

# Technology and Research Tips

Technology and research are covered more specifically in most of the other sections, but here are some general priorities you should be taking for research.

Early in the game: resources, naval combat, Storage Pit upgrades, Granary upgrades. The middle portion of the game: naval combat, resources, Granary upgrades. Late in the game: Government Center upgrades, naval upgrades, unit upgrades, resources.

## Resources

1. Wood. It is imperative that you improve your wood production immediately. Not only does this research allow your Villagers to collect wood faster, but it also increases the range of your Archery units. Because you need wood more than anything right off the bat, research wood-based upgrades ASAP.
2. Gold. If it's early in the game and you've already got guys digging for gold (way to go!), research Mining--it'll help you accumulate more of this finite substance in the long run. If you're not digging for gold yet, research a Farm improvement.
3. Food. Depending on whether or not you're digging for gold, food upgrades should be a priority. The increased yield each upgrade provides means less idle time for your farmers.
4. Stone. Because you need less stone initially (unless you have a Tower fetish), worry about stone-gathering upgrades last. Plus there's usually more stone than gold on any given map.

## Naval Upgrades

1. War Ships. On a map with some water, priority one should be upgrading your sea power. Whoever rules the seas wields incredible power.
2. Fishing Boats. If you have the wood, go for it. If not, don't bother--it's not that big of a deal.
3. Trade Ships. Their increased health makes them worthwhile if you're near danger. Otherwise, it's not really worth it.
4. Transports. Don't worry about them unless you're a perfectionist or you really, really need to land tons of units on opposing shores.

## Combat Upgrades

1. Ballista. You *have* to research this as soon as you can. It makes all the difference in your ranged combat. You should also research the rest of the Government Center technologies quickly--they supercharge your siege and archery weapons.
2. Choose your weapon. Are you into horses? How about Ballistas? Many categories have a superpowered upgrade that is ultra-expensive, but can make a big difference. Unless you're playing in a Deathmatch, you'll probably get a shot at only one. So pick the tactic you'll use the most, and run with it.
3. Storage Pit. Don't overlook the impact of the Storage Pit upgrades, like the Bronze shield or the Cavalry armor. Over the course of three different ages, these add up and can make a huge difference in combat. Prioritize them according to your needs. If you're going to be using your Barracks and Academy units, research infantry Armor and Tool-Working, Metal-Working, and Metallurgy.