

# 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.

### 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:** Allegiance<sup>1</sup> and Taxation<sup>2</sup> upgrades.

 **Barter:** Dock and Market may be constructed.

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

### VI. INDUSTRIAL AGE

 **Levee en Masse:** Only general military benefits received.

 **Constitution:** Patriotism<sup>1</sup> and Social Contract<sup>2</sup> upgrades.

 **Finance:** Only general commerce benefits received.

 **Electricity:** Pharmaceuticals<sup>3</sup>, Engineering<sup>4</sup>, Scientific Method<sup>7</sup>, Supply<sup>6</sup>, and Cold Casting<sup>6</sup> upgrades.

## COMMERCE

Increases Commerce Limit and Caravan Limit.

## SCIENCE

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

### III. MEDIEVAL AGE

 **Mercenaries:** Siege Factory and Fort may be constructed.

 **Empire:** Religion upgrade<sup>2</sup>.

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

 **Mathematics:** Granary and Lumber Mill may be constructed. Herbal Lore<sup>3</sup> and Construction<sup>4</sup> upgrades.

### IV. GUNPOWDER AGE

 **Standing Army:** Tactics and Fortification upgrades<sup>5</sup>.

 **Feudalism:** Oath of Fealty<sup>1</sup> and Vassalage<sup>2</sup> upgrades.

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

 **Chemistry:** Smelter may be constructed. Medicine<sup>3</sup>, Agriculture<sup>3</sup>, Architecture<sup>4</sup>, Carpentry<sup>4</sup>, Forage<sup>6</sup>, and Literacy<sup>7</sup> upgrades.

### V. ENLIGHTENMENT AGE

 **Conscription:** Operations and Bombardment upgrades<sup>5</sup>.

 **Divine Right:** Monotheism upgrade<sup>2</sup>.

 **Mercantilism:** Only general commerce benefits received.

 **Laws of Nature:** Crop Rotation<sup>3</sup>, Logging Industry<sup>4</sup>, Printing Press<sup>7</sup>, and Metal Alloys<sup>6</sup> upgrades.

### VII. MODERN AGE

 **Nation-in-Arms:** Strategy and Strategic Reserve upgrades<sup>5</sup>.

 **Great Power:** Existentialism and Income Tax upgrades<sup>2</sup>.

 **Assembly Line:** Only general commerce benefits received.

 **Electronics:** Refinery may be constructed. Food Industry<sup>3</sup>, Papermill<sup>4</sup>, Steel<sup>6</sup>, and Institutional Research<sup>7</sup> upgrades. Entire map becomes explored.

### VIII. INFORMATION AGE

 **Selective Service:** Only general military benefits received.

 **International Law:** Nationalism<sup>1</sup> upgrade.

 **Globalization:** Only general commerce benefits received.

 **Computerization:** Logistics<sup>6</sup> and Supercomputer<sup>7</sup> 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.

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

<sup>6</sup> Smelter. <sup>7</sup> University.

0303 Part No. X09-54862



## To have Citizen build

Press B, then ...

Airbase	I	Market	N
Air Defense	A	Mine	M
Gun		Missile Silo	X
Barracks	K	City	C
City		Dock	D
Dock		Farm	F
Farm		Fort	R
Fort		Granary	G
Granary		Library	L
Library		Lumber Mill	J

## 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	I3
Build a wonder	I4
Build your economy	I5
Build your air force	I6
Build your navy	I7

## Military

Attack	I9
Move troops here*	I22

\*after Military Command press INSERT and click on map.

## 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+ I-9 or CTRL+ F1-F8

To select a control group

press I-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 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

select Factory, then press A

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 get a military unit to

Select unit then press ...

Garrison

G

Guard

R

Patrol

Z

Halt

H

Supply

Wagon

Fighter

Bomber

Helicopter

select Airbase, then press F

select Airbase, then press B

select Airbase, then press H

## Next Military unit

COMMA (,)

## SPECIAL POWERS

## SPECIAL UNITS

### IZTECS

*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
- Apemedak 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