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//Sample Strategy File
//September, 1997
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//
//
//Overview of .ai (artificial intelligence) file creation
//=====
//You may modify this file to create new computer player strategies. To do
//so, follow the instructions below and save the file as a text file with an
//.ai extension.
//
//.ai files contain the units, buildings and research that will be performed
//by the computer player in the general order listed. The computer will
//will try to progress through the list and maintain what has been
//built. For example, when a unit or building in the list is destroyed,
//it will generally be replaced before a new unit or building further down
//on the list will be created.
//
//The sample list below contains one of every item to be trained, built, or
//researched in Age of Empires. Storage Pits, Houses, and Granaries (although
//included in the list) can be handled completely by the computer player
//(if the appropriate strategic number is set for the computer player). In
//other words, these need not be placed in the list at all; the computer player
//will build them when they are needed.
//
//The sequence of items in this list is important. For example, the Market
//must be built before a Farm, etc. As long as the game rules are respected
//by maintaining the prerequisite order, items in the list can be resequenced.
//The technology tree foldout is a good reference source for the prerequisites.
//
//Items on the list that cannot be built or researched (for any reason) are
//eventually skipped (the skipping can be controlled by setting strategic
//numbers in the computer player's .per file).
//
//If there are already units on the board that are also in the Strategy
//list, these units will be counted as already created and will not be rebuilt.
//
//
//Notes on .per (personality) files
//=====
//The computer player is really controlled by two files: This .ai file
//and another file called a .per file. The .per file contains strategic numbers
//that the computer player uses to control the actual execution of the
//strategy contained in a given .ai file. The default strategic number system
//should work well for most of the strategies that you write. If you need
//or want to modify the strategic numbers, see the Personality Types
//file in the Docs folder of your Age of Empires directory.
//
//
//Item descriptions
//=====
//Some of the names contained in this file do not correspond directly with
//the game names. They are as follows:
//
//Description          Actual
//-----
//Soldier-Chariot2     Chariot Archer
//Soldier-Chariot1     Chariot
//Composite_Bow        Research Improved bow
//Longbow              Research Composite bow
//Boat-War4            Catapult Trireme
//R73 Legion           Research Phalanx
//R77 Legion           Research Legion
//Soldier-Catapult1    Stone Thrower

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//R54 Heavy_Catapult      Research Catapult
//R36 Massive_Catapult    Research Heavy Catapult
//
//
//Hints & Tips
//=====
//Here are some tips for creating your own .ai files. The sample
//file at the bottom of this document does not necessarily adhere
//to the principles that follow. Instead, this list is placed
//in an order that makes the items easy to find so that you may
//create your own list.
//
//1. Keep the quantity field down to 1 or 2. Higher quantities will cause
//the computer player to pause on that item until the quantity is
//fulfilled.
//
//2. Do not research or build an item from a building directly after
//constructing that building. Example: Don't place Bowman after
//Archery Range. Doing so may cause the computer to pause on
//the Bowman until the Archery Range construction is complete.
//Instead, put another item between the Archery Range and the Bowman.
//
//3. Do not place two or more items in a row that come from the same
//building. Example: Priest, followed by Polytheism, Mysticism
//and Astrology. Instead, stagger items from multiple buildings
//to ensure that production at one building does not slow
//progress through the rest of the list. Good example:
//    Priest
//    Man
//    Polytheism
//    Man
//    Mysticism
//    Market1
//    Astrology.
//
//4. Limit retrainings (see below) of early-age infantry and archers.
//This ensures that when they are killed they will not be retrained.
//This frees slots (under the population cap) for them to be
//replaced by higher-level soldiers. The same concept applies to
//villagers and fishing boats.
//
//5. Limit the number of units trained to approximately 50. When
//the computer reaches its population cap of 50, its advance
//through the remainder of the list will slow down. If your list
//calls for 30 villagers and 30 military units, do the following:
//    -Put 10 villagers, or early-age soldiers on limited retrain.
//    -This will open slots for 10 superior replacements later.
//    -Put the last 2-10 units you want to have trained in the
//    very last line of the file. This way, if you exceed the
//    population cap, you will do so on the last item and not
//    interrupt the progress of the list.
//
//6. Start by modifying an .ai file that is already close in content
//to the file you want to create. If that list is missing certain
//items, copy them from the list below and paste them into your
//.ai file.
//
//7. In the Stone Age, the computer must be able to quickly locate
//forage bushes, trees, and/or water. Failure to do so will
//cause the computer not to place a Granary, Storage Pit, and/or
//a Dock. This may prevent your .ai file from reaching
//the Tool Age, since these buildings are necessary prerequisites
//for reaching the Tool Age.
//

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//8. Test! After you have completed your .ai file, put it into a scenario,
// give the computer unlimited resources, and observe the build
// process on x2 speed. Insure that all items are correctly built.
// Delete items that have limited retrains and ensure that they are
// replaced with other units. This technique will greatly accelerate
// your .ai design and development process.
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//Legend for the prefix to the ID number
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//=====
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//Each object in the game has a unique ID number. In the strategy file, that
//ID number is preceded by a qualifying prefix. The prefixes are listed below:
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// B - Building - Will be rebuilt if destroyed.
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// A - Building - Will be rebuilt up to to the number of times
// specified in the "Limited Retrains" column.
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// R - Research - Item will be researched if possible. If not possible,
// it will be skipped according to the strategic numbers.
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// C - Research - Item will be researched if possible. If not possible,
// the computer player will progress no further until
// this critical research is done. For example, if the computer
// player does not have enough food to advance to the Tool
// Age, it will wait to collect enough food and will not skip
// the Tool Age).
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// U - Unit - Will always be replaced if killed.
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// T - Unit - Will be trained up to the number of times specified
// in the "Limited Retrains" column. Example: 1 indicates
// that this unit will be created once. Once killed, this
// unit will not be created again.
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//
//
//ID          Description          Qty          Parent  Limited
//---          -
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B109	Town_Center1	1	-1	
U83	Man	6	109	
B12	Barracks1	1	-1	
T73	Soldier-Inf1	2	12	1
U83	Man	6	109	
C101	Tool_Age	1	109	
B87	Rangel	1	-1	
U83	Man	2	109	
U4	Soldier-Archer1	2	87	
B101	Stable1	1	-1	
U83	Man	2	109	
U299	Soldier-Scout	1	101	
R40	Leather_Armor_-_Soldie	1	103	
U83	Man	1	109	
R41	Leather_Armor_-_Archer	1	103	
U83	Man	1	109	
R42	Leather_Armor_Mounted	1	103	
U83	Man	1	109	
R46	Tool_Working	1	103	
U83	Man	2	109	
B70	House	3	-1	
R11	Stone_Wall	1	68	
B45	Dock_1	1	-1	
R16	Watch_Tower	1	68	
B79	Watch_Tower	1	-1	
U13	Boat-Fishing1	1	45	
B72	Wall_Small	5	-1	

U15	Boat-Trade1	1	45	
B84	Market1	1	-1	
U19	Boat-War1	1	45	
U17	Boat-Transport1	1	45	
B72	Wall_Small	5	-1	
R107	Wood_Working	1	84	
R108	Gold_Mining	1	84	
R109	Stone_Mining	1	84	
U83	Man	2	109	
B50	Farm	2	-1	
R81	Domestication	1	84	
R63	Axe	1	12	
U73	Soldier-Inf1	1	12	
C102	Bronze_Age	1	109	
T83	Man	2	109	2
U41	Soldier-Chariot2	1	87	
R5	Medium_War_Ship	1	45	
U19	Boat-War1	1	45	
R6	Merchant_Ship	1	45	
U15	Boat-Trade1	1	45	
R4	Fishing_Ship	1	45	
U13	Boat-Fishing1	1	45	
R32	Artisanship	1	84	
R28	Wheel	1	84	
B104	Temple1	1	-1	
T83	Man	1	109	2
U125	Priest	1	104	
B70	House	3	-1	
R21	Mysticism	1	104	
R22	Astrology	1	104	
R24	Polytheism	1	104	
R23	Jihad	1	104	
R43	Scale_Armor_-_Soldiers	1	103	
R44	Scale_Armor_-_Archers	1	103	
R45	Scale_Armor_-_Cavalry	1	103	
R51	Metal_Working	1	103	
R47	Bronze_Shield	1	103	
R13	Medium_Wall	1	68	
R12	Sentry_Tower	1	68	
B101	Stable1	1	-1	
U37	Soldier-Cavalry1	1	101	
U40	Soldier-Chariot1	1	101	
B0	Academy	1	-1	
U93	Soldier-Phal1	1	0	
R64	Short_Sword	1	12	
U75	Soldier-Inf3	1	12	
R65	Broad_Sword	1	12	
U75	Soldier-Inf3	1	12	
U41	Soldier-Chariot2	1	87	
R56	Improved_bow	1	87	
B70	House	3	-1	
U5	Soldier-Archer2	1	87	
R57	Composit_bow	1	87	
U5	Soldier-Archer2	1	87	
B82	Government_Center	1	-1	
B49	Siege_Workshop	1	-1	
U35	Soldier-Catapult1	1	49	
R34	Nobility	1	82	

R112	Architecture	1	82
R31	Plow	1	84
B103	Storage_Pit1	1	-1
C103	Iron_Age	1	109
U39	Soldier-Cavalry3_Arc	1	87
R80	Irrigation	1	84
R7	Trireme	1	45
R8	Heavy_Transport	1	45
R9	Trireme_with_Catapult	1	45
U250	Boat-War4	1	45
R19	Monotheism	1	104
R20	Fanaticism	1	104
R18	Afterlife	1	104
R30	Coinage	1	84
R110	Craftmanship	1	84
R111	Siege_Craft	1	84
R37	Alchemy	1	82
R114	Writing	1	82
R35	Engineering	1	82
R113	Aristocracy	1	82
R106	Balistics	1	82
R15	Guard_Tower	1	68
B79	Watch_Tower	1	-1
R14	Fortifications	1	68
B72	Wall_Small	1	-1
R48	Chain_Mail_-_Soldiers	1	103
R49	Chain_Mail_-_Archers	1	103
R50	Chain_Mail_-_Cavalry	1	103
R52	Metalurgy	1	103
R117	Iron_Shield	1	103
R54	Heavy_Catapult	1	49
U11	Soldier-Balista	1	49
U25	Soldier-El_Archer	1	87
R66	Long_Sword	1	12
U75	Soldier-Inf3	1	12
R71	Heavy_Cavalry	1	101
U37	Soldier-Cavalry1	1	101
U46	Soldier-Elephant	1	101
R73	Phalanx	1	0
U93	Soldier-Phal1	1	0
R25	Juggernaught	1	45
U277	Boat-War5	1	45
R2	Catapult_Tower	1	68
B79	Watch_Tower	1	-1
R27	Helepolis	1	49
U11	Soldier-Balista	1	49
R36	Massive_Catapult	1	49
U35	Soldier-Catapult1	1	49
R79	Centurion	1	0
U291	Soldier-Phal3	1	0
R38	Heavy_Horse_Archer	1	87
U39	Soldier-Cavalry3_Arc	1	87
R78	Cataphracts	1	101
U37	Soldier-Cavalry1	1	101
R77	Legion	1	12
U282	Soldier-Inf6	1	12
B276	Wonder	1	-1

//End