

Four Ways To Win

The Wonder

tip: Don't rush it. If you're the first to start building a Wonder, you've just painted a big old bull's-eye on your head. You'd better have some protection in the form of walls, Towers, and an endless supply of combat units. You can do nothing worse to yourself than begin building a Wonder without any protection.

tip: Don't overdo it. Unless someone else has a jump on you, don't use more than 30 Villagers on your Wonder. You need to be able to crank out military units to protect yourself.

tip: Go on the attack. If your opponent has started his Wonder before you, send in some Stable units and Siege Weapons to try and wipe out his Villagers (not his Wonder). Destroying the Wonder takes a little while, but destroying Villagers doesn't take any time. You can buy yourself some extra time this way.

tip: Wall yourself in. Once you've completed your Wonder, set every Villager to building Towers and triple-layer walls. You should completely exhaust your stone supply, and the farther out you extend your defenses, the more time it will take for your opponent to cut through them.

tip: Kill the Villagers. If your Villagers are just idly sitting around, kill several of them to make room for more military units. Yeah, we know it's cruel, but maybe they can die nobly in an attack against your enemy's Catapults. Or maybe you'll just have to highlight them and press the Delete key.

Conquest

tip: Pick a warmonger civilization. There's no way you're going to win without a strong, balanced military effort.

tip: Concentrate on one enemy at a time. To win, you're going to have to steamroll the competition player by player. Immediately make a quick attack on your nearest opponent, and after that slaughter them one at a time. Make sure you wall yourself off to protect yourself from attacks while you're on the prowl.

tip: Build advance bases. You have to be near the enemy to destroy them. By building Stables and Barracks on the fringe of enemy territory, you don't have to send in wave after wave of units from across the map. Always build a Stable first; this way you can quickly crank out units to go after your opponent's Catapults and Villagers.

tip: Kill the Villagers. Sound familiar? Disrupting production means disrupting your foe's war machine. Just do it. On any given attack, use at least one unit to mangle the Villagers. Hey, it's a nasty, cowardly job. But someone has to do it.

Collecting Artifacts

This is a highly overlooked means of winning a game. It's also highly accomplishable if you are tenacious enough and decide early enough that this is how you want to win.

tip: Use your Stable units. To grab the artifacts, you have to get out there and find them. Use your Scouts as soon as the game begins to get out there and find these slow little buggers. Early in the game also presents the best opportunity to snatch them all. As soon as you find one, order it back to your base.

tip: Distract your enemy. Swoop in with a big army, and sacrifice them if need be. As long as you get the artifact back to your land, it's worth it.

tip: Use Elephants or Academy units to protect artifacts. If you're whisking away one of these precious artifacts, guard it with units that move as slow as it does. Elephants and Hopliters work great. Group them all together and click on your base.

How do you protect them? Easy--put them all on a transport and send the transport into an area at the edge of the map where no enemy units will go. Use multiple transports as decoys if your opponent is on to you. Alternatively, use walls--this way even if one of your enemies gets near them, he won't be able to get the artifacts out.

Controlling the Ruins

Good luck, buddy--this has got to be one of the hardest goals to accomplish.

tip: Scatter your forces. To win via this method, you almost need to have a miniature town with great war production surrounding every ruin.

tip: Walls and Towers are your friends. Enough said here. Make sure that your perimeter wall goes out far enough; ruins can be controlled just by moving near them.