richest citizens. These armies were destroyed by barbarians around 1200 BC, sending Greece into its Dark Age.

During the Archaic Age, the aristocrats at first dominated the army as cavalry because they alone could afford horses. Foot soldiers came from the poorer classes that could not afford horses or better weapons and armor.

Eventually trade and wealth increased, while the cost fell for new weapons made of iron. The cavalry was replaced in importance by a new army of well-equipped foot soldiers called *hoplites*.



Each city had a different system for raising its army. In Athens, all free men aged 20 to 50 could be called upon in time of war. Each of the ten Athenian tribes had to provide enough troops for one regiment and one commander, called a *strategoi*.

Hoplites carried on their left arm a large round shield that extended from neck to thigh. They wore bronze helmets with a horsehair crest on top to make the soldier look taller and more powerful. For body protection they wore a cuirass of bronze, or leather and bronze, from shoulder to chest, plus bronze greaves on the front of the lower legs. Their weapons were a long spear and a short iron sword.

Hoplites fought in the phalanx, a square of men usually eight ranks deep. It was important that the phalanx move and fight together. Flutes and other musical instruments helped them keep in step. The terrifying hand-to-hand clash of opposing phalanxes called for extreme courage and discipline.

The Greeks disdained the use of cavalry and skirmish troops using bows, slings, or javelins. As long as they fought among themselves or were lucky, this was not a problem. Extensive contact with other military systems during the Persian Wars eventually convinced them that the phalanx needed to be supported. The ultimate Greek army employed heavy and light cavalry, light infantry, and skirmishers in support of its heavy hoplite infantry.

Decline and fall

Following the death of Alexander the Great, the city-states of mainland Greece attempted to rebel against Macedonian rule but were defeated in the Lamian War of 323-322 BC. During the next 40 years, the War of the Diadochi contested the division of Alexander's empire. It was eventually divided into three kingdoms (Greece, Egypt, and Persia). These three kingdoms made up the Hellenistic world.

The Antigonid Dynasty ruled Greece and Macedon but lost control of their colonies in southern Italy to the Romans in 275 BC. The Greeks supported the Carthaginians against Rome during the Punic Wars and paid for that once the Carthaginians were destroyed. Three Macedonian Wars against Rome resulted in the end of the Antigonid Dynasty in 168 BC. Following an unsuccessful Macedonian revolt, the city-states of Greece became provinces of the Roman Empire in 146 BC.

The Selucid Dynasty attempted to rule what had been the enormous Persian Empire. This proved impossible and parts began rebelling very quickly. By 180 BC their kingdom had been halved. In 64 BC the Roman general Pompey seized the Selucid kingdom and incorporated it into the Roman Empire.

The Ptolemaic Dynasty consisted only of Egypt. Because of its relative seclusion and wealth, it lasted the longest of the three Hellenistic kingdoms. Queen Cleopatra VII and her husband Marc Antony of Rome were defeated in battle by Octavian at Actium in 31 BC. The last Ptolemy committed suicide and Egypt became part of the Roman Empire in 30 BC.

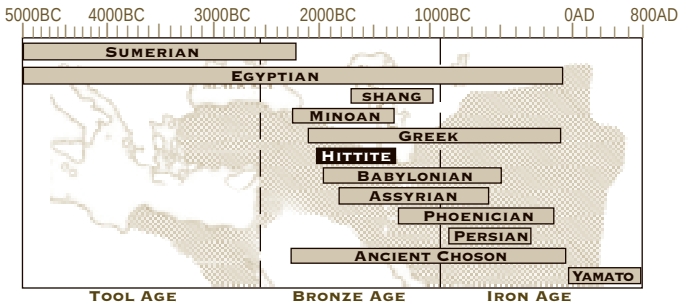
Legacy

The Greek language and culture spread behind Alexander the Great's armies. The Romans in turn adopted much of the Greek culture, preserving it and spreading it to new parts of the world. After the fall of Rome, Greek culture was preserved and expanded upon within the Byzantine Empire and in the Arab world, and passed on to the West following the Renaissance.

The legacy of ancient Greece has had an impact on many disciplines, including medicine (the scientific approach to medicine; the Hippocratic Oath taken by doctors), mathematics (Euclidean geometry; the Pythagorean theorem), literature (the *Iliad* and the *Odyssey*), theater, poetry, sculpture, language (the Bible's New Testament was written in Greek; thousands of words passed on to modern languages), architecture (the White House; the British Museum), history (Herodutus is regarded as the father of history), politics (democracy), philosophy (all philosophical studies since Plato have been referred to by one writer as mere footnotes to his work), science (the scientific method; laws of nature; the classification of plants and animals; the heliocentric theory), athletics (the Olympic Games), and trade (Greeks established trade routes to India and the Silk Road to Asia).

Hittite Culture (2000 to 1200 BC)

The extent of the Hittite civilization and empire was rediscovered only within the last hundred years. The Hittites had been mentioned several times in the Old Testament, but were considered only bit players. Excavations of sites in Turkey and Syria, plus the decipherment of inscriptions and recovered clay tablets, revealed that the Hittites were a world power at one time, rivals of the Egyptians and conquerors of Babylon.



Location

The Hittite empire was centered in Asia Minor (modern Turkey). At its maximum, it extended from the Aegean coast of Anatolia, east to the Euphrates River, southeastward into Syria as far as Damascus, and south along the eastern Mediterranean coast of the Levant. Hittite King Mursuli sacked Babylon around 1600 BC, but did not attempt to hold the region.

Historians do not know where the Hittites originated or how they got to Asia Minor. Studies of their language indicate that they were probably of European origin and migrated south through the Balkans or past the eastern end of the Black Sea sometime around 2000 BC.

Capital

The greatest Hittite capital was at Hattusas, outside the modern Turkish town of Bogazköy in north central Turkey, inland from the Black Sea. This city had previously been the capital of the Hatti, a local kingdom that was conquered by the Hittites around 1900 BC. The name Hittite derives from the name of the Hatti. The capital was moved to Hattusas around 1500 BC and the city was noted for its massive walls and placement in rugged terrain.

Rise to power

Around 2000 BC when the Hittites entered Asia Minor, the region was populated by small, yet sophisticated, kingdoms, each no larger than a thousand people. The Hittites began expanding their kingdom around 1900 BC, using both force and diplomacy to bring rival city-states and kingdoms in Asia Minor under control. The Hittite kingdom went through several periods of expansion and contraction until around 1400 BC.

Beginning then, several strong kings in succession expanded the Hittite empire across all of Asia Minor, into Syria, and beyond the Euphrates River. The push into Syria brought the Hittites into conflict with the Egyptians who also sought to dominate this area.

For several generations the Hittites and Egyptians remained diplomatic and military rivals. The great battle of Kadesh was fought between these superpowers around 1300 BC and was commemorated in Egypt by a great pictorial relief, an epic poem, and an official written record. After several decades of uneasy stalemate, the two powers signed a peace treaty and mutual defense pact, perhaps in response to growing Assyrian power to the east. A copy of the treaty was inscribed on the walls of an Egyptian temple at Karnak where it can be read today.

Economy

The Hittite imperial boundaries encompassed a diverse geography, including expansive grassy plains, mountains, sea coast, river valleys, and desert. Their economy was based mainly on grain and sheep raising, but they also possessed large deposits of silver, copper, and lead ore. They were adept metalworkers and among the earliest makers of iron, although during their time iron was more valuable than gold and not available in any quantity.

Religion and culture

The Great Temple at Hattusas was the religious center of the empire. The Hittite king was also the high priest of the kingdom and split his time between government, religious duties, and conquest. The king's dual role was useful in unifying the culture of the kingdom among its diverse peoples. Each year the king/high priest traveled extensively to preside at festivals. These personal appearances brought in rich donations and helped stabilize the realm.

Hittite religion was polytheistic. It was tolerant of other beliefs and flexible about incorporating new gods already worshipped by newly conquered peoples.

Hittite culture discovered so far pales in comparison to that of their contemporaries in Bablyon and Egypt. We have only a few bronze and stone statuettes, seal impressions, and rock carvings to judge their artistic ability. One enduring symbol from their artwork is the double-headed eagle that was adopted as a national symbol by both Austria and Russia.

They used cuneiform for writing as well as their own hieroglyphics. They patterned their laws on those of Bablyon, though they tempered their severity.

Government

Some researchers believe that the early Hittite government was the first constitutional monarchy. The *pankus*, probably an assembly of nobleman, monitored the king's activities in relation to their laws and probably had the power to remove and install kings as needed. Because they had no law of succession until circa 1500 BC, the death of a king prior to then often triggered a struggle for power. The authority of the *pankus* waned as the empire began to grow and after a law of succession was adopted.

During the empire years, the Hittite ruler was called the Great King. Each year the rulers of vassal states brought gifts to Hattusas and pledged their loyalty. In return for military protection and favorable trading status, vassal states contributed money and troops to the empire.

Diplomacy

Extensive records and correspondence preserved on clay tablets have revealed much detail about Hittite diplomacy and politics. Decipherment of specific tablets connected the Hittites with two of

This Hittite sphinx sculpture comes from late in the Hittite civilization. It guarded Tell Alaf in Syria.

the most famous events in antiquity—the sacking of the legendary city of Troy from the *Iliad* and the death of the Egyptian boy pharaoh Tutankhamun. Diplomatic letters to a city on the east coast of Asia Minor helped establish the site of the city of Troy.

In 1353 BC the greatest Hittite king, Suppiluliuma I, was besieging the city of Carchemish that controlled an important ford and trade route over the Euphrates River. During the siege he received a letter from Ankhesenamun, the newly widowed wife of Tutankhamun. The queen of Egypt asked that Suppiluliuma send one of his sons to be her new husband and king of Egypt. The stage was set for a very important alliance by marriage. Suppiluliuma took too long to investigate and negotiate, however. An Egyptian courtier-priest seized the widow and the throne, and peace between the two great powers was not arranged until 70 years later.

Military

Hittite foot troops made extensive use of the powerful recurved bow and bronze-tipped arrows. Surviving artwork depicts Hittite soldiers as stocky and bearded, wearing distinctive shoes with curled-up-toes. For close combat they used bronze daggers, lances, spears, sickle-shaped swords, and battle-axes shaped like human hands. Soldiers carried bronze rectangular shields and wore bronze conical helmets with ear flaps and a long extension down the back that protected the neck. They were apparently very competent at conducting sieges and assaulting cities that resisted.

They were possibly the first to adopt the horse for pulling light two-wheeled chariots and made these vehicles a mainstay of their field armies. Egyptian engravings of the Battle of Kadesh show three men in the Hittite chariots using spears, but other evidence suggests that they carried only a driver and archer. Perhaps the chariot archer replaced the chariot javelin thrower. Hittite chariot armies were feared by most of their contemporaries.

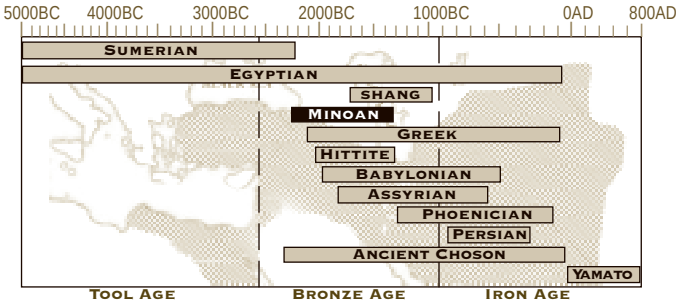
Decline and fall

Following the establishment of peace with Egypt around 1280 BC, there ensued 80 years of relative peace and prosperity for much of the civilized world. During the great catastrophe circa 1200 BC, however, the Hittite empire was suddenly destroyed. The fortifications at Hattusas were thrown down and the city burned for good. Stone sculptures were smashed apart. It is not known by whom, but it is possible that the Hittite armies fell off in ability during decades of relative peace while the growing riches of the empire made it an ever more attractive target, probably to barbarians from the west and north. The Kaskans, barbarians from the Russian steppes, penetrated the empire around 1300 BC and plundered Hattusas. They may have returned to finish the job for good.

Legacy

The legacy of the Hittites is limited because they were lost as a culture until rediscovered only recently. They are remembered in the Bible as relatively small but sturdy warriors, but for little else. A small remembrance of the Hittites is their pointed shoes with turned up toes seen in many carvings and reliefs that survive. This style of shoe is still seen occasionally in Turkey as ceremonial dress.

Minoan Culture (2200 to 1200 BC)



Primitive agricultural communities sprang up around the Aegean Sea by 6000 BC but this area lagged behind Egypt and Mesopotamia in advancing toward civilization. For reasons not yet understood, the island-based Minoan culture made a sudden leap forward around 2000 BC and became the first civilization of Europe. The sudden take-off may have been stimulated by trading contact with Mesopotamia through Levant ports or through contact with Egypt. One theory suggests that refugees from Egypt during a time of turmoil may have emigrated to Crete and brought technology and ideas with them.

Location

The Minoan culture was centered on the island of Crete, but extended to other nearby islands, including Thera and Rhodes. They may have colonized the Anatolian coast at Miletus and elsewhere. By the extension of trade, they influenced the developing Greek culture on the mainland and other Aegean islands.

Capital

The palace at Knossos on Crete was the capital of the Minoan civilization.

Rise to power

The Minoans were an economic power, not a military one. They preserved their economic advantages by apparently controlling ship traffic in the Aegean and Mediterranean Seas. For approximately 800 years they dominated trade in these regions. They were so secure on their islands, protected by their ships, that they never fortified their cities.

Economy

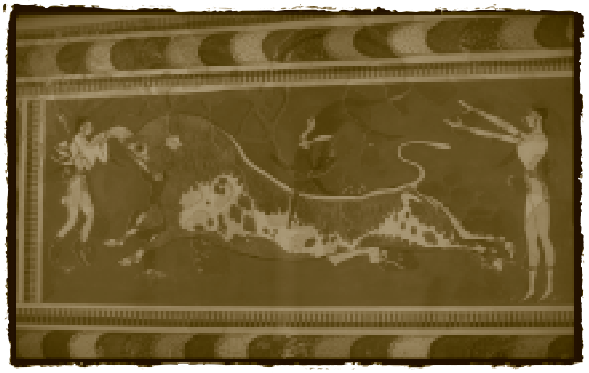
Crete was rich in natural resources, including farmland, water supplies, timber, copper, building stone, and access to the sea. The Minoans were prosperous thanks to agriculture and fishing, but grew rich primarily on trade.

Religion and culture

The high standard of living, the relative abundance of food and other good things, and the security of their island homes gave the Minoans an outlook on life substantially different from other contemporary cultures. Perhaps because life was good, worship and communication with gods was not stressed. They built no great temples. Their religion was dominated by female goddesses who protected the household, the crops, and the animals.

The Minoans may have practiced human sacrifice at one time. There is a famous tale of a minotaur, half man, half bull, who lived in a labyrinth beneath the palace. Young people were sacrificed to the minotaur each year. The high priest or king may have worn a bull mask for the sacrifice, creating the illusion of half man, half animal.

They believed in an afterlife and buried the dead with food and possessions that would be of use.



The Toreador fresco from the Palace at Knossos depicts the sport of bull vaulting, c. 1500 BC.

The Minoans developed a hieroglyphic writing system around 2000 BC, perhaps following trading contact with the Egyptians. By 1900 BC they had developed a new script now called Linear A. A third script called Linear B came into use at Knossos around 1450 BC.

Surviving artwork shows the people of Crete engaging in the sport of bull-jumping. The significance of this activity is not known. Young men and women are depicted approaching a charging bull, grabbing it by the horns, and somersaulting over the animal's back to land behind it.

The everyday life of the Minoans was pleasant and relatively free of war and unrest, as witnessed by the richness and exuberance of their frescos, wall paintings, and decorative objects.

Government

The great palace at Knossos was also a giant warehouse. The distribution of food and other goods may have been organized from here.

The only king whose name survives was Minos. It may be that the word *minos* referred to the office, not the man, like the Egyptian term pharaoh.

Military

The Minoans had little apparent need for an army, relying instead on their navy to keep any enemies from approaching. Minoan ships were galleys, manned by rowers on both sides. Narrow galleys were fast and maneuverable, allowing them to overtake slower sailing ships of the day. They did not employ rams at this early date, according to the evidence of surviving artwork.

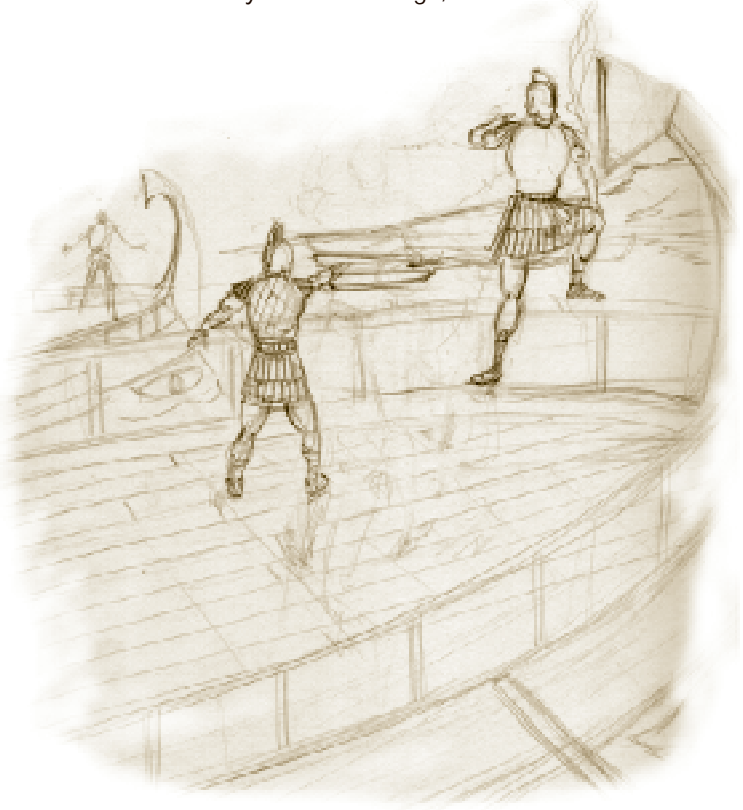
Decline and fall

The idyllic life of the Minoans was disrupted by natural disasters. The archaeological remains indicate that the palace of Knossos was destroyed by an earthquake in 1700 BC and rebuilt. The nearby island of Thera was partially sunk by a volcanic eruption and the resulting tidal wave probably struck Crete, causing extensive damage. The Minoan culture suffered from recurrent earthquakes and the Thera explosion, but the extent of the damage and its effect on their civilization is debated.

There are two main scenarios for the end of the Minoan culture. According to the oldest theory, mainland Greeks invaded around 1450 BC, essentially destroying the culture, although it lingered for 700 years more until mainland Greece itself was overrun. In the second scenario, based on more recent research, the Minoans suffered through disaster and a resulting loosening of their control of sea trade and movement, but did not succumb to the mainland Greeks. The Minoans were instead destroyed along with the Myceneans on the mainland by barbarians as part of the catastrophe of 1200 BC. Evidence suggests that by 1180 BC the Cretans had moved from coastal towns and palaces to defensive city sites high in the hills. Attacks and the threat of further attacks were the probable cause of this shift.

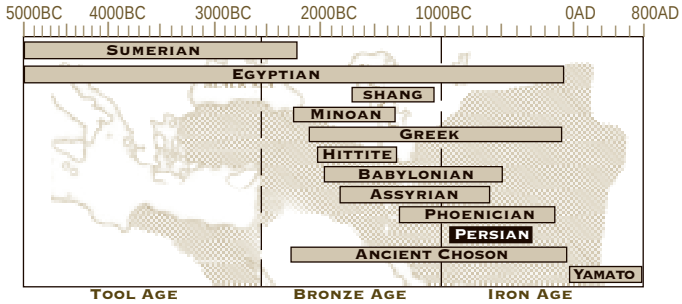
Legacy

The Minoans are remembered today for their fabulous palace and frescoes at Knossos, now partially restored. It may have been the largest and most beautiful palace of the late Bronze Age. They are also remembered for their mysterious writings, some of which continue to defy linguists.



Persian Culture (700 to 332 BC)

The Persians were unlikely empire builders but in a relatively short span of years they conquered most of the Near and Middle East. They benefited from the leadership of a series of strong kings in succession and by a lack of competent leaders among their neighbors. They expanded very quickly, wobbled for a few hundred years under internal and external pressures, and then collapsed suddenly and utterly.



Despite their accomplishments and the breadth of their influence, our knowledge of the Persians is surprisingly limited. Very few Persian records have survived and many of these are written in Elamite, a language we understand poorly today. There is nothing to compare with surviving records of the Egyptians, Greeks, Hittites, and others. Historians rely heavily on what neighbors wrote about the Persians, such as Herodotus who traveled widely within their empire during its peak. Archaeology has revealed that while the empire was certainly in decline prior to Alexander's conquest, it was once well-governed, efficient, and no fluke of history.

Location

The Persians were originally one of several Aryan tribes that migrated into modern Iran from the plains of southern Russia around 1400 BC (the word Iran is derived from Aryan). They settled the southwest corner of the Iranian plateau, on the north shore of the Persian Gulf, on lands vacated by the Elamites who had been conquered and enslaved by the Assyrians. The Persians were separated from the great civilizations of Mesopotamia by the Zagros Mountains.

At its peak, the Persian Empire stretched from the Indus River across the Near East to the eastern Mediterranean coast, south into Egypt along the Nile to Sudan, across Anatolia, and into Thrace and Macedonia.

Capital

During the history of the Persian Empire, five cities served as the royal capital. The first was Pasargadae, built by Cyrus to commemorate his victory over the Medes. It was remote and impractical as an administrative capital. Babylon was rebuilt by Cyrus as a royal capital for his use when affairs brought him to Mesopotamia. Darius moved the empire's administration to Susa, the old Elamite capital, perhaps for efficiency. It was well-located at the hub of a road and water transport network.

The extreme summer heat of Susa drove the Persian court first to the higher altitudes of Ecbatana, the old Median capital in the Zagros Mountains. In 520 BC Darius began building the greatest of

the Persian capitals at Persepolis. Construction of Persepolis was interrupted for long periods and was not completed nearly 200 years later when the city was sacked and burned to the ground by Alexander.

Rise to power

The Persians settled on relatively poor and remote lands where they were little troubled by first the Elamites to their west, then the Assyrians who destroyed the Elamites around 640 BC, then the Medes (to their north) and resurgent Babylonians who conquered Assyria in 609 BC. Throughout this period, the various petty Persian kings were vassals of the richer and more advanced Medes.

Cyrus II became king of the small Persian kingdom of Anshan in 559 BC. Within ten years he had subjugated the eastern part of Persia and established a reputation among even his rivals as a natural leader to whom men gravitated. When the Median king attempted to reassert control over Persia around 550 BC, the Median army revolted on the battlefield, handing over their king to Cyrus and surrendering their own capital at Ecbatana. The Median Empire, stretching across northern Mesopotamia into Anatolia, underwent a nearly bloodless change of management. Cyrus II was now Cyrus the Great, founder of the Persian Empire.

Cyrus then conquered in quick succession the Lydians of Asia Minor (led by the King Croesus of legendary wealth who had invented coins), Greek colonies on the Aegean coast, the Parthians, and the Hyrcanians to the north. In 541 BC he marched into the steppes of Central Asia, establishing a fortified border along the Jaxartes River. In 540 BC, his 19th year as king, Cyrus turned on his onetime ally, Babylon. After one battle, the army and people of Babylon surrendered their king, city, and empire that stretched from southern Mesopotamia to Phoenicia. Before Cyrus could expand into Egypt or toward Greece, however, he was killed fighting nomadic tribesmen who were threatening his eastern provinces.

The first successors to Cyrus conquered Egypt, gathered new provinces in North Africa, and extended the empire into India to the Indus River. They turned next against the Greeks who were commercial rivals of Persian Phoenicia. In 513 BC a huge floating bridge was built across the Bosphorus Strait, linking Asia and Europe. The Persian army took Thrace and Macedonia to cut off grain to the Greeks, but could not subjugate the elusive Scythians. This was the peak of the Persian Empire. The stage was set for the mighty struggle with the city-states of Greece that lasted 50 years.

Economy

The early Persian economy was based on herding because the land was so poor for agriculture. The Persians attributed their toughness to the meager lifestyle to which they had been acclimated for generations.

The sudden acquisition of the Median Empire, Lydia, Babylon, Egypt, and gold-rich areas in India made Persia an economic powerhouse. It controlled the rich agricultural areas of Mesopotamia, the grasslands of Anatolia, the trade routes in every direction, and rich deposits of metals and other resources. Great King Darius instituted many economic innovations and reforms: systematized taxation; standardized weights, measures, and monetary units (the first successful widespread use of coins); improved transportation routes, including the 1600-mile Royal Road from Susa to Sardis and an early Suez Canal; royal trading ships; promotion of agriculture; a banking system; and promotion of international trade.

Religion and culture

The Persian kings and nobility were Zoroastrians, a religion named after its founder, Zarathustra, called Zoroaster in Greek. Zarathustra conceived his religion around 600 BC, and it had great influence later on Judaism, Christianity, and Islam.

Zoroastrianism was monotheistic, centering on one supreme god who created everything material and spiritual. The powers of good and evil worked on humans who had to choose constantly between the two. An eternal afterlife of pleasure or torment were the possible results of god's judgment after death. These concepts of monotheism, good versus evil, free will, and posthumous reward or punishment were a departure from the polytheistic religions prominent in the area previously. These concepts greatly influenced religions that followed.

Government

The head of the Persian government was the king whose word was law. His authority was extended by a bureaucracy led by Persian nobles, scribes who kept the records, a treasury that collected taxes and funded building projects and armies, and a system of roads, couriers, and signal stations that facilitated mail and trade. In the early years when the army was predominately Persian, it capably preserved the internal and external peace.

Much of the empire was divided into provinces called satrapies, ruled by a satrap. All of Egypt was usually a single satrapy, for example. The satraps were normally Persians or Medes to help insure their loyalty. They ruled and lived like minor kings in their own palaces. Some satraps became strong enough to threaten the king. Strong kings kept their satraps in check by holding close the reins of the armies and the treasury.

Military

All Persian men to the age of 50 years were obligated to serve in the armies of the Persian Empire. Greek historians report that boys were trained in riding, archery, hand-to-hand combat, and mounted combat. At the age of 20 they were eligible for military service.

The army consisted mainly of four types of units: spearmen for infantry shock combat; foot archers to act as skirmishers; light cavalry armed mainly with bows; and heavy cavalry that wore some armor and carried spears. In the early years of the empire, the predominately Persian army was highly motivated and responsive on the battlefield, making it a dangerous foe.

The elite of the Persian army was the Ten Thousand Immortals, so called because the unit was always kept at a full strength of 10,000 men. The loss of any man to death or incapacitation was immediately made good by promotion from another unit. One thousand of the Immortals were the king's personal bodyguards.

In its later years, the ratio of Persians to provincial levies declined. The hardened army of disciplined and well-trained Persians was replaced by a mixture of formations, weapons, and methods. These troops lacked the discipline of the Persians and proved difficult to maneuver and employ on the battlefield.

Decline and fall

The Persian Empire peaked around 500 BC, although the seeds of its decline were planted earlier. A recurring problem was court intrigue and ill-defined rules for succession. The death of a king often triggered a scramble for the throne that exhausted the treasury, eroded morale, and loosened the governmental hold on the provinces. Wasteful spending led to inflation and unpopular tax increases. Disputes in the provinces, usually over taxes, were often settled brutally, further increasing dissatisfaction. Five of the six kings that followed Xerxes' death in 464 BC were weak leaders that held the empire together only by increasingly harsh measures.

The Greeks and Persians had been on a collision course for many years when conflict began between the two cultures in 499 BC. Despite what appeared to be overwhelming strength and economic resources, the Persians failed to defeat the Greeks in 50 years of war on land and sea. The Greeks, though victorious, were not capable immediately of carrying the war into Persia.

This relief sculpture depicts nobles in attendance to see the Persian King. From the stairway to the audience hall at the palace built by Darius I at Persepolis, c. 520 BC.

Following the Greco-Persian Wars, the weak Persian kings concentrated on maintaining their ever more tenuous hold on the empire. Recurring revolts in outlying provinces, especially Parthia, Lydia, and Egypt, weakened the economy and military. Before the empire could dissolve from within, it was dispatched by Alexander the Great in an amazingly short period of time. Alexander invaded in 334 BC, captured Lydia by 333, took Egypt in 332, and became king of Persia in 331.

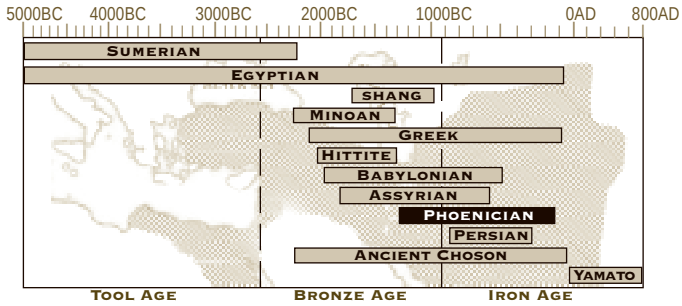
Legacy

The Persians are best remembered in the West as the antagonists in the dramatic Greco-Persian Wars, from which so much history has been preserved. The most famous events from this period are the bridging of the Hellespont, land battles at Marathon, Thermopylae, and Platea, the great sea battle at Salamis, and the sacking of Athens. Most of this history is biased, however, because we have mainly the Greek accounts to study.

The Persians are also remembered in several Biblical accounts for the tolerance of their wise early kings and the decadence of their later courts. Cyrus the Great is remembered especially for freeing the Hebrews held prisoner in Babylon when he took that city and allowing them to return to Israel.

The greatest legacy of the Persians was the aggregation and mixture of Asia and African cultures. Most of the advances of civilization to that point had come from these areas. This cultural gift was preserved by the Persians and passed on first to the Greeks and then to Europe and the West.

Phoenician Culture (1200 to 146 BC)



There was never a country or empire called "Phoenicia." The historical name of this culture was coined by the Greeks and was not their own. The name Phoenicia derives from the Greek word phoenix, meaning in this case a dark red or purple-brown color. The Phoenicians were renowned for their cloth dyes, especially an expensive purple one popular with royalty. Because Greek language and writings were preserved in abundance, versus Phoenician texts which are very scant, the name stuck.

Location

The Phoenicians appeared on the historical scene around 1200 BC, a time when most of the civilized world was being overrun by barbarians. In the political and military void of a 400-year ancient dark age, this small group of traders were able to prosper and gradually expand their influence. Instead of acquiring a physical empire of contiguous lands, they gradually built, instead, a large trading and colonial network from their home base of a few independent cities along the coast of what is now Lebanon.

They were the remnants of the Canaanites, a Semitic people who occupied city-states in this region prior to 1200 BC. The most important of their early cities were Tyre, Sidon, Berytus (modern Beirut), and Byblos. These coastal cities were hemmed in on the land side by the Lebanon Mountains. The only obvious opportunity for expansion and economic gain was by sea.

Rise to power

Prior to the catastrophe of 1200 BC, Canaanite traders had been restricted to perhaps the Levantine coast, Egypt, and the southern coast of Anatolia. The Minoans on Crete blocked entrance into the Aegean, controlled all trade in that area, and perhaps even controlled trade further west. The Canaanite coastal towns were usually controlled by Egypt, and one of their principal businesses was providing wood (the cedars of Lebanon) to the Nile region.

The Minoan civilization was destroyed in 1200 BC, removing most of the constraints on Mediterranean and Aegean sea trading by others. The Phoenicians were the most aggressive of those attempting to fill the void. Their cities were well-positioned for this enterprise by being located literally in the center of the known world. The Aegean, Mesopotamia, and Egypt were all

roughly equidistant to the west, south, and east. For any of the three regions to trade with another, the easiest trade route was through the Phoenician cities.

By the ninth century BC, the ancient dark age was nearing an end. The Phoenicians were growing rich as traders and this attracted enemies, principally the Assyrians. In the face of repeated assaults or heavy tribute payments at the least, the Tyrians adopted the strategy of establishing colonies to the west. Colonies were removed from the grasp of the Assyrians and also helped with the exploitation of metals and trade in the western Mediterranean.

The most important Phoenician colony was at Carthage, established around 700 BC. Other important colonies were in Sicily, Corsica, Sardinia, and Spain (modern Cadiz and Cartagena). Over the next 500 years Carthage grew rapidly in size and power. Most of its wealth came from the ore mines of Spain. Carthage fought for control of the western Mediterranean with the Greeks first and then the Romans.

Economy

The early Phoenician economy was built on timber sales, wood working, and cloth dyeing. Dyes ranging in color from a pink to a deep purple were made from the rotting gland of a sea snail. Gradually the Phoenician city-states became centers of maritime trade and manufacturing. Having limited natural resources, they imported raw materials and fashioned them into more valuable objects that could be shipped profitably, such as jewelry, metalwork, furniture, and housewares. They borrowed techniques and styles from all corners of the world that they touched as traders.

While exploring the western Mediterranean, they either discovered large metal deposits in Spain or took them from Greeks who may have been there first. By fortifying sites on Sicily and North Africa, they effectively denied other traders access to the riches of Spain, the west African coast (gold, exotic woods, and slaves), and Britain (tin, a crucial strategic resource required to make bronze).

Religion and culture

Phoenician religion was polytheistic and their gods required continual sacrifices to forestall disaster, especially Baal, the god of storms. No significant Phoenician temple has yet been discovered, but most of their ancient cities lie buried under modern cities. The Bible recounts human sacrifices by the Phoenicians but this practice was eventually stopped. It carried on in Carthage, however. A cemetery outside of Carthage was found to contain thousands of urns of infants sacrificed to the gods. Noble families of Carthage got into the habit of substituting animals and slaves for their children, but following a military disaster in 320 BC, 500 infants from the best families were sacrificed.

Early Phoenician culture was influenced to a large degree by their Semitic origins and Semitic neighbors. Their later culture was heavily influenced by the Greeks. There are few objects known today that are clearly Phoenician.

One of their lasting contributions to civilization was a proto-alphabet where each letter represented a consonant. This cut down significantly the number of symbols required to make written words. When written, the vowels were implied. Later advances by the Greeks added symbols for vowel sounds, creating the first true alphabet.

Military

When the Phoenicians began competing with the Greeks for trade and colonies, the contest led to construction of the first ships built expressly for war. These were rowed galleys armed with a ram at the front and marines for boarding. Sea warfare grew in importance during the fifth century when Persia fought the Greek city-states for control of the Aegean, western Anatolia, and eastern Mediterranean. By this time the Phoenician cities were under control of Persia. Phoenician ships made up the bulk of the Persian fleet that was defeated at Salamis in 480 BC. Phoenician galleys of the time were larger and less maneuverable than their Greek counterparts, and this was a fatal shortcoming in restricted waters.

The Carthaginian navy dominated the early Punic Wars with Rome, but the Romans captured a Carthaginian ship that went aground and built duplicates. The Romans eventually cleared the Mediterranean of Carthaginian ships and carried the wars to a successful conclusion in North Africa.

The Carthaginians had the only significant land army that can be considered Phoenician in derivation. Their greatest general was Hannibal, who invaded Italy from Spain, passing the Alps in winter with his army and elephants. Most of his troops were Celts enlisted from Spain and Gaul. One strength of his army was cavalry from North Africa that was usually able to drive off the Roman cavalry, surround the Roman infantry, and help annihilate it. The Romans defeated Hannibal eventually, not by fighting him, but by attacking where he wasn't—Spain first, and then North Africa.

Decline and fall

The Phoenician home cities were periodically under the thumb of one eastern conqueror after another from roughly 900 to 332 BC. They were never strong enough to hold off the powerful armies from Assyria, then Babylon, and then Persia, although they were often rich enough to buy them off. In 332 BC Alexander the Great took them one by one, ending their on-again, off-again independence. They became Greek cities and lost their identity as Phoenician for good.

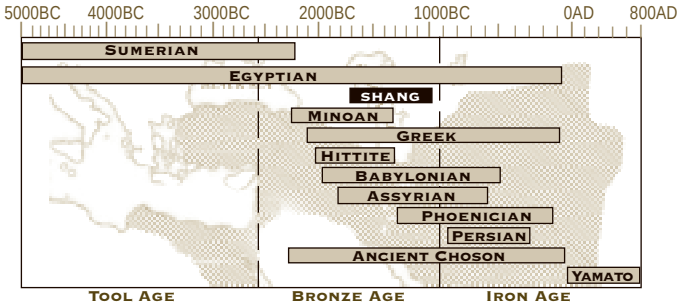
The Carthaginians lasted another 200 years. Having held off Greek expansion past Sicily successfully for many centuries, they met their match in the more populous and better organized Romans. At the end of the Punic Wars in 146 BC, the people of Carthage were carried off to slavery and the city was destroyed.

Legacy

The Phoenician tradition as traders carried on in Lebanon down through the years to modern times, regardless of who was in political control. Phoenicians are also recalled as great mariners. They are believe to have been the first civilized culture to reach Britain and the Azores. There is evidence that Phoenicians circumnavigated Africa on commission by the Egyptians around 600 BC. There is some questionable evidence that they reached the New World.

Their most important contribution was their revised alphabet, which they spread around the known world. When further refined and spread by the Greeks and Romans, it became the alphabet used today by most western cultures.

Shang Culture (1800 to 1000 BC)



China has been a mystery to much of the world since word of its existence first spread west in ancient times. It was isolated first by geography, and then by a conscious policy on the part of its rulers. It was thought to be one of the oldest civilizations but modern archaeology and research has revealed that the civilizations on Crete, in Egypt, and in Mesopotamia predate it significantly.

China encompassed a number of fertile river valleys, especially the Huang Ho (Yellow) and Yangtze, that were ideal sites for agriculture. New technologies spread gradually from the west and the first Chinese farming communities appeared along these rivers around 5000 BC. Although all ancient civilizations eventually shared a common threshold of agricultural and technological knowledge, the relative isolation of China allowed it to form a unique culture. The Chinese distinguished their civilization by being first to achieve many important advancements.

Capital

The first recognized dynasty of Chinese kings is that of the Shang, who were located in the north along the Huang Ho River. Their principal city was An-yang, southwest of modern Beijing. The Chou dynasty overthrew a decadent Shang king and ruled for 400 years from the city of Hao in the northwest province of Shensi. When barbarians from the north sacked Hao, the Chou capital was moved east to Loyang. Although the Chou dynasty soon lost control of most of China, it continued to rule a state of varying size from its central position until 221 BC. In 221 BC China was unified by the Ch'in, from whom the country gets its modern name. A new capital was built at Hsien-Yang, also southwest of modern Beijing.

Rise to power

The Shang dynasty ruled over a conglomeration of northwestern Chinese feudal territories from 1766 to 1027 BC. The remainder of the country was made up of territories that the Shang could not reach or influence. In 1027 BC a particularly decadent Shang ruler lost control of the kingdom and succumbed to either revolt or the deliberate attack from the more western province of Chou. A Chou dynasty established itself and then expanded its control to the middle and southern areas of China over the next 400 years. With the help of a deposed queen, barbarians from the north invaded Chou in 722 BC and sacked the capital.

The Chou dynasty relocated further to the east but never regained its dominance. The weakening of the Chou led to the Spring and Autumn period (722 to 481 BC) that takes its name from the title of a history of the era. New feudal kingdoms emerged and fought each other for territory, strategic materials, and population centers. Warfare between the feudal territories and barbarians to the north was incessant. By 500 BC, the 200 feudal territories of China had consolidated into 20 independent states.

A peace was arranged around 540 BC at a conference instigated by smaller states that had suffered continual invasion and despoiling. Peace lasted 40 years and then hostilities resumed, setting off the age known as the Warring States (481 to 221 BC). Seven major states emerged in this period, but each was subjugated by the Ch'in, one after the other, beginning in 230 BC. In 221 BC Prince Cheng, the Tiger of Ch'in, proclaimed himself Shih Huang-ti—the first emperor of China.

Economy

Early Chinese farmers grew millet and vegetables, and kept dogs and pigs. By 4000 BC rice was being grown and became the most important food crop of Asia. By 2500 BC cattle, chickens, sheep, and goats were raised, and water buffalo were being used to pull plows and wagons.

Despite the ravages of war, the ancient Chinese economy continued to grow and improve. An elaborate road network improved communications and trade. Massive irrigation projects dammed entire rivers, breaking them into small streams that carried water over extensive plains for rice cultivation. Most impressive were canals connecting rivers or taking water into previously arid regions. The first of these was built in 486 BC to supply troops. The eventual dominance of the Ch'in was due in part to the rapid population growth that resulted from canal and irrigation projects that dramatically increased food production.

Bronze did not reach China until around 1500 BC, and iron followed in the sixth century BC. Another advantage of the Ch'in was their iron deposits and iron industry. Iron tools were more efficient and iron weapons gave their soldiers an advantage in battle. The Chinese were casting iron seventeen centuries before that technology was achieved in Europe, and iron-making was a key factor in the shaping of their society.

China was unique to the ancient world for its general lack of slavery and a large peasant class of land owners. The reasons for this are not fully understood. These two conditions probably contributed to the enormous food production and population that China supported.

Religion and culture

The religion of ancient China was dominated by ancestor worship. Kings traced their ancestry back directly to Shang-Ti, the ancestor and founder of the people, and the ruler of the natural world. Shang-Ti and deceased forebears were petitioned by sacrifices for guidance in all aspects of life. Political power was linked to the spiritual. The ruler was the Son of Heaven and ensured the welfare of the people. These ancient beliefs were modified eventually into a state religion by two competing philosophies that developed around the sixth century BC in response to growing dissatisfaction with feudalism.

The oldest of these philosophies was Taoism, based on a collection of profound sayings. Conformity to the Tao was achieved by unassertive action and simplicity. Taoism urged a return to a naturally sharing society that was cooperative, not acquisitive. A typical Taoism saying read "He who feels punctured must have been a bubble."

The second and most influential philosophy was Confucianism, a more practical and socially aware doctrine. This was a philosophy of honesty and cooperation in relationships based on loyalty to principles. Virtue was acquired by self-cultivation and self-denial. The Confucian ideal was a perfection of the human personality through sacrifice in deference to traditional values passed down from one's ancestors. Heaven was the reward of the dutiful descendant.

Government

The various dynasties of China ruled over a hierarchy of feudal states linked by kinship and vassalage. Feudal society was supported by peasant farmers who produced a surplus of food and provided unpaid labor.

Following the formation of the first empire in 221 BC, the long failing feudal society was replaced by a new structure. The aristocracy were only relatives of the emperor. Four classes of society were ranked below them. The *shih* were lesser nobility, land-owners, and scholars. The *nung* were the peasant farmers who paid taxes, labored on public works, and served in the armies. The *kung* were the artisans, and the *shang* were the merchants.

Architecture

Ancient Chinese architecture was concerned primarily with building walls. Walls defended villages and towns, but also divided towns into sections. Controlling access to sections of cities enhanced the power of authorities. The earliest walls were built of earth tamped down between wooden slats that held it in place. The use of earth in this manner led to two major characteristics of Chinese architecture—walls did not usually bear loads and roofs supported generous overhangs to keep water off the walls. Walls were improved first with sun-dried bricks on their facings and then with fire-baked bricks by the end of the Warring States period.

The Great Wall of China was constructed following the unification of 221 BC for two purposes. It was intended first to keep out or discourage attacks by mounted barbarians from the north. It also was an outlet for the labor of thousands of men who had previously served in the massive armies now made unnecessary by the unification.

The Great Wall of China was built after the unification. Construction started in 221 BC and was completed c. 204 BC.

Military

The ancient Chinese fielded armies that at times dwarfed those seen previously in the Near and Middle East. Casualties from a battle often numbered 100,000 or more according to records well regarded today for accuracy. Professional armies were supplemented by large militia levies called up for temporary service.

The most militaristic states were those to the north and northwest who were forced to become proficient in war because of repeated attacks by mounted barbarians. Provinces in this region learned to fight large field armies from neighboring states as well as the barbarian hordes. The three dominant dynasties of ancient China originated in the northern provinces.

Chariot archers dominated the battlefields of the Bronze Age Shang era, but they were supplanted by mounted archers and large infantry armies armed with iron weapons. An early technical achievement was the crossbow, not seen elsewhere for many centuries. Crossbows were manufactured in large quantities for the arming of the militia, as well as regular troops. This fact influenced the widespread building of walls for protection. For reasons not known, armor was made predominantly of wood and bamboo.

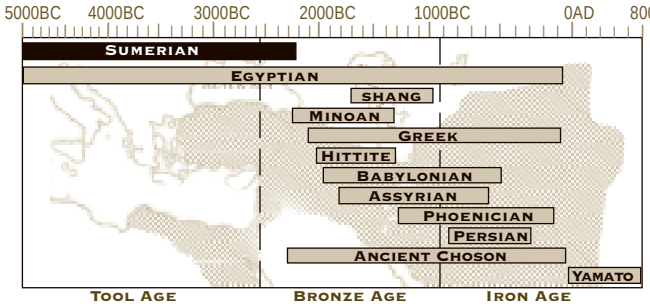
Decline and fall

The empire established in 221 AD was further modified by the former Han dynasty up to 9 AD. In that year a usurper grabbed the throne and ruled for 16 years. Attempts to reform land ownership failed, however, and the usurper was eventually beheaded. This period makes a convenient break point in Chinese history, even though the empire continued to exist into the twentieth century AD.

Legacy

The principle legacy of ancient China was its philosophy, including the concepts of face, ancestor worship, virtue, and balance with nature (Yin-Yang), which continue to shape its culture today. The most recognizable physical legacy is the Great Wall, the only man-made object on earth visible from space.

Sumerian Culture (5000 to 2230 BC)



The Sumerians were one of the earliest civilizations. Their growth and expansion was dependent on rich river valley farmlands. They were not as fortunate as others in terms of mineral resources or strategic position, however, and did not enjoy the long existence of the Egyptians. They are considered one of the most important early cultures, nevertheless, because of the many advances attributed to them. Because their location was weak in terms of defense and poor in terms of resources, they were forced to innovate. In many ways they were more important to history because of their innovations than the much richer Egyptians.

Location

Sumer was located in southern Mesopotamia (meaning "between the rivers") where the Tigris and Euphrates Rivers come together before flowing into the Persian Gulf. By 5000 BC primitive farmers had come down to the valley from the Zagros Mountains to the east. The land was rich but baked hard in the summer sun after the late spring river floods. The early settlers learned how to control some of the flooding with dikes and how to irrigate their summer fields. Early settlements at Ur, Uruk, and Eridu grew into independent cities first and then city-states.

Capital

As a conglomeration of city-states, there was no clear capital for the Sumerians because the center of power shifted from time to time. The cities of Ur, Lagash, Erech, Eridu, and Uruk were the most important.

Rise to power

From 5000 to 3000 BC, agricultural communities of Sumer gradually coalesced into city-states along the banks of the Tigris and Euphrates Rivers. The peak of this city-state culture lasted from 2900 to 2400 BC.

The city-states of the river valley were relatively rich from food production, manufacturing, and their position along important trade routes. This made them tempting targets when more powerful and warlike neighbors came into existence to the north and east.

Economy

The Sumerians grew wheat, barley, peas, onions, turnips, and dates. They raised cattle and sheep, fished, and hunted wildfowl along the river. Food was generally abundant and populations grew accordingly.

There was no copper in the river valleys, but copper was found in the mountains to the east and north. The Sumerians learned how to obtain copper from ore by 4000 BC and to make bronze by 3500 BC.

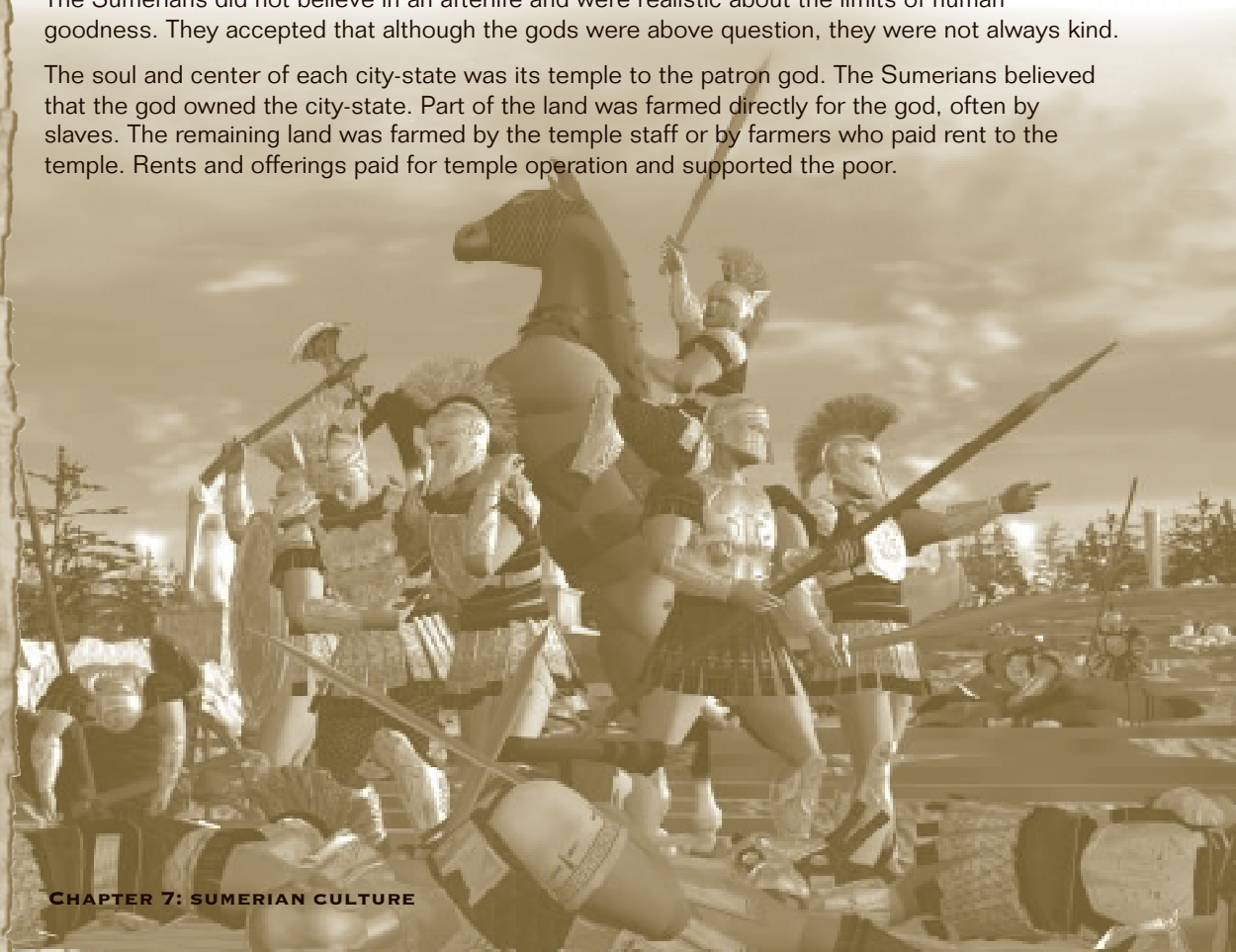
They traded food, cloth, and manufactured items for raw materials, such as timber, copper, and stone. Their merchants traveled up the Tigris and Euphrates to trade with the people of Anatolia and the Mediterranean coast. They also traded in the Persian Gulf for items from India and further east.

Religion and culture

The Sumerians worshipped hundreds of gods, with each city having its own patron deity. The principal gods were too busy to bother with the plight of individuals. For that reason, each Sumerian worshipped a particular minor god or goddess who was expected to interact with the major gods.

The Sumerians did not believe in an afterlife and were realistic about the limits of human goodness. They accepted that although the gods were above question, they were not always kind.

The soul and center of each city-state was its temple to the patron god. The Sumerians believed that the god owned the city-state. Part of the land was farmed directly for the god, often by slaves. The remaining land was farmed by the temple staff or by farmers who paid rent to the temple. Rents and offerings paid for temple operation and supported the poor.



Slaves were an important part of the community and were one objective of any military campaign. Even locals could become slaves to satisfy debts. Slaves were allowed to work extra hours for themselves and use any savings to buy their freedom.

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Each city in Sumer was ruled at first by a council of elders, although a war leader, called a *lugal*, was selected to lead the army during conflict. Eventually the lugals assumed power as kings and established dynasties.

Evidence suggests that the Sumerians may have taken the first steps toward democracy by electing a representative assembly. This consisted of two houses—a senate of important citizens and a lower house made up of those available for military duty.

Preserved clay tablets reveal that the Sumerians maintained courts of justice where people could expect a fair trial. One table recorded the oldest murder trial in history.

Most of the food production and distribution was controlled through the temple. A noble class arose based on land ownership, control of trade, and manufacturing. Most trade and manufacturing was outside the temple's control.

Architecture

The Sumerians were handicapped by having no easy access to stone or wood for building. Sun-dried mud bricks were their main building material and this required some ingenuity. They were the first to employ the arch, vault, and dome. Their cities were completely enclosed by brick walls. Their most important buildings were temples, built as large mounds called ziggurats. Through cycles of attack, destruction, and restoration, the temples were rebuilt again and again at the same site, gradually getting larger with each reincarnation. Mud bricks eroded and crumbled much more quickly than stone, however, and little Sumerian architecture survives.

Male statuette from the Abu Temple. This is believed to be Abu, the Sumerian god of vegetation, c. 2600 BC.

Military

The key influence on the Sumerian military was their poor strategic position. Natural obstacles for defense existed only on their borders to the west (desert) and south (Persian Gulf). When more populous and powerful enemies appeared to their north and east, the Sumerians were susceptible to attack.

Surviving artwork and archaeological remains indicate that the Sumerian soldiers used spears and short swords of bronze. They wore bronze helmets and carried large shields. Their armies were not particularly noted but records are sparse.

They engaged in siege warfare during their many inter-city wars. Mud brick walls did not stand against determined attackers who had the time to pry out the bricks or pound them to dust.

The Sumerians invented chariots and were the first to use them in battle. These early chariots were four-wheeled and pulled by onagers (wild ass), and were not as effective in battle as the later two-wheeled design pulled by horses. Sumerian chariots may have served primarily as fast transports, but surviving artwork suggests that spears or javelins were thrown from them.

Decline and fall

A group of Semitic people called the Akkadians settled north of Sumer along the Tigris and Euphrates Rivers. The Akkadians adopted very quickly the culture, religion, and writing of the more advanced Sumerians who had preceded them. In 2371 BC Sargon I seized the throne of Kish and gradually conquered all of the city-states of Akkadia. He turned south and conquered the city-states of Sumer, which were unable to unite in defense. Sargon established the first empire of history during his reign from 2371 to 2316 BC, extending his control along the Fertile Crescent from Elam, to the east of Sumer, to the Mediterranean coast.

Sargon's empire collapsed after his death but was restored briefly by his grandson. Around 2230 BC the Akkadian empire was destroyed by an invasion of Gutians, barbarian hill people from the Zagros Mountains. New cities and towns soon grew up along the river valleys but the Sumerians were gone as a distinct and independent culture.

Legacy

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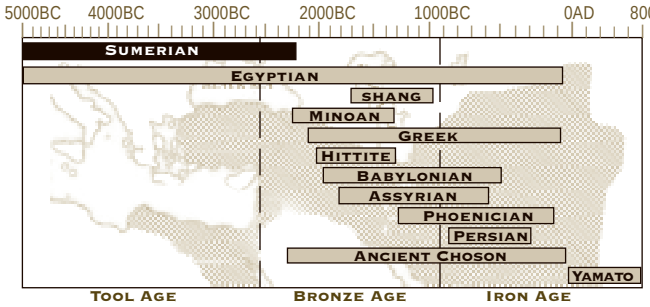

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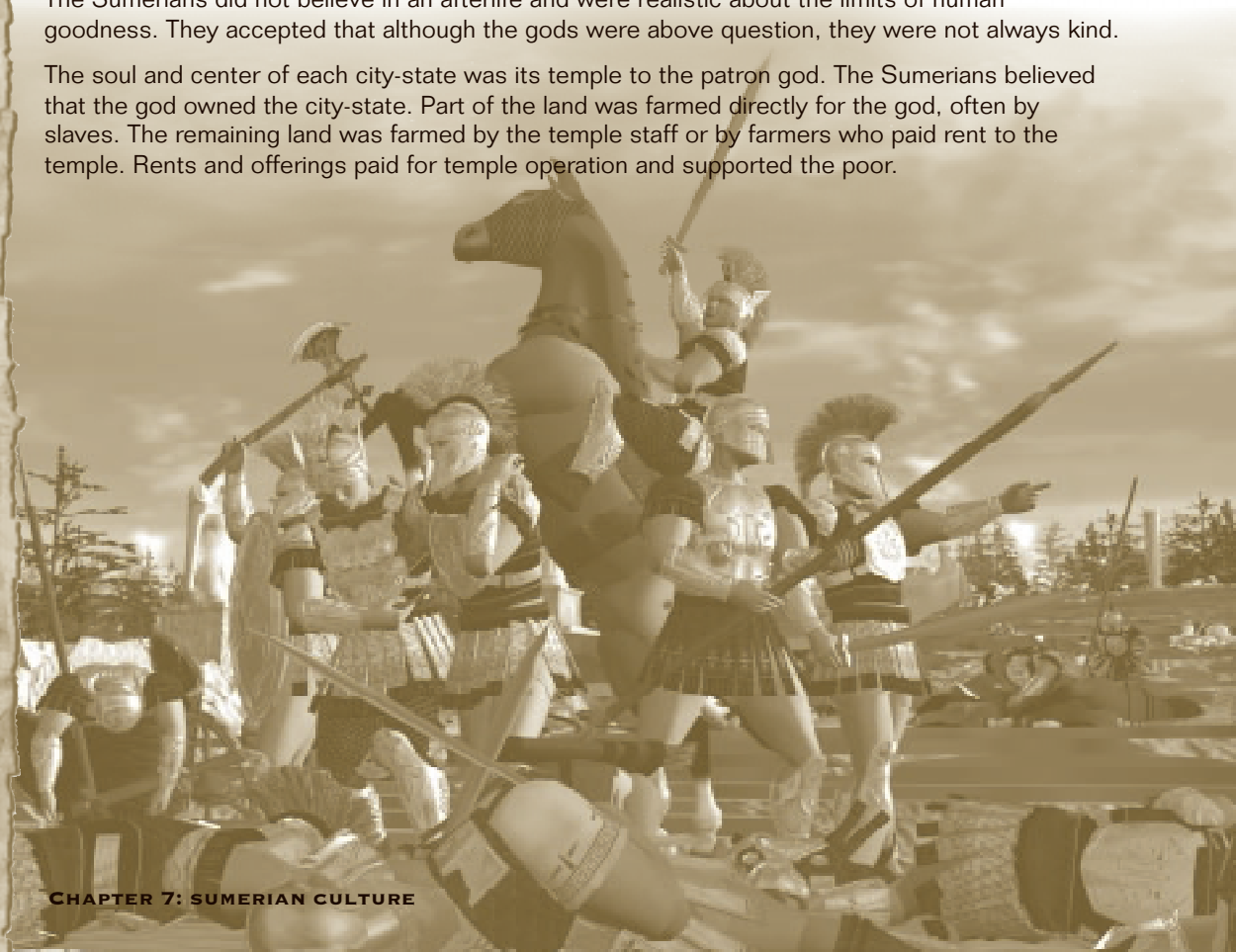

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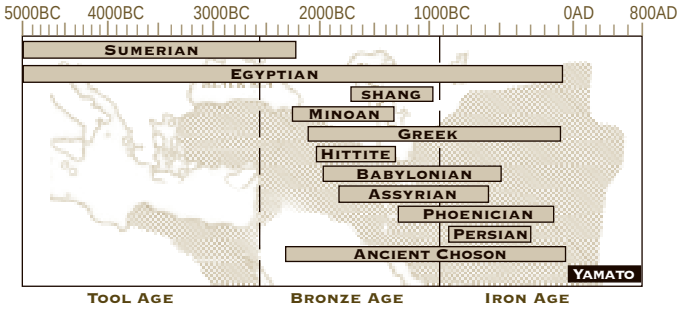
Yamato Culture (300 to 800 AD)



The Yamato period of Japanese culture is also called the age of the great tombs because of the appearance in these centuries of great tombs and tomb clusters, presumably for the burial of rulers and other elites. The name Yamato comes from the region of Japan that was the home of the first clan to consolidate rule over most of the islands. During the Yamato period, Japan accelerated its advance in technology by adopting the cultivation of rice, improving its pottery, developing iron working, building social hierarchies, and accomplishing a political, economic, and cultural consolidation of the islands.

Location

The hereditary lands of the Yamato clan are on a peninsula on the southwest coast of Ise Bay. This bay is located on the main island of Honshu, southwest of modern Tokyo.

Capital

Prior to the late seventh century AD, there was no permanent capital of Japan. Each king ruled from his own palace, which was usually abandoned following his death. As the Yamato began to adopt the Chinese system of governmental bureaucracy and organization, the need for a permanent seat of government arose. The first capital was founded at Fujiwara in 694 AD and served three emperors before being abandoned in 710. The second capital of this period was built at Heijo (west of modern Nara) and occupied from 710 to 784.

Rise to power

Chinese documents from the second century AD make reference to 100 countries existing in Wa, the Chinese name for Japan. By the third century the Chinese refer to a queen of Wa, probably of the Yamato clan, who had consolidated 30 countries under her rule. During this period, the Yamato clan consolidated its control over most of Japan with a combination of military conquest, intermarriage, and diplomacy.

Economy

Under the Yamato, the Japanese economy remained dependent on rice growing. It was primarily a barter economy and taxes were paid in rice, cloth, and other commodities by peasants who worked public lands. Beginning with the seventh century, coins were imported from China to facilitate tax collection. An attempt was made to mint Japanese coins, but rulers could not resist the temptation to debase the local coinage and it fell out of use.

Religion and culture

New concepts were added to the ancient Japanese beliefs and rituals during the Yamato period, including respect for clan ancestors and a mythology of divine ancestry for the Yamato dynasty. Under the influence of Chinese Buddhism propagated by Korea during the sixth century, the Japanese religion became more formalized as Shinto, the Way of the Kami. The kami were an infinite number of natural spirits and powers that could be called upon for aid or appeased when angered. The hierarchy of Shinto divinities was defined and the mythology was written down. The rulers of Japan descended from the Sun Goddess, the supreme Shinto deity.

Early Shinto was positive and concerned with the present, not the past or an afterlife. It fostered a reverence for a natural universe that was seen as good and ethical. Evil was identified with impurity and the unnatural. Sincere honesty was the central virtue.

Government

During the Yamato period, tribal states of various sizes and power were brought together gradually by a dynasty of Yamato clan rulers. The leader of the Yamato in the second half of this period was known as the Daiõ, or Great King. The power of the Yamato was expanded and strengthened through blood ties within the clan, their apparent military supremacy, diplomacy, and manipulation of the sun myth that bestowed divinity on their ancestry.

The different tribal groups or clans were the nobility or *uji* class. Serving the *uji* was an occupational/professional class called the *be*, who worked as farmers, scribes, traders, and manufacturers. The lowest class were slaves. Immigrants fit in among both the *uji* and *be*, depending on their skills and wealth.

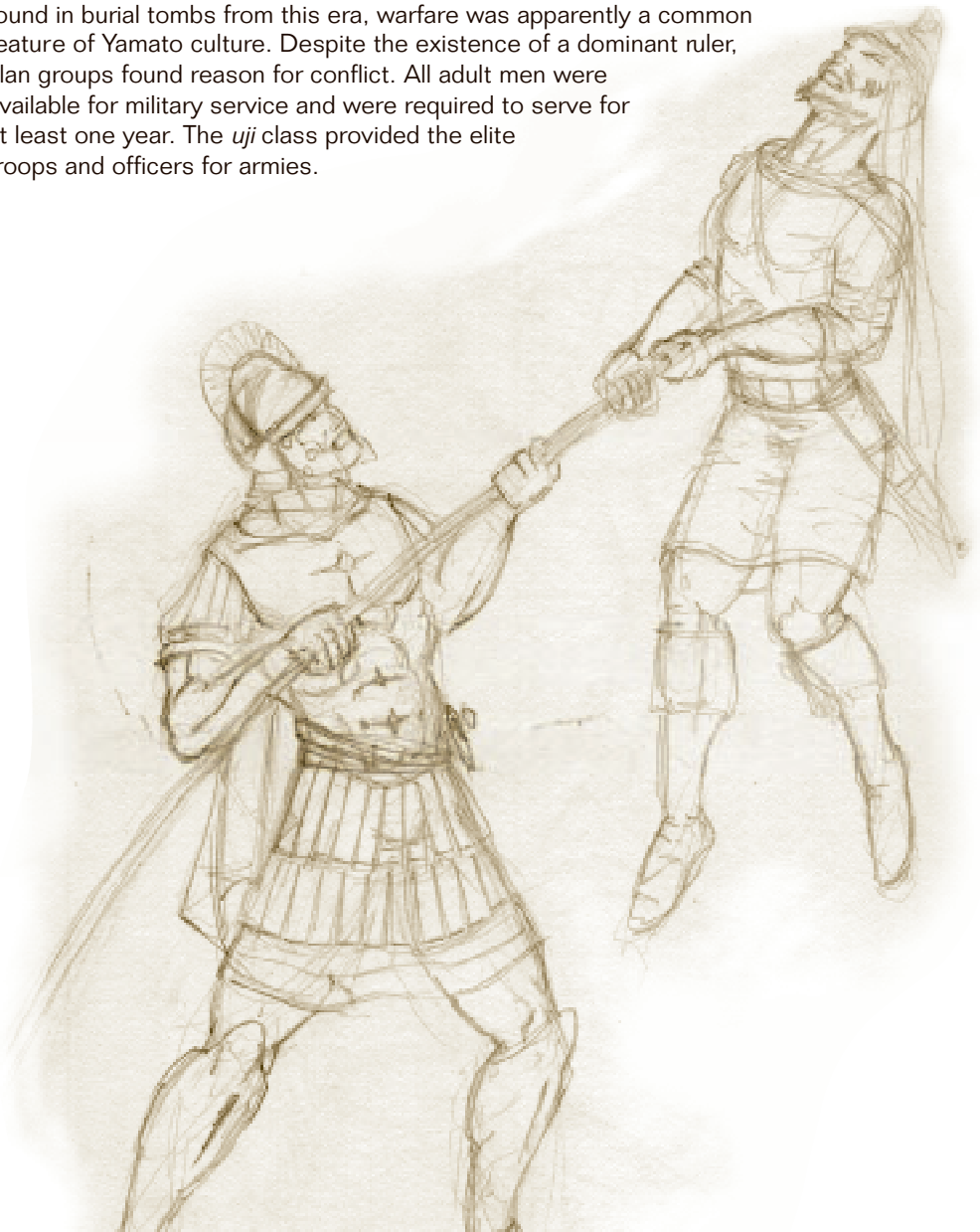
In the seventh century, the Yamato transformed the government of Japan based on influences from China. The Yamato sovereign became an imperial ruler supported by court and administrative officials. The *uji* class was stripped of land and military power, but given official posts and stipends. This political stystem remained in effect until around 1200 AD.

Architecture

The outstanding architectural achievements of the Yamato are their tombs. These are mounds of earth in the shape of a keyhole if viewed from above. The largest tombs are found in the Yamato region of Japan, and this is further evidence of power emanating from that locale. The Nintoku tomb on the Osaka Plain rivals the Pyramids in size. The central tomb is 500 meters long and 35 meters high. It is surrounded by three moats with intervening belts of trees and covers 32 hectares. Stone burial chambers were excavated in the earth below the central tomb mound.

Military

Based on the large numbers of warrior figures, weapons, and pieces of armor found in burial tombs from this era, warfare was apparently a common feature of Yamato culture. Despite the existence of a dominant ruler, clan groups found reason for conflict. All adult men were available for military service and were required to serve for at least one year. The *uji* class provided the elite troops and officers for armies.

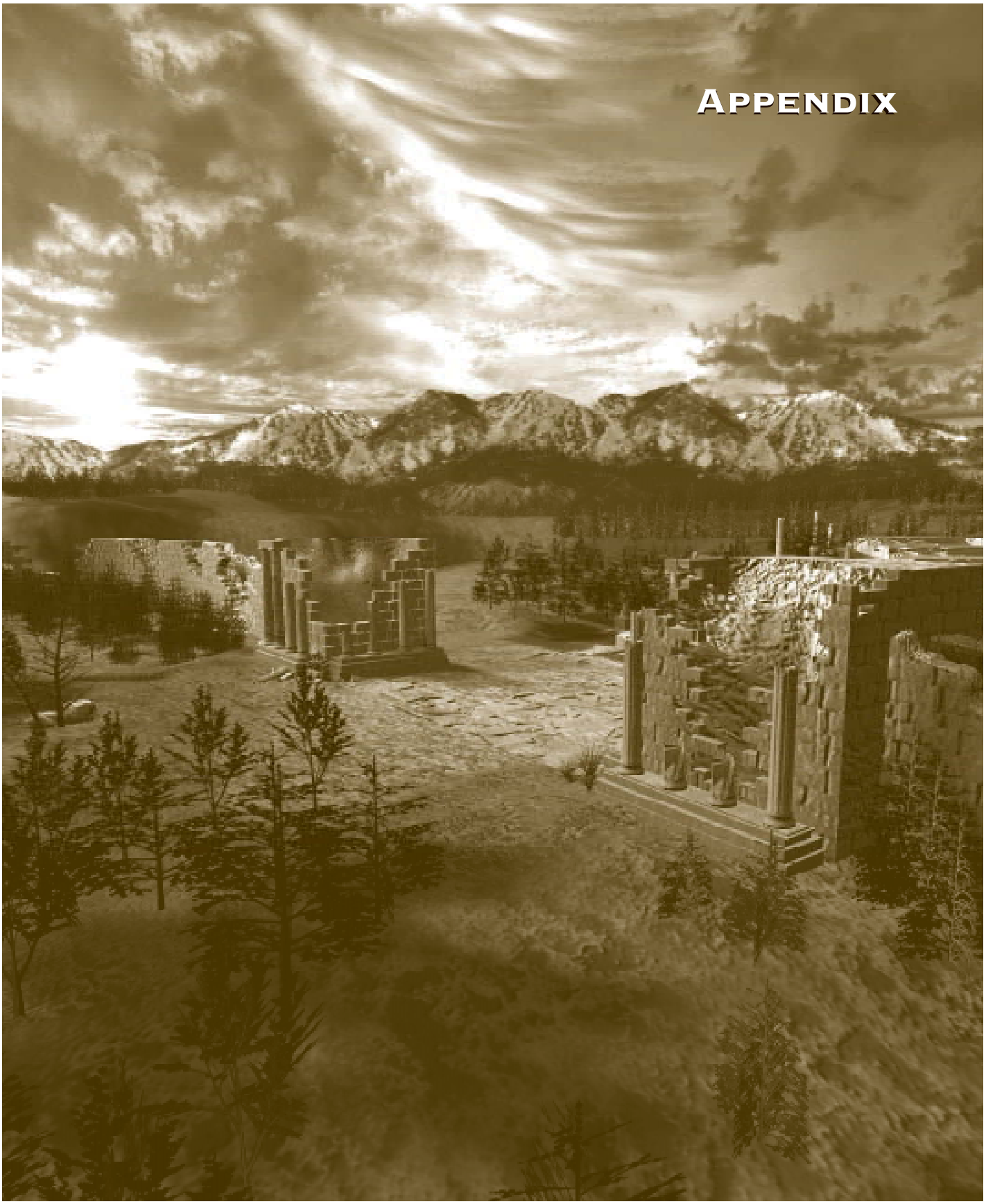


Warrior figures from tombs are shown wearing full body armor and visored helmets. The most commonly found weapons are swords, spears, and bow quivers. Horse figures are also found in abundance, suggesting the existence of cavalry. The sudden appearance of horses in burial goods around the fifth century has led to the hypothesis that Japan was invaded by a cavalry army at that time. It is more probable that the horse was an import that became a status symbol for the elite who were most likely to receive a ceremonial burial. The elite *uji* class made up the cavalry of the period because they could afford the horse and equipment.

Legacy

The Yamato period is remembered for the sun goddess mythology from which all later emperors of Japan claimed divine ancestry. The Yamato period also formalized the Shinto religion that would compete with imported Buddhism to the present day. Most modern Japanese consider themselves descendants of the Yamato. The great tombs spread about the countryside are the most material legacy.

Sword from the Iron Age, 500 BC - 100 AD.



Appendix

Unit Attributes

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

		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	M	
	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	High resistance to conversion; triple attack vs. Priest.
	Elephant Archer	180F, 60G	600	5	0	7	S	
	Horse Archer	50F, 70G	60	7	0	7	F	+2 armor vs. missile weapons*, Ballista, Helepolis.
	Heavy Horse Archer	50F, 70G	90	8	0	7	F	+2 armor vs. missile weapons*, Ballista, Helepolis.
CAVALRY	Scout	100F	60	3	0	—	F	
	Chariot	40F, 60W	100	7	0	—	F	High resistance to conversion; double attack vs. Priest.
	Cavalry	70F, 80G	150	8	0	—	F	+5 attack vs. infantry.
	Heavy Cavalry	70F, 80G	150	10	1	—	F	+5 attack vs. infantry; +1 armor vs. missile weapons*, Ballista, Helepolis.
	Cataphract	70F, 80G	180	12	3	—	F	+5 attack vs. infantry; +1 armor vs. missile weapons*, Ballista, Helepolis.
	War Elephant	170F, 40G	600	15	0	—	S	Trample damage to adjacent units; attack strength not upgradable.
SIEGE WEAPONS	Stone Thrower	180W, 80G	75	50	—	10	S	Fire rate once/5 sec; small damage area; minimum range 2.
	Catapult	180W, 80G	75	60	—	12	S	Fire rate once/5 sec; medium damage area; minimum range 2.
	Heavy Catapult	180W, 80G	150	60	—	13	S	Fire rate once/5 sec; large damage area; minimum range 2.
	Ballista	100W, 80G	55	40	—	9	S	Fire rate once/3 sec; minimum range 3.
	Helepolis	100W, 80G	55	40	—	10	S	Fire rate once/1.5 sec; minimum range 3.
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	Fire rate once/2 sec.
	Catapult Trireme	135W, 75G	120	35	—	9	F	Fire rate once/5 sec; small damage area.
	Juggernaught	135W, 75G	200	35	—	10	F	Fire rate once/5 sec; medium damage area.
BUILDINGS	Watch Tower	150S	100	3	—	5	—	Fire rate once/1.5 sec.
	Sentry Tower	150S	150	4	—	6	—	Fire rate once/1.5 sec.
	Guard Tower	150S	200	6	—	7	—	Fire rate once/1.5 sec.
	Ballista Tower	150S	200	20	—	7	—	Fire rate once/3 sec.

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

All boats twice as resistant to conversion as other units.

♦Siege weapons/siege ships: Stone Thrower, catapults, Ballista, Helepolis, Catapult Trireme, Juggernaught.
♠Missile weapons: Archery Range units, towers, Scout Ship, War Galley, Trireme.
♣Hand-to-hand units: Barracks, Academy, Stable units (except War Elephant).

STORAGE PIT	Toolworking	Tool	100F	+2 attack for hand-to-hand units*
	Metalworking	Bronze	200F, 120G	+2 attack for hand-to-hand units*
	Metallurgy	Iron	300F, 180G	+3 attack for hand-to-hand units* Required to upgrade to Cataphract.
	Bronze Shield	Bronze	150F, 180G	+1 infantry armor vs. Ballista, Helepolis, and missile weapons*
	Iron Shield	Iron	200F, 320G	+1 infantry armor vs. Ballista, Helepolis, and missile weapons*
	Leather Armor Archers	Tool	100F	+2 armor for Archery Range units.
	Scale Armor Archers	Bronze	125F, 50G	+2 armor for Archery Range units.
	Chain Mail Archers	Iron	150F, 100G	+2 armor for Archery Range units. Required to upgrade to Heavy Horse Archer.
	Leather Armor Cavalry	Tool	125F	+2 armor for Stable units.
	Scale Armor Cavalry	Bronze	150F, 50G	+2 armor for Stable units.
	Chain Mail Cavalry	Iron	175F, 100G	+2 armor for Stable units.
	Leather Armor Infantry	Tool	75F	+2 armor for Barracks and Academy units.
	Scale Armor Infantry	Bronze	100F, 50G	+2 armor for Barracks and Academy units.
	Chain Mail Infantry	Iron	125F, 100G	+2 armor for Barracks and Academy units.
GOVERNMENT CENTER	Architecture	Bronze	150F, 175W	-33% construction time and +20% hit points for buildings and walls.
	Nobility	Bronze	175F, 120G	+15% hit points for cavalry units, Chariot, Chariot Archer, Horse Archer, Heavy Horse Archer.
	Writing	Bronze	200F, 75G	Allies share exploration.
	Aristocracy	Iron	175F, 150G	Academy units 25 percent faster. Required to upgrade to Centurion.
	Alchemy	Iron	250F, 200G	+1 attack for siege weapons* and missile weapons*
	Ballistics	Iron	200F, 50G	Increases the accuracy of siege weapons* and missile weapons* Required to upgrade to Ballista Tower.
	Engineering	Iron	200F, 100W	+2 range for siege weapons* Required to upgrade to Juggernaught.
MARKET	Woodworking	Tool	120F, 75W	+1 range for missile weapons.* +2 woodcutting.
	Artisanship	Bronze	170F, 150W	+1 range for missile weapons.* +2 woodcutting.
	Craftsmanship	Iron	240F, 200W	+1 range for missile weapons.* +2 woodcutting. Required to upgrade to Helepolis.
	Stone mining	Tool	100F, 50S	+3 stone mining.
	Siegecraft	Iron	190F, 100S	+3 stone mining. Villagers can destroy walls, towers. Required to upgrade to Heavy Catapult.
	Gold Mining	Tool	120F, 100W	+3 gold mining.
	Coinage	Iron	200F, 100G	+25% gold mine productivity. Free tribute.
	Domestication	Tool	200F, 50W	+75 food production for Farms.
	Plow	Bronze	250F, 75W	+75 food production for Farms.
	Irrigation	Iron	300F, 100W	+75 food production for Farms.
	Wheel	Bronze	175F, 75W	Villagers 30% faster. Required to build Chariot and Chariot Archer.
TEMPLE	Astrology	Bronze	150G	Conversion 30% faster.
	Mysticism	Bronze	120G	Doubles the hit points of Priests.
	Polytheism	Bronze	120G	Priest moves 40% faster.
	Fanaticism	Iron	150G	Priest rejuvenation 50% faster.
	Monotheism	Iron	350G	Priest converts enemy Priests and buildings (except Town Center and Wonder).
	Afterlife	Iron	275G	+3 Priest conversion range.
	Jihad	Iron	120G	Increases Villager attack, speed, and hit points; decreases gathering efficiency.
TOWN CENTER	Tool Age		500F	Allows all Tool Age buildings, military units, and technologies to be researched.
	Bronze Age		800F	Allows all Bronze Age buildings, military units, and technologies to be researched.
	Iron Age		1000F, 800G	Allows all Iron Age buildings, military units, and technologies to be researched.

Building Attributes

Technology Buildings

Cost: F=food, W=wood, G=gold

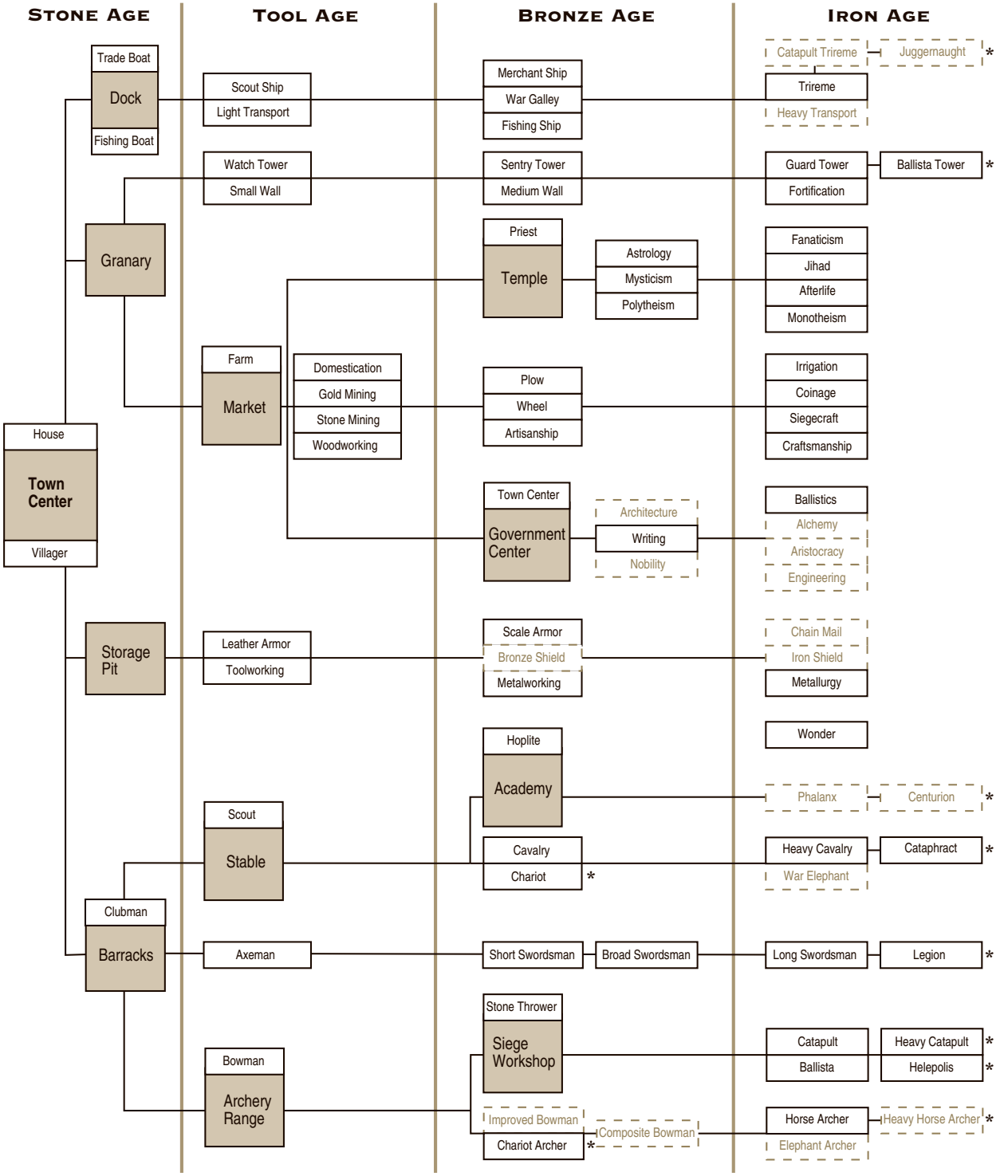
Technology Buildings	Age	Cost	Hit Points	Attack	Range
Academy	Bronze	200W	350	—	—
Archery Range	Tool	150W	350	—	—
Barracks	Stone	125W	350	—	—
Dock	Stone	100W	350	—	—
Government Center	Bronze	175W	350	—	—
Granary	Stone	120W	350	—	—
Market	Tool	150W	350	—	—
Siege Workshop	Bronze	200W	350	—	—
Stable	Tool	150W	350	—	—
Storage Pit	Stone	120W	350	—	—
Temple	Bronze	200W	350	—	—
Town Center	Stone	200W	600	—	—

Non-technology Buildings

Non-technology Buildings	Age	Cost	Hit Points	Attack	Range
Ballista Tower	Iron	150S	200	20	7
Farm	Tool	75W	50	—	—
Fortification	Iron	5S	400	—	—
Guard Tower	Iron	150S	200	6	7
House	Stone	30W	75	—	—
Medium Wall	Bronze	5S	300	—	—
Sentry Tower	Bronze	150S	150	4	6
Small Wall	Tool	5S	200	—	—
Watch Tower	Tool	150S	100	3	5
Wonder	Iron	1000W 1000S 1000G	500	—	—

Assyrian

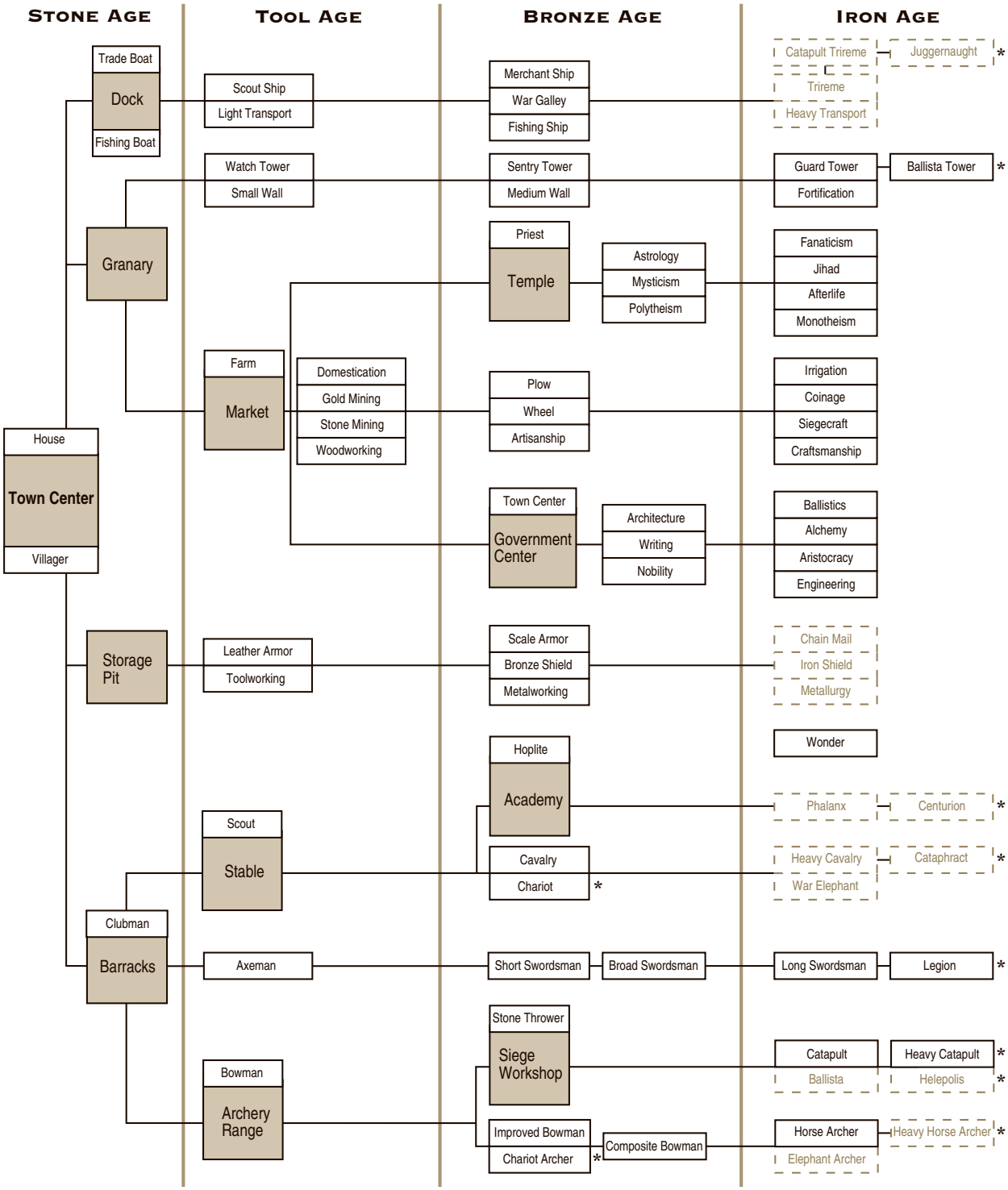
- +40% Archery Range unit fire rate.
- Villagers 30% faster.



* Requires specific technology. See Technology Tree Foldout.

Babylonian

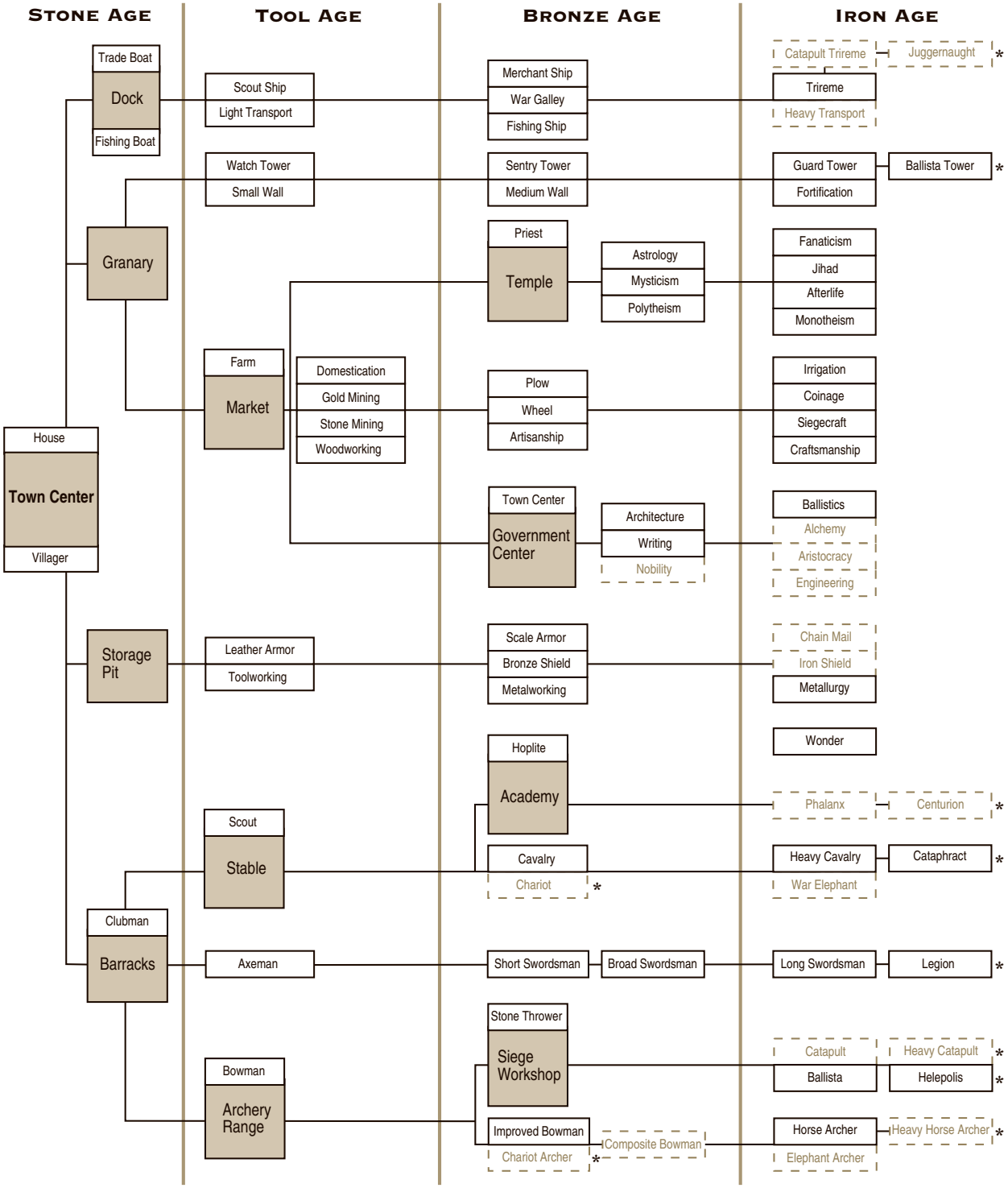
- Double wall and tower hit points.
- +30% Priest rejuvenation rate.
- +30% stone mining.



* Requires specific technology. See Technology Tree Foldout.

Ancient Choson

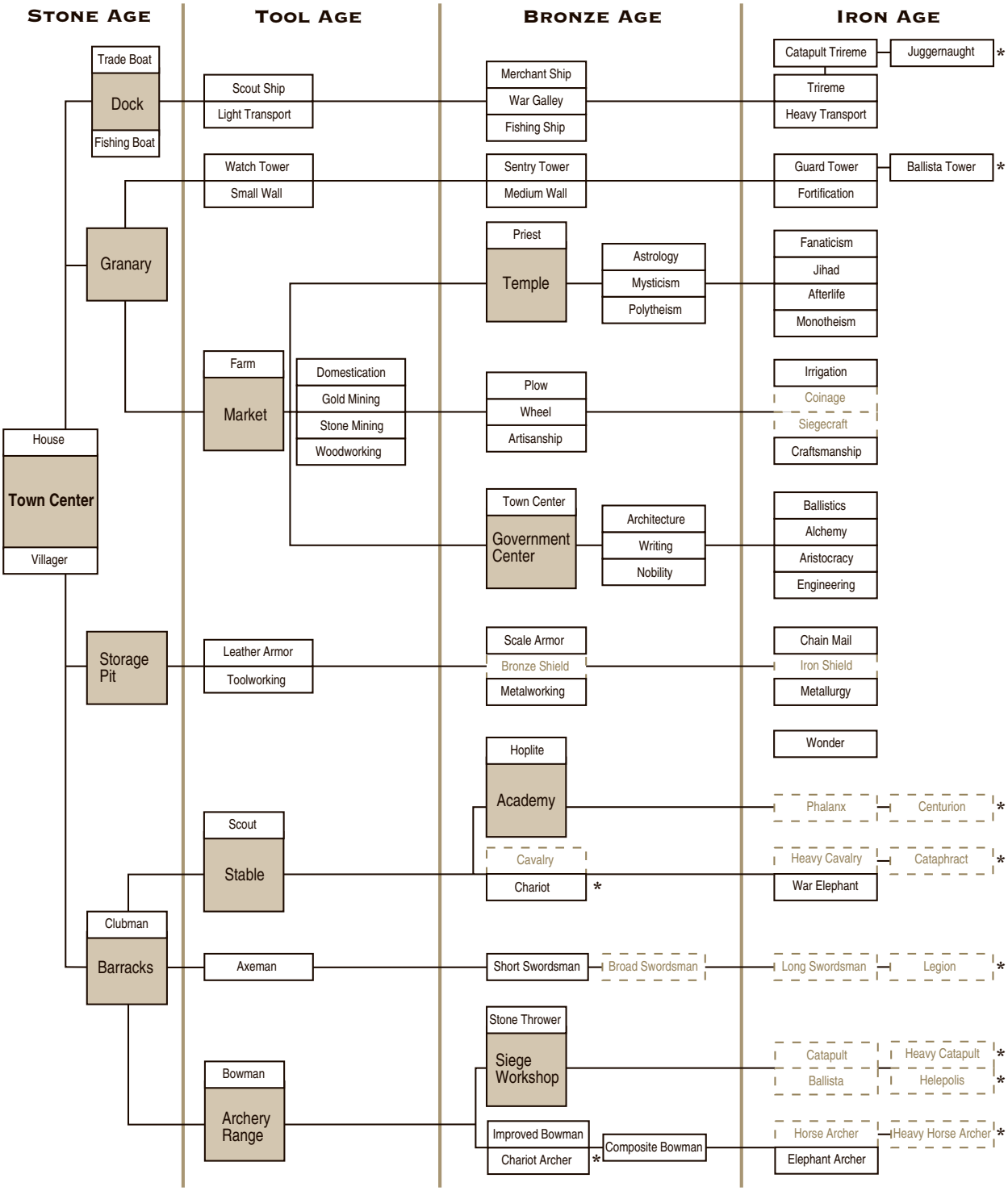
- +80 Long Swordsman and Legion hit points.
- +2 tower range.
- -30% Priest cost.



* Requires specific technology. See Technology Tree Foldout.

Egyptian

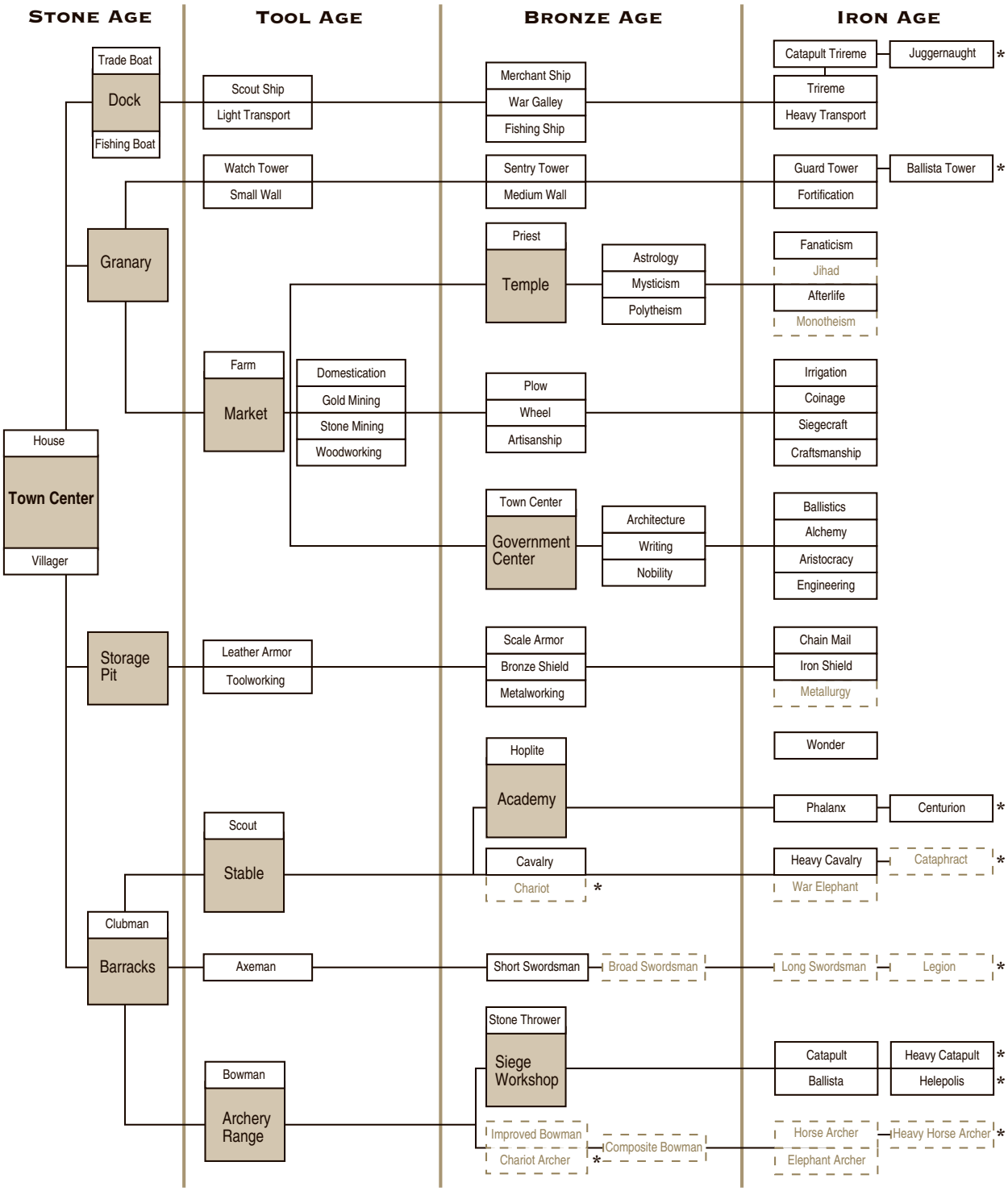
- +20% gold mining.
- +33% Chariot and Chariot Archer hit points.
- +3 Priest range.



* Requires specific technology. See Technology Tree Foldout.

Greek

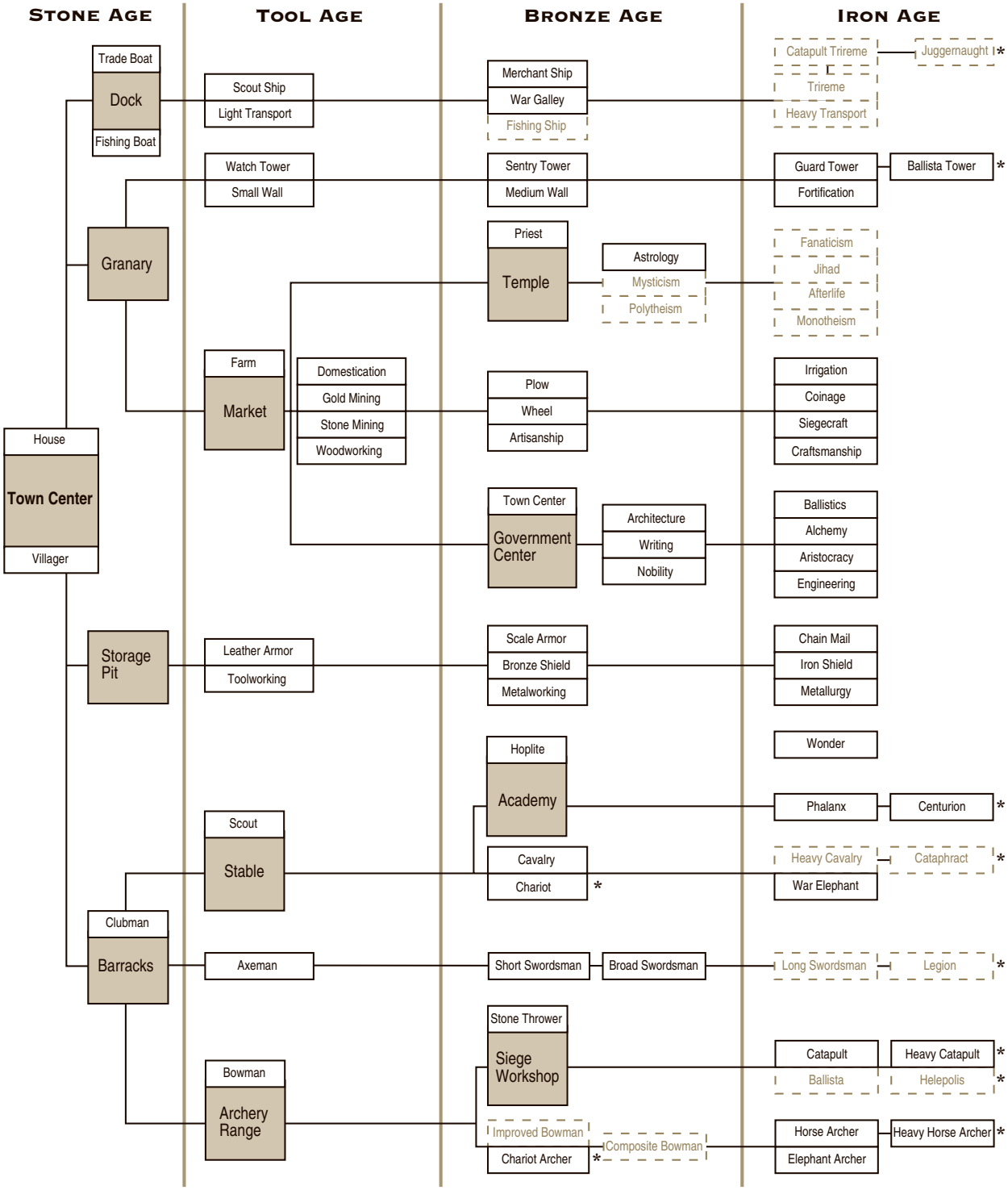
- Hoplite, Phalanx, and Centurion 30% faster.
- War ships 30% faster.



* Requires specific technology. See Technology Tree Foldout.

Hittite

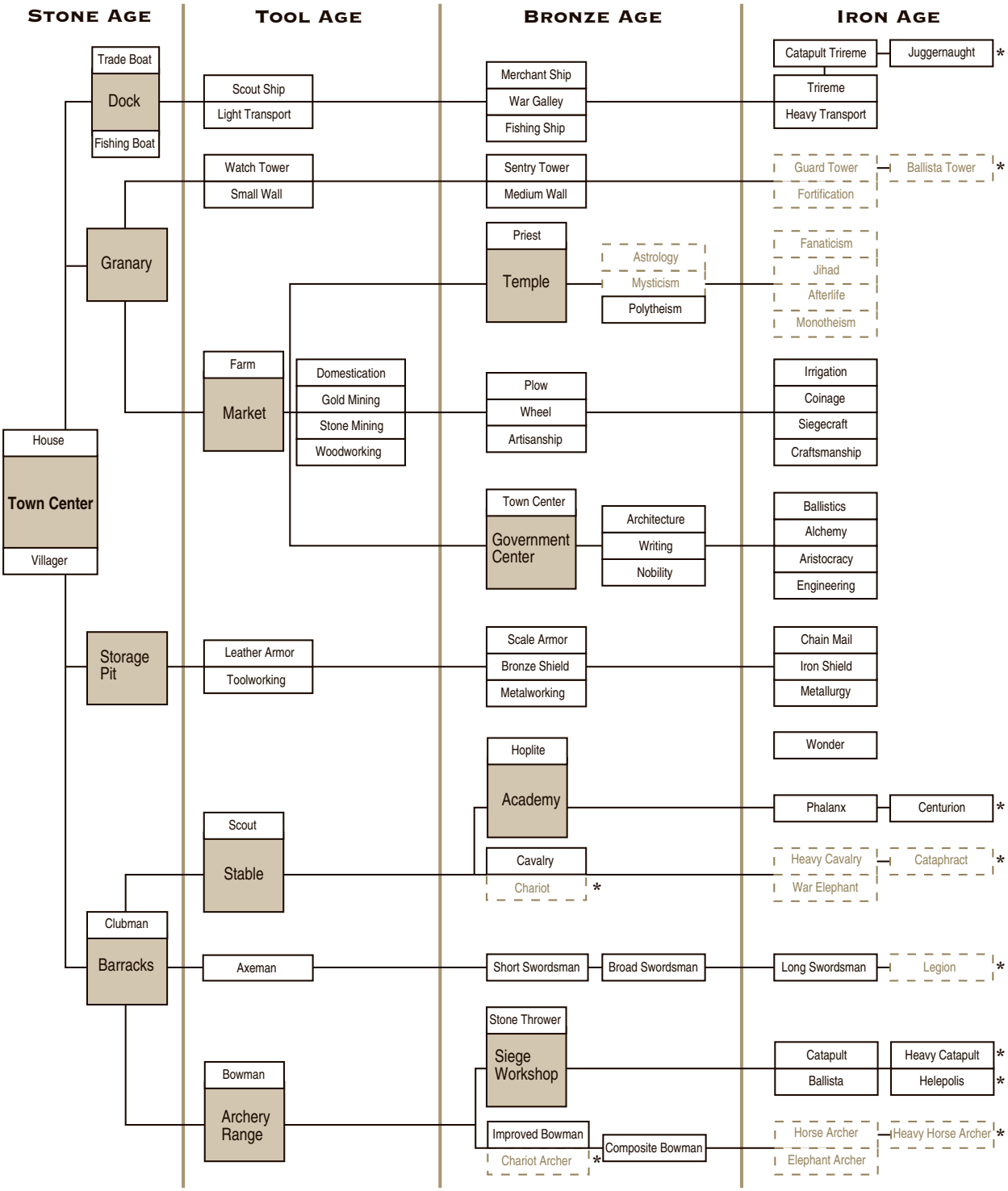
- Double Stone Thrower, Catapult, Heavy Catapult hit points.
- +1 Archery Range unit attack.
- +4 war ship range.



* Requires specific technology. See Technology Tree Foldout.

Minoan

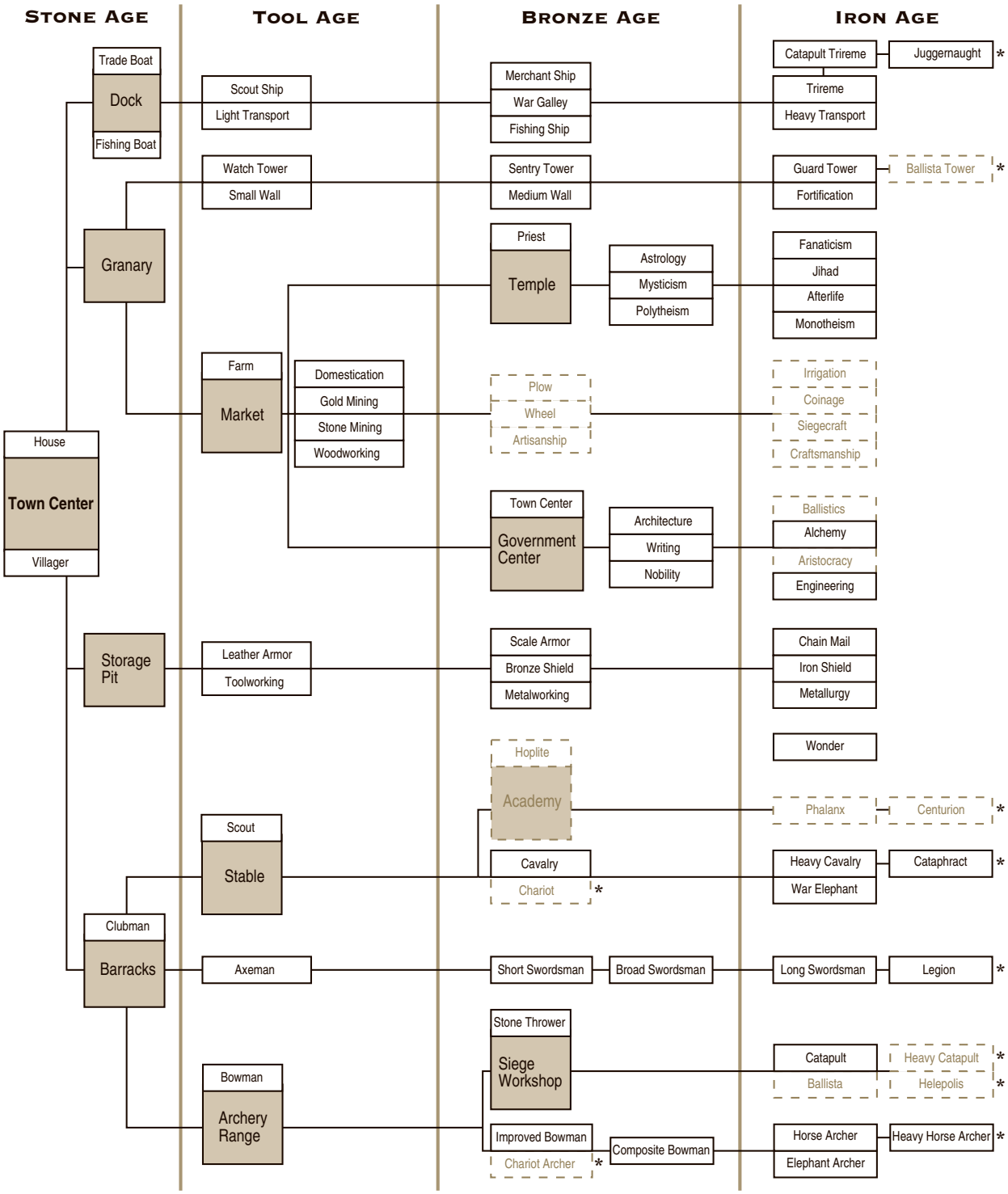
- -30% ship cost.
- +2 Composite Bowman range.
- +25% Farm production.



* Requires specific technology. See Technology Tree Foldout.

Persian

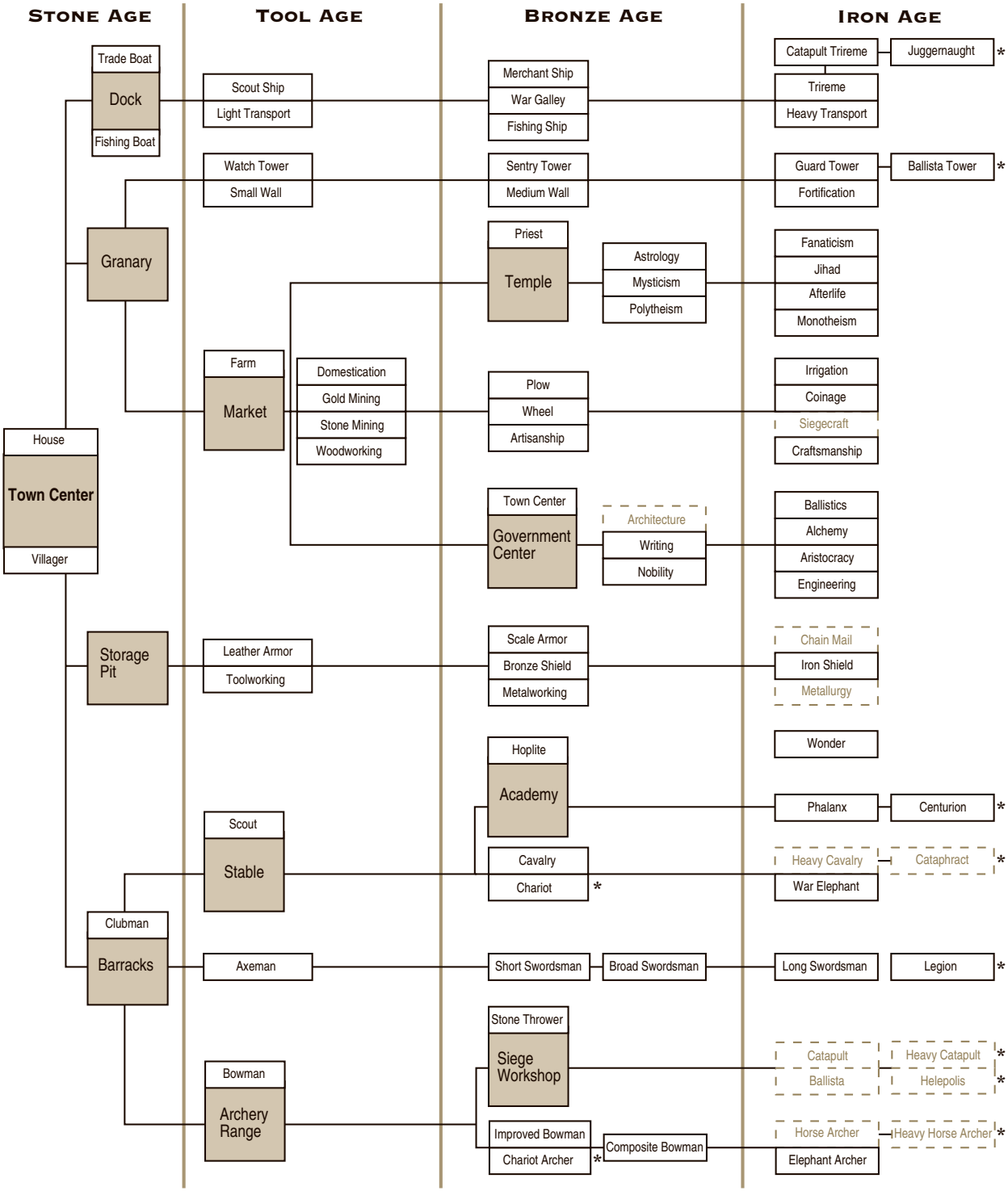
- +30% hunting.
- -30% Farm production.
- War Elephant and Elephant Archer 50% faster.
- +50% Trireme fire rate.



* Requires specific technology. See Technology Tree Foldout.

Phoenician

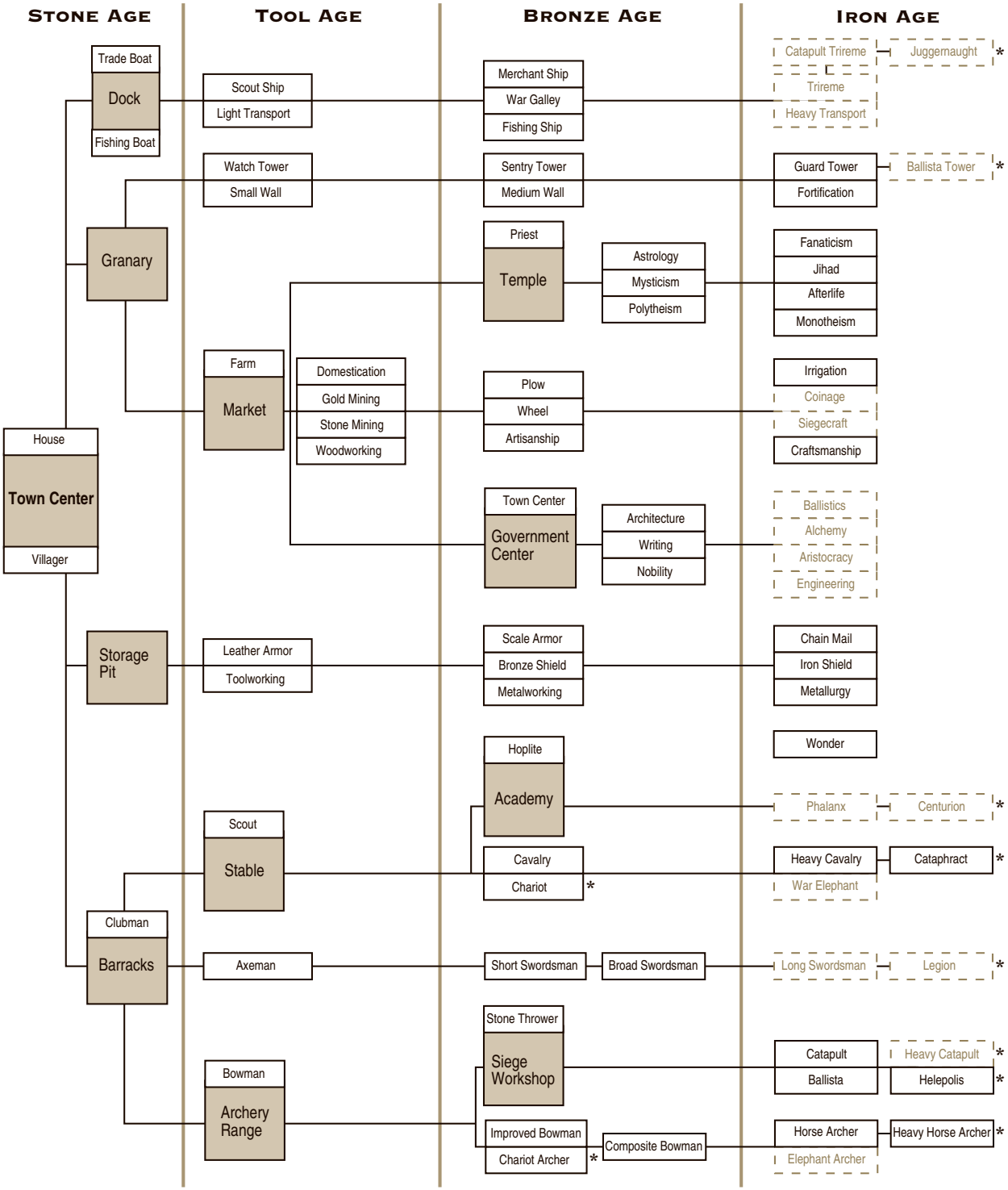
- -25% War Elephant and Elephant Archer cost.
- +65% Catapult Trireme and Juggernaught fire rate.



* Requires specific technology. See Technology Tree Foldout.

Shang

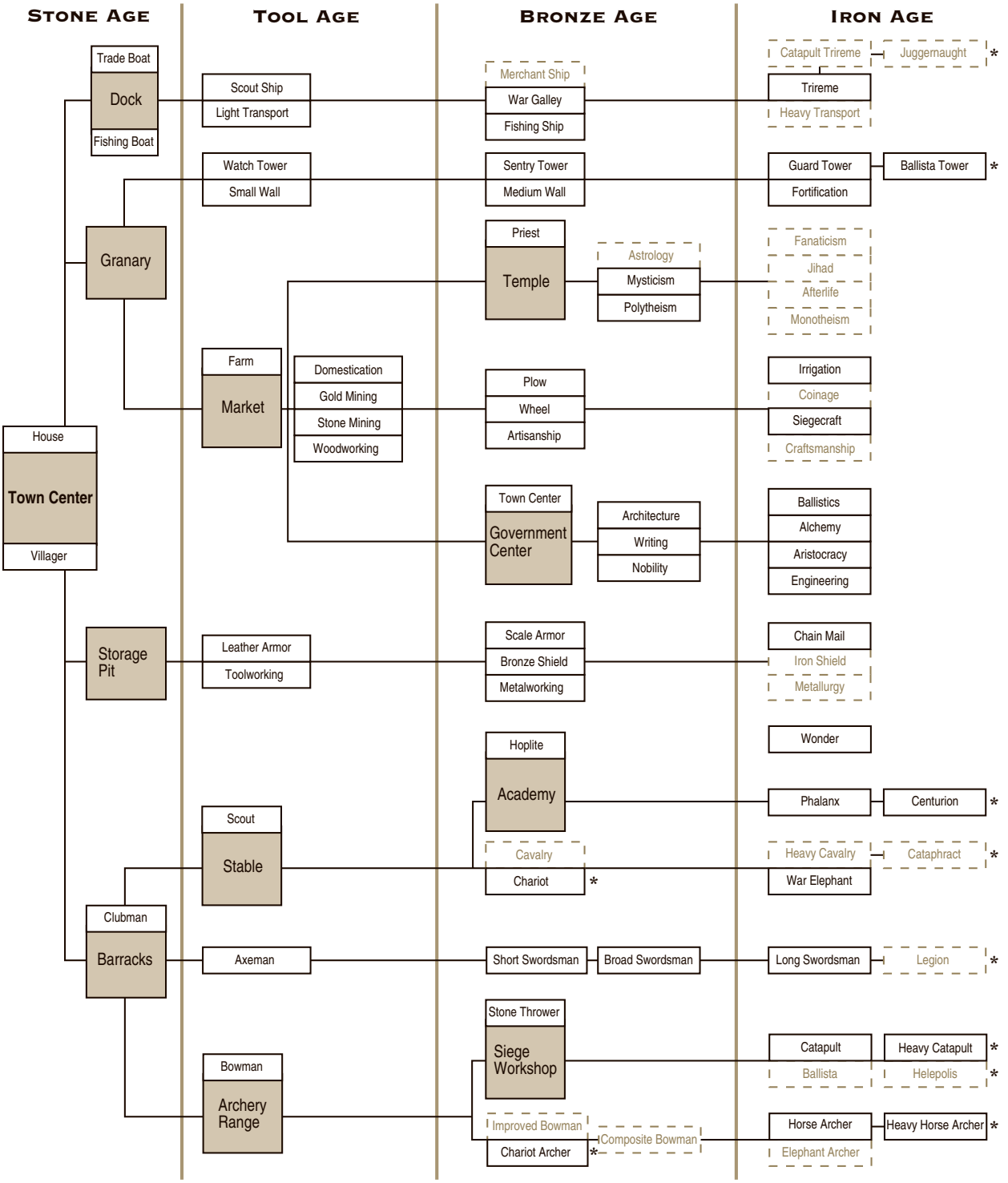
- -30% villager cost.
- Double wall hit points.



* Requires specific technology. See Technology Tree Foldout.

Sumerian

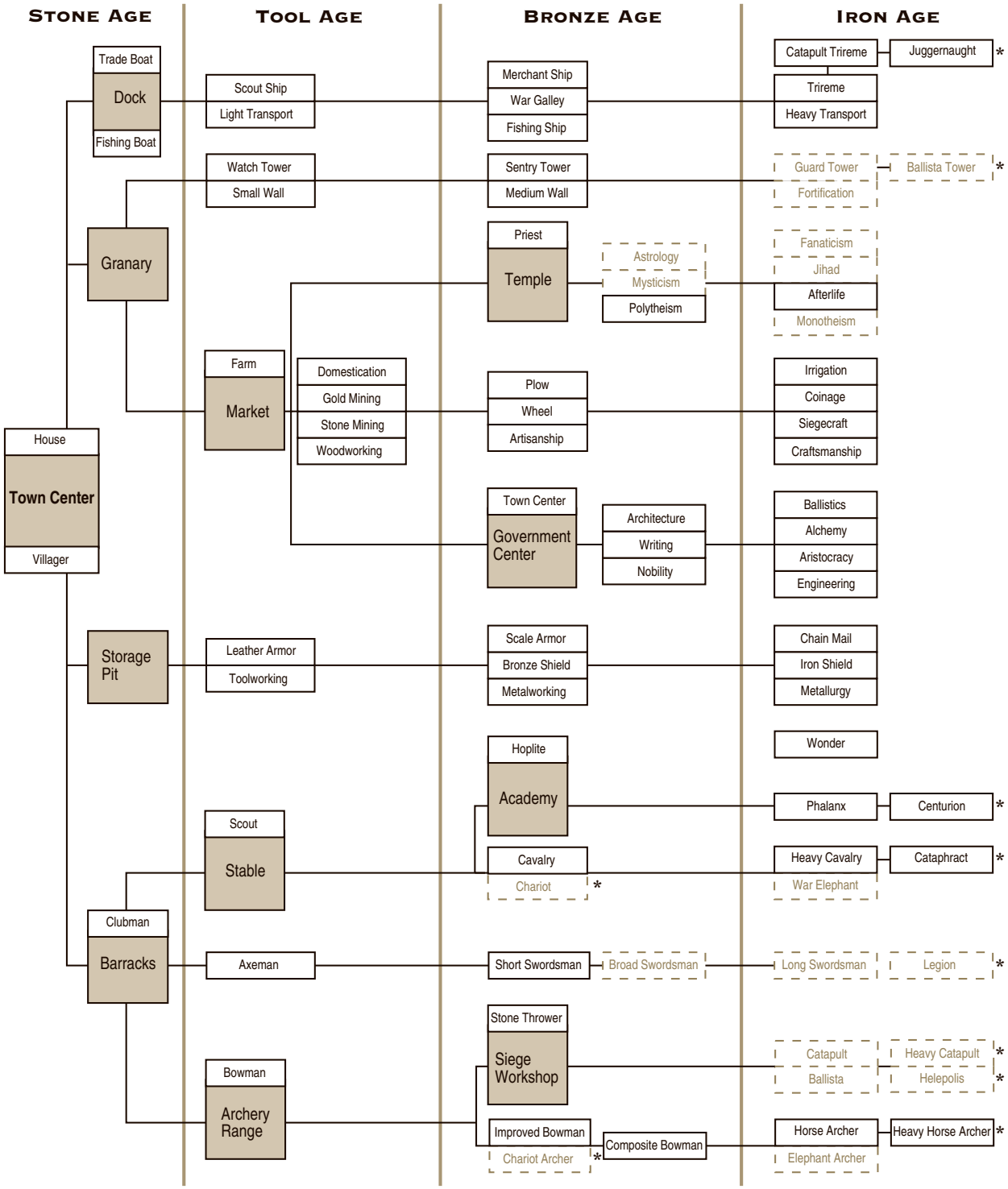
- +15 villager hit points.
- +50% Stone Thrower, Catapult, Heavy Catapult fire rate.
- Double Farm production.



* Requires specific technology. See Technology Tree Foldout.

Yamato

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



* Requires specific technology. See Technology Tree Foldout.

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Age of Empires Credits

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