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Age of empires 2 build strategy

Source: Windows Central Age of Empires II, the classic real-time strategy game (RTS), has been recreated and released in a Definitive Edition to mark its 20th anniversary. New artworks, new animations, and new civilizations are included, but some strategies are still paramount to winning games. Let's take a look at the Fast Castle strategy, including how it works, why it's effective and what to do if you pull it off. See our Age of Empires II: Definitive Edition Ultimate Beginner's Guide Much Game for age of empires II: Definitive Edition manages to make the classic RTS feel new without moving away from what made the game great in the first place. Source: Windows Central The Fast Castle Strategy aims to bring your civilization into the Castle Age in less than 17 minutes. Along with the powerful upgrades and buildings you get in this age, you should have enough resources to start creating military units or keep your economy booming. The Fast Castle strategy is certainly not foolproof, and it won't work in every game. For example, if you're rushed by the enemy, you'll probably need to change your plan to defend your base. Nevertheless, if the strategy can be deducted, it sets you for a strong middle and late game against any opponent. Once you've reached the castle age, you essentially have two reliable options. You can keep your economy booming if you're not threatened, or you can start producing knights to harass the enemy. What you need to do to Fast Castle There are several versions of the Fast Castle strategy out there, and you can certainly take these steps and shape them according to your wishes, especially if you are playing a civilization that comes with certain economic benefits. However, these are the basics that will help you get to scastle Age in less than 17 minutes. Most civilizations start with three villagers and a scout, which is what we will focus on here. Immediately queue as many villagers as possible in your city centre (TC). You never want to leave your TC idle. Your Scout should be on the go looking for domesticated animals (such as sheep) and wild animals (such as wild boars) near your TC. Immediately send all found sheep to your TC. Send two villagers (1, 2) to build a house. Remember to save space for farms around your TC. Send the other villager (3) to build a separate house. The new villager (4), which was created, was to start harvesting sheep under the TC. Send villagers (1, 2, 3) to harvest sheep once houses have been built. To try always harvest one animal at a time to avoid food wasted by carcass decay Source: Windows Central Send new villagers (5, 6) created by the TC for sheep harvesting. Continue to queue for new villagers in the TC to avoid downtime. Send a new villager (7) to build a wooden warehouse on a large lump of trees found by your scout. This will serve as your main wood line, so try to find a place that is not easy to attack. Send new villagers (8, 9) to chop wood. Send new villagers (10) to a house near the wild boar you found with your scout. Professional players often position houses between chokepoints to eliminate enemies without actually using walls. Send a new villager (11) to chop wood on the wooden line. Attack boar with villagers (10) who built your third house. Allow the villager to land two arrow shots before running back to the TC. This ensures that the wild boar does not give up and returns to its original place. The villager (10) will take some damage, but try to get the wild boar as close as possible to your TC. When you are within reach, ask the villagers to harvest sheep to attack the wild boar to bring it down as quickly as possible. Source: Windows Central Send new villagers (12) to chop wood. Consider harvesting the straggler trees around your TC to make room for future farms. Send a new villager (13) to build a mill next to the berries your scout has discovered. Send new villagers (14, 15) to harvest berries. Pay attention to the food that remains in the wild boar with your TC. This is now facilitated by resource integrity bars in Definitive Edition. As soon as the wild boar still has about 100 foods, pull away one of the Erntendorfers to lure the other wild boar you've scouted near your TC. Send new villagers (16) to harvest berries. Send a new villager (17) to build a house. After completion to harvest the berries. Send new villagers (18, 19) to harvest berries. Send a new villager (20) to build a house near a pristine tree line. This villager will help to build a new wooden warehouse on a secondary tree line once it is finished. Send a new villager (21) to help build a new wooden warehouse on the new tree line. Splitting your lumberjacks helps with raids where a tree line is threatened. Send new villagers (22, 23, 24) to chop wood in the new wooden warehouse. Source: Windows Central Start building farms with the

forage choppers near your TC, as the wood supplies allow. Send a new villager (25) to build a mining camp on the safest gold near your TC. Send new villagers (26, 27) to mine gold. Research Feudalage in your TC. They should have 14 villagers collecting food, 10 villagers collecting wood, and three villagers collecting gold. Pull a lumberjack villagers away from wood and build a barracks while exploring Feudalage. Try placing it near the front of your base to quickly Move the villager back to the wood once finished building. Once feudalage research is complete, immediately queue up with more villagers in your TC. Source: Windows Central After completing feudalage research, you have a few logical options to thrive in the castle age. If you are interested in producing knights, you should build a stable and blacksmith. If you prefer to boom your economy because you don't feel threatened by the enemy, a blacksmith and market is the better choice. Pull away three berry harvesters and build a blacksmith and your choice of the second feudal age building. Send new villagers (28, 29) to recover gold for knights or to chop wood for the boom. Research Castle Age on your Research double bit axe in your wooden warehouse. Research horse collar in your mill. Quick View Summary of Fast Castle Steps Source: Windows Central To follow in-game easier, here are the basic steps in an easy-to-read format. Villagers (1, 2, 3) build houses and then harvest sheep. Villagers (4, 5, 6) harvest sheep. Villagers (7) build wooden camps. Villagers (8, 9) chop wood. Villagers (10) build houses and then lure wild boars. Villagers (11, 12) chop wood. Villagers (13) build mill on berries. Villagers (14, 15, 16) harvest berries. A wild boar harvester lures tc in the second wild boar. Villager (17) builds house and then harvests berries. Villagers (18, 19) harvest berries. Villager (20) builds house and then builds wooden warehouses on new tree line. Villagers (21, 22, 23, 24) chop wood at new tree line. Villagers (25) build built-in camps. Villagers (26, 27) hold gold. Research Feudalage. A lumberjack builds barracks. Villagers (28, 29) recover gold or chop wood based on strategy. Three berry harvesters build blacksmith and stable or market based on strategy. Research Castle Age. Research double bit axe in your wooden warehouse. Research horse collar in your mill. What to do when you reach Castle Age Source: Windows Central Once you reach Castle Age, you should already know if you will continue to boom your economy or start producing knights to attack the enemy. In any case, you want to continue to create villagers -- including research loom if you don't already -- and be sure to build enough houses to support your growing population. If you go all-in on knights, build at least one more stable for faster production. Forge upgrades for cavalry are available, but make sure you don't sow your economy by exploring it too early. Continue to build farms as wood allows, send villagers to gold mine, and consider mountain building blocks if you plan to build several additional TCs or a castle. You want to keep your economy balanced, so if you see a significant surplus of a resource, you can move villagers elsewhere. As your economy booms, build additional TCs in strategic locations and continue to produce villagers from all TCs. Research economics improves, and don't forget to trade with allied players in their markets. You will eventually be attacked, walls or not, so plan to build a military sooner rather than later. When does the Fast Castle strategy work best? The Fast Castle strategy works best on maps where you don't have to worry about a naval military, and it works best when you're yourself Be. Remember that you won't be able to fast castle in every game, and you'll probably be relieved at some point by aggression. A Fast Castle is especially strong in team games where you are positioned as a sleight of hand. This means that you are between a few allies, hidden from the violent front lines. This gives you more time to boom and produce units without having to and your allies will benefit from all the resources you can use to defend your homeland. And if you're in a feudal age of Koreans while you're busy preparing for a short journey into the castle age, forget everything that's mentioned here. Send villagers to minestone, build defense towers and begin to pray. Lots of game for the Age of Empires II: Definitive Edition prize makes the classic RTS feel new without moving away from what made the game great in the first place. We can earn a commission for purchases with our links. For more information. More.

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