



The Forgotten Empires

An Expansion for Age of Empires III, The Warchiefs and The Asian Dynasties.

GNRC Mod Team, Germany
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Introduction

Thank you for playing Age of Empires: The Forgotten Empires from the Global No Rush Community. This file contains an installation manual for TFE and some notes of safety. It represents the features from the old game and a summary of the new features..

The whole document should be read before installing the TFE expansion!

Since Age of Empires 3 is getting older and older and the release of The Asian Dynasties dates back several years and so it's time to regenerate this game!

We started in January 2009 to create our modification The Forgotten Empires. Our aim was to include new features, strategies, new units, buildings, technologies and nations by preserving the old ones. Even the game idea and the style should be retained.

Therefore it is possible in The Forgotten Empires to play old known civilizations like French or Dutch or even one of the eight new ones in multiplayer games. These nations concerning balance, will be adapted to the old ones to allow merging among each other.

The Forgotten Empires will be created by a team of the Global No Rush Community. As the name GNRC suggests the modification deals with no rush games.

The mod includes an entire new system for choosing your nation. For this reason the final determination for choosing the civilization occurs primary in game. This offers new strategies and possibilities concerning intelligence and hiding the own nation from the enemies.

8 complete new nations : Incans, Pirates, Egypts, Mongolians, Italians, East India Trading Company, Western Pacific Railroad Company, United States

GNRC Rules:

- use the Incan Chasqui Messenger technology to reduce trainpoints of your units on your current map.
- use the GNRC Wall System to reduce the number of walls around your town by enhancing the hitpoints and buildpoints and retain the same prevention as before. A more realistic view of your town, more place for creating buildings and much more big awesome battles be the result.

New treaty maps for no rush 40, 45, and 55 , some with day and night change will be included.

All rated [TFE] mod games will be captured at different rating platforms and even in the GNRC Rating.

We still work to balance the new and old nations.

Inhaltsverzeichnis

2	Installation	3
2.1	Information:	3
2.2	Instructions.....	3
3	TFE Preamble.....	4
3.1	The new nations	5
3.1.1	Inca.....	5
3.1.2	Pirates	5
3.1.3	Italians	5
3.1.4	Egypt.....	5
3.1.5	United States	6
3.1.6	Railroad Company	6
3.1.7	East India Trading Company.....	6
3.1.8	Mongolians.....	7
4	Changes at the old game	8
4.1	General changes.....	8
4.2	Unique civilizations:	9
4.2.1	Spain	9
4.2.2	Portuguese	9
4.2.3	Germans	9
4.2.4	Ottomans.....	9
4.2.5	Dutch	9
4.2.6	French	10
4.2.7	Russians	10
4.2.8	Sioux	10
4.2.9	Aztecs	10
4.2.10	Iroquois	10
4.2.11	Indians	11
4.2.12	Chinese.....	11
4.2.13	Japanese	11
5	Final statement.....	12
6	Credits	13

1 Installation

1.1 Information:

Please make sure you have installed Age of Empires III, Age of Empires III: The Warchiefs and Age of Empires III: The Asian Dynasties correctly. Deactivate any other modifications.

1.2 Instructions

Step 1: Run the installation process by opening the tfe_1_2.exe.

Step 2: Follow the install instructions.

Step 3: Exit the install program and run TFE from your desktop by opening the TFE Launcher.

Step 4: Examine this mod as you would do it with any other "new game". The old game exists, but it has been extremely modified.

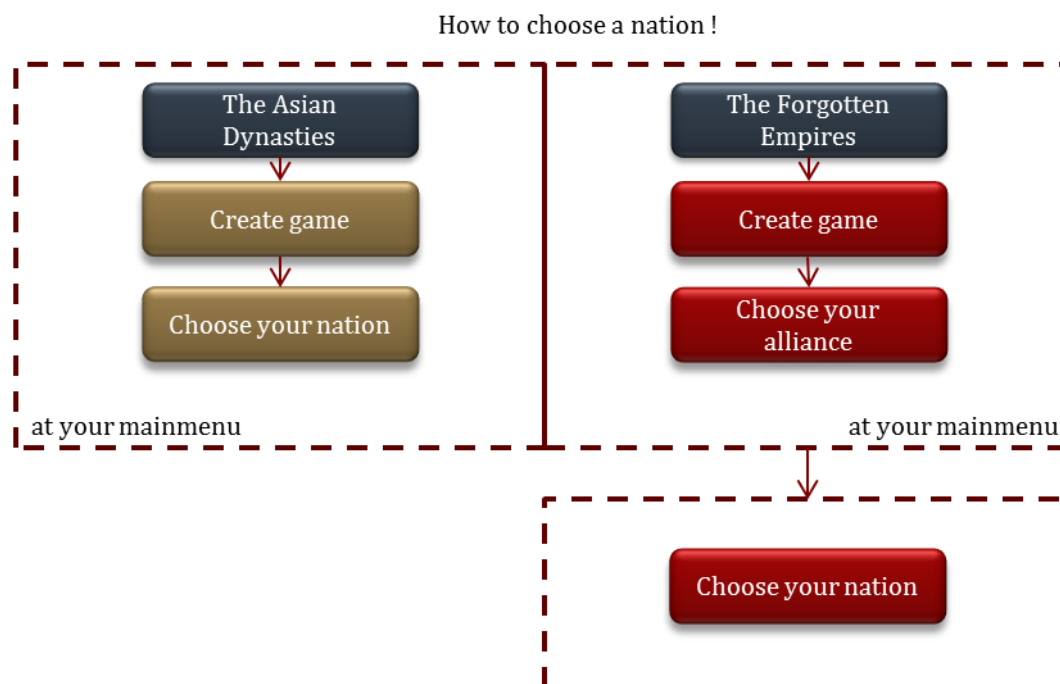
Every player has the possibility to play the TFE nations or the good old ones!

Everybody gets one's money's worth.

2 TFE Preamble

The old game has been adapted for treaty gameplay in the expansion. In addition there are numerous new features.

- At the moment TFE is a treaty - expansion and is balanced for 'treaty 40min - no blockade' only. Of course you may play with 'treaty 45' and more, too.
- TFE will be released with a revolutionary new "Civ choosing" system. Pregame discussions about which player gets which nation will no longer exist.



- 17 new maps; 6 new natives; new formations, buildings, units and technologies.
- Exploring the map and knowing the enemy is more important than before.
- Our new "Age Up System" creates more variety between the players.
- New units, buildings, technologies and maps are included.
- Every new nations has got its own new unique features and abilities! It was not our aim to copy the existing bonuses, technologies etc..
- The night and day feature on some maps will guarantee more gameplay varieties.
- New more effective treasures for treaty players.
- New rules are directly available in the main menu (create game). your town and more space for buildings and much more big awesome battles.
- use the Incan Chasqui Messenger technology to reduce the train points of the units on the current map.
- use the GNRC Wall System to reduce the number of walls around your town by increasing the hitpoints and buildpoints and keep the protection as before. You will get a more realistic appearance of your town.

2.1 The new nations

2.1.1 Inca

- A huge empire with a unique religion and specific dances.
- There are no fields and plantations, but berry bushes and gold mines.
- The military is composed almost exclusively of infantry. Only tame orang-utans can be trained as cavalry replacement
- Shamans are made available after a certain time, they can either dance or heal very effectively.
- There an They can perform an economic sheep dance, which increases the collection gathering rate of settlers villagers.
- A 'Bavarian Malzbiertanz' revitalizes the explorer.

2.1.2 Pirates

- A horde of bandits who choose her clients at the consulate and obtain bonuses.
- The economy is running by slaves, which can be bought in only a small number and which have a relatively low collection rate.
- The temporal progress provides several options for improving the economy.
- There are many bandits as military units, which should protect the enormously heavy artillery.
- Melee cavalry is not available, but there are some barbarian pirates with high speed.
- The captain, filling the role of scout, has no special attack against treasure guardians, but he can reveal the field of view of the enemy for a short time periode..
- The pirates set up shelters, providing population and units. They can attack units like towers do.

2.1.3 Italians

- A Mediterranean nation, which has many features and innovations.
- There are no livestock pens, mills or plantations, but the Italians set up trade centers emporiums to produce the raw materials like shrines do. The gathering rate is raised here by settlers who work on it.
- The train limit for settlers is very limited. They work much more effective than other settlers, but also cost more population space and raw materials.
- These settlers, however, cannot build new structures. There is the Italian masterbuilder that can be formed only in small numbers, This units can build buildings faster than normal settlers.
- The scout has the ability to explore the map and can create a short-lived hot-air balloon to spy.

2.1.4 Egypts

- Another Mediterranean nation with an Indian style and Indian-origin units.
- The rice industry is enhanced by a unique temple that can be ordered from the homecity. The rate of nearby settlers can be greatly enhanced by this temple and its ceremonies.

- Well-known units of the Indians form the main military.
- In addition, the Egyptians have the most effective archers in the game.
- Villagers can only build walls, trading posts and town centers
- Rickshaws can be transformed into any building with the exception of town centers
- The scout is the central point of the army. He can train building-rickshaws and can be upgraded significantly.

2.1.5 United States

A nation of patriotic colonists fighting for the independence of America.

Food is produced by intensive livestock farming. Focus are the ranches that create free cows and technologies for the livestock industry.

Strong farmers are responsible for feeding the cows and gathering the materials.

Several buildings also produce bundles of wood, food or coin boxes.

The military is incredibly versatile. A large number of unique units have extreme strengths but also great weaknesses.

After every new age advance a new hero will be created. Every hero has new and unique special features.

2.1.6 Railroad Company

- The railroad company was hired for the development of the iron horse.
- There is a normal build order with mills and plantations, without anything special.
- However, for the procurement of resources only women are employed.
- There is no church and no arsenal.
- Field hospitals and surgeons can heal units and provide some technologies.
- The most outstanding feature is the stagecoach, which ensure that the units retain their posts. Otherwise, the units would just die, so the coach is essential.
- The homecity offers the possibility to request several brigades. They would reinforce the railway company on the battle field.

2.1.7 East India Trading Company

- The British East Indian Trading Company is mixed with European and Asian technologies.
- There are no mills, but wheat fields.
- The Shudra workers also gathers faster than ordinary settlers.
- A mixed army of British and Indian units, which combine the British and the Indian strength.
- The units have many hitpoints and effective technologies.
- All units do not start with full health. In case of inactivity they get their maximum hitpoints.

- Due to this peculiarity the units should first be healed before they go into battle.
- The technologies of the arsenal are free of charge after reaching the Imperial Age
- Technologies can be requested to warp their own units by Sikh capabilities directly to the hometown point of interest.

2.1.8 Mongolians

- A nomadic people who use only mounted units in the battle.
- They begin in the Imperial Age. You start with a lonely settler who can train the other settlers (even while working).
- On rice paddies food and coin can be gathered. Food may also be collected efficiently by wild animals.
- The military is very mobile, as all units sit on horses.
- Some mounted units count as infantry and artillery.
- Almost every unit must be enabled separately from the homecity by shipment.

3 Changes at the old game

3.1 General changes

- The train and the rail cars now damage units which are crossing the tracks.
- You may place walls with gates over trade routes. If there's no gate in the wall, the train will destruct the wall fastly.
- European Pikemen and Crossbowmen were completely removed from barracks; Home city cards were changed accordingly
- All homecity cards now declare the effect exactly, data changes are displayed in percent.
- Useless home city cards for treaty mode are removed.
- Caribs, Inca, Bhakti, Udasi, Jesuit and Zen have been replaced by other cultures.
- Various native warriors have been reworked to make them more useful. We want to get more tactical possibilities and want to see all the great units that came up with Age of Empires.
- Infinite cards that cost population space now arrive faster.
- Warships are removed, only 1-2 ships obtainable to discover naval treasures; also the limit for fishing boats is set to 40. This should avoid lags on water maps.
- Priests (except Missionaries and War Priests) now don't cost population space but have a training limit.
- Petards now have the ability "Fireworks" which allows to detonate near units and deal high damage to groups of enemies.
- Old maps have been reworked to make them playable. For example the starting placements have been modified to increase the building space of the town center.
- Cows now change their skin color while getting fat. You recognize a fully fattened cow without clicking on it.
- The gathering rate on berry bushes has been increased to make them more useful at the beginning.
- Nature class units now are grey.

3.2 Unique civilizations:

3.2.1 Spain

Cards:

- HP and Combat for Pikemen and Redoleros now work on the whole hand infantry
- Team Explorer Combat now increases damage and hitpoints by 50%.

3.2.2 Portuguese

Cards:

- Dragoon combat does not work on hussars anymore

3.2.3 Germans

- Wallensteins Contracts: Removes the cost of Team Hire Hessians

Cards:

- Damage, hitpoints and combat for Pikemen and Dopplesoldners now work on the whole hand infantry
- Team Teutonic Town Center now decreases town center build time and cost and increases damage and hitpoints by 50%
- Team Hire Hessians now delivers 15 indigenous Jaegers to the whole team.

3.2.4 Ottomans

Cards:

- Mosque construction: ottoman technologies for settlers now are free
- Team Cheap Trading Posts makes them free
- Team Silk Road increases crate inventory and trade route profit by 25%
- Endless Barbary Corsairs now delivers 15 pirate corsairs that don't cost population space
- Endless Grenadiers delivers 5 Grenadiers

3.2.5 Dutch

Cards:

- Endless halberdiers now delivers 10 halberdiers
- Endless Caribs now delivers 30 incan blow gunners that don't cost population space

3.2.6 French

- Cuirassiers are not fully affected by cavalry train time technologies -> no instant training, hussars get more interesting

Cards:

- Thoroughbreds: Card removed
- Team Cavalry Damage and Cavalry Hitpoints: Icon changed to clarify their effect (which was not changed!)
- Wilderness Warfare: No effect to skirmishers anymore
- Repeat Cuirassiers delivers 5 Cuirassiers

3.2.7 Russians

- Team: Cavalry Line of Sight: increases cavalry line of sight by 15, no effect to hitpoints anymore

3.2.8 Sioux

- Dog Soldier affected by train time technologies partially.

Cards:

- New Ways: Allows wall building
- Cavalry Hitpoints now is a team card
- Team Textile Mill added
- Repeat Axe Riders delivers 5 Axe Riders
- the War Club has a bonus versus walls

3.2.9 Aztecs

- Skull Knight affected by train time technologies partially.
- Macehualtin now cost much less wood but more food.
- the Puma Man has a x5 bonus versus walls

3.2.10 Iroquois

- At the beginning a Grove-Travois is allocated for the wood supply

Cards:

- Team Infantry LOS now increases infantry line of sight by 15
- If the GNRC-Rule "New Wall System" is active, the Ram has a bonus versus Walls

3.2.11 Indians

- Mansabdar-Elephants now cost 1 more population space as the normal elephants.
- Consulate Portuguese: Expeditionary Fleet now increases fishing and whaling by 25%

Cards:

- Team Shivaji's Tactics: increases unit damage, hitpoints and velocity by 5%
- Repeat Chakram now delivers 20 egyptian chakram
- East India Company replaced by Gunpowder Infantry Combat
- Native Hitpoints now enables the Native Embassy instead of increasing native warrior velocity

3.2.12 Chinese

- Hand Mortar: Bonus versus artillery decreased to 5; Bonus versus Buildings decreased to 15
- Chu-Ko-Nu: Damage decreased to 4
- Temple of Heaven No 4: Shipment of villagers decreased to 15
- Porcelain Tower No 4: Work Rate increased to 7.5 Food, 7.0 Wood and Coin and 1.5 / 0.5 Rainbow
- Native Hitpoints now enables the Native Embassy instead of increasing native warrior velocity

3.2.13 Japanese

- Consulate Portuguese: Expeditionary Fleet now increases fishing and whaling by 25%

Cards:

- Flooded Parcel and Terraced Hillside effect decreased to 5%
- Repeat Samurai now delivers 5 Samurai
- Ashigaru, Flaming Arrow and Morutaru damage decreased, cost increased
- Daimyo hitpoints decreased, train time cost and experience increased

4 Final statement

While creating TFE we had lots of fun.

We found new friends and enjoyed every part of this production.

We created TFE with help of the GNRC.

We learned all skills while creating this expansion and used TFE in our real life for applications and more.

Our main goal was to create a new Age of Empires with more possibilities to play against each other. We created a new game with more teamplay-elements and more focused strategy. We tried to fix all known bugs from the original game and fixed the unbalanced parts in treaty mode.

Please contact us at our board for support or by having trouble.

[GNRC Board](#)

5 Credits

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