AGE OF WONDERS 3 MANUAL pdf

1: Full text of "Age of Wonders II Manual"

No, we put the manual in game to ensure we could keep it up to date. That makes it hard to get it to you in a PDF format.

Gameplay[edit] An Elven city left with its own and rival armies placed on a world map view. Age of Wonders III, like the previous games in the series is a turn-based strategy game set within a high fantasy universe where the player assumes the role of a political-military leader. Gameplay is 4X -based explore, expand, exploit and exterminate where players explore the world map, slowly building an empire through colonization, warfare and diplomacy with rival powers. There are six available races in the initial release: The "Sorcerer" class emphasizes the use of magic for enchantments and summoning powerful units. If the city retains its native population, the player can recruit units of other races besides their own while the player can at any time after absorbing a city into their empire migrate a different population to that city while also being an act of "evil" for their alignment. Different city races are affected by the type of terrain, determining how well they thrive, for example dwarves prefer mountainous landscapes over tropics. Migrating the population or the non-evil act of terraforming the landscape through spells can alleviate this. Quests can grant the support of independent forces for player in addition to a reward such as gold or equipment, sometimes with the choice of either given to the player upon completion of the quest. In addition to the campaign; single-player scenarios, online multiplayer, random map generation and a map editor are also available. Battles take place on separate 3D battlefields on a hexagon-grid layout of movement. When two rival players forces engage, either in open battle or during a siege of a city, combat takes place in a separate phase of gameplay within a hexagon grid-based 3D battlefield where units are designated movement and space. Both sides take turns to move and utilize their units while also being able to grant abilities that can enhance their effectiveness in combat, including magical spells that can also be used to boost unit capabilities, summon in new units and call down potentially very devastating area of effect attacks. Spells that leaders have learnt are usable in every battle regardless of his or her presence while others require hero units to be present, spell usage being limited by their mana pool. Units can also make use of the battlefield environment, such as defensive walls during city sieges, foliage and being able to make use of a flanking manoeuvre where attacks from a units rear can be more effective. For example, if a unit does not move during their turn, they can perform up to three actions with the surrounding hexes displayed as green to the player, whereas if they move, they would appear orange and could now only perform two actions and finally one with red hexes. Other options include the ability to just sprint or guard, greatly raising movement and defense respectively and evoking various different status effects such as stuns and poisons and damage enemy units that move into adjacent hexes. The elves split into two factions. The son of the slain king Inioch, Meandor, led the dark elves and the Cult of Storms, a group that intended to wipe out the humans. These factions and others clashed in the Valley of Wonders, around the ruins of the razed elven court. The High Elf race was founded many years later when Julia married a dark elf and reunited their two races. Meanwhile, the Commonwealth Empire began as a joining of races for mutual protection and the sharing of knowledge. Though it set out with benign intentions, once the Empire was through expanding, humans seized power and pushed forward with technology and commerce. The Elven Court takes exception to this, and wants to rally the ancient races to stand in defense against imperial ambitions, hence the central conflict of Age of Wonders III. During a meeting at the Council of Origins, Thannis is killed and Gamblag blames both Sundren and Thannis of treachery, declaring war on Sundren and joining the Commonwealth. Sundren and Reskar then proceed to establish a haven for Draconians, meeting the Goblin Theocrat Nomlik in these lands. With his help, along with the help of the Orcish Sorcerer Groshak, they manage to defeat all opposition in these lands, including a Commonwealth Dreadnought draining the lands. As Reskar rules over his haven, Sundren and Nomlik strike a serious blow at the Commonwealth by destroying the Commonwealth factories in Xablor Province and defeating the High Priest Voraditius, freeing many enslaved goblins in the province. After a few battles, Sundren meets Merlin, who reveals that the Shadowborn, a secretive organization of which Isabella is part of, planned to push the Elven Court and the

Commonwealth towards war. Sundren is then given a choice: If Sundren chooses to stop the war, Groshak leaves her in disgust while she forms the Torchbearers, a third neutral party dedicated to hunting down the Shadowborn. Sundren offers peace to Isabella, but the shadowborn pirate rejects the proposal, leaving Sundren no choice but to rid the Sapphire Archipelago of her while sparing the human populations. She also frees Bormac Orcsbane, a Dwarven Dreadnought hero who becomes sympathetic to the Torchbearer cause. After Werlac falls in battle, he proceeds to retreat from the region, leaving Sundren and her party to deal with the remaining opponents. They manage to defeat all of them just in time to reach the center of battlefield between the Elven Court and the Commonwealth. Merlin gives her a magic wand that gives the user the ability to reroute the throne teleport to a special holding place; his plan is to capture both King Saridas and Emperor Leonus in order to bring the war to the end. Together, Sundren and the Torchbearers, along with Edward Portsmith succeed and show the evidence about the Shadowborn to both leaders, and their animosities quickly fade. The Torchbearers proceeds to enter both the Commonwealth and the Elven Court to hunt down the remaining Shadowborn agents. Laryssa then proceeds to study the gem when she goes missing along with the gem, with Svengir being suspected of stealing the gem. As they approached him, Svengir reveals that he never stole the gem and orders the Drugal and Gormsog to betray and crush both Valery and Edward. Fending off attacks, they manage to defeat Svengir and both traitorous dwarves, only to find Laryssa and the gem not in the province. Laryssa is then revealed to have taken the gem with her and was branded a traitor. Edward is ordered to find and kill her. On the way, they meet the Orcish Rogue Sulthor and the Draconian Carishar, who claims to have been attacked by Laryssa. As Edward makes contact with Laryssa, she reveals her true intentions and Edward is given a choice: Development[edit] Following a digital re-release of the original series of games, Age of Wonders III was later announced on February 6, Development first began in , [19] with many of the original developers of the previous games having returned, with development being led by studio founders Lennart Sas and Arno van Wingerden, while technical producer Djurre van Dijk and game designer Arnout Sas also returned. Ray Bingham is the story writer. Triumph Studios got into contact with Mojang following the mention of their series with the random blurb for the title screen of Minecraft, leading them to show a demo of the current development stage at the time, including with other potential publishers. Lennart Sas at Triumph stated that "His biggest concern was that it would cost him a lot of time, so it helped that we made this sort of game before and were at an advanced stage of development. Release[edit] Though originally intended for release in late , it was pushed back to early to allow for a greater investment of time and resources. A new mode called "Seals of Power" allows an additional victory condition where players must seize and defend a number of independently guarded seals randomly placed across each map. This expansion is more substantial - featuring two new playable races, the humanoid ice dweller "Frostlings" and the bipedal - feline "Tigrans" from previous Age of Wonders. The second major addition is a new Necromancer class for all races who specializes in raising the dead, ghoul versions of race specific units and spreading disease. Both major additions come with further new units, abilities and play styles. The expansion also features new mechanics to the core gameplay such as new specializations for good, neutral and evil alignments including powerful new units and powers and considerations for race relations that can impact empire development and diplomacy. In addition, cosmic happenings that can alter or provoke players on the map and a new "Unifier" victory type for both randomly generated and new pre-set games where players must construct unity beacons in order to win. A new campaign story about the struggling Frostling kingdom from the point of view of the Frostling Necromancer Arvik the Dark incorporates the new elements, giving player choice throughout the story. Many of the tracks from the original game were remade; Van den Bos noted that the newer technology available has allowed him to create these tracks as they "sounded in his head" when he was working on original Age of Wonders.

2: Is there a PDF Manual? :: Age of Wonders III Allgemeine Diskussionen

The Tome of Wonders within the game is the manual. Well, or at least the closest thing to an official manual you can get. Well, or at least the closest thing to an official manual you can get. Still, I feel your pain.

This section does not cite any sources. Please help improve this section by adding citations to reliable sources. Unsourced material may be challenged and removed. July Learn how and when to remove this template message The game has a single-player campaign, playable from two sides more campaigns have been made by the community since release , and many maps, both included and user-created that can be played in Hotseat mode, over a LAN , on the Internet, or by email PBEM. Up to 12 players can participate in a single game, depending on the map. Players have an isometric view of the map, which consists of hexagonal tiles , and can have up to three layers surface, caverns, and depths. Units are arranged into groups also known as parties or stacks of up to eight units; a single such group occupies one tile. Cities occupy between one and four tiles, and other structures generally occupy a single tile. Each player leads a certain race. There are 12 races available in the game, though not all of them may be present on every map, and of those which are, not all may be playable. Races, as well as units not belonging to any specific race, such as dragons and giants, have a certain alignment , which can be good, neutral, or evil. According to their alignment and certain other factors, cities and independent units of one race can be friendly or hostile towards another race. This can manifest itself in different ways; for example, an orc city is not likely to surrender to the elves, and if conquered, may revolt unless there is a strong military presence in it to oppress the population. Units of hostile races forced to fight alongside each other in a single group will have lower morale, and are more likely to desert. Race relations can be improved by acts of goodwill towards other races, such as upgrading their cities, or hampered by razing, looting, or migrating cities belonging to that race. Diplomacy can also affect this and even an alliance with one race might affect the relation of another race. There are also several spells which have a global effect on race relations. There are two resources, gold and mana. Gold is used to build units, buy heroes, cities and spells in Wizard Towers , upgrade cities. Mana is used to cast and research spells and use altars. Turn system[edit] Units within the game have a limited number of movement points, which are replenished at the beginning of each turn. Two turn systems are used - sequential or "classic" , where players take their turns in order, or simultaneous, where all players can move units at once. In practice, actions in the latter system are added and executed via a queue. Simultaneous turns are only available in single player and live multiplayer games; PBEM and hotseat games, and all combat, use the sequential turn system. Units[edit] Units can be built in cities, which can be further upgraded to produce more advanced units. Also, wandering independent not belonging to any player groups of units can be hired, if they are well-disposed towards the player. Units may have different strength, reflected by their level, which can vary from 1 to 4. Units under player control require a certain amount of gold every turn as an upkeep, the size of which depends upon the level of the unit. Summoned units use mana for upkeep instead of gold. Units have several parameters, namely attack, defence, damage, resistance, movement points and hit points. They may also have special abilities such as Archery, Fearless or Swimming. Units earn experience for killing other units. The amount of experience earned depends on the number of enemy units killed as well as their level - the level of the enemy killed is the amount of experience gained. Upon earning a certain amount of experience, the unit gets a silver medal, and later on a gold one. Higher level units require more experience to earn medals. Units with medals also get slight increases to their basic parameters, or otherwise improve their combat performance. Heroes earn experience points just like all other units do; however, instead of getting medals for it, they gain levels to a maximum of level Upon reaching the next level, they get a number of skill points, which a player can then spend to improve their parameters and teach them special abilities. This point system is similar to that used in many role-playing video games. In addition to that, heroes are the only units in the game which can learn the Spell Casting special ability, allowing them to cast spells. The Spell-Casting special ability can be upgraded from level I to level V. Some spells require many turns to cast even with level V Spell-Casting. Heroes can not work together to cast one spell - each must cast it individually. Unlike common units, heroes can be brought

from dead by magical means, although such experience will greatly decrease their morale. All have different mana costs depending on how advanced they are, and some of the more powerful unit and global spells can take more than one turn to cast. Counterspells to block and dispel unit and global enchantments are also available. Each spell furthermore belongs to one of the eight spheres of magic: All players can research spells from the Cosmos sphere, but they are usually the weakest. In addition to those two, each player has at least one, and, depending on the number of spheres allowed by the map, up to three spheres in which he chooses to specialise; he can only research spells from his spheres though he can buy spells from other spheres in wizard towers. As many as 7 spheres can be taken, with a maximum of 4 in one type. Opposite spheres cannot be taken: Mana, the magical energy required to research and cast spells, is channeled from magic nodes. Some of those are generic, and provide equal though small amount to caster of any sphere. Others are linked to one of the elemental planes, and only channel a specific kind of energy; thus, a Fire node, for example, can only be used by a player who chose the Fire sphere. Combat[edit] Combat is initiated by one player attempting to move a stack onto a hex occupied by another player. Tactical combat is only available on single player maps, against independent units in PBEM games, and optionally against human players in live multiplayer games. Both forms of combat use the sequential turn system. Spells may be cast during combat, though global spells are disabled. Combat spells may target a unit or a group of units of the enemy collectively, damaging or temporarily handicapping them. Handicaps are usually introduced alongside direct damage, and vary from short-term paralysis to poisoning or a curse. Most spells have a maximum range. All ranged attacks including some types of spells , and some melee strikes can result in friendly fire. For example, an archer firing an arrow at a target can hit and injure a friendly unit if it is on the line of fire. Unit parameters and special abilities play a heavy role in combat. Physical attacks such as archery target defence, while other attacks such as venomous spit target resistance. While most commonly only physical damage is dealt, sometimes attacks are partially or fully magical in nature, and can result in additional negative effects on the target: Cities[edit] Cities are probably the most important landmarks of the game. Also, capturing cities helps boost your income, which, in turn, helps to support your army. Cities are normally easy to capture. If a city is unoccupied, then a player should have no trouble just riding in and claiming the city. However, if the city is occupied, the player should be prepared for some resistance. Once inside, it may be a good idea to "migrate" the city. By doing this, the city changes to fit the needs of your race. This is important if the occupying race is not one of your allies. Otherwise, the city will most likely rebel. This will make them harder for enemy units to capture. Altars[edit] Scattered across the board are a series of structures known as altars. These altars harness different types of magic and can be used as large-scale weapons. To fire off an altar, a player must first take control of it, then target a spot on the board within a certain range , then click to cast the spell over the targeted area. Altars require mana to fire. Each turn, they accumulate 50 mana charge, requiring 10 turns to fully recharge. Players with enough mana crystals may fire an altar multiple times sequentially without recharging. AI[edit] Both computer-controlled players and independent units on the game board can have several different AIs modes. Independent units seeking refuge will join you for free, while independent units guarding an area or location will never join you, and sometimes attack. Computer-controlled players, likewise, have a number of different personalities to choose from. The "defender" will simply sit there doing nothing. Increased AI difficulty is achieved by giving the player bonus gold, bonus mana and bonus exp to heroes each turn. There have been many criticisms of the AI, leading some players to adopt self-imposed restrictions to make the game enjoyable: In tactical combat, the AI can be "baited" into engaging unfavourably, or chasing one unit around while other units take pot shots at it. The AI will not specifically target enemy leaders, even though doing so could mean the elimination of an enemy player. The AI will not suspect diplomatic backstabbing i. The AI will not explore ruins, equip items or learn spells from wizard towers. The AI does not heed diplomatic consequences, sometimes leading to mass-desertion and mass-rebellion from their armies and cities. July Map editor[edit] The Age of Wonders came with a basic map editing utility "AoWEd", that allows players to create their own scenarios or to edit existing scenarios included in the game. However, script editing was limited to only message pop-ups and a few time-out events. Many of such carefully crafted scenarios have been touted as being of higher quality than that which came with the game. Reasonably manageable file sizes

makes it easy for players to download and exchange maps. Most map sizes are less than kb; the largest of map files are about kb. Having scenario makers actively utilising the AoWEd to make new scenarios meant that players were almost never in short supply of new maps to try out and enjoy.

3: Is there a PDF Manual? :: Age of Wonders III General Discussions

Age of Wonders III Game Guide & Walkthrough It's a modern version of the classic series! This guide for the Age of Wonders III is a description of all of the most important elements of the game, as well as detailed hints concerning both campaigns and their endings.

Edit Queen Julia, Saridas, and their daughter. Before the events of the first game, the elven court was decimated by humans, an invasive race new to the Blessed Continent at the time. The elves split into two factions. The son of the slain king Inioch, Meandor, led the dark elves and the Cult of Storms, a group that intended to wipe out the humans. These factions and others clashed in the Valley of Wonders, around the ruins of the razed elven court. The High Elf race was founded many years later when Julia married a dark elf and reunited their two races. Meanwhile, the Commonwealth Empire began as a joining of races for mutual protection and the sharing of knowledge. Though it set out with benign intentions, once the Empire was through expanding, humans seized power and pushed forward with technology and commerce. Gameplay is chiefly concerned with exploration, resource and infrastructure management, and defeating your opponents in battle, though diplomacy does figure in; one major game option in previous games in the series is whether or not more than one player can achieve victory by means of an alliance. Single-player scenarios, online multiplayer, random map generation, and an extensive map editor will offer a variety of gameplay experiences. Units have a limited number of movement points that are restored at the beginning of each new turn. In past games, there have been two modes of turn system - simultaneous, in which players can move their units all at once in the same turn, and classic, in which players take their turns in a predetermined order. New dynamics, such as flanking, have been added to make combat shorter, more intense, and more intuitive. Units now appear as multiple soldiers forming ranks instead of a single combatant, with the number of soldiers in each unit correlating with remaining hit points; this is to give combat the feeling of a battle between armies instead of a skirmish between adventuring parties. It should be noted that for the first time in the series, a full party no longer includes eight units, but six. The player can conquer these holdings, which will provide units like a city, or they can absorb them through diplomatic means by paying tribute and completing quests on their behalf. The development team is being led by founders Lennart Sas and Arno van Wingerden. Djurre van Dijk is the technical producer and Arnout Sas is on game design. Jimmy van der Have has been the chief liaison between the development team and the fan community on the official website. The development team frequently posts journals and solicits feedback on the forum. The community will be involved in testing the game, though to what extent has yet to be determined.

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Share Save Last Saturday, at about four in the morning, I found myself locked in a war of attrition with an angry orc. There I waited, biding my time, as my generals rallied new soldiers. A few dwarven prospectors, a human assassin and a pair of red dragons eventually joined our ranks. As I once again spurred my faithful giant lizard steed onward toward daylight, I could clearly make out cries of terror in the guttural patois of the ruling orcish class. In the end, I lost that fight. The orcs fell, but a few hundred turns later I was betrayed by a High Elf who had, up until that point, been a useful ally. Moments after my former ally ended my quest, I started a new one, this time as a Goblin religious zealot with a fondness for arson. Most of the time, players will find themselves navigating the overworld map, which resembles a lushly-detailed board game. A left-click selects units, towns or any other item on the map, while a right-click confirms orders to a unit or the casting of a spell. Think of it as a really excellent, comprehensive manual. Combat is also immediately accessible thanks to an intuitive, attractive shift in design. Here, up to six units from each army square off in turn-based combat. In Age of Wonders 3, as in many strategy games, cavalry beats foot soldiers, foot soldiers beat archers and archers beat cavalry. Dwarven footsoldiers, for instance, would basically be cannon fodder if not for their ability to throw rocks. That simple addition moves a standard footsoldier into the realm of legitimate threat, and each unit features this exact same kind of unexpectedly clever design. Age of Wonders 3 may offer only six basic types of armies, but the huge variety in individual units more than makes up for this minor flaw. Resources are key to victory, of course, and in Age of Wonders 3 your most crucial resources are towns. Towns build units, generate income and cast a large area of influence around themselves that serves as your native territory. Every town has a basic complement of units and structures it can construct, but each can also create certain racially dependent units. A human village is as unlikely to spawn a horde of goblins as a subterranean goblin village is to birth an armor-clad knight. Leaders hail from one of six classes and one of six races. Orcs are muscular beasts who excel at combat, while elves lend themselves well to ranged warfare. Likewise, the Rogue class relies on stealth and deception while the Arch Druid battles foes by summoning giant-sized versions of woodland creatures. Most gameplay modes actually use the death of your Leader as a loss condition but, more than that, Leaders are the units who guide your armies, capture locations on the overworld and cast devastating spells both in and out of combat. Generating a new map is simple: A list of sliders, ranging from Arctic, to Wetlands, to Volcanic, determines the geographical makeup of your new map, offering immense variety and a quick way to throw together a random adventure using only a few basic parameters. In 30 seconds you can create a unique, interesting map that will take 40 hours to complete. Compounding the wide range of scenarios the random map generator provides are two subterranean levels that can be applied to any map, effectively tripling their size. This is a deep experience backed by intricate mechanics and a concerted polish that makes gameplay immediately intuitive and rewarding. A few areas could benefit from being fleshed out by inevitable DLC, but Age of Wonders 3 is as glorious a resurrection as the series could have hoped for.

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6: No manual? - Age of Wonders III Message Board for PC - GameFAQs

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It is recommended you try the tutorial even if you are familiar with games similar to Age of www.enganchecubano.com's Manual Main Menu Title Screen Welcome to the Age of Wonders title screen. you can play a scenario with other people online.

9: Age of Wonders 3 review: Sleep when you're dead

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