

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
Raiding Party	\35
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 to Farms / +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 Ranges / Blacksmith	
2 Berries to Gold	2B 14F 10W 2G
↑ 10 on Gold	2B 14F 10W 10G
↑ 18 on Farms	2B 18F 10W 10G
→ Skirm	

Build 1 Range / Blacksmith	
2 on Wood (6+6)	4B 14F 12W
2 Berries 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

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
↑ 9 on Wood (5+4)	7S 5B 2F 9W
2 on Gold	7S 5B 2F 9W 2G
2 on Stone	7S 5B 2F 9W 2G 2S

Click Feudal Age	
↑ 7 Farms / 2 on Stone	5B 7F 9W 2G 4S
Build Blacksmith / Market	
2 on Stone	5B 7F 9W 2G 6S

Fast Castle and have the stone to build one when you reach it. Popular with pocket civilizations like Burmese/Mayans/Spanish.

27+2 Fast Castle Boom

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
↑ 9 on Wood	7S 5B 2F 9W
3 on Gold	7S 5B 2F 9W 3G

Click Feudal Age	
6 to Farms / 1 to Wood	5B 8F 10W 3G
Feudal Age	
Build Blacksmith / Market	
2 on Wood	5B 8F 12W 3G
Click Castle Age	
↑ 14 on Wood	3B 8F 14W 3G

Place two extra town centers upon hitting Castle Age and maintain production from all three. In Castle Age, set all gather points to wood, and build farms as soon as wood becomes available. Usually, only use on closed maps.