

AGE OF EMPIRES

Transitions	on your way to feudal age: transfer 4 villas to gold and 4 to wood, keep 2 on sheep and make farms when they run out	Balance at 30 villas	
	research fletching asap and keep archer production constantly	Food	9
	build farms after you have 7 on gold and 13-14 on wood	Wood	14
	research horsecollar after you built more than 5 farms	Gold	7
	balance your eco to reach castle age, more villas on food (deer), alternatively build a market and buy food after stopping archer production		

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|-----|--------------|
| Bar | Barracks |
| AR | Archeryrange |
| Sta | Stable |

Each of these builds can be adapted depending on your civilization, map and not at least your skill. Have fun and enjoy playing!