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Age of empires 2 campaigns

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Empire Era II: Age of the KingsPC Box CoverDeveloper(s)Studios EnsemblePublished(s)Microsoft (Forever, Mac)Konami (PS2)Designer(s)Bruce Shelley[1]Programmer(s)Angelo Ladon Arts(s)Brad Crouscott WinsentComposer(s)Stephen RippySeriesAge empiresAngelo Lowden(s) Microsoft Windows Mac OS, PlayStation 2ReleaseWindowsNA: September 30, 1999EU: 1999Mac OSWW: November 30, 2001[2]PlayStation 2EU: November 2, 2001JP: February 2, 2002[3]HD EditionWW : April 9, 2013Jnner(s)Real-time StrategyMod(s)Single Player Multiplayer Age of Empires II: Age of Kings is a real-time strategy video game developed by Ensemble Studios and published by Microsoft., released in 1999 for Microsoft windows and Macintosh, this is the second game in the Empire Era series. The Age of Kings is located in the Middle Ages and contains 13 cultures that can be tortured. Players strive to gather resources, which they use to build cities, create armies, and defeat their enemies. There are five history-based campaigns, which shrinks the player to special conditions and backs up a story. There are three additional single-player game modes, and multiplayer support. Despite the use of the same game engine and code similar to its predecessor, the development of the Age of Kings took a year longer than expected, forting Ensemble Studios to unleash the age of empires: the rise of Rome in 1998 instead. The design team focused on solving significant problems in the age of empires, but noted in the release that there remained some problems. The Kings era reception was very positive. The significant number of new features has been praised, as have game improvements. The Age of Kings received universal accolades, according to video game review aggregating Metacritic. Three months after its release, two million copies of The Age of Kings were shipped, and it topped sales charts in seven countries. The game won multiple awards and is now considered a classic of its kind, having had a significant impact on future games in its genre. The era of the original second empires and its 2000 expansion package, The Conquerors, were later released as the Golden Generation. The second age of empires is now considered one of the greatest games ever made. An updated high-definition graphic version of the game, Empire Age II: HD Edition, was released in 2013. The HD edition includes the original game and expansion occupiers, as well as new campaigns, cultures, and updated graphics for high resolution monitors. Empires II: Final Edition, remaster, released in November 2019. Empires II era game is a real-time strategy game focused on building cities, gathering resources, and creating armies to defeat opponents. Players occupy rival cities and empires as they promote one of 13 cultures using four ages: the Dark Age, the Peaoli era, the Castle Age (being the High Middle Ages), and the Imperial Age, reminiscent of the Renaissance – a time frame of 1000 years. [4] Promotion to a new era opens up new units, structures and technologies, but players must first build certain structures from their current age and then pay a sum of resources (usually food and gold). [5]:31 Civic units, known as villagers, are used to collect resources; They are male or female – sex does not affect their abilities. Resources can be used to train units, build structures and research technologies, among other things; For example, players can explore better armor for clay units. The game offers four types of resources: food, wood, gold, and stone. Food is obtained by hunting animals, collecting berries, harvesting animals, farming, fishing and coastal fishing from boats. Wood is collected by chopping trees. Gold is obtained from gold mines, trade or the collection of remains in a monastery, and stone is collected from stone mines. Villagers need checkpoints, usually warehouse buildings (downtown, mining camp, mill and wood yard), where they can store resources collected. [6] Any civilisation can acquire upgrades that increase the rate at which these resources are collected. Players can build a market for trading; Players can trade wood, stone and food for gold, and use gold to buy other resources. Market prices vary with each transaction. [7] Furthermore, markets and docks can also produce gold using trading carts or gears used to visit foreign markets and ports; Once they return to the player/dock market, gold is added to the lager. The amount of gold a trade company earns on each trip is related to the distance it had to travel to a foreign market; Extra gold is earned on longer outings. You can trade with markets or contiguous enemies, but the player's trading units may be attacked or destroyed by enemy units in the process. Players should not continue to trade manually, as once they choose the port or market the trading units idly to continue trading. There are five campaigns in the Age of Kings, containing historical scenarios such as Genghis Khan's invasion of Eurasia, the Barbarosa Crusade or Saladin's defence of the Holy Land. In the Campaigns of Joan of Arc and William Wallace, the actor can control a unit based on her name; In other cases, players receive orders from an army representative. [8] Additional game modes are available to a player in the Age of Kings. [9] One mode, random map, creates a map from one of several randomly selected map creations With actors starting in the dark age with downtown, three villagers (or more depending on civilisation) and a scout unit. The game can be won through military conquest, by building a special building known as Wonder and keeping it standing for a certain period of time, or by gaining control of all the remains on the map for a specified period of time. Deathmatch mode allows players to start with large amounts of resources, creating an emphasis on military dominance, while in regicide mode each player gets a king unit, winning by killing all the other kings. Units and cultures of Celtic culture in the feudal era. The city centre is visible and has several farms around it; Villagers of both sexes work there and elsewhere to gather resources. A horseback scout is also ready. Military structures such as the barracks, the arches ridge and the stable are visible, as are economic structures – the market, the volume and the mill. The lower-right corner of the screenshot displays the player's walls and gate. Each player has a limit on the number of units they can create - a population limit - but is not allowed to immediately use the entire potential population. [7] Population capacity, which can be covered anywhere between 25[10] and 200 in increments of 25,[11] based on the number of houses, castles, or city centers – the main building in the city of player – which were built. The Age of Kings introduced two significant new features for unit management: the Betel Rural Button, which helps players identify villagers who have not been tasked, and the city bell, which sends all of the player's villagers downtown, to their castle or tower for safety; [12] The units that have been joined within these three buildings, mostly archers, increase the building's firepower (towers will fire more arrows with units inside) including the city center, which cannot fire anything without someone being blocked there. The Age of Kings also includes five types of military units: khir, archers, cavalry, siege weapons and naval units. Some types of khir, archers and cavalry are counter units with special protections against other types of units. The military's three human classes usually follow a paper stone model and scissors. For example, infantry are generally strong against buildings but weak against cavalry, so the hir counter units – spears and Farkman – have offensive bonuses against cavalry. Every culture in the Age of Kings has one or two special units exclusive to this civilisation. For instance, the British have access to the Longbauman, an archery unit with an increased range. These civilization-specific units are generally stronger, but still follow the basic model of paper stone and scissors. The monk is a special type of military unit that has the ability to convert enemy units into the player's civilization, and to heal allied units. Monks are also used to collect remains, which accumulate gold once held The player's monastery – the more remains are captured, the faster the gold is accumulated. Collecting all the remains on a map is one method by which a player can win a random map game, depending on the definition of victory. [14] Once the player has all the remains in his monasteries, a timer is presented to all players. If the opposing player doesn't destroy a monastery that holds a relic after the scheduled time, then that player wins. Players choose to play as one of 13 cultures divided into four architectural styles – Western Europe, Eastern Europe, the Middle East and East Asia – that determine the look of construction in the game. Cultures have different strengths and weaknesses when it comes to economics, technology and combat, and each has access to different, stronger unique units. [16] In addition, each civilisation provides a personal team bonus in team games. [18] To add variety, each culture has a set of sound bites in its native language, spoken by units when selected or instructed to perform a task. The buildings in the Age of Kings are divided into economic categories and military buildings. [21] Buildings can explore technologies and upgrades that increase economic, military or unit-based efficiency, as well as provide resources to the player. The most important economic building is the city centre, where rural Christians, all types of resources can be stored, some technologies are explored, and the player can progress to the next age. The city centre can fire arrows at enemy units if villagers or archers are garris while enemy units are in range. [22] Other economic structures available include storage buildings for resources, farms, docks (the pier may also produce several military ships), homes to support a higher population. [23] Military buildings include buildings for the production of units such as barracks, archery ranges, wedding and castles, as well as defensive structures such as walls and towers. [24] Military structures can conduct research to improve the capabilities of military units, increase their strength, defense capabilities, or other features. Castles are a major offensive and defensive building, where they can build a trabuchet, train the unique unit of civilization, and fire a hail of arrows at enemy units in range, with military units firing more arrows. Castles can only be built after a player has arrived at the castle, although in some of the game's possibilities, the players begin in a castle that has already been built in the dark age. After progressing to the wonders of the Imperial Era, players can also build a wonder, an expensive non-military building. In many game situations building wonder triggers a victory countdown; Unless it's destroyed within a certain time frame, the building player wins. The wonder of any culture is in the form of a unique landmark for this historical culture. Kings Era single-player campaigns sent with five campaigns, each Many motionable scenarios that promote a plot line, and each is centered around a different culture. William Wallace's (Celtic) campaign serves as a training campaign, teaching the player how to move units, gather resources, and build armies to defeat the enemy. It takes place during the Scottish Wars of Independence against the English, led by Edward Longshanks. In the Frankish campaign, the actor leads Joan of Arc against the English in the Hundred Years' War. The Muslim campaign includes Saladin's finally, the Totonian campaign revealing Frederick Barbarosa's ambitious expansion into the Holy Roman Empire. The campaigns are numerically sorted to distinguish between difficulty - William Wallace's campaign is the easiest, and Barberosa is the most challenging. Multi-age kings support multiplayer over the Internet, or through a local area network (LAN). Up to eight players can take part in one game, with all single-player game modes available. The MSN play area supported the game until the service closed on June 19, 2006. [27] Subsequently, various multiplayer gaming services, such as GameRanger, support it. Since April 2013, Steam has supported multiplayer gameplay for HD resolution[31][32] requiring an Internet connection. [33] Developing before the empire era was completed, Ensemble Studios signed a contract with Microsoft for a sequel. The design team chose to define the Age of Kings in the Middle Ages as a logical advance from the ancient era of the empire era. The design team was aware of the attempt to capture the broad appeal of the first game without making the game design too similar. However, they tried to appeal to the vast demographics that played out the age of empires. The Kings Era design team intended to complete the game within a year using code from the original and reusing Ginny's game engine. A few months later they discovered they would not be able to complete a game of the quality they were looking for during this period. Ensemble Studios informed Microsoft that they would need another year and instead created the Age of Empires: The Rise of Rome, an easily developed expansion pack of the Empire Era, as a compromise that could be released for Christmas 1998. Programmers, artists and other designers were employed to help next season. To overcome further significant resistance to the era of empires - that of finding the paths - the team completely redesigned the game engine's motion system. The era of the original empires was criticized for artificial intelligence (AI). Because the original AI did not cheat by attributing additional resources or using other techniques that the human player was unsuccessful, it was easier to defeat than many other real-time strategy games. [37] For The Age of Kings, Ensemble Studios Develop a stronger AI system that is not compromised by cheating. Industry veteran Mario Grimani led Ensemble Studios in setting up the new system. The Age of Kings saw the introduction of a trigger system for its scenario editor. Triggers allow messages to be displayed or acted upon, based on predefined criteria or events. [38] The scenario editor has also been improved by the new AI system. The AI and trigger systems have interacted regularly in single-player campaigns. [39] The team was less successful at solving other problems; Programmer Matt Pritchard complained following the release of The Empire Age that there was not yet a process by which repairs could be issued. Widespread cheating in multiplayer games of age of empires came as a result of some bugs in the game, which resulted in ensemble studios promising Microsoft would be a repair process for the Kings era. Upon its release, there were some bugs that needed immediate attention, but the repair process was not yet ready. The First Amendment was released 11 months later. [40] Ensemble Studios developed a new field system for the Age of Kings, with three-dimensional presentation capabilities far superior to those of the Empire Era. Pritchard noted an improvement in the team's artistic abilities following their work over the past two games, and he noted that Aouk has become a display for their improved talent. However, he complained about the lack of an art asset management tool, while other departments have amassed new tools and automated procedures to help with game planning and testing. [36] [40] Audio The Soundtrack of the Age of Kings was played by Stephen Riffey, who has since taken this role for all games in the Empire Age series. The acting music was divided into two categories. For in-game music, Rifi's team took musical elements from a variety of cultures and incorporated them to create a mixed sound. Pregame music was designed to be unique to the civilization in question. Campaigns based on historical figures will include a theme that will at least be rooted in [the character's] culture. On October 16, 1999, the blood of the Age of Kings was released. It included the Learning Campaign, a sample of a random map game, and the ability to play through the MSN play area. Much to the disappointment of Ensemble Studios, several incomplete versions of the game were leaked. These were collected by Worz sites, and sold illegally across the Pacific Ocean; Worcester versions of the game were even sold outside Microsoft's South Korean offices. [40] Admissions sales in January 2000, three months after its release, Microsoft shipped two million copies of the Kings Era. The game topped sales charts in the United States, Japan, Britain, Germany, France, Australia and South Korea. He will spend the next two and a half years on the top 20 sales lists. The Kings era was the best-selling game in October 1999 and fourth. Game sale in 1999. U.S. game sales alone totaled 469,376 by the end of 1999,[48] attracting revenue of \$20.2 million, the second highest domestic gain that year after simCity 3000. [49] Domestic sales increased by an additional 442,318 units (US\$19.56 million) from January to October 2000, according to PC Data. It ended the year as the seventh-largest computer game in the United States, with 595,016 sales and revenue of \$26.2 million. The local success of the age of the second empires continued in 2001: with sales of 478,557 units (\$19.4 million).[52] it came in 10th place this year. In the German market, the second age of empires debuted in media control's sales charts during October 1999, and by March 2000 had spent 17 weeks in the rankings. [54] He received the Verband der Unterhaltungssoftware Platinum Award (VUD) of Deutschland within one month of his release,[55] indicating sales of 200,000 units across Germany, Switzerland and Austria. By the end of February 2000, it had reached double platinum (400,000 sales) and became the most successful computer game in the German market in the last 12 months, according to the VUD. The game later received a platinum sales award from the Association of Entertainment and Leisure Software (ELSPA) mammoth, for at least 300,000 copies sold in the UK. Between the re-2019 global lockdown due to the COVID-19 epidemic in 2020, the game saw a resurgence in popularity. [59] Critical Reviews at Reception Result of Aggregate ScoreScoreMetacritic92/100[60]Review ResultsScoreAllGame[61]CVG9.0/10[62]Edge8/10[63]Eurogamer9/10[19]GamePro[19]GameProf[62]Edge8/10[63]Eurogamer9/10[19]GamePro[19]GamePro 12[GameRe [65]GameSpot9.1/10[16]GameSpy89/100[64]IGN8.8/10[66]PC Zone9.0/10[67] The Age of Kings received universal accolades, according to video game review Metacritic Aggregator. According to Jeff Richards of Eurogmar, the list of new features and improvements throughout the original game is over a long page. GamePro's criticism also focused on new additions to the genre itself that sometimes made the Age of Kings outstanding. These included the idle unit button and the city bell. [12] Carlos Salgado of GameSpy evaluated other features; He praised the ability to create individual profiles for different players and customize hotkeys. Meanwhile, IGN assessed the new capabilities given to the village unit - the review said that villagers now play an important role not only in gathering resources, but also in protecting the city and even combat. Olegim's Michael L. House benefited from the use of sound bites in the parent languages of civilizations, which he said had great effect in developing a period-enhancing atmosphere. [61] Eurogmar said this feature gives [rural] personalities, rather than a standard "familiar" snout of military RTS games, also stating that the use of female villagers provided good variety. [19] Game Revolution review explained that by In an era of kings, set in the last era of human history, he was able to add character to an unethly style of play. Computer and video games confirmed the Kings era's use of shorter, more targeted campaigns, compared to its predecessor, while Game Revolution noted that even in slower parts of the campaign, the historical narrative helped keep players interested. [65] GameSpot said that with the full screen units, you can begin to imagine how their historical equivalents once flourished.[16] while GameSpy said the Age of Kings presents a rare realism seen in the RTS genre. The IGN team argued that while the strengths and weaknesses attributed to different cultures made the game more realistic, the fact that they were still mostly the same prevented the Kings era from providing the same impact on the battlefield of StarCraft II or the Tiberias Sun. House also praised the gaming interface, which at its end couldn't be simpler, as well as the grouping systems and finding advanced paths. Nash Warner of GamePro said the formation tools were wonderful, complaining only that they could not be assigned to marine units. [12] Computer and video games generally agreed, stating that the controls are very user friendly and well explained. Greg Kasavin of GameSpot wrote that despite the improved graphics of the game, there is nothing foreign about its appearance that most game features will be instantly recognizable if you have played a real-time strategy game before. [16] PC Zone agreed, but in a negative sense – he claimed that the Age of Kings is actually an update of a two-year-old game. Richards was surprised by the quality of the Kings era graphics, given that they were all nono. [19] However, AllGame complained that units were sometimes difficult to differentiate, a point many reviewers agreed upon. [16] He also called the sound of the Kings era a negative Kings era, but not something significant enough to draw players away from the overall sparse of the game. IGN stated that the cuts were somewhat bland, but overall the graphic added an astonishing amount of detail to the game itself. IGN's main criticism was of the in-game speech used in the campaigns; She asked rhetoric why can't they just find a Frenchman to do a French accent? Alex Constantindes from Computer and Video Games rated the graphics in a high form, saying that some buildings in the game are so big that you even feel guilty about burning them to the ground. [62] Warner agreed; The most notable graphic advances, he wrote, were the sheer size and scale of things. [12] Revolution Game has stated that AOE2 is the best beach of RTS 2D games out there right now. In 1999, the Kings won the GameSpot Strategy Game and was nominated for Game of the Year. [69] GamePower also called it Strategy Game of the Year, while PC Gamer and PC Games World gave it editor's choice awards. [44] PC Gamer USA's called it their 1999 best real-time strategy game, and wrote that it takes everything we know about the real-time strategy genre and refine it, and polish it, and then brushes it some more. The Age of Kings won Strategy Game of the Year and Computer Game of the Year at the Academy of Interactive Arts and Sciences Awards in 2000. He was also nominated for Acting of the Year, a remarkable achievement in animation, a remarkable achievement in game design and outstanding achievements in gaming engineering. IGN ranked the Kings era as the 53rd best game of all time in 2005,[72] and the 10th best computer game of all time in 2007. [73] GameFAQs users placed it 56th in the survey of the best games ever. The Age of Kings was very influential in its genre. Star Wars: Galactic Battlegrounds, a 2001 game by LucasArts, shared the era of Kings' game engine, and was heavily influenced by its mechanics. Empire Aretha's design was similar to that of the Age of Kings; GameSpot said it lends most of the game's controls, interface features, and even some of its keyboard shortcuts. Rick Goodman, designer of the age of empires and the rise of Rome, designed Empire Earth. GameSpot's Scott Osborne argued that the Cossacks game: Europe's Wars was largely based on the Age of Kings. [78] Extensions and continuing the Port of PlayStation 2 was released by Konami in 2001, and a spin-off of Nintendo DS, Age of Empires: Age of Kings was released in 2006. Expansion into the age of kings, conquerors, was liberated in 2000. It introduced many new game features, including unique technologies for each civilization, and five new civilizations. Two of them, the Aztecs and the Maya, represent the New World and have a unique new architectural style. Other new cultures are the Spanish, the Thyons and the Koreans. In 2005, a mobile version of Age of Empires II was released for Java Mobile Devices (J2ME), called Age of Empires II Mobile and developed by In-Fusio. It included much simpler gameplay and graphics designed for the mobile devices of the time. The third historical game in the series, Age of Empires III, was released in 2005. The game introduced the European colonization of America. Apart from one significant feature, home city, the design of the game was similar to that of its predecessor. [80] The age of online empires for players only was released in 2012. While the game was freely accessible, it included premium content which can be earned through play or purchase, allowing the player to use higher-level equipment and new game modes. The active development of the game ended on January 1, 2014, when executive producer Kevin Perry stated that adding new content was no longer cost effective, and announced that the game would be transitioning from development to support phase. [81] The game's servers were subsequently closed on July 1, 2014. [82] HD edition in 2012. Hidden Path Entertainment began working A high-definition remake of the Second Empire Era, an effort led by Matt Pritchard, an ensemble original chief programmer. On March 7, 2013, it was announced under the Age of Empires II: HD Edition brand. It has improved graphics, widescreen support and new multiplayer options via Steam. It was released on April 9, 2013, and was available in advance on April 5. [83] HD edition received mixed reviews with aggregate audit site Metacritic assigning a score of 68 out of 100 based on reviews from 20 visitors. [60] Critics agreed that hd edition changed very little from the original game, although the steam workshop combination was widely praised. [84] [85] Three official expansion packs have been released for hd edition. The band presents five new cultures: the Italians, the Indians, Slavs, Magiars, and Incas. It includes new maps, campaigns, units, a new game mode, an increase in the population limit from 200 to 500[86] and many adjustments of balance and play. [87] The expansion pack was developed by the team that created the mod with the assistance of SkyBox Labs. On November 5, 2015, a second expansion package was released for Age of Empires II HD, the African Kingdoms, and presents four new cultures: the Berbers, Ethiopians, Malians and Portuguese. It includes new maps, campaigns (Sundjata, Francisco de Almeida, Yodith and Tariq Ibn Ziad), and new game modes including capture the relic and handle, and many balance and game adjustments. [87] [88] [90] [91] On December 19, 2016, the third expansion pack, Rise of the Rajas, was released. It resides in Southeast Asia and adds four cultures (Burmese, Malay, Khmer and Vietnamese; each with its own campaign: Bainong, Gaja Mada, Suriwerman I and Loi) as well as a new map type with environments, units, improved artificial intelligence and more. [94] Final Edition Main Article: Age of Empires II: Final Edition On August 21, 2017 in Gamescom, Microsoft announced a remaster called Empire Age II: A Final Edition was being developed by Forgotten Empires, Tenlos Media and Wicked Witch Feature. On June 9, 2019, Microsoft unveiled the gaming trailer on Xbox E3 2019. The game includes all content from previous releases and extensions, 4 new cultures, additional campaign tasks and new 4K graphics. [96] Lords of Western Expansion on December 15, 2020, Microsoft announced an extension to the final edition titled Age of Empires II DE: Masters of the West, to be released on January 26, 2021. This expansion includes two new civilizations - the Burgundians and the Cylindryl, as well as three new campaigns. The new campaigns consist of one for each new civilization, as well as a new campaign for the existing civilisation of the British. [97] Openage is an open source project to rewrite the Empire Age II game engine with modern programming languages, allowing the game to run on different operating systems. SFTTech, developer team supports GPO/Linux, Windows 10, macOS X 10.14 according to their website so far. The code is still in development and published under GNU GPL. 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