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[Age Of Empires 2: The Age Of Kings - Cheats and Gameplay Hints](#)

The never-ending struggle for power will always make a great game

Age of Empires II spans a thousand years, from the fall of Rome through the Middle Ages in which players lead one of 13 civilizations into greatness. The game keeps the scope of Age of Empires' gameplay while evolving the combat and economic features. **Cheat mode:** Press [Enter] to display the chat window and type one of following codes to activate the corresponding cheat function. **Note: The codes can not be enabled in a multi-player game unless the host selects "Allow Cheats" check box when the game is set-up.** 1000 stone - rock on 1000 wood - lumberjack 1000 gold - robin hood 1000 food - cheese steak jimmy's Full map - marco No shadows - polo Fast building - aegis Control animals only - natural wonders Instant victory - i r winner Instant loss - resign Suicide - wimpywimpywimpy Tall, fast moving, useless villager - i love the monkey head Infantry unit that acts like a monkey but has 99 attack, 99 armor, 99 range, and 9 HP - furious the monkey boy Shelby Cobra car with twin machine guns - how do you turn this on Kill indicated opponent - torpedo Destroy all opponents - black death Saboteur unit - to smithereens **Cheat mode (command line):** Start the game with one of the following command line parameters to activate the corresponding cheat function. 800 x 600 screen resolution - 800 1024 x 768 screen resolution - 1024 1280 x 1024 screen resolution - 1280 Auto save game - automsave Fix display problems with some video cards - Mfill Fix SoundBlaster AWE freezes Msync Disable all music - NoMusic Standard mouse pointer - NormalMouse Disable all sounds except during FMV sequences - NoSound No pre-game FMV sequences - NoStartup Disable all terrain sounds - NoTerrainSound **Cheat mode (alternate):** Enter one of the following codes during game play to activate the corresponding cheat function. Build immutable structure - [Ctrl] + P Alternate resource menu - [Ctrl] + T Fast construction - [Ctrl] + Q View ending sequence - [Ctrl] + C **Phrases** Press [Enter] during game play, then type a number from 1 to 30 and press [Enter] again to hear various phrases such as "Don't point that thing at me". **More bases advantage** To have a better chance of winning, you might want to build more than one base. Enlarge the base you start out with, making it completely fortified with at least two castles. Then, send a scout cavalry, or some other fast moving unit, to the opposite side of the map from your base. After you have checked the area and confirmed that it is safe, send a villager to build a castle at that location and fortify that base. This is very helpful if your enemy knows where one of your bases is located, especially during online play. **Free ally** When you build a market, there is a chance that a rival tribe will ask you to send them a certain amount of wood, stone, gold, and food. When they do, click on "Diplomacy" or press [Alt] + D and click "Ally" on the name of that tribe. They will become an ally free of charge. However, when you do this, you will no longer be able to align yourself with any other tribes. This is helpful if there are four tribes in the game. **Save resources** When you are allies with others, do not build a market to avoid giving them resources. **Easy ambush win** First, set "Diplomacy" to "Ally" with lock teams off and also the opponent set "Diplomacy" to "Ally". Then, build an army strong enough to destroy the towers and castles (if there are any), such as Onagers and Rams. Bring your army within your ally's walls and set "Diplomacy" to "Enemy". Then, attack at will. **Easy gold** Build a Monastery as soon as you reach the Castle age. Collect as many Relics as possible. For every Relic you have, you will get one gold per second. For example, if you have five Relics, you will get five gold per second. Build a Market as far away from your allies as possible. Then build 20 to 30 Trade Carts. Send them to trade with your allies. After all of your Trade Carts are built, you will get a lot of gold. If you have 30 built, in about ten minutes you will have earned at least 10,000 gold. If you are in the Black

Forest, get over 20 Villagers to chop Wood (30 would work better). After you have 20,000 Wood, sell it for a lot of gold.

Efficient boar hunting Gather all of the villagers that you want to hunt the boar with in between it and your town center (preferably closer to the town center). Next, send your scout cavalry to attack the boar. As soon as the animal begins to attack the scout, order him to flee behind the villagers, then command the villagers to shoot the boar. This saves valuable time and resources that otherwise would be wasted by building a mill beside the boar. It also makes the trip to the town center or mill much quicker. Another way to efficiently hunt boar is to attack it with military units until it is low on health, then finishing it off with villagers. Note: Boars hunted with military units will not be worth meat.

Explore enemy territory without being attacked Advance to the Feudal age, build a Market, then create a Trade Cart. Use the Trade Cart to safely explore your opponent's territory. If your opponent is neutral, they will not harm the Trade Cart. Another trick is to create several Trade Carts and place them evenly across your opponent's area to see everything they are doing, without having to spend several thousand gold to research Spies/Treason.

Glitch: Enemy believes you are an ally Go to Death Match mode and put your opponents on Team 1. Set yourself on Team 1. Activate the "Team Together" option and play. The enemy will think you are an ally, even when you switch your stance with them to enemy.

Glitch: Walk on water Create a scenario and make all allies and enemies as desired, but have at least two enemies. Make the map have water and build an enemy bridge or go to a campaign with a bridge (for example, Attila the Hun). Enable the torpedo code, followed by the number of whatever player it is with a bridge. The bridge will disappear. Then, click a unit and walk on the "bridge".