



How to Play Teaching Guides: #10 Age of Empires

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #10 of The How to Play Podcast available at www.howtoplaypodcast.com

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The Hook - What the Game is About

"Welcome to Age of Empires. You are one of the European powers just after news reaches Europe of The New World. You will try to capitalize on the new opportunities of this new world and become the mightiest Empire of the Age.

You want to become the most powerful country in the game. Power in the game is represented by victory points. There are four major ways to get these points:

- 1. By controlling colonies with having the most people in a colony.*
- 2. By discovering new regions using the discovery box*
- 3. By buying building tiles.*
- 4. By collecting sets of trade goods.*

You will accomplish these things through the major mechanic or worker placement. That means you will have at least five pieces or colonists each turn to play on the board and the players will take turns each placing one of their figures on the board. On the right side of the board are all of the different boxes where you can play your figures, each of the different boxes do different things, such as go to the new world, buy a building get a trade good etc. By playing a worker players may block other players from being able to do that same action, or by going in a section first a lot of times you will get to take the action first.

We all will take turns around the table playing our pieces one per person until everyone has played all their pieces. Then we will resolve all of the actions boxes from top to bottom and remove the pieces as we resolve the actions. We will load up with more guys get paid and do it all over again. We do this over eight turns and whoever has the most points at the end of the eighth turn is the winner."

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The Meat - How to Play the Game

The Eight Areas to Place Workers

1. Initiative Track
 - 1.1 Improves Turn Order
 - 1.2 Earns you a bit of Money
2. Colonist Dock
 - 2.1 Allows you to go over to the New World
 - 2.2 Limited space in boat
 - 2.3 Resolve in order placed
 - 2.4 Only allowed to go to Carribean on the first turn
 - 2.5 First to get 3 in a region gets the bonus trade good
3. Trade Goods
 - 3.1 Four available each turn
 - 3.2 Sets of 3 or 4 of the same give you income
 - 3.3 Choose in order placed left to right
 - 3.4 Number on good shows availability in the game
4. Merchant Shipping
 - 4.1 "Wild" trade good
 - 4.2 Most pieces takes it, ties broke by turn order
 - 4.3 Can only use one ship per set
5. Buildings
 - 5.1 Five available
 - 5.2 Cost depends on age (10-14-20 money respectively)
 - 5.3 Purchase in order left to right
 - 5.4 Early buildings usually give more guys, Late buildings give VPs
6. Discovery Box
 - 6.1 Store up guys to go on discoveries
 - 6.2 If you decide to go on a discovery; choose a region, declare number of guys going on expedition and flip the tile
 - 6.3 Tiles have 1-5 natives - must equal or exceed

- 6.4 If successful take tile and money reward, place one colonist in region, this region may be populated next turn
- 6.5 If you fail you lose your guys
- 6.6 Discovery box is the only box that doesn't clear at end of turn
- 6.7 When tiles are gone we will use discovery cards (natives 3-6)
- 7. Specialist Box and Specialist Functions
 - 7.1 Give you special pieces to use for the next turn
 - 7.2 Special pieces can be used anywhere but provide bonuses if placed in one or two areas
 - 7.3 Missionary
 - 7.3.1 Gives an extra colonist when colonizing
 - 7.4 Merchant
 - 7.4.1 Gives \$5 when colonizing
 - 7.4.2 Counts as 2 for Merchant Shipping
 - 7.5 Soldier
 - 7.5.1 Extra money when discovering
 - 7.5.2 Can shoot people in New World after Colonizing
 - 7.6 Captain
 - 7.6.1 Counts as 2 for Merchant Shipping
 - 7.6.2 Counts as 2 for Discoveries
 - 7.7 Training box \$5 for your choice
- 8. Warfare Box
 - 8.1 Resolve in order left to right
 - 8.2 Choose a region to in the new world for guns to fire and a player to fight against
 - 8.3 All soldiers of those two players in that region, kill one piece (kill soldiers first) Give examples.
 - 8.4 Option of Total War: costs \$10 all regions on board between you and another player fire.
 - 8.5 Can use multiple times for different regions or same region
- 9. Review quickly ten regions from top to bottom

How a Turn Works

1. Take turns placing guys in turn order until all are placed
2. Resolve Actions from top to bottom
 - 2.1 Take initiative money
 - 2.2 Move colonists to new world
 - 2.3 Choose trade goods in order
 - 2.4 Give out the merchant boat
 - 2.5 Buy buildings in turn order
 - 2.6 Choose in turn order whether to discover regions
 - 2.7 Take Specialists
 - 2.8 Choose areas where to shoot guns
3. Collect money from trade goods
4. Get benefits (money, pieces and effects) from buildings
5. Refresh board (trade goods, buildings, ship, move turn marker)
6. Score at end of each age

Scoring

1. Score regions at end of each age
 - 1.1 Must have 3 pieces of one color in a region to score
 - 1.2 6 Points for 1st, 2 Pts for 2nd in each region
 - 1.3 Tied for 1st each get 2 pts, Tied for 2nd gets 0 pts
 - 1.4 Do not clear away pieces, they remain
 - 1.5 Change to buildings of the next age
 - 1.6 Region scoring is only scoring that is marked until the final scoring
2. Final Scoring (after turn 8)
 - 2.1 Final scoring for regions
 - 2.2 Score for income from trade goods/ships
 - 2.3 Score for discoveries
 - 2.4 Score for buildings/building bonuses
 - 2.5 Most points wins the game!
 - 2.6 New World scoring in final age is the tiebreaker

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The Hamster - How to Win the Game

1. Four basic strategies you could use
 - 1.1 Missionary - Flood the new world with lots of colonists
 - 1.2 Merchant - Get as many goods as possible - buy lots of buildings
 - 1.3 Captain - Undertake lots of discoveries
 - 1.4 Soldier - Take over the new world through warfare
 - 1.5 OR combine one or more of the above strategies
2. Be sure to earn some money to be able to buy buildings, especially one of the big VP buildings at the end of the game
3. Defend your holdings in the New World with a soldier or two
4. Dont over focus on the New World - Try to score points in the other three ways as well
5. Don't waste too many guys in fighting for the boat - especially if you'll lose!
6. Don't underestimate turn order
7. Plan ahead on which buildings you are going to try to get and how you are going to get them (You may want to look at all the buildings before beginning the game)
8. Good luck and Have fun!

Credits:

Game Design: Glenn Drover

Game Publisher: Eagle Games

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Teaching outline based upon How to Play Podcast Episode #10

Podcast Website: www.howtoplaypodcast.com

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