

LIBRARY TECHNOLOGIES

General Benefits of Research in every Age:

MILITARY

Increases Population Limit and allows new military units/upgrades.

CIVIC

Increases maximum number of Cities and expands National Borders.

COMMERCE

Increases Commerce Limit and Caravan Limit.

SCIENCE

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

Specific Benefits of Research

(Note: some upgrades may require additional research)

II. CLASSICAL AGE



The Art of War: Barracks, Stable, and Tower may be constructed.



City State: Allegiance¹ and Taxation² upgrades.



Barter: Dock and Market may be constructed.



Written Word: Temple may be constructed. Units can cross seas.

III. MEDIEVAL AGE



Mercenaries: Siege Factory and Fort may be constructed.



Empire: Religion upgrade².



Coinage: May buy/sell resources at Market. May colonize other continents.



Mathematics: Granary and Lumber Mill may be constructed. Herbal Lore³ and Construction⁴ upgrades.

VI. INDUSTRIAL AGE



Levee en Masse: Only general military benefits received.



Constitution: Patriotism¹ and Social Contract² upgrades.



Finance: Only general commerce benefits received.



Electricity: Pharmaceuticals³, Engineering⁴, Scientific Method⁷, Supply⁶, and Cold Casting⁶ upgrades.

VII. MODERN AGE



Nation-in-Arms: Strategy and Strategic Reserve upgrades⁵.



Great Power: Existentialism and Income Tax upgrades².



Assembly Line: Only general commerce benefits received.



Electronics: Refinery may be constructed. Food Industry³, Papermill⁴, Steel⁶, and Institutional Research⁷ upgrades. Entire map becomes explored.

IV. GUNPOWDER AGE



Standing Army: Tactics and Fortification upgrades⁵.



Feudalism: Oath of Fealty¹ and Vassalage² upgrades.



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



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

V. ENLIGHTENMENT AGE



Conscription: Operations and Bombardment upgrades⁵.



Divine Right: Monotheism upgrade².



Mercantilism: Only general commerce benefits received.



Laws of Nature: Crop Rotation³, Logging Industry⁴, Printing Press⁷, and Metal Alloys⁶ upgrades.

VIII. INFORMATION AGE



Selective Service: Only general military benefits received.



International Law: Nationalism¹ upgrade.



Globalization: Only general commerce benefits received.



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

FUTURE TECHNOLOGIES



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



World Government: All victory timers and assimilations are instantaneous.



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



Artificial Intelligence: Units produced instantly.



Global commands

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

To get a military unit to

Select unit then press ...	
Garrison	G
Guard	R
Patrol	Z
Halt	H

To create

Citizen	select City, then press V
5 Citizens	select City, then press SHIFT+V
Scholar	select University, then press V
5 Scholars	select University, then press SHIFT+V
Caravan	select Market, then press V
Merchant	select Market, then press B
Light Infantry	select Barracks, then press G
Heavy Infantry	select Barracks, then press H
Archer	select Barracks, then press A
Light Cavalry	select Stable, then press G
Heavy Cavalry	select Stable, then press H
Ranged Cavalry	select Stable, then press A
Siege Weapon	select Siege Factory, then press B
Anti-Aircraft Gun	select Factory, then press A
Supply Wagon	select Siege Factory, then press W
Fighter	select Airbase, then press F
Bomber	select Airbase, then press B
Helicopter	select Airbase, then press H

To have Citizen build

Press B, then ...		
Airbase	I	Market N
Air Defense Gun	A	Mine M
Barracks	K	Missile Silo X
City	C	Oil Well Z
Dock	D	Siege Factory O
Farm	F	Smelter H
Fort	R	Stable S
Granary	G	Temple E
Library	L	Tower T
Lumber Mill	J	University U
		Woodcutter's Camp W

To select

Airbase	I
Barracks	K
City	C
Dock	D
Library	L
Market	N
Siege Factory	O
Stable	S
University	U
Pause Game	PAUSE or P
Save Game	ALT+S
Quit Game	CTRL+Q
Diplomacy panel	F9
Game Menu	F10
Idle Citizen	PERIOD (.)
Scout	APOSTROPHE (')
Next Military unit	COMMA (,)

To command AI Ally

Press Enter, then a number and Enter again.

Request Resources

Food	4
Timber	5
Metal	6
Wealth	7
Oil	8

Strategy

Build more troops	13
Build a wonder	14
Build your economy	15
Build your air force	16
Build your navy	17

Military

Attack	19
Move troops here *	22

*after Military Command press INSERT and click on map.

Upgrades available at: ¹ Tower. ² Temple. ³ Granary. ⁴ Lumber Mill. ⁵ Fort.

⁶ Smelter. ⁷ University.

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SPECIAL POWERS

SPECIAL UNITS

AZTECS

The Power of Sacrifice

- Gain bonus resources when their Barracks, Stable, and Dock units slay an enemy.
- Plunder increased from enemy buildings.
- Receive free Light Infantry units with each new Barracks.

- Atl-Atl
- Royal Atl-Atl
- Xopilli Atl-Atl

- Jaguar Infantry
- Jaguar Assault Infantry

BANTU

The Power of Migration

- Increased City and Population Limit.
- Unit upgrades do not require prerequisite Military technologies.
- Barracks units and Citizens move faster.
- Cities are cheaper.

- Umpakati
- Yangombi Umpakati
- Impi

- Hawk Fighter
- Eagle Fighter

BRITISH

The Power of Empire

- Increased Commerce Limit.
- Ships created faster.
- Foot Archer upgrades are free.
- Anti-Aircraft units and buildings created cheaper and faster.
- Receive extra income from Taxation.
- Forts and Towers have additional range.

- Longbowmen
- King's Longbowmen
- King's Yeomanry

- Highlanders
- Black Watch
- Lancaster Bomber

CHINESE

The Power of Culture

- Science research is cheaper.
- Herbal Lore, Medicine, and Pharmaceutical upgrades are free.
- Citizens, Caravans, and Merchants created instantly.
- All Cities start as a Large City.

- Fire Lances
- Heavy Fire Lances
- Manchu Musketeers

- Manchu Riflemen
- Manchu Infantry

EGYPTIANS

The Power of the Nile

- Wonders cost less and may be built an Age earlier.
- Start with a Granary, and all Granary Food-gathering upgrades are free.
- Farms generate additional Wealth, and more Farms allowed per City than normal.
- Increased Food Commerce Limit.
- May build additional Wonder per City.

- Chariot
- Heavy Chariot
- Mameluke
- Royal Mameluke

- Light Camel
- Camel Warrior
- Elite Camel Warrior

FRENCH

The Power of Leadership

- Start with a Lumber Mill and receive all Timber-gathering upgrades free.
- Siege Factory/ Factory units are created cheaper and faster and have increased speed.
- Receive a free Supply Wagon with each new Siege Factory/Factory.
- Supply Wagons heal units.
- Woodcutter's Camps hold more Citizens.
- Increased Timber Commerce Limit.
- Receive a General with each new Fort.

- Chevalier
- Heavy Chevalier
- Horse Grenadier

- Horse Guard Grenadier

GERMANS

The Power of Industry

- Granary, Lumber Mill, and Smelter upgrades are cheaper and available sooner.
- Greater building completion bonuses.
- Submarines and Fireships created faster and cheaper.
- Aircraft created faster.
- Receive free Fighters with each new Airbase.
- Cities gather extra Food, Timber, and Metal.

- Solduri
- Barbarians
- Vandals
- Landsknechts
- Tiger Tank

- Leopard Tank
- Volksgrenadiers
- MG42

GREEKS

The Power of Philosophy

- Library research is faster and costs less (except Knowledge costs).
- Libraries and Universities are cheaper.
- Can immediately build Universities and gather Knowledge.

- Companion
- Royal Companion

- Stratiotai
- Royal Stratiotai

INCA

The Power of Gold

- Mines produce Wealth as well as Metal.
- Increased Wealth Commerce Limit.
- Receive a refund for each of your military units killed.

- Inti Clubmen
- Inti Macemen

- Mortar
- Siege Mortar

JAPANESE

The Power of Honor

- Barracks units created faster, cheaper, and do more damage to buildings.
- Ships created cheaper.
- Aircraft carriers created faster.
- Farms built cheaper.
- Farms and Fishermen produce additional resources.

- Ashigaru Spearmen
- Bushi
- Elite Bushi

- Samurai
- Gun Samurai

KOREANS

The Power of Tradition

- Begin game with a Temple. All Temple upgrades are free.
- Start game with extra Citizens.
- Receive free Citizens with each new City.
- Militia, Minuteman, and Partisan upgrades are free.
- Citizens repair faster and without penalty when under fire.
- Towers built cheaper.

- Hwarang
- Elite Hwarang
- Royal Hwarang
- Elite Royal Hwarang

- Flaming Arrow
- Heavy Flaming Arrow

MAYA

The Power of Architecture

- Cities (with or without Garrisons) and Fortifications have an increased rate of fire.
- Buildings constructed faster and are stronger.
- Buildings (except Wonders) cost less Timber to construct.

- Balamob Slingers
- Royal Balamob Slingers

- Eagle Balamob Slingers
- Recoilless Gun
- Dragon AT Missile

MONGOLS

The Power of the Horde

- Cavalry units created cheaper and faster.
- Attrition damage to your units reduced.
- Receive free Ranged Cavalry with each new Stable/Auto Plant.
- Receive Forage, Supply, and Logistics technologies free at the Smelter.
- Receive extra Food for controlled territory.

- Nomad
- Steppe Nomad

- Horde
- Golden Horde

NUBIANS

The Power of Trade

- Start with a Market and trade resources with a price bonus.
- See all rare resources in their territory.
- Increased Caravan Limit.
- Merchants collect additional resources.
- Merchants, Caravans, and Markets are cheaper and stronger.

- Kushite Archers
- Royal Kushite Archers
- Apedemak Archers

- Camel Archer
- Heavy Camel Archer
- Camel Raider
- Camel Corps

ROMANS

The Power of Caesar

- Forts exert greater influence on National Borders.
- Receive free Heavy Infantry units with each new Barracks.
- Cities gather extra Wealth.
- Towers and Forts are cheaper.

- Legions
- Caesar's Legions

- Praetorian Guards

RUSSIANS

The Power of the Motherland

- Increased Attrition Damage to enemy units in your territory.
- National Borders increase with each Age.
- Increased Oil gathering rate.
- Attrition upgrades are free.
- Spies are cheaper and stay hidden after using special abilities.
- Cavalry units do additional damage to enemy supply and artillery units.

- Rusiny Lancer
- Cossack
- Don Cossack
- Katyusha Rocket

- Red Guards Infantry
- Shock Infantry
- T80 Tank

SPANISH

The Power of Discovery

- Game begins with map revealed and an extra Scout (In a Revealed Map game you gain a bonus Scout).
- Scouts receive increased Line-of-Sight, free upgrades, and are able to use abilities faster.
- Until the Industrial Age, receive a free Heavy Ship with each new Dock.
- Gain extra Resources from Ruins.

- Scutari
- Royal Scutari

- Tercios
- Royal Tercios

TURKS

The Power of Siege

- Siege, artillery, and bombard units have greater Range and Line-of-Sight.
- Conquered cities assimilated faster.
- Receive free Siege units with each new Siege Factory/Factory.
- Military technologies researched at the Library are cheaper.
- Siege units upgrades are free.
- Citizens are cheaper.

- Janissaries
- Royal Janissaries

- Basilica Bombard
- Basilica Cannon