

Single Player Tips

Age of Empires' AI plays a ferociously vicious game. It doesn't have to waste time scrolling around the map to build units and buildings, so you're already one step behind. All the tips throughout this guide will serve you well against the computer, but here are a few specific tips that can give you a clue into the sickly efficient AI brain.

tip: Play a two-player game initially. If you play a four-player Random Map or Deathmatch, chances are you'll be outnumbered and others will gang up on you. Until you've gained some experience against the AI, start off with one-on-one battles.

tip: Rest assured that if you're playing on a Random Map or in a Deathmatch, the computer is going to come after you immediately. So you'd better get that war machine cranking as soon as you possibly can. Always be building units.

tip: Regardless of what scenario you're playing, the computer loves attacking Villagers. Protect them.

tip: If you're in a Deathmatch or start with enough resources, build yourself some walls. They'll give you some initial protection and if you use them properly, you can build controlled choke points into your base, which can then be more easily defended.

tip: To compensate for the incredible building efficiency of the AI (think autobuild), you have to construct multiple-unit buildings. If you can crank out three or four of the same units at a time, you'll have a slight advantage over the computer.

tip: When you're ready to take out the computer's base, which is usually well defended, you're going to have to use a mass attack of Siege Weapons that are protected by Academy or Stable units. Take at least six Siege Weapons with you, as well as some Villagers who can build a Siege Workshop and an Academy right on enemy soil.

tip: Gradually extend your base toward your opponent. To beat the computer, you're going to have to keep expanding outward.

tip: The computer opponent is going to come after you with Siege Weapons, and lots of them, so be prepared to counter these weapons with walls and infantry and cavalry units.