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### Santa Claus



- Brings presents
- Needs reindeers for transportation
- Comes only once a year
- Old and fat
- Comes through the chimney
- Reads your letters
- Is a product of imagination
- Classist
- Kids love him
- Recognizable by the sound of the bells
- Gives you a nice Christmas feeling

### Trebuchet



- Brings destruction
- Is self propelled
- Always available when you need it
- Lean, sexy and powerful
- Tears down entire buildings
- Already knows your deepest desires
- Is a product of skilled artisans
- Treats rich and poor equally
- Courtesans love it
- Recognizable by the roar of your armies
- Gives you control of your enemies' towns



Pop	M@A → [Archers / Towers]
/	First 6 on Sheep
7	4 to Wood
11	2 to Boar / sheep (lure boar)
13	4 to Berries
17	2 to Boar
19	1 build Barracks → [to Wood / to Food]
20	2 to Gold
22*	<div>Advancing to feudal [10F ; 4B ; 4W ; 2G]</div> <div>2 Fv to Berries</div> <div>Archers 2 Fv to Wood 2 Fv to Farm [4F ; 6B ; 2Fr ; 7W ; 2G]</div> <div>Towers 2 Gy to Stone 3 Fv to Stone 5 Fv Forward [1F ; 6B ; 4W ; 5S]</div>
Feudal Age	
22*	<div>Archers 1 to Wood 4 Fv to Wood (once hunt runs out) (Build 2xRange + Blacksmith)</div>
23*	<div>Archers 6 to Gold [6B ; 2Fr ; 12W 8G]</div>

Pop	Scouts -> [Knights / Archers / Skirms]
/	First 6 on Sheep
7	3 to Wood
10	2 to Boar / Sheep (lure boar)
12	4 to Berries
16	2 to Boar 2 Fv to Farm
18	2 – 3 to Wood
20-21	<div>Advancing to feudal [8F ; 4B ; 2Fr ; 5-6W]</div> <div>4 – 5 Fv to Wood (Build Barracks)</div>
Feudal Age	
20-21	<div>All Fv to Farm (once hunt run out) (Build Stable) + to Farm (14 farms total) [4B ; 14Fr ; 10W]</div>
/	<div>Bv go to Gold or Farm (once berries run out) + add vills to Gold + add vills to Farms</div>
	<div>Knights Total : [6 Gold] + [16 Farms] (Build Blacksmith + 2<sup>nd</sup> Stable)</div>
	<div>Archers Total :[10 Gold] + [18 Farm] (Build 2xRange + Blacksmith)</div>
	<div>Skirms 2 to Wood Total : [4 Gold] + [18 Farm] (Build Range + Blacksmith)</div>

Your scout should be in motion, looking for pets (like sheep) and wild animals (like wild boars) near your CT. Unlike the HD edition, this game comes to rock graphics, sprites, animations, characteristics and other improvements in the quality of life. The new village (4) created should begin to collect sheep under the CT. Send a village that currently collects the wild boar to attract the wild boar following the CT. Wild boar collected with the village inhabitants themselves. Try to always collect an animal at a time to avoid wasting food due to the decay of the carcass send two new village inhabitants (5, 6) to collect sheep. Think defensively when we place new buildings. Focus more on the enemy villages from the resources than on killing. Send new village inhabitants (16, 17) to collect berries. Send the other village (3) to build a separate house. Some civilians are better oriented to a Drush, including those with extra food and gold bonuses (Lithuanians, Aztecs) or those with cheap infantry (Goti). Why enrich your opponent? Send the two manufacturers to extract gold. Send the inhabitants of the weakened village by attracting the wild boar to build a farm each. Instead, try to attract the inhabitants of the village from their work; They cannot attack you and collect resources at the same time. Send Villager (15) to build a house once gold is left. The inhabitants of the village (8, 9, 10) cut the wood in the timber field. Drush is best combined with mate and late game strategies; Only not to win a game unless your opponent is seriously not very prepared. He also ignored the individual bonuses of civil (such as gold or extra initial food) to make it more suitable for all game styles. Plan your Drush in front of Strategy (such as Fast Castle or Feudal Archers) for the best effect. Source: Windows Central Start by training the archers from both ranges of archery and be sure to remove the inhabitants of the village to build more houses, if necessary. Fila three militia in the barracks. As the resources allow, search for double -bit ax in the timber field, search for search At the blacksmith and searches they stuffed the arma Arma to the blacksmith. He never send the archers to fight one at a time. Loom Search. Send two inhabitants of the sheep/wild boar village to build a house. If your opponent is playing as civil with a strong cavalry, it is natural to assume that they will try to hit you with rapid movement cavalry as soon as you reach the feudal age. You never want to leave your TC inactive. Search the feudal age in your CT. Finally, build a blacksmith. The inhabitants of the village (4, 5, 6) collect sheep. An era of empires 2 matches is generally a series of small opportunities which, if affected, grow in a victory. The enemy could equalize their base soon, jamming your militia. Aims to send the fascinating to attract when the previous boar is about a third of meat depending on the proximity. Drush provides for the sending of the militia (the only military unit available in the dark era) at the basis of the enemy to stop the early economy. The inhabitants of the village (21, 22, 23) collect sheep/wild boar. Source: Windows Central an Age of empires 2: Definitive Edition Drush (abbreviated from the race to the dark era) is a great way to get the upper hand at the beginning of a game, but it does not have its right dose of risks. Consider hunting for deer if near your CT or your mill. The inhabitants of the village cannot defend themselves and collect resources at the same time. The walls are not the only structures that can delay invading armies. Instead, it is thought to distract and delay your opponent to the point where they cannot keep the best pressure you continue to apply through the centuries. Keep them away from the fire of the enemy's arrow. On the other hand, if the opposing civilian is strong with the archers, compare their wood and the golden economy while they head The feudal eT is fundamental. Villager (15) builds a barracks, then collects 10 gold from the nearby mine. We could earn a shopping commission by using our connections. It can continue to explore the map. Knowing the position of enemy resources and collection points is crucial. crucial. Sure to take a look at our Age of Empires 2: Edition Definitive Editions Ultimate for beginners for some excellent tips to make the game take off. You may not be able to find the base of the enemy in time to surprise them. Sending to my gold once the building is complete. I concentrated here on a Drush that makes the militia harass your enemy around the 10 -minute sign of the game. No mining is necessary. The militia is relatively weak and a group of village inhabitants put a strong fight. Villager (11) builds a house and then attracts the wild boar. If you are wondering how you can harass your opponent soon and effective in your next game, this guide should help you nail and bases of a Drush. These last passages will differ according to the needs of civil. Now you are in feudal age with the buildings necessary to train the archers and update their equipment. And if you still have to take the big step because of not having the right PC, take a look at our guide to the best laptops to play Age of empires 2: Definitive edition. Finchā © delay the enemy, you should be able to reach the feudal age first. Try building it near a wild boar or in another wild animal for the same inhabitant of the village to attract the animal to your CT. Handle their forage, hunters and even farmers (if they are not too close to the center of the city) causes food deficiencies. Think defensively. Research tends to your CT. Send Villager (15) to collect 10 gold from the nearby mine. Remember to save space for farms around your CT. Perfecting the era of the imperials 2 Drush Source: Windows Central there are many variables and unexpected events that can cause the failure of your Drush. Source: Windows Central in the queue immediately the greatest number of inhabitants of the village in your city center (CT). Ask the village to leave gold in your CT as soon as it is collected. Send new village inhabitants (8, 9, 10) to cut the wood in the timber field. Take into consideration the possibility of dividing your archers into groups to do it For your opponent to defend. Villager (24) Chops Wood. If possible, take away your scout before death. The new inhabitants of the village created during the feudal age should be in charge of farms; The current six inhabitants of the village on gold and 12 inhabitants of the village on wood should be sufficient to support the production of Archer. Search double -bit ax, flatching and paddedinar armor as the resources allow it. Villager (7) builds the timber field. Moving the inhabitants of the village who perforated the berries to the resources that are missing. The Drush strategy of Age of empires 2 has the purpose of surprising and delaying your opponent with early aggression. Send a sheep/wild boar village to cut the wood in the existing timber field. Source: Windows Central Send New Villager (15) to build a house near a gold deposit on the front of the base. Send new village inhabitants (18, 19, 20) to collect sheep and wild boar. Send Villager (15) to build a barracks near the newly built house. Send two inhabitants of the village of sheep/wild boar to build a house, two ranges of archery and a blacksmith in that order. Send four inhabitants of the village of sheep/wild boar to build a gold mine. Send New Villager (7) to build a timber field on a large position of trees. Send six inhabitants of the village of sheep/wild boar to build a new timber field. When at a distance, he orders the inhabitants of the village who collect sheep to attack the wild boar to break down the most quickly possible. Villager (15) builds a house near the front gold. However, all civilians can obtain Drush to a certain extent. Send a new village (24) to cut the wood. If you prefer to apply the pressure on your opponent in advance and do not leave you While you move through the centuries, Drush is undoubtedly the best option. Search ETHE FEUDAL. The inhabitants of the village (25+) build farms and gold mine. Keep your militia and scout together. Send groups of Archer to harass the inhabitants of the enemy villages once flexing has been studied. The inhabitants of the injured villages (activation of the wild boar) build a farm each. If you are short of resource, we reproduce the villages of sheep/wild boar/deer, if necessary. And don't worry if the units Drush die. The inhabitants of the village (12, 13, 14) build the Mulino mill Collect berries. Attack the wild boar with the village (11) once then withdrawn to your CT. With the aroma and padded escape for research, he sends a group of archers at the enemy base. Send six inhabitants of the sheep/wild boar village to build a second timber field. Like Drush in Age of Empires 2: definitive edition like any good strategy Age of empires 2, there are several ways to make it depending on the current meta-state of the game. Sending to attack as a group once trained. The inhabitants of the village (18, 19, 20) collect sheep/wild boar. Start training the archers on both ranges. Microsoft has completely renewed and republished Age of empires 2. If your gold production is late, move the new inhabitants of the gold village, if necessary. Consider the idea of sending your scout from your base to find the enemy. Keep your economy balanced. More your units run around the enemy base, the more distracted and frustrated the enemy. If a Drush goes according to the plans and surprise the enemy with the militia, focus on keeping your small army alive. Send New Villager (11) to build a house. All the inhabitants of the village have the task of collecting resources and your militia and scout should continue to cause problems behind the enemy if they are still alive. Send two village inhabitants (1, 2) to build a house. As soon as all three are trained, grouping with your scout and sending the enemy to the inhabitants of the village. Most of the civilians start a game with three village inhabitants and a scout, on which I concentrated here. Towards the back of your base it is preferred but not always possible. Send new village inhabitants (13, 14) to collect berries. They are heavier if grouped. Take less than killing the inhabitants of the village and concentrating on pulling them away from the assigned tasks. Send a sheep/wild boar village to cut the wood. Villager (15) builds a house. Send four inhabitants of the sheep/wild boar village to build a gold mine. It is not a huge race here, just build them as the supply of wood allows it. Drush's goal is not to impose your yours relationship. Insert three militia in your barracks. Source: Windows Central are many Age of empires 2: definitive edition strategies to choose from. Quick summary of the Drush Source steps: Windows Central The following are the previous steps to make them more easy to read during a live game. The Drush is not a winning strategy (the most of the time), but provides an excellent base for a victory obtained by exploiting the small opportunities to the best. Continue to add new inhabitants of the TC tail village to make sure there are no inactivit times. The inhabitants of the village (1, 2, 3) build houses and then collect sheep. Send the inhabitants of the village (1, 2, 3) to collect sheep once the houses are built. Castle and Imperial Et will see a huge demand for gold. The inhabitants of the village (16, 17) collect berries. Concentrate on the killing of inhabitants of the village and keep your archers away from the enemy TC. Consider hunting for deer if they are close enough to your CT or your mill. Make sure to stay close to the gold deposit. Once the house is built and the feudal age is studied, build two ranges of archery towards the front of the base. Since I have already written an era of Empires 2: definitive edition Fast Castle Strategy Guide, I concentrated on a Drush in the archers with the following Order of Build. Two common output strategies will bring your drush to archers or a standard fast castle. Assign the military group to a quick choice button so that they can pass back and forth between Micromanaging their and your economy. In this case, it means that your archers will be ready to attack before the enemy can prepare an adequate defense. Good scouting, as with any strategy, is necessary to detach it successfully. Or the enemy could plan the Drush, surprising you at home while your units are through the map. To find out more. Do not run inside and endure the ground to attack a group of village inhabitants. Send new village inhabitants (21, 22, 23) to collect sheep and wild boar. Send New Villager (12) to build a mill next to the berries. Send any sheep found to your CT immediately immediately. TC. TC.

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