

CIVILIZATION ATTRIBUTES

PORTUGUESE

Unique Units: Cassador, Organ Gun

Civ Bonus: Free Covered Wagon in every Age

- + Explorer's Spyglass reveals unexplored territory.
- + Strong navy and light infantry; best Dragons in the game.

SPANISH

Unique Units: Rodelero, Lancer, War Dog

Civ Bonus: Earns Home City Shipments faster

- + War Dogs provide extra flexibility early in the game.
- + Home City offers unique improvements to buildings, soldiers, and navy.
- + Three royal guard units: Lancer, Pikeman, and Rodelero.

FRENCH

Unique Units: Coureur, Cuirassier

Civ Bonus: Coureurs have increased resistance to attacks

- + Cuirassier is the strongest cavalry unit in the game.
- + Best civilization at forging alliances with Native American nations.
- + Coureurs gather resources faster than other Settlers and can stand in as infantry.

OTTOMAN

Unique Units: Abus Gun, Janissary, Spahi, Galley, Great Bombard

Civ Bonus: Town Centers spawn Settlers

- + More unique units than any other civilization.
- + Millet system increases Settler limit and spawn rate.
- + Access to artillery and gunpowder infantry in Age II, but they lack Pikemen, Crossbowmen, and Musketeers.

RUSSIAN

Unique Units: Strelet, Cossack, Oprichnik

Civ Bonuses: Can train Settlers and infantry in groups; low-cost military

- + Begins the game with extra resources but fewer Settlers.
- + Infantry and Settlers train in groups at a faster rate, but at greater expense.
- + Infantry train out of Blockhouses, which can defend territory like an Outpost.

DUTCH

Unique Units: Envoy, Ruyter, Fluyt

Civ Bonuses: Settlers cost Coin; Banks produce Coin

- + Settlers cost Coin, not Food, but are greatly limited in number.
- + Banks generate Coin automatically.
- + Envoy is a low-cost reconnaissance unit.

BRITISH

Unique Units:

Longbowman, Rocket
Civ Bonus: Building Manor Houses spawns Settlers

- + Fast-spawning Settlers create a strong economy.
- + Upgrades to Musketeers and Hussars provides late-game strength.
- + Longbowman is an expensive, accurate archer with rapid rate of fire.

GERMAN

Unique Units:

Uhlan, Settler Wagon, Doppelsoldner

Civ Bonus: Uhlans arrive at no cost with every Home City Shipment

- + Settler Wagons from Home City cost more but gather faster than Settlers.
- + Can dispatch mercenaries long before other civilizations.

AGE of EMPIRES III

QUICK REFERENCE

www.ageofempires3.com

**ENSEMBLE
STUDIOS**

Microsoft
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MILITARY UNITS BY CIVILIZATION

INFANTRY

Pikemen
Musketeers
Crossbowmen
Rodeleros
Skirmishers
Halberdiers
Cassadores
Strelets
Doppelsoldiers
Janissaries
Longbowmen

SHIPS

Caravels
Galleons
Galleys
Fluyts
Frigates
Monitors

SPANISH

BRITISH

FRENCH

PORTUGUESE

DUTCH

RUSSIAN

GERMAN

OTTOMAN

ARTILLERY

Falconets
Heavy Cannon
Rockets
Organ Guns
Abus Guns
Great Bombards
Grenadiers
Culverins
Mortars

CAVALRY

Hussars
Lancers
Dragoons
Ruyters
Cossacks
Oprielniks
Uhlans
War Wagons
Cavalry Archers
Spahis
Cuirassiers

SPANISH

BRITISH

FRENCH

PORTUGUESE

DUTCH

RUSSIAN

GERMAN

OTTOMAN

HOTKEYS

| | |
|----------------------------------|-----------------------------|
| Cycle Idle Villagers | . |
| Cycle Idle Military Units | , |
| Cycle Explorers | / |
| Cycle Wagons | : |
| Cycle Ships | : |
| Center View on Selected Unit | SPACEBAR |
| Display Details on Selected Unit | OPT |
| Assign Group to Units | CMD+1-9 |
| Select Group Assignment | 1-9 |
| Select This Group Additionally | SHIFT+1-9 |
| Display Improvements | F2 |
| Display Objectives | F3 |
| Display Score | F4 |
| Display Chat Menu | ENTER |
| Display Tribute Menu | F6 |
| Display Player Summary | F6 |
| Quick Save | F8 |
| Quick Load | F9 |
| Display In-Game Menu | F10 |
| Display Game Time | F11 |
| Capture Screen Shot | F5 |
| Select All Units of One Type | Double-click that unit |
| Garrison Selected Units | Right-click the building |
| Delete Selected Unit or Building | DELETE |
| Pause Game | F7 |
| Display Chat Window | ENTER |
| Toggle Home City Screen | H |
| Zoom In | Rotate mouse wheel forward |
| Zoom Out | Rotate mouse wheel backward |

FIND

| | | | |
|---------------------|-------|-------------------|-------|
| Town Center | T | Wall | CMD+W |
| Arsenal | CMD+R | Trading Post | CMD+P |
| Artillery Foundry | CMD+A | Bank | CMD+K |
| Barracks/Blockhouse | CMD+B | Market | CMD+M |
| Dock | CMD+D | Capitol | CMD+Z |
| Stable | CMD+S | Church/Mosque | CMD+C |
| Factory | CMD+Y | Livestock Pen | CMD+V |
| Fort | CMD+F | Mill | CMD+I |
| Outpost | CMD+O | Plantation | CMD+L |
| Field Hospital | CMD+Q | House/Manor House | CMD+E |

