Age of Empires II: The Age of Kings is a classic real-time strategy video game developed by Ensemble Studios, published by Microsoft, and released in 1999. It is the second game in the Age of Empires series. And its definitive edition is developed by Forgotten Empires, published by Xbox Game Studios, and released in 2019. The Age of Kings is set in the Middle Ages and contains 39 playable civilizations, and the civilizations have varying strengths and weaknesses with regard to economics, technology, and combat. Players aim to create armies to defeat their enemies by gathering resources and building towns. Age of Empires II sold 2 million copies and became the best-selling product in the video game market in 7 countries in the three months it had released, and became one of the competition items in the World Cyber Games for the first three years.

Mechanics

Age of Empires II is a real-time strategy game that focuses on creating armies to defeat opponents. For the purpose, you have to gathering resources and build towns. Players conquer rival kindoms as they advance one of 39 civilizations through four Ages. Advancing to a new Age unlocks new units, structures, and technologies, but players must first build certain buildings from their current age and then pay a sum of resources.

Civilian units, called "villagers", are used to gather resources. Resources can be used to train units, construct buildings, or research technologies. For instance, players can research better armour for infantry units. The game features four types of resources: food, wood, gold, and stone. Food is obtained by hunting animals, gathering berries, harvesting livestock, farming, and fishing. Wood is gathered by chopping down trees. Gold and Stone are mainly obtained from mines.

The game includes five types of military units: infantry, archers, cavalry, siege weapons, and naval units. Certain types of infantry, archers, and cavalry are "counter units" with special defenses against other types of units. The three human classes of military generally follow a rock-paper-scissors model. For example, infantry are generally powerful against buildings but weak against cavalry, thus the infantry counter units—spearmen and pikemen—have attack bonuses against cavalry

Players choose to play as one of 39 civilizations. The civilizations have varying strengths and weaknesses with regards to economics, technology, and combat, and each has access to one or more different, very powerful "Unique Units". Additionally, each civilization provides an individual team bonus in team games.

Buildings in The games are split into economic and military categories. Buildings can research technologies and upgrades that increase economic, military, or unit-based efficiency, as well as provide resources for the player. Also, the building can help us to defend enemies’ attack.

Story

Age of Empires II is set in the Middle Ages and contains 39 playable civilizations. The entire background is adapted by the truth in history, whatever the unique unit and specialty for each civilization. For example, players who pick up “Chinese” can get three more villigers to help you to gather resources since it is famous for its agriculture. Furthermore, its single player campaigns hav multiple playable scenarios that progress a story line, and each centered around a different civilization. For example, in the Frankish campaign, the player leads Joan of Arc against the English in the Hundred Years' War. All its historical stories are convincible because there are wo professors at the University of Arizona allow gamers who play its latest game in the Age of Empires series to earn one academic credit at the university.

Aesthetics

What with its historical background and what with its new 4K graphics, Age of Empires II: Definitive Edition becomes an epic eye-catching game. Also, the game is very focus on character’s appearance, and you can see each role of civilizations is dressed with different style of clothes. You can enjoy the culture diversity and the lifelike and delicate figures in the game. All the fantasy feature and clothes in different culture can be found. Furthermore, you can hear the same sentense in different language when you choose different civilization, that is, the roless lines are customized.

Technology

The developers remake it to be accepted bt 4k graphics and develop AI and trigger systems in the games to create more interactive events. Also, they update amount of patches to make the advantages between variety of civilization is the same and keep intoducing new civilizations.

Lens 29: Chance

The game is a lttle bit depending on the chance. Sometime your villigers are easier to gather resources, sometimes your rival is close to you instead of far away from you, and sometimes you have advantage of natural barrier to defend easier. However, the main and critical factors among the players are the same because of its fairness. After all, it’s a stategy game, not a luck game.

Lens 33: Rules

Although there is some cheating code to completing the campaign easier in single player mode, you can’y use it when you play with others. And basically, the units you can control are almost the same as others. Since it’s a game which demands highly focusing on the screen, you can pause whenever you want but the pause has the time and the numbers limitations for fairness.

Lens 35: Head and Hands .

As a tactical game, the players have to think many strategy for different condition. Sometime you have to attack aggrasively, and sometimes you need to defend and raid suddenly. Thus, to complete the strategy, your manuplation on mouse and keyboard has to be precisely and rapidly. Furthermore, under the limited resources, how to distribute them is very critical. For example, when you focus on economic, your army will be vulnerable. Therefore, the game is not only for manuplation but also for strategy.

Lens 84: Friendship

In the multiple player mode, the players can cooperate with or against your friends. In the other word, you can form the team, trade one another to gain more resources and share the resources you gather to conquar the enemies togather. As a team, you can implement some complicate strategy which you can’t do it along, or you can enjoy your temwork to defeat mutual opponent together. On the other hand, you can choose to fight against one another, after all, outperform the playing skill of your friends will satisfy your ambition.

Lens 86: Community

There are many tournaments held by all over the world, and there are lots of Youtubers and streamers play with or against one another. Furthermore, when the players notice that there may be some unfairness among the civilizations, they’ll discuss it on Steam or other platforms. And the laucher will issues a patch immediately. It is not difficult to find that we form a strong community to share and talk about everything about the games. Also, you can find the player to play with.