

AGE OF EMPIRES 2

KEYBOARD SHORTCUTS

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## Unit Commands

Attack Ground	T
Delete Unit	Delete
Economic Buildings	B
Military Buildings	V
Garrison	G
Ungarrison	G
Pack	P
Stop	S
Unload	G
Unpack	U

## Game Commands

Chat Dialog	Alt+T
Display Game Time	F11
Display Statistics	F4
Flare	Alt+F
Pause Game	F3

## Cycle Commands

Go to Archery Range	~
Go to Barracks	Ctrl+B
Go to Black Smith	Ctrl+S
Go to Castle	Ctrl+V
Go to Dock	Ctrl+D
Go to Lumber Camp	Ctrl+Z
Go to Mining Camp	Ctrl+G
Go to Siege Workshop	Ctrl+C
Go to Last Notification	Middle Button
Go to Mill	Ctrl+R
Go to Next Idle Military Unit	Wheel Up
Go to Next Idle Villager	Wheel Down
Go to Stable	Tab
Go to Town Center	Space

## Chat Options

Talk to All	* + Words
Talk to Enemy	# + Words
Talk to Allies	; + Words

## Military Units

Attach Move	A
Box Formulation	X
Flank Formulation	F
Line Formulation	Q
No Attack	S
Patrol	Z
Staggered Formulation	C
Stand Ground	N

## Town Center

Villager	C
Go back to Work	W
Research Loom	A
Age up	Z

## Villager Build

Archery Range	A
Barracks	B
Blacksmith	S
Castle	V
Dock	D
Farm	F
Gate	X
House	E
Lumber Camp	Z
Market	M
Mill	R
Mining Camp	G
Monastery	Y
Outpost	O
Palisade Wall	Q
Palisade Gate	H
Stable	T
Siege Workshop	C
Town Center	N
Watch Tower	J

## Taunts

Attack Player i	\6i
Delete Object	\69
You Resign	\105
Attack Location	\47
Build Market	\52

## 26+2 Arena Fast Castle

6 on Sheep	6S
4 on Wood	6S 4W
1 Lure Boar	7S 4W
5 on Berries	7S 5B 4W
+2 on Boar / 2 to Farms	7S 5B 2F 4W
↑ 8 on Wood	7S 5B 2F 8W
3 Sheep to Farms	4S 5B 5F 8W
3 on Gold	4S 5B 5F 8W 3G

Click Feudal Age	
Build Blacksmith / Market	
2 on Wood	4S 5B 5F 10W 3G

For fast castle with stable/range, advance with 1 more lumberjack.

## 22 Scout Rush

6 on Sheep	6S
3 on Wood	6S 3W
1 Lure Boar	7S 3W
1 on Sheep	8S 3W
4 on Berries	8S 4B 3W
2 Boar to Farms	6S 4B 2F 3W
2 on Boar	8S 4B 2F 3W
4 on Wood	8S 4B 2F 7W

Click Feudal Age	
3 Sheep to Wood (5+5)	5S 4B 2F 10W
Build Barracks	

Feudal Age	
Build Stable	
↑ 14 on Farms	4B 14F 10W
→ Archer	
Build 2 Range / Blacksmith	
2 Berries to Gold	2B 14F 10W 2G
↑ 10 on Gold	2B 14F 10W 10G
↑ 18 on Farms	2B 18F 10W 10

→ Skirm	
Build 1 Range / Blacksmith	
2 on Wood (6+6)	4B 14F 12W
2 to Gold	2B 14F 12W 2G
2 on Gold	2B 14F 12W 4G
4 on Farms	2B 18F 12W 4G
→ Castle	

Build Blacksmith	
2 Berries to Gold	2B 14F 10W 2G
↑ 5 Gold	2B 14F 10W 5G
2 on Farms	2B 16F 10W 5G

Classic Fast Build - Scouts can gain early map control, do early damage before walls go up, and can effectively kill off small groups of archers/skirmishers. They can also buy time for a player to transition into archery range.

## 28+2 Fast Castle Unit