

1999 Age

Age of Empires

Definitive Editions of both Age of Empires II and Age of Empires III. Age of Empires II: The Age of Kings, released on September 30, 1999, used the Genie game engine - Age of Empires is a series of historical real-time strategy video games, originally developed by Ensemble Studios and published by Xbox Game Studios.

The first title in the series, Age of Empires, focused on events in Europe, Africa and Asia, spanning from the Stone Age to the Iron Age; the expansion game explored the formation and expansion of the Roman Empire. The sequel, Age of Empires II: The Age of Kings, was set in the Middle Ages, while its expansion focused partially on the Spanish conquest of the Aztec Empire. Age of Empires III and its two expansions explored the early modern period, when Europe was colonizing the Americas and several Asian nations were on the decline. Another installment, Age of Empires Online, takes a different approach as a free-to-play online game utilizing Games for Windows Live. A spin-off game, Age of Mythology, was set in the same period as the original Age of Empires, but focused on mythological elements of Greek, Egyptian, and Norse mythology. The fourth main installment in the series, Age of Empires IV, was released on October 28, 2021, also focusing on the Middle Ages.

The Age of Empires series has been a commercial success, selling over 25 million copies. Critics have credited part of the success of the series to its historical theme and fair play; the artificial intelligence (AI) players have fewer advantages than in many of the series' competitors.

Age of Wonders

Age of Wonders is a 1999 turn-based strategy game co-developed by Triumph Studios and Epic MegaGames, and published by Gathering of Developers. Age of Wonders is a 1999 turn-based strategy game co-developed by Triumph Studios and Epic MegaGames, and published by Gathering of Developers.

Age of Wonders underwent a long production cycle, and was originally developed under the name World of Wonders. In 1997, the team scrapped its existing work and restarted development, which resulted in Age of Wonders.

The game won positive reviews and was a moderate commercial success, with global sales of roughly 200,000 units by 2001. It began a franchise and was followed by five sequels: Age of Wonders II: The Wizard's Throne, Age of Wonders: Shadow Magic, Age of Wonders III, Age of Wonders: Planetfall, and Age of Wonders 4. In 2010, the first game was re-released on GOG.com and Steam.

Age of Empires II

Age of Empires II: The Age of Kings is a real-time strategy video game developed by Ensemble Studios and published by Microsoft. Released in 1999 for Windows and Macintosh in 2001, it is the second game in the Age of Empires series. The Age of Kings is set in the Middle Ages and contains 13 playable civilizations. Players aim to gather resources, which they use to build towns, create armies, and defeat their enemies. There are 5 historically based campaigns, which conscript the player to specialized and story-backed conditions, and 3 additional single-player game modes;

multiplayer is also supported.

Despite using the same game engine and code similar to its predecessor's, development of The Age of Kings took a year longer than expected, forcing Ensemble Studios to release Age of Empires: The Rise of Rome in 1998 instead. The design team focused on resolving significant issues in Age of Empires, but noted on release that some problems remained.

Reception of Age of Empires II was highly positive. The significant number of new features was praised, as were the gameplay improvements. 3 months after its release, two million copies of Age of Empires II had been shipped, and it topped sales charts in seven countries. The game won multiple awards and is today considered a classic of its type, having had a significant impact on future games in its genre. The original Age of Empires II and its 2000 expansion pack, The Conquerors, were later released as The Gold Edition. Age of Empires II is often considered one of the greatest games ever made.

An updated high-definition graphics version of the game, Age of Empires II: HD Edition, was released in 2013. The HD Edition includes the original game and the expansion The Conquerors, as well as new campaigns, civilizations, and updated graphics for high-resolution displays. A remaster, Age of Empires II: Definitive Edition, was released in November 2019.

Age of Empires (video game)

original Age of Empires and the expansion pack were later released as "The Gold Edition". The first sequel, Age of Empires II, was released in 1999. Age of - Age of Empires (AoE) is a 1997 real-time strategy video game based on history, developed by Ensemble Studios and published by Microsoft, and the first game in the Age of Empires series. The game uses the Genie Engine, a 2D sprite-based game engine. The game allows the user to act as the leader of an ancient civilization by advancing it through four ages (the Stone, Tool, Bronze, and Iron Ages), gaining access to new and improved units with each advance.

Originally touted as Civilization meets Warcraft, some reviewers felt that the game failed to live up to these expectations when it was released. Despite this, it received generally good reviews, and an expansion pack, titled The Rise of Rome, was released in 1998. The game is now generally regarded as one of the best video games ever made. Both the original Age of Empires and the expansion pack were later released as "The Gold Edition". The first sequel, Age of Empires II, was released in 1999. Age of Empires: Definitive Edition, a remastered version of the game, was released on February 20, 2018.

Iron Age

The Iron Age (c. 1200 – c. 550 BC) is the final epoch of the three historical Metal Ages, after the Copper Age and Bronze Age. It has also been considered - The Iron Age (c. 1200 – c. 550 BC) is the final epoch of the three historical Metal Ages, after the Copper Age and Bronze Age. It has also been considered as the final age of the three-age division starting with prehistory (before recorded history) and progressing to protohistory (before written history). In this usage, it is preceded by the Stone Age (subdivided into the Paleolithic, Mesolithic and Neolithic) and Bronze Age. These concepts originated for describing Iron Age Europe and the ancient Near East. In the archaeology of the Americas, a five-period system is conventionally used instead; indigenous cultures there did not develop an iron economy in the pre-Columbian era, though some did work copper and bronze. Indigenous metalworking arrived in Australia with European contact. Although meteoric iron has been used for millennia in many regions, the beginning of the Iron Age is defined locally around the world by archaeological convention when the production of smelted iron (especially steel tools and weapons) replaces their bronze equivalents in common use.

In Anatolia and the Caucasus, or Southeast Europe, the Iron Age began c. 1300 BC. In the ancient Near East, this transition occurred simultaneously with the Late Bronze Age collapse, during the 12th century BC. The technology soon spread throughout the Mediterranean basin region and to South Asia between the 12th and 11th centuries BC. Its further spread to Central Asia, Eastern Europe, and Central Europe was somewhat delayed, and Northern Europe was not reached until c. the 5th century BC.

The Iron Age in India is stated as beginning with the ironworking Painted Grey Ware culture, dating from c. 1200 BC to the reign of Ashoka in the 3rd century BC. The term "Iron Age" in the archaeology of South, East, and Southeast Asia is more recent and less common than for western Eurasia. Africa did not have a universal "Bronze Age", and many areas transitioned directly from stone to iron. Some archaeologists believe that iron metallurgy was developed in sub-Saharan Africa independently from Eurasia and neighbouring parts of Northeast Africa as early as 2000 BC.

The concept of the Iron Age ending with the beginning of the written historiographical record has not generalized well, as written language and steel use have developed at different times in different areas across the archaeological record. For instance, in China, written history started before iron smelting began, so the term is used infrequently for the archaeology of China. In Mesopotamia, written history predates iron smelting by hundreds of years. For the ancient Near East, the establishment of the Achaemenid Empire c. 550 BC is used traditionally and still usually as an end date; later dates are considered historical according to the record by Herodotus despite considerable written records now being known from well back into the Bronze Age. In Central and Western Europe, the conquests by the Roman Empire during the 1st century BC serve as marking the end of the Iron Age. The Germanic Iron Age of Scandinavia is considered to end c. AD 800, with the beginning of the Viking Age.

Stone Age

Deacon, Hilary John; Deacon, Janette (1999). *Human beginnings in South Africa: uncovering the secrets of the Stone Age*. Walnut Creek, California [u.a.]: Altamira - The Stone Age was a broad prehistoric period during which stone was widely used to make stone tools with an edge, a point, or a percussion surface. The period lasted for roughly 3.4 million years and ended between 4000 BC and 2000 BC, with the advent of metalworking. Because of its enormous timescale, it encompasses 99% of human history.

Though some simple metalworking of malleable metals, particularly the use of gold and copper for purposes of ornamentation, was known in the Stone Age, it is the melting and smelting of copper that marks the end of the Stone Age. In Western Asia, this occurred by about 3000 BC, when bronze became widespread. The term Bronze Age is used to describe the period that followed the Stone Age, as well as to describe cultures that had developed techniques and technologies for working copper alloys (bronze: originally copper and arsenic, later copper and tin) into tools, supplanting stone in many uses.

Stone Age artifacts that have been discovered include tools used by modern humans, by their predecessor species in the genus *Homo*, and possibly by the earlier partly contemporaneous genera *Australopithecus* and *Paranthropus*. Bone tools have been discovered that were used during this period as well but these are rarely preserved in the archaeological record. The Stone Age is further subdivided by the types of stone tools in use.

The Stone Age is the first period in the three-age system frequently used in archaeology to divide the timeline of human technological prehistory (especially in Europe and western Asia) into functional periods, with the next two being the Bronze Age and the Iron Age, respectively. The Stone Age is also commonly divided into three distinct periods: the earliest and most primitive being the Paleolithic era; a transitional period with finer tools known as the Mesolithic era; and the final stage known as the Neolithic era. Neolithic

peoples were the first to transition away from hunter-gatherer societies into the settled lifestyle of inhabiting towns and villages as agriculture became widespread. In the chronology of prehistory, the Neolithic era usually overlaps with the Chalcolithic ("Copper") era preceding the Bronze Age.

The Archaeology of the Americas uses different markers to assign five periods which have different dates in different areas; the oldest period is the similarly named Lithic stage.

Erana James

Erana James (born February 17, 1999) is an actress from New Zealand. She is best known for her role as Toni Shalifoe in the TV series *The Wilds* (2020–2022) - Erana James (born February 17, 1999) is an actress from New Zealand. She is best known for her role as Toni Shalifoe in the TV series *The Wilds* (2020–2022).

Matheus Cunha

Matheus Santos Carneiro da Cunha (born 27 May 1999) is a Brazilian professional footballer who plays as a forward, attacking midfielder, or winger for - Matheus Santos Carneiro da Cunha (born 27 May 1999) is a Brazilian professional footballer who plays as a forward, attacking midfielder, or winger for Premier League club Manchester United and the Brazil national team.

Cunha played youth football in Brazil for Coritiba. At the age of 18, he moved to Europe to join Swiss club Sion. He then played for Bundesliga clubs RB Leipzig and Hertha BSC, before joining Atlético Madrid in August 2021. In January 2023, he moved to Wolverhampton Wanderers, initially on loan.

Cunha won a gold medal with the Brazil under-23 team at the 2020 Summer Olympics. He made his senior international debut in September 2021.

1999

1999 January February March April May June July August September October November December
Wikimedia Commons has media related to 1999. 1999 (MCMXCIX) - 1999 (MCMXCIX) was a common year starting on Friday of the Gregorian calendar, the 1999th year of the Common Era (CE) and Anno Domini (AD) designations, the 999th year of the 2nd millennium, the 99th year of the 20th century, and the 10th and last year of the 1990s decade.

1999 was designated as the International Year of Older Persons.

New Age

Handbook of New Age. Boston: Brill Academic Publishers. ISBN 978-90-04-15355-4. Saliba, John (1999). *Christian Responses to the New Age Movement: A Critical* - New Age is a range of spiritual or religious practices and beliefs that rapidly grew in Western society during the early 1970s. Its highly eclectic and unsystematic structure makes a precise definition difficult. Although many scholars consider it a religious movement, its adherents typically see it as spiritual or as a unification of mind, body, and spirit, and rarely use the term New Age themselves. Scholars often call it the New Age movement, although others contest this term and suggest it is better seen as a milieu or zeitgeist.

As a form of Western esotericism, the New Age drew heavily upon esoteric traditions such as the occultism of the eighteenth and nineteenth centuries, including the work of Emanuel Swedenborg and Franz Mesmer, as well as Spiritualism, New Thought, and Theosophy. More immediately, it arose from mid-20th-century

influences such as the UFO religions of the 1950s, the counterculture of the 1960s, and the Human Potential Movement. Its exact origins remain contested, but it became a major movement in the 1970s, at which time it was centered largely in the United Kingdom. It expanded widely in the 1980s and 1990s, in particular in the United States. By the start of the 21st century, the term New Age was increasingly rejected within this milieu, with some scholars arguing that the New Age phenomenon had ended.

Despite its eclectic nature, the New Age has several main currents. Theologically, the New Age typically accepts a holistic form of divinity that pervades the universe, including human beings themselves, leading to a strong emphasis on the spiritual authority of the self. This is accompanied by a common belief in a variety of semi-divine non-human entities such as angels, with whom humans can communicate, particularly by channeling through a human intermediary. Typically viewing history as divided into spiritual ages, a common New Age belief posits a forgotten age of great technological advancement and spiritual wisdom that declined into periods of increasing violence and spiritual degeneracy, which will now be remedied by the emergence of an Age of Aquarius, from which the milieu gets its name. There is also a strong focus on healing, particularly using forms of alternative medicine, and an emphasis on unifying science with spirituality.

The dedication of New Agers varied considerably, from those who adopted a number of New Age ideas and practices to those who fully embraced and dedicated their lives to it. The New Age has generated criticism from Christians as well as modern Pagan and Indigenous communities. From the 1990s onward, the New Age became the subject of research by academic scholars of religious studies.

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