

# DOWNLOAD PDF MICROSOFT AGE OF EMPIRES II: THE CONQUERORS EXPANSION

## Chapter 1 : Age of Empires II Expansion kick off

*The Age of Empires II: The Conquerors update vc includes several game enhancements and fixes. The vc update includes all of the fixes and content of the previous b update.*

Downloads Overview How do you improve on perfection? The same way you eat an elephant, one small bite at a time. Age of Empires II Expansion: The Age of Kings, but gives a lot of great little extras. With five new civilizations to choose from Aztecs, Huns, Koreans, Mayans, and the Spanish , it is almost impossible to pick a favorite one to play -- I currently have four favorites with the Korean and the Spanish topping the list. It is a really huge dilemma: All the civilizations are now better balanced. There is a unique technology available for research for every civilization, just like each one has at least one unique unit. Each civilization poses new challenges and new opportunities. There is really no way to determine which civilization is "best. Gameplay, Controls, Interface Gameplay has been improved with the ability to queue the rebuilding of farms and the ability to immediately start villagers collecting resources once they have built a collection-type building. These small enhancements make a lot of sense. For example, once you build a mine, the workers start mining -- likewise for gathering food and cutting wood. With these improvements, I did not have to use the "idle villager" button as much any more. There are four new campaigns to test your mettle: Each is simple enough to play right away on the easy setting, yet still provides lots of challenges as the difficulty level increases. How good are you? There is only one way to find out. I like the Korean civilization artwork a lot -- nice animation on the war cart. You will notice that there are minor tweaks to the user interface but not much of a change at first glance. Audio Audio is right on track -- the new civilizations have great sounds just like the original game. I generally turn down the music in most games, but not this one. The one thing I would like to see is the sounds as wav files on the CD so I could assign them as system sounds on my computer. I would really like to have original clean clips. The Age of Kings, you can run the expansion, provided you have the additional hard drive space: I recommend the full install for best performance. The Conquerors is an expansion pack and requires Age of Kings to play. Documentation My review copy did not come with a "Quick Reference Card" but I have been told that the retail version does. This is my favorite part of documentation for all the Age of Empires games. It gives you a quick look at the technology trees and what you need to build to get the stuff you need to become a "King. The Age of Kings, this expansion package is a must. I highly recommend this game and this expansion pack to anyone who plays computer games. If you have not tried Age of Empires: The Age of Kings, this is the time to get both the game and expansion package. Rule well, make good decisions, and you will live to reign supreme. Choose poorly and you will be trampled into dust and spread to the four corners of the earth.

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## Chapter 2 : Microsoft Age of Empires II: The Conquerors Expansion Specs - CNET

*I have Age of Empires 1 with its expansion pack The Rise of Rome, Age of Empires 2: The Age of Kings with its expansion pack The Conquerors, & Age of Empires 3 with both the Warchiefs and Asian Dynasties expansion packs.*

Gameplay[ edit ] The Conquerors also introduced various new gameplay features and tweaks, including the new game modes Defend the Wonder, King of the Hill and Wonder Race. Additional maps, some based on real life geographic locations, and new winter and tropical terrain textures were included. The graphics are left unchanged, but new civilizations have been added such as the Spanish, Huns, Koreans, Mayans and Aztecs. In addition to new units, the in-game upgrade lines have been extended to provide more unit choices. The Aztecs and Mayans lack the ability to train cavalry units. This is partially balanced by the fact that they start with Eagle Warrior infantry units, who have many of the advantages that cavalry have. Both civilizations also lack access to gunpowder units. The Huns are also unique in that they do not build houses to support their population, from the start being only limited by the fixed population limit of the game. Micromanagement is made easier, by an improved scripted Artificial Intelligence of villagers and siege weapons. Villagers will now automatically commence gathering resources if they build resource gathering sites. Wall construction has also been improved: Mangonels and onagers will not automatically fire if their attack is likely to harm friendly units. Additionally, a button was added to the mill, which would allow farms to be paid for in advance, so that when an existing one was exhausted, it would automatically be replanted. Chat commands are introduced, in order to communicate more effectively with allied computer players. The Conquerors adds four additional single player campaigns. The fourth campaign, "Battles of the Conquerors", is actually a group of unrelated single scenarios, each based on a significant historical battle. Attila the Hun The Attila the Hun campaign begins as Attila assumes leadership of the Huns through the death of his brother [Bleda] and leads them to victory over their enemies, the Persians , the Scythians , and the Western Roman Empire. Attila then launches a series of raids on various cities Naissus , Sofia , Dyrrhachium , Thessalonica , Adrianople , in order to obtain resources to destroy a base in the Eastern Roman Empire. These raids take him to Marcianopolis , Philippopolis , and Constantinople , continuing even as the Romans attempt to buy him off with payments of gold. He then receives a whimsical marriage proposal from Honoria , prompting him to concentrate his raids in Gaul , defeating Burgundy , Metz , and Orleans before withstanding the onslaught of a Roman army. Aetius then takes the battle to Attila at the Catalaunian Fields , alongside the Visigoths , led by Theodoric , and the Alans. After defeating all three of these enemies, Attila advances into northern Italy as he plunders Aquileia , Verona , Padua , and Milan. Sancho is assassinated, the game implying that Alfonso was involved. El Cid has Alfonso swear an oath that he was not responsible for the death of his brother. El Cid also meets Motamid during this quest to restore peace to Toledo. He then meets up with Motamid in Zaragoza and takes up service with him, helping him defeat Count Berenguer. He rules there until Yusuf puts the city to siege. Montezuma The Montezuma Campaign opens with the Aztecs responding to various prophecies by taking possession of numerous shrines in the jungle, over the opposition of their opponents, the Tlatiluco , the Tepanaca , and the Xochimilco. They then invoke the Triple Alliance of themselves, Texcoco , and Tlacopan in order to defeat the Tlaxcala. Once the Tlaxcala have been defeated, the Texcoco and Tlacopan betray the Aztecs and are promptly defeated themselves. The Aztecs fail to protect the Tabasco from the Spanish and come to the conclusion that the Spanish are their enemies as well as the Tlaxcala and proceed to defeat the Tlaxcala, who have allied with the Spanish, and steal some Spanish horses as well. Montezuma is killed by his own subjects who are fed up with his being out of touch. They then defeat the Tlaxcala and Spanish in the Battle of Otumba a Spanish victory in real life and capture some horses and gunpowder carts to be able to train cavalry and cannons. Track 1 appears as the data track, and track 2 is the soundtrack as a Red Book audio track. As in the PC version, the file is very long and uses small transitions to separate tracks. It lasts 30 minutes and 48 seconds. The tracks are not separated, but instead are one long track with floating transitions. Combined sales

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of all Age of Empires games released between January and August , including The Conquerors, had reached 4. Archived from the original on Archived from the original on October 17, Entertainment and Leisure Software Publishers Association. Archived from the original on February 21, Archived from the original on September 18,

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## Chapter 3 : Age of Empires II: Conquerors vc French Patch file - Mod DB

*Age of Empires II: The Conquerors Expansion* is the expansion pack to the real-time strategy game *Age of Empires II: The Age of Kings*. *The Conquerors* is the fourth installment in the *Age of Empires* series by Microsoft Game Studios and Ensemble Studios.

The *Age of Kings* is to develop a civilization from its humble beginnings to the glory years of a vast, world dominating empire. This goal can be achieved by various means including domination by military might, economic superiority, technological advances through four distinct eras, or diplomacy and trade. You begin your empire-building task in this real-time strategy game as a small tribe on an unexplored map. By discovering resources and putting your clan to work harvesting them, your empire steadily develops. Some will be reasonable and willing to exchange ideas and resources, while others will be determined to subjugate your realm through force. *Age of Empires II: The Age of Kings* contains a vast number of enhancements and improvements over the original game. Just some of the new features include a choice of technology paths over nodes, building and defending Wonders of the World, and crafting military might through not only ground-based troops but naval and siege warfare as well. You can choose to play against human- or computer-controlled opponents, the latter being especially formidable due to aggressive AI programming. The heart of the game revolves around a random map generator for both single and multiplayer modes. With no two games ever being alike, this feature allows for unlimited replay. For those wishing to immerse themselves in historical campaigns, the designers have included four fully developed campaigns based on the struggles of Joan of Arc, Genghis Khan, Frederick Barbarossa and Saladin, each consisting of a series of linear scenarios. There are 13 playable civilizations from which to choose: All have characteristics and attributes based on their real world existence and philosophical outlooks, proprietary weaponry and armor indigenous to their historical eras, and special bonuses based on inherent strengths. Other enhancements to the original game include eight new map types that can be manually selected or randomly chosen by the computer, many new units ranging from demolition ships to heroes, new buildings and technologies, military formations and stances, and gathering points for newly created units. Additionally, the act of garrisoning specific buildings or locations is now available, as are new in-game accesses to an encyclopedia containing historical notes on the various civilizations and the expanded technology tree. Nearly every setup in the game is customizable for both single and multiplayer games. Winning the game hinges on achieving various victory conditions built into each scenario. The game includes not only an option to design your own scenarios and campaigns through use of both campaign and map editors, but offers a chance to develop player scripts as well. The *Age of Kings* spans history from the days of the great Roman Empire to medieval times. From multiplayer game options such as Deathmatch and Regicide players must protect their king or queen while attempting to assassinate.

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## Chapter 4 : Microsoft Age of Empires II: The Conquerors Expansion - Should I Remove It?

*Hi Jack, Welcome to the Microsoft Community. Based on the information, you are unable to play the game "Age of empires II" expansion "Conquerors" on your brand new Alienware M17X R3 laptop.*

This is particularly true for add-ons to poor or mediocre games, which only their dedicated fans want to play, but in some ways these titles are the lucky ones. As the follow-up to a classic, it was immediately held up to the harsh light of scrutiny and prodded with jaded comparisons. Was this expansion as significant as Rise of Rome was to the original Age of Empires? What did it add, and how much? How did it change the gameplay, and was the unit balance as keenly honed as a Japanese sword? Could it revitalize the game for those who had drifted on to other, newer titles? Did it enhance multiplayer in any appreciable way? Given the amount of stuff featured in the original, The Conquerors is indeed an amazing product as far as expansion packs go, offering enough new missions, units and crisp visual flair to practically qualify as the next game in the series. It also corrects a couple of questionable design decisions from the original, but altogether fails to fix some of the more pressing parts. The fourth, titled Battles of the Conquerors, is a set of eight unrelated missions, each covering a certain pivotal moment in world history. But the singleplayer as a whole is still a tough and grueling affair, with some scenarios degenerating into hour-long grinds. One recurring issue is the manner in which your men scatter and attack anything in sight when fights erupt, particularly enemy buildings during raids, breaking formation and turning large battles into chaotic clickfests where nothing really makes sense. This is an almost universal issue with the RTS genre, but it could have been easily fixed with a few added AI options. Any semblance of order brakes down the minute you assault a town. The AI is the perfect multi-tasker in this confusion, continually targeting the right counter-units and churning out fresh troops, and is still extremely stubborn in both campaign and skirmish maps in admitting defeat you always get that one villager slipping away and building anew. Along those same lines we still have some frustrating CPU behavior – lone scouts just wondering into your camp even as far as the Imperial Age, and who just run around pointlessly despite being directly attacked; your base getting harassed by single enemy units who immediately get wiped out, pointlessly distracting you. Units still behave like unwieldy mobs in battle. Building drop-off points near wood, gold or stone deposits will now make villagers instantly go to work, and you can also queue up farms for re-seeding, essentially leaving your town on autopilot for considerable spans of time. Friendly splash damage from your catapults has been annoyingly kept, but battering rams can now be loaded with infantry for increased speed, making them more of an asset in battle. Who could possibly resist a quick jaunt across the Roman Empire at the head of a rampaging barbarian horde? Well, our wait is finally over, and Attila himself makes a fine traveling companion. But if you prefer something a little more American, the Aztecs and the Mayans are both represented here, along with their arch-nemesis, the Spanish. Cortez never seemed like quite so much of a vicious opportunist in those high school history lectures, but this game offers you a less Euro-centric perspective. Most notably, we now have the Koreans and their amazing naval know-how. They can automatically create up to the maximum number of units allowed by the scenario. The Art of Online Conquest On the multiplayer end of things, three new game types pander to both the strategist and economist. The first, King of the Hill, starts with a monument in the middle of the map, which must be held for a certain time period. You know the drill. The second type, Defend the Wonder, is a frantic attempt to take and keep possession of a single existing wonder. The high-powered catch is that everyone starts in the Imperial Age, with all technologies researched and huge resources. And the last, Wonder Race, awards victory to the player that constructs their first Wonder. Feel like a change of scenery? Why not trash your friends in the Sea of Japan? Or France, or Iberia? Oh, and did we mention that every culture in the game now has its own unique technology? Some of these can put an attractive spin on former civilizations you might not usually play. The Byzantines, for example, can research Logistica, which gives their Cataphracts triple damage. The Persian technology Mahouts, unsurprisingly, increases the speed of War Elephants. And new global

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technologies such as the Thumb Ring improves archer accuracy and Heresy causes your units to die when converted, instead of joining the enemy side will also give you and your opponents a leg up to mayhem. Age of Empires II: The Conquerors is, in short, everything an expansion pack should be. It manages to improve on the original, adds a helpful and interesting stack of new features, looks quite gorgeous and offers as much scripted gameplay as The Age of Kings.

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## Chapter 5 : Age of Empires II: The Conquerors Download “ Bogku Games

*The Conquerors is the first expansion pack for the Age of Empires II series and also the fourth installation for the entire Age of Empires series.*

User reviews 1 The Conquerors is the first expansion pack for the Age of Empires II series and also the fourth installation for the entire Age of Empires series. This real-time strategy game was developed by Ensemble Studios. This game is based on historical civilizations from different parts of the world. The player chooses one of the many civilizations and levels up through the different ages. This expansion makes a few fun changes to the game. For one, there are five new civilizations that the player can choose from: The game features 4 additional campaigns: The adventures of El Cid, and Battles of the Conquerors. Battles of the Conquerors is a campaign that lets players take part in real historical battles. More changes to the game are the addition of 26 new technologies which aid in enhancing items, militiamen, etc. Micromanaging is made simpler in this version of the game because Villagers now automatically gather resources if there is a resource gather site. Other minor changes were made to the mechanics of the game, resource requirements, and to slightly strengthen weapons. This version of the game also contains three new game modes: In Defend the Wonder, the player must guard their wonder. A wonder is a civilian building that can be built once the player reaches the Imperial Age. In this game mode, other players can attack the wonder, so it should be in a defensible spot. The wonder must be guarded for years about 5 minutes in real time to win. By placing castles and towers, this will help protect the wonder and achieve victory. The second game mode, King of the Hill, has the player capture a monument. The player must use take their army and capture the monument in the center of town for years which is about nine minutes to win. To also help gain the monument the player should build military structures in the area for a stronger defense. The third new game mode is Wonder Race. Wonder Race consists of two players racing to build their Wonder before the other. In order to quickly get to building a Wonder, the player must gain a strong economy and gather a lot of resources. This allows the player to move their civilization swiftly through the Ages and reach the Imperial Age, in order to build the Wonder. Also, the choice of civilization plays a part in achieving victory over your opponent, for some civilizations have an advantage over others. With Age of Empires II: The Conquerors, expect even more hours of fun with enhanced and new gameplay. The Conquerors 5 out of 5 Rated 5 out of 5 Agathau21 “

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## Chapter 6 : Age of Empires 2: The Conquerors - PC Review and Full Download | Old PC Gaming

*If you can run Age of Empires II: The Age of Kings, you can run the expansion, provided you have the additional hard drive space: 50 MB for a minimal install or MB for a full install. I recommend the full install for best performance.*

Byzantines get free Town Watch. Chinese start with 50 less food for a total of food. Franks now get the Halberd technology. Turtle Ships have Heated Shot and additional armor vs. Turtle Ship artwork is changed to be more realistic. War Wagon and Elite War Wagon range is reduced. Fire rate for Conquistadors and Elite Conquistadors is also improved. Camels are now as quick to train as spearmen. Viking Berserks now move as fast as pikemen. Cavalry Archers now have equal range to Heavy Cavalry Archers. Fireships cause additional damage vs. Korean War Wagon cost increased to wood 60 gold. Buildings Castles now take longer to build. Bombard Towers now do piercing damage instead of normal damage the major effect is vs. Theocracy only costs gold. Shipwright now also decreases ship build time. Parthian Shot increases Cavalry Archer and Mangudai attack vs. Heated Shot now increases tower attack and Castle attack vs. Resources Fish traps now provide food at a faster rate. Enhancements Open ground is always green on the mini map, even on snow or sand terrain. Farms can be queued to Blind Random Map – Multiplayer only. Selects randomly between a number of different map types, and you are not told what kind of map you are playing on. Turbo Random Map -- In this mode, all buildings work 2. All economic units gather 2. All trade units work 2. Villagers construct buildings 2. To play this new Turbo style, select "Turbo Random Map" from the Game Type menu in either single player or multiplayer mode. To select one, go to Map Style and click "Custom. The following maps are included. For full descriptions, go to Ensemblestudios. Starting trees will always be the same. Lots of sheep, lots of wolves, no Scout. The map is loaded with fish, boars, and berries. Find the three relics at the base of the volcano in the center, but beware of the guardians! Hop in your Transport and race your enemies to the new world! Your town is surrounded by forests, yet you can walk freely through them. Start out with some familiar heroes. Bad weather makes ships and walls rare, though strangely, this has led to a bumper crop of deer. From the moment the game starts, you have to scout with a random number of Scouts, of course to figure out whether you are on an island, a mainland, or inside a clearing of trees. Bug Fixes Male Mayan farmers are now as good as females. Imperial Age Houses now have normal house armor. Villagers now walk around farms normally if stopped and started again the infamous "Farm bug". Monks no longer heal garrisoned units. Computer opponents no longer always switch to attack the opponent with the highest score. Teuton Monk Resistance now works properly, so researching Faith is beneficial to them. Computer opponents now build lumber camps next to bamboo. Town centers now always take damage from Bombard Towers. The Team Glaciers map no longer starts players on ice terrain. The Unknown map no longer starts players surrounded by wood. This map was also revised with many small adjustments to resources, relics, and terrain. Extra villagers and resources have been added to player islands as well. In ParadiseIsland, players are no longer automatically defeated after launch of regicide games. Teuton Town Centers now get their attack bonus. War Wagons no longer get unintended bonus damage vs.

## Chapter 7 : Age of Empires II The Conquerors Expansion (PC, ) Game | eBay

*Age of Empires II: The Conquerors (often abbreviated to AoC, although the official abbreviation is AOE2X) is the first expansion pack to the real-time strategy game Age of Empires II, released on August 24,*

## Chapter 8 : Age of Empires II: The Conquerors - Wikipedia

*Age of Empires II: The Conquerors Expansion is a strategy game that will let you battle to defeat enemies.. This game is set in the Middle Ages, after the falling of the Roman Empire, and counts with different civilizations of that period.*

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Chapter 9 : Age of Empires II: The Conquerors | Microsoft Wiki | FANDOM powered by Wikia

*Age of Empires II: The Conquerors Expansion Trial Version includes one standard multiplayer game (King of the Hill on a Yucatan Map), one single player campaign Microsoft Age Of Empires II.*