



Games  
for Windows®

# AGE *of* EMPIRES® III *the* Asian Dynasties



ENSEMBLE  
STUDIOS

Microsoft  
game studios



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## Important Health Warning About Playing Video Games

### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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# Colony Screen

Age Advancement Bar

Home City Icon

Experience Progress Bar

Mini Map

Displays the entire game map.

- Chat
- Send Alert Flare
- Move All Military
- Filters

Resource Panel

Displays stockpiled resources and population.

- Current Population / Upper Limit
- Export
- Food
- Wood
- Coin

Current Unit

Stats Tab

Command Tab

In-Game Menu

Wonder Ability Button

Some Wonders have special abilities. Click this button to activate specific abilities for short periods.

Age Up Button

Asian civilizations build Wonders to Age up. Click the button when a Villager is selected to view available Wonders.

Command Panel

Displays available assets. Allows you to set Export rate when a Consulate is selected.

# Getting Started

From the dawn of civilization, great nations have constructed monumental wonders as symbols of power, wealth, and piety. These monuments evoked the awe of native peoples and foreigners alike. Often the structures became objects of great mystery, reverence, and even worship.

In *Age of Empires® III: The Asian Dynasties* your challenge is to gain and maintain power in a great Asian nation—China, India, or Japan. Your ability to build magnificent monuments and manage resources and trade means the difference between survival and extinction. Based on historical and fictional scenarios, the campaigns will test your leadership of one of the world's great civilizations.

## Installing

You must have *Age of Empires III* installed before installing *The Asian Dynasties*.

Insert the installation disc for *The Asian Dynasties* into your computer's disc drive, and then follow the on-screen instructions.

If Setup does not start automatically, complete the following steps.

### To install on Microsoft Windows XP

1. On the **Start** menu, click **Control Panel**.
2. In the **Category View**, under **Pick a category**, click **Add or Remove Programs**.
3. Under **Pick a task**, click **Add a program**.
4. In the **Add or Remove Programs** dialog box, click the **CD or Floppy** button, and then follow the on-screen instructions to install the game.

### To install on Microsoft Windows Vista

1. On the **Start** menu, click **Computer**.
2. Under **Devices with Removable Storage**, double-click the disc drive icon.
3. In the **User Account Control** dialog box, click **Allow**, and then follow the on-screen instructions to install the game.





# Civilizations

## Saving, Loading, and Quitting a Game

### To save a game

1. On the **In-Game** menu, click **Save**.
2. In the **Save File** dialog box, type a name in the **Filename** text box, and then click **Save**.

### To load a saved game

1. On the **In-Game** menu, click Load.
2. In the **Open File** dialog box, select a saved game, and then click **Open**.

### To quit a game

You must resign the current game before quitting *Age of Empires III: The Asian Dynasties*.

1. On the **In-Game** menu, click **Resign**.
2. In the **Resign** dialog box, click **Yes**, and then click **Campaign Menu**.
3. On the **Campaign** menu, click **Exit**, and then click **Yes**.

*Age of Empires III: The Asian Dynasties* introduces three new playable civilizations:

- China
- India
- Japan



## China

Our very notion of civilization is difficult to contemplate without regard to the four great inventions of ancient China: paper, printing, the compass, and gunpowder. No written language system has been in continuous use longer than Chinese. China is one of the world's oldest still-thriving civilizations.

The Ming ("bright") Dynasty oversaw the development of an impressive navy and a huge standing army during this period. Ruler Hongwu employed the *Wei-so* system of military organization to prevent bonds of loyalty between officers and soldiers, as well as to reduce the overall cost of maintaining a permanent military force.

In *Age of Empires III: The Asian Dynasties* China campaign, lead an expedition on an imaginative adventure in which the Chinese reach the Americas during the Age of Discovery.

An advanced knowledge of gunpowder and a well-organized military are hallmarks of the in-game Chinese civilization. Instead of individual types of units, the Chinese train Banner Armies.

### Features

- ☯ Villages in *The Asian Dynasties* replace Houses from previous *Age of Empires III* games. You can garrison Villagers in the Villages to protect them from attack.
- ☯ Starts with a Shaolin Master and a Disciple instead of an Explorer.
- ☯ Each Banner Army consists of unique combinations of units.



## India

The history of the Indian subcontinent stretches back at least 9,000 years to the city-states of the Indus Valley. With the second-largest population, fourth-biggest economy, and biggest democracy in the world today, India's extraordinary history was shaped in many ways by its commercial and cultural wealth.

After a century of British East India Company rule, events sparked a battle between the Company's Indian soldiers (sepoys) and forces loyal to the Company. Although nearly another century would pass before complete Indian independence, the British East India Company would never be as powerful again.

The *Age of Empires III: The Asian Dynasties* India campaign simulates events during India's First War for Independence.

In *The Asian Dynasties*, the Indian civilization has a great variety of units to choose from, including expensive but devastating Elephant units.

### Features

- ☯ Starts with two elephant-mounted Brahmin units instead of an Explorer.
- ☯ Villagers cost Wood instead of Food.
- ☯ Villagers arrive at no cost with most Home City Shipments.
- ☯ Livestock cannot be harvested for Food, but can be tasked to Sacred Fields for experience points.





# New Features

## Japan

Human habitation on the Japanese islands began some 10,000 years ago, with a strong, central government in force by the eighth century CE. The nation with the world's second biggest economy has a rich cultural history. It produced what is considered to be the world's first novel, *Genji Monogatari*, in the eleventh century.

Japan's feudal era was ruled by the *bushi*—the aristocratic warrior classes that included the *samurai*—who controlled even the emperor. Social order in this period was enforced by powerful *shogun* (generals) and *daimyo* (lords). The Tokugawa shogunate established a balance of power that maintained stability for over 250 years.

The *Age of Empires III: The Asian Dynasties* Japan campaign follows events during the transition between the Toyotomi Dynasty and the Tokugawa shogunate.

In *The Asian Dynasties*, the Japanese civilization relies on the effective use of the powerful Samurai and Naginata Riders. It can also send most Home City shipments twice.

## Features

- Starts with two Ikko-Ikki Monk units instead of an Explorer.
- Daimyo units enhance nearby troops, provide mobile troop training, and can act as Home City Shipment centers.
- Shrines produce a trickle of resources (enhanced when built near animals or livestock).
- Animals and livestock cannot be harvested as Food.



## Civilizations

In *The Asian Dynasties*, the Chinese, Indian, and Japanese civilizations all have individual strengths in their favor. Like all *Age of Empires III* civilizations, having greater numbers of units will help you win. Still, greater numbers do not take the place of managing your resources strategically.

## Wonders

You must build great monuments in order to move to the next Age and unlock additional Shipments from your Home City. The Wonders are specific to the civilization that you choose to play and are modeled after some of the most famous monuments in the world.

Each civilization has five Wonders from which to choose. After an initial bonus of units or resources, each Wonder continues providing a benefit to your civilization that is unique to that Wonder.



## Export

In *The Asian Dynasties*, each civilization generates a new resource—Export. As long as your Villagers are gathering resources, you receive a trickle of Export. If you stop the Villagers from gathering, you stop receiving Export.

Once you build a Consulate, the great advantage to having Export becomes more apparent. You can then spend Export to get additional improvements or to conscript additional military resources and buildings. You can get advanced European improvements and troops, or choose a strategy of isolation when playing the Japanese civilization.



## New Maps

*The Asian Dynasties* comes with more new maps than any previous *Age of Empires III* game. Many maps contain new Water Treasures.

On all maps except Silk Road, you can destroy another player's Trading Post and build your own on that site.

There are more Trading Posts on the Silk Road map than on other maps and they have a special feature. The buildings already exist when the game starts but they are protected by Guardians. If you kill the Guardians, then the Trading Post becomes yours.

There is a catch. If you leave your Trading Post unguarded, another player merely needs to station one of their units at your Trading Post and it becomes theirs.

## Consulates

Building Consulates allows you to set an Export rate to gain Export resources faster. Be aware that setting a higher Export rate comes at a cost to the rate of gathering other resources.

Your Consulate also opens the possibility of alliances with European nations. Once you build a Consulate and choose a nation with which to ally, you then research improvements that provide bonuses and better troop Shipments. As your Home City level increases, new nations become available for alliances.

Depending on which civilization you are playing, you can invite specific nations to fly their flag over your Consulate. Be sure to review the quick reference card (QRC) to determine the nations with which you can establish diplomatic relations. The QRC also lists which resources are available from a specific Consulate presence.

Consulates are available in single-player and multiplayer games.





# Single-Player Campaigns

*The Asian Dynasties* is an exciting and unique expansion for *Age of Empires III*. You'll lead three new civilizations, employing new strategies to win. Participate in conflicts based on some of the signature struggles of Asian history, or follow an admiral in an imaginative tale about the pursuit of empire across the sea.

## Captain Jian Huang

Born to serve, Huang is an effective and loyal subject of the Chinese emperor. He is thrown into the fight of his life when Jinhai, the admiral commanding the emperor's treasure fleet, diverts course on a perilous adventure. Exploring an uncharted land at the edge of the world, Huang finds a civilization of great cities in a lush jungle setting. He seeks to rescue the missing admiral, knowing disaster awaits a single misstep.



## Lieutenant Nanib Sahir

The bright and loyal Nanib has a future in the ranks of sepoys ("soldiers") serving the British East India Company. While his countrymen groan under the weight of foreign occupation, he counsels patience—until events push him over the edge. Thrust into a position of reluctant command, Nanib rallies the fight for independence, all the while only too aware of the limitations of his experience ... and of history.



## General Sakuma Kichiro

Courageous young Kichiro-san proudly takes up the banner of Tokugawa Ieyasu, his mentor and surrogate father. But in the midst of deadly events, he discovers that his life is based on a lie. He must make an excruciating choice between honor and loyalty, or revenge and disgrace. Will he find peace and remain faithful to the spirit of *bushido*?

## Lao Chen

If it floats, Lao Chen has sailed on it at one time or another. From a string of forgettable ports across unforgiving seas, he's been witness to the ambitions of too many men. Even Huang's tolerance of Chen's insubordination does not surprise him ... he's seen it all. Or has he? This journey is like none he's been on before.



## Daimyo Torii Mototada

*Bushido*—the way of the warrior. Daimyo Mototada has lived his life in pursuit of the samurai ideal. He is ready and willing to give his life for loyalty to the clan, but before he does, he must impart wisdom to young Kichiro. Will time run out before Mototada can help Kichiro understand the truth that has been hidden from him?



## Admiral Wang Jinhai

Imperious and utterly without scruples, Admiral Jinhai dreams of a day when he bows to no one ... not even the emperor. He is keenly aware that even the whole of China cannot contain his insatiable ambition. He will risk his own life, and that of many others, in pursuit of personal glory. Nothing short of absolute rule in an empire of his own making will satisfy Jinhai's cruel desires.



## Colonel George Edwardson

More than a British officer, Colonel Edwardson is a Company man; a true believer in the notion that British East India Company rule in India is the key to a prosperous empire. If tolerance were the world's only vice, Edwardson would be a man without sin. Edwardson's view of the world rests on his belief in his own abilities and in the discipline of his sepoys. He's about to see his world turned upside down.





# Multiplayer Modes

In addition to the traditional *Age of Empires III* multiplayer modes (**Supremacy** and **Deathmatch**), *The Asian Dynasties* offers new challenges: **Regicide**, **King of the Hill**, **Treaty**, and **Treaty-No Blockade**.

In a **Regicide** game, you must build protection around and defend your Regent. Your Regent is a very powerful unit that you can use in battle. You can garrison your Regent inside his Castle to protect him if necessary. If the Castle is destroyed, your Regent is unprotected and vulnerable, but can continue to fight and rebuild.



In a **King of the Hill** game, you must capture and hold a Fort. Once a player has captured the Fort, the monument displays that player's color and a timer begins counting down. If the player is still holding the Fort when the timer reaches 0:00, the player wins the game. If you can capture the Fort before the timer runs out, the Fort changes to your color and the countdown begins again.

When you capture a Fort in King of the Hill, gather all your troops around to protect your acquisition or go on the offensive to crush potential incursions.



In a **Treaty** game, the host specifies a time period during which no player can attack another player. All players during the treaty period work furiously to build resources for the inevitable onset of hostilities. During the Treaty, you can also blockade your opponents to prevent Shipments from their Home City. Of course, you can expect that they will blockade you as well.

In a **Treaty-No Blockade** game, there is a 40-minute time period during which no player can attack another player. However, in a Treaty-No Blockade game, you cannot block Shipments from your opponent's Home City, nor can they block your Shipments. Continue using your Home City Shipments strategically to try to gain an advantage while no arrows, bullets, or cannonballs are flying.

## Multiplayer AI Personalities

In a multiplayer game, you'll play against one of the following three characters when challenging the Asian civilizations. Can you keep your head and fight while these powerful rulers are taunting you?

### Kangxi Emperor (China)

Kangxi of the Manchu Qing Dynasty was known as one of China's greatest emperors. His sixty-one years on the throne made him the longest-reigning monarch in Chinese history. Having ascended the throne at the tender age of seven, he did not truly rule until he came of age. Do not let his friendly, flattering sentiments fool you into thinking he's an easy adversary.

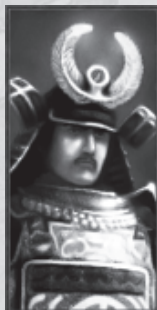


### Akbar the Great (India)

Jalaluddin Muhammad Akbar is considered the greatest of the mughal emperors. A mere boy of 13 when he took the throne, he had already learned to hunt and fight in the wilds of Afghanistan. Akbar grew into a formidable warrior-ruler, but, like Kangxi, was a patron of the arts. His remarkable religious tolerance should not be mistaken for tolerating your invasion of his territory.

### Tokugawa Ieyasu (Japan)

Tokugawa Ieyasu was the first shogun of the dynasty that ruled from the Battle of Sekigahara to the Meiji Restoration—more than 250 years. Feared and respected, the ruthless Tokugawa was not a popular ruler. In his later years, he was scholarly and religious. His famous quotes include the statement, "I am not as strong as I might be, but I have long known and practiced patience." That patience will not extend to you as his adversary.



## Ensemble Studios Online

A great multiplayer experience starts at Ensemble Studios Online (ESO). ESO is a quick and easy way to find other *Age of Empires III* players.

On ESO, you can host games, join games, configure Home Cities, chat with other players, and participate in ladders and clans. You can create and manage Home Cities that persist across multiple online game sessions, as well as choose new Cards and build multiple Decks to experiment with in-game strategies.

You can find useful information on our community Web site: **www.agecommunity.com**. Visit the site for news, forums, and game updates.

### Playing *The Asian Dynasties* on ESO

You do not need to create a new ESO account to play *The Asian Dynasties*. Simply log in using the same account you have used for *Age of Empires III* or *The WarChiefs*.

### Creating a Home City on ESO

You need to choose or create a Home City for a multiplayer session. If you haven't created one already, the **Create Your Home City** dialog box appears when you log in.

Before you start a session, you can update your Home City's Cards and Deck from the Home Cities screen. When you are ready to start the game, click **Play**.

Your *Age of Empires III* Home Cities are available in *The Asian Dynasties*. Although the Card Decks that come with *Age of Empires III* and *The WarChiefs* are read-only, you can make copies of them to modify and use in *The Asian Dynasties*.

### Using the Game Rules Menu

When you host a game on ESO, use the **Game Rules** menu to select your gameplay mode: Classic, Standard, or Treaty.

- ⦿ **Classic** enforces *Age of Empires III* rules. No Trade Monopoly is possible.
- ⦿ **Standard** enforces *Age of Empires III* rules with the Trade Monopoly victory enabled.
- ⦿ **Treaty** enforces treaties lasting 10, 20, 30, or 40 minutes, during which no combat is allowed. Treaty mode does not support the Trade Monopoly victory. **Treaty-No Blockade** treaties are always 40 minutes.



# Compatibility

*Age of Empires III: The Asian Dynasties* is compatible with the original *Age of Empires III* and *Age of Empires III: The WarChiefs*. If the players in your game have any combination of the three products, you can play multiplayer games with any shared civilization against any other shared civilization.

## Example 1

PLAYER	PRODUCTS
Player One	<i>Age III, WarChiefs, Asian Dynasties</i>
Player Two	<i>Age III, Asian Dynasties</i>

In examples 1 and 2, players can play against each other using only the civilizations in *Age of Empires III* or *The Asian Dynasties*.

## Example 2

PLAYER	PRODUCTS
Player One	<i>Age III, WarChiefs, Asian Dynasties</i>
Player Two	<i>Age III, WarChiefs, Asian Dynasties</i>
Player Three	<i>Age III, Asian Dynasties</i>

No matter how many players you have in your game, you can only successfully match multiplayer games using these rules.

**IMPORTANT!** To play against opponents using combinations of the games listed above, all participants must start the same game. So, if all players have *The Asian Dynasties* installed, but one player starts *Age of Empires III* instead of *The Asian Dynasties*, the civilizations and units in *The Asian Dynasties* will not be available to that player in the multiplayer session. The icon that appears next to your user name on ESO indicates which game you and your opponents have started.

## Multiplayer Maps

You can play multiplayer games on any of the maps available with *Age of Empires III*, *The WarChiefs*, or *The Asian Dynasties*, with the same rules applied—all players must have the game that contains the map and they must start the same game.

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Keyword Int. ✕

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VMC ♦  
Volt ●

104 □  
CPL ♦

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