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Age of conquerors online

Jos haluat pelata, liity alla olevaan aulaan klikkaamalla sen aulan nimeä, jonka haluat liittää. Aulan nimipelaajat OnlineRatingsCasual Lobby 52 Match Stats Only (Casual) New Player Lobby 356 RM - Aloittelijat, Match Stats Only (NPL) Inter Player Lobby 19 RM - Intermediate, Match Stats Only (IPL) Medieval Siege Lobby 551 RM - Intermediate, RM - Aloittelijat, RM - 1v1, RM - Joukkuepelit, DM - 1v1, DM - Joukkuepelit, Tasapainotikkaat, Ritarin aikakausi, Ottelutilastot Vain kuolemanottelun aula 3 DM - 1v1, DM - Joukkuepelit, Ottelutilastot Vain mukautetun skenaariot aula 136 CS - CBA, CS - CBA Hero, CS - CBA/Hero 1v1, CS - Bloods, CS - Herofest, CS - Desert Blood, CS - Alternative, CS - MCB, CS - Tower Defense, CS - Roll The Noppa, CS - _LoTr_, CS - Random, CS - RCB, Match Stats Only Arabia + Green Arabia Lobby 3 Arabia Casual (Unrated), Arabia 1 vs 1, Arabia 2 vs 2 , Arabia 3 vs 3, Arabia 4 vs 4 , Green Arabia Casual (Unrated), Green Arabia 1 vs 1, Green Arabia 2 vs 2, Green Arabia 3 vs 3, Green Arabia 4 vs 4 Black Forest + Arena Lobby 0 Black Forest Casual (Unrated), Black Forest 1 vs 1, Black Forest 2 vs 2, Black Forest 3 vs 3, Black Forest 4 vs 4, Arena Casual (Unrated), Arena 1 vs 1, Arena 2 vs 2, Arena 3 vs 3, Arena 4 vs 4 Land Nomad Casual (Unrated), Land Nomad 1 vs 1, Land Nomad 2 vs 2, Land Nomad 3 vs 3, Land Nomad 4 vs 4, Other Casual (Unrated), Muut 1 vs 1, Muut 2 vs 2, Muut 3 vs 3 , Muut 4 vs 4 Turnaus 1 1 VCOM-tikkaat , RTSL-tikkaat, Vain ottelutilastot, CS - Herofest, CS - Desert Blood Tournament 2 7 VCOM Ladder, RTSL Ladder, Match Stats Only Tournament 3 1 VCOM Ladder, RTSL Ladder, Match Stats Only Tournament 4 (NPL) 0 VCOM Ladder, RTSL Ladder, Match Stats Only Spur Tournament 1 2 VCOM Ladder, RTSL Ladder, Match Stats Only Spur Tournament 2 1 VCOM Ladder, RTSL-tikkaat, Ottelutilastot Vain Spotlight-turnaus 1 VCOM-tikkaat, RTSL-tikkaat, Ottelutilastot Vain Intiaa AoE2 Valioliigan 1 VCOM-tikkaat, RTSL-tikkaat, Ottelutilastot Vain Afrikan kuningaskunnat & Unohdettu 0 -ottelutilastot Vain AoAK RM - 1v1, AoAK RM - TG, AoFE RM - 1v1, AoFE RM - TG, AoFE Castle Blood, AoFE CS, Age of Chivalry Liga Americana de Clanes 0 Match Stats Only Draft My Back Tournament 0 Match Stats Only MundoAOE -turnaukset 0 VCOM-tikkaat , RTSL-tikkaat, Match Stats Only Eycocfu Community 1 Eycocfu Ladder, Match Stats Only Age of Empires OnlineDeveloper(s)Robot EntertainmentGas Powered GamesPublisher(s)Microsoft Game StudiosSeriesAge of EmpiresPlatform(s)Microsoft WindowsReleaseWW: 16.8.2011[1]Genre(t)Massivisesti moninpeli online-reaalialkainen strategiapeliMode(s)Multiplayer Age of Empires Online oli Robot Entertainmentin ja Gas Powered Gamesin kehittämä online-reaalialkainen strategiapeli, joka julkaistiin 16.8.2011. [1] Age of Empires -sarjan pelaamisen perusteella sen kehitti alun perin Robot Entertainment, mutta 24. Peli published by Microsoft. [2] The game was free to play – it was free for users to play, although premium content could be earned or purchased, such as access to special treatment and drawings, and more tasks and features. On March 27, 2012, the game premiered on Steam after a major patch that addressed complaints about MMO-like grinding and many other features, as well as the debut of Celtic civilization. On June 15, 2012, the premium content system was changed to provide the ability to purchase all past and future content through empire points during the game or by purchasing points directly for real-world money. Microsoft stopped further development of the game as of January 3, 2013[update]. A Microsoft representative later announced in forums that on August 22, 2013, Windows Games – Live Marketplace will close, allowing only current or former players to use the game. [3] In September 2013, it was announced that the game would remain operational until July 1, 2014, when the service will be shut down. [4] The closure was due to the fact that the content was too expensive to

maintain. [5] In 2017, Age of Empires Online was re-established with Microsoft's publicly released developer package and is now hosted by a server agency known as Project Celeste. The game can be played for free in single player and multiplayer mode, where all online features are fully enabled. [6] In May 2019, the team announced that it was developing Microsoft's unreleased Roman civilization to be played based on all known information from Civilization before official servers closed. [7] Gameplay image showing a battle scene. Like its predecessors, Age of Empires Online is a real-time strategy video game. The game has a lot of the game to play, and there's a massive multiplayer element to it. The player has a capital for every civilization that is started, which still exists when the player is offline. There is also a large amount of new content in the game, such as the ability to create items with already extended materials and trading with other players. [8] The main game revolved around the player developing civilization from birth to peak and fall. To secure victory, the player had to collect and store resources for new units, buildings and advanced technology. Civilian units, known as villagers, were used to collect resources (hunting, fishing, agriculture, forestry, mining, etc.). Resources could be exchanged and also used to train units, build buildings and research technologies. Units Age of Empires Online include five categories of military units: infantry, archers, cavalry, siege weapons and naval units. All military classes have been developed to maintain a balance of gameplay and thus avoid visible advantages between civilizations. For example, against buildings, a powerful unit can be weak in a certain way. Against unique units are available for Greek speakers, Celtic and Persian civilizations, either from the beginning of the game or through advisor cards. These civilization units tend to be more powerful, but can still be susceptible to certain units. A priest is a special military unit with the ability to convert enemy units into a player's civilization and improve allied units. [9] Each player has a limit on the total number of units they can create – the population limit – but they may not immediately use the entire potential population. The population limit will rise to a maximum of 200, with five (or ten Norwegians) in each house and 20 in each city center. There are two important features of unit management: an idle village button that helps players identify villagers who have not been given a task and a city clock that sends all the player's villagers to the nearest center, fortress or tower for safety. [9] Buildings of Age of Empires Online are either economic or military buildings. Buildings can explore technologies and upgrades that increase economic, military or unit-specific efficiency and provide resources to the operator. Every civilization has unique buildings, but some are common to all civilizations; the most important of these is the city center, where villagers are created, resources are stored, some technologies are studied and where the player can progress to the next age. The center of the city can shoot arrows at enemy units within range. Other economic buildings available include a warehouse of resources, farms, ports (the quay can also produce several military vessels) and houses to support a larger population. Military buildings include unit-producing buildings such as barracks, archery zones, stables and fortifications, as well as defensive buildings such as walls and towers. Military buildings can conduct research to improve the capabilities of military units, increasing their strength, defensive capabilities or other capabilities. The fortress is a powerful defense building that can train a variety of units, including unique units of civilization, and shoot arrows at enemy units within range. It can only be built after the player has reached the third age. There are two other important defense buildings: walls and towers. Walls are used to prevent enemy units from entering the enclosed area, while friendly units can pass through gates set through walls. The towers are equipped with the ability to fire arrows at enemy units or garrison-friendly units for protection and can be used in conjunction with walls to create defensive lines. Clock posts are used to extend the line of vision. The capital, the capital, resembles the Hometown concept implemented in Age of Empires III. The city works as a home base for their civilization. It still exists even when a player logs out although other players cannot attack it. Through the capital, players can manage tasks, improve technologies, send mail, create objects, participate in player trading, acquire and equip new equipment for individual units, and visit other players' cities. Other players can visit stores built inside the city, and the currency used for purchased items increases the player's funds. Unlike the hometown of Age of Empires III, where you can only customize the look of buildings, the capital is fully customizable; buildings and prizes can be placed on any map of the city by the player as the player chooses. Players can add buildings, prizes, houses, statues and shreds, as well as other things to decorate their capital city. Vanity Island exists to add new shreds and statues that a player can use to decorate their capital. The city is also used as a gateway to other AI-dominated cities in the area where a player can visit and acquire new tasks and objects. There are also many different buildings in the capital that a player can build. Craft schools built in the city produce equipment and consumables for the player's use. In addition, Microsoft released a crafting app for Windows Phone that allows the player to help create the game. [10] Quests Quests is the most important PVE aspect of the game. Tasks usually involve fighting and defeating an AI player. They are reminiscent of campaigns from previous Age of Empires games. They will be completed when the goals are achieved. Objectives in search vary greatly, some efforts include overthinking enemies, others involve protecting a building or unit, and some involve collecting a certain amount of resources while defending the enemy. Quest awards include experience points, gold, empire points, coffins and sometimes equipment. There is also a collaborative option in certain searches that allows a player to do a task with another player to help them. Certain aspirations also have an elite version that allows a player to receive a larger number of rewards, but it is more difficult to present a bigger challenge to the player. Different civilizations also have different mission lines, for example, Celtic has 80 unique missions that other civilizations do not have. [11] PvP player versus player, or PvP, is another part of the game. The PvP in this game can be started in two ways: using Sparta PvP to find a random match or using the arena in the capital to play against a party member. Sparta PvP can be reached by visiting sparta on the world map. Sparta PvP has two types of PvP settings. Standard PvP is the first option and allows players to use their technology tree astrotechnical technicians, as well as all the equipment and advisors they have equipped in their capital. This PvP option was published first. mode PvP is another Sparta PvP option. This is sometimes also called ranked PvP, while standard PvP is known according to the order of the PvP. In this PvP option, all gears, astronomers, and advisors are disabled and cannot be used to start players on a flat platform. All equipped gears offer cosmetic change for units, but do not affect their statistics, as is normally the case with PvE tasks. [8] In Sparta PvP, a player starts with a minimal amount of resources, a few villagers and their scouts. The map selection is random and neither player can choose it. Champion mode PvP results also determine your TrueSkill ranking, which is used to determine a player's ranking globally, as well as to find a match and opponents of PvP, fishing gear and consumables. The PvP can also be accessed through the arena in the capital. Although Arena PvP is in many ways identical to Sparta PvP, it can differ in many ways. At Arena PvP, you can play against any human opponent in your party and select a map and teams (if it's a 2v2 match) before starting the game. Your Sparta PvP TrueSkill ranking is not affected by Arena PvP. Arena PvP also does not offer prizes to the winning player. The August 2012 update also added a new viewer mode option for Arena PvP[12] and the October 2012 update made Arena PvP (Standard or Champion mode) free for all players. [13] Civilizations Six civilizations are available. First-class civilizations start at level 1 and are Greek, Egyptian and Celtic. Pro civilizations begin at level 20 and are Persian, Babylonians and Norwegians. [14] Every civilization has technologies and units unique to them, so no civilization owns all the possible technologies or units in the game. However, the development of the game developers, intended to resemble a series of previous games, is a bolder and more graphic look with a lot of character. [15] Note the almost identical units and the placement of the building. Age of Empires Online was to be the first game developed by Robot Entertainment, founded by 45 of the 110 former employees of Ensemble Studios who created the Age of Empires series. [17] The game was officially announced on 16 August 2010. Microsoft hired Robot to develop the game over a 24-month period. The entire studio team focused on it as their only project to earn start-up funds for Robot's future projects. [17] During early production, Age of Empires Online was originally called Age of Empires IV. The development team had noticed that many other developers of RTS games had moved away from the financial game. The team felt that Age of Empires II: The Age of Kings had perfectly confused the financial and military aspects of the game, so they decided to play it afterwards. They found that many had disappeared or changed over time. During this time, the team decided to make an Age of Kings-style game in the Age of Empires environment. Designers were surprised that fans of the series liked the simpler sides of previous titles the most. Former Age of Empires II chief designer Ian M. Fischer noted: When we started floating some early [AoEO] people, other pieces fell into place – I can't tell you how many times I've had someone email me or talk to me at the show and mention how much they loved the villagers who carried large lumps of meat in the original era or priest wolo. From then on, one of the goals was to inspire nostalgia from fans of the series while playing the game, despite new and updated features. [18] The decision to make the game online only was partly based on the success of Age of Empires II and its online integration with the MSN Gaming Zone. Since the studio made online player interactions through the game a priority, two iterations of the game had to be created; server version and client version. This led to a heavily modified version of the BANG engine used in previous games in the series. [20] 24. On 22 February 2011, it was announced - first via Chris Taylor's Facebook page - that Gas Powered Games had taken over the development of Robot Entertainment. According to a blog post[21] Gas Powered Games was already working behind the scenes. [22][23] creating content packs and moving to head developers, which had been planned for some time. The game was released on 16 August 2011 with Greek and Egyptian civilizations, and then the Persians The Celts were transferred to March 2012 and was the first of four civilizations created from start to finish by the gas-powered game since they took over the development. [24] Support phase and official closure on January 3, 2013 through AOE Trajan (Kevin Perry) announced through an official community blog that Age of Empires Online had ceased its development phase and was entering its support phase. [25] and in September 2013 Microsoft Studios announced that Age of Empires Online servers would be shut down on July 1, 2014. [26] Producer Kevin Perry gave a presentation at the 2013 Game Developers Conference explaining the reasons for the closure of the AoEO and why he believed his business model ultimately failed, mainly because content was too expensive to create for a small daily active user base. [27] Project Celeste Age of Empires Online has been re-launched by an independent group of developers in mid-2017 under Microsoft's Game Content Usage Rules license and can be played for free with a server emulator known as Project Celeste, where all online features are fully enabled. The team uses Microsoft's publicly released development package to balance, fix bugs, and expand content that the Microsoft team dropped out of. [6] [28] Premium content During the launch phase, the game provided players with premium content in the form of micro-events. As part of the game's launch on Steam in March 2012, prices were lowered and Steam offered all premium content and booster packages in the game for a discount through the All in Wonder Bundle. [29] Developers later announced that in June 2012 the previous purchasing system will be discontinued, while all past and future premium content will be purchased through Empire points during gaming. [30] 14. On 16 June 2012, the summer repair system took its place and abolished the original premium content purchase system and implemented a new Empire Points system that made the game completely free to play. [31] Booster compresses the skirmish hall game settings screen. The skirmish booster was added to fill the missing skirmish mode found in previous games in the series. A four-player co-operation support was also added later. Booster packages allow players to enjoy and experience highly customizable PvE gameplay. The Defense of Crete booster pack was the first booster package released for Age of Empires Online. The skirmish booster pack was another released booster pack. The skirmish booster pack added allowed the player to choose all the elements of PvE gameplay[32] Vanity products At launch there were several vanity packages for the game, these packages provided the player with drawings for stores that allow the player to buy new items that allow him to customize and decorate his capital with in-game gold. [33] Receipt Player (UK) [65/100][42] Cheat Code Central [4/2/5][43] GamesRadar US [6/10][44] MeriStation [8/10][45] Softonic.com [6/10][46] PC Magazine [47] Vandal [20 minutes] [8/10][48] Browsergamez [8/10][49] Age of Empires Online received mixed reviews, with a combined rating score of 70 for metacritically. [35] Some critics praise collaborations, graphics and familiar Age of Empires gaming. However, many critics criticised the price of premium content for the game. GameSpot's Justin Calvert gave the game 6.5/10, which found the PvP matchmaking system, enemy AI and pricing to be weak scores, but noted: Age of Empires Online effectively infuses its traditional real-time strategy game with massive multiplayer online-style robbery and leveling mechanics. [50] IGN gave the game 7/10, and reviewer Nick Kolan criticized limiting the game's best features to premium content purchases. However, Kolan stopped by saying: Despite all his flaws, I can't help but like Age of Empires Online. Age of Empires Online is caught up somewhere between massive multiplayer online role-playing and a tough competitive real-time strategy, offering some of the addictive parts of both. [40] PC Magazine gave the game 3.5 stars out of 5 and praised in-game art as well done and comfortably scalable, but felt that a free gaming perspective should have provided more for the player. Reviewer Matthew Murray wrote: Age of Empires Online is very enjoyable, and I found myself suffering from yet another turn when a diabolical mission goal conquered (or frustrated) me. That's not the case with every game I play – and it's nothing. [47] GameSpy reviewer Mike Sharkey panned the game in his original review, [51] but after receiving the game after receiving a major patch, he later stated: Well, AoE Online is now on Steam, and with the massive spring patch, most of the issues I had with it have been addressed. [52] PC Gamer initially gave the game 65/100 at launch, [53] but later looked at a specific DLC Celts campaign, giving it a score of 90/100 and calling it: The best free RTS game you can find, the Celts bring the AoEO two steps closer to greatness. [54] PC Gamer later summarized the game's biggest complaints during its first release, noting that many of them were handled or improved by developers. [55] Age of Empires Online was the third most played Windows Live game title of 2012, based on unique users. [56] When Age of Empires Online closed in 2014, its players started 500 million single-player missions, another 13.7 million multiplayer missions and 2 million arena matches in their three-year history. [5] External Links Official Website (Archive) Project Celeste References ^ a b Age of Empires Online Release Date. IGN. May 31, 2011. Archived 26.8.2011. Vittatu 30.9.2011. ^ Microsoft Heralds a New Age of Gaming with Age of Empires Online. Microsoft verkkoisivusto. Elokuu Elokuu 2010. Archived from the original on 21 June 2012. Retrieved 6 September 2012. ^ Error. ageofempiresonline.com. Archived from the original on August 27, 2013. Retrieved 19 August 2013. ^ Age of Empires Online Shutdown Confirmed. Detailed. Real achievements. Archived from the original on August 18, 2017. Retrieved August 18, 2017. ^ a b Corria, Alexa Ray (August 19, 2013). 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