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Age of Empires is back - discover what's new in the Definitive Edition. Conquer your enemies with more powerful units and unify their civilization to win the game! "Age of Empires: Definitive Edition" includes all the original content from Age of Empires, Age of Empires: The Rise of Rome, and Age of Empires II: The Age of Kings.

Age of Empires: Definitive Edition enhancements include:

Improved Graphics - An upgraded game engine, all-new lighting systems, particle effects, rendering and textures bring the game to life in 4K Ultra HD resolution.

Campaigns - Includes both Age of Empires and Age of Empires II campaigns; each campaign is updated with developer commentary.

Multiplayer - Featuring new competitive multiplayer modes, matchmaking, lobbies, and more. Play the original skirmish mode with fully updated balance and gameplay.

New Environments - New environments bringing stunning backdrops to your favorite classic maps; snow-capped mountains; lush jungles; burning deserts; frozen arctic landscapes.

New Civilizations - New civilizations bring an exciting twist to the original roster of eight playable civs. Each civilization can be further customized to fit your playstyle through unit aesthetics, abilities, and elite units.

Historical Units - A new arsenal of historically accurate units for each civilization will soon be available in-game.

Quality of Life Improvements - UI improvements, faster game loading, new tutorials, improved combat animations and more will make this one of the most enjoyable AoC re-release yet!

The music was composed by Trevor Morris at Orchestralia. This original music was recorded using the following instruments:

Steve Copeland directed the Orchestral Recording at Whitfield Street Studios in London. The Orchestra was conducted by Andrew Skeet. The Audio Production was completed at Whitfield Street Studios in London by Maciek Liskiewicz, assisted by Matt Pemberton. The Audio Post-Production was completed at The Orcasound Group in Santa Monica, California by Steve Copeland, Wes Dooley & Winnie Chang.

A spin-off game, Age of Empires: Castle Siege was released on Windows Phone on October 29, 2012, for Windows 8/RT on October 30, 2014 and for iOS and Android on August 17, 2016. It features the same gameplay mechanics as "Age of Empires II HD", but with a card-based system in place of the normal tech tree. "Age of Empires II HD Edition", also stylized as "Age of Empires II HD" is a remastered version of the original game developed by Forgotten Empires with Gas Powered Games' assistance.

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