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About This Game

Age of Wonders III is the long anticipated sequel to the award-winning strategy series. Delivering a unique mix of Empire Building, Role Playing and Warfare, *Age of Wonders III* offers the ultimate in turn-based fantasy strategy for veterans of the series and new players alike!

Create an Empire in your own Image

- **Rule** as one of 6 RPG style leader classes: Sorcerer, Theocrat, Rogue, Warlord, Archdruid, or the tech-focused Dreadnought.
- **Research** powerful skills unique to your class to develop your empire and arsenal.
- **Choose** your allies from among the six main races - Humans, High Elves, Dwarves, Orcs, Goblins and Draconians - and fantastical monster dwellings.

Explore and Exploit a Living Fantasy World

- **Explore** a rich fantasy world that is more detailed and alive than ever with over 50 location types to raid for treasure.
- **Expand** your domain by building new settlements, forge pacts with monstrous allies and capture valuable resources.

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- **Wield** earth shattering magic and terra-form the lands for your needs.

Fight In-depth Tactical Battles

- **Recruit** legendary heroes, equip them with magical weapons, and let them lead your armies into battle.
- **Crush** your enemies using the detailed 3D turn-based Tactical Combat System.
- **Become** a master tactician. Crush city defenses. Learn to use flanking and master your army's hundreds of abilities.

Master Age of Wonders III's many Modes!

- **Immerse** yourself in a rich single player story campaign, playable from two sides of an epic conflict.
- **Create** endless scenarios using the random map generator.
- **Compete** in multiplayer wars with up to 8 players online.

Please note that:

- **Level Editing Tools** are provided as a courtesy to fans. They might have different system specifications from the Age of Wonders III game, are not tech supported and have an English only interface.
- **Coop:** Random maps and stand-alone scenarios can be played using player alliances versus computer opponents.
- **Local Coop:** Random maps and stand-alone scenarios can be played using "Hot Seat" mode on the same computer using player alliances versus computer opponents.

Title: Age of Wonders III

Genre: RPG, Strategy

Developer:

Triumph Studios

Publisher:

Paradox Interactive

Franchise:

Age of Wonders

Release Date: 31 Mar, 2014

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Minimum:

OS: Windows XP, Windows Vista, Windows 7, Windows 8, Windows 8.1

Processor: Intel Core 2 Duo E6600 @ 2.4 Ghz or AMD Athlon 64 X2 5000+ @2.6 Ghz

Memory: 2 GB RAM

Graphics: nVidia 8800 / ATi Radeon HD 3870 with 512MB or Laptop integrated Intel HD 3000 with 3GB system ram

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 10 GB available space

Sound Card: DirectX 9 Compatible

Additional Notes:

Requires a 1024x768 screen resolution.

Requires an [open](#) IPv4 connection for online multiplayer.

A Triumph Account is required to use the game's online services. The game's single player and Hot Seat modes are fully playable using the guest account.

Please note that the Editor is Windows only.

English,German,French,Polish,Russian







Podcast at eXplorminate covers Frostlings, Race Relations & PBEM:

The new dedicated 4X site eXplorminate did a podcast with AoW3 Development Director Lennart Sas, who still was a bit hung over from the Dutch Game Awards night.

For more info check out the [news post](#)[ageofwonders.com].. **Dev Journal: Necromancer Class Design!**:

With Golden Realms and V1.4 hot of the presses we do not rest, but get straight back to work on the next Age of Wonders III expansion. As we've hinted in the past, we're happy to confirm the coming expansion will include the Necromancer class!

Check the Dev Journals on our website:

[Dev Journal: Necromancer Class Design](#)[ageofwonders.com].. **Necromancer – Frostling Let's Play Video at Gamespot!**:

Today we have a brand new video by Triumph's narrator hero Tombles, showcasing the Frostling Race and the in and outs of the Necromancer class in a 20 minute Let's Play style video. Check it out at [Gamespot](#)[www.gamespot.com] and please share!



. Dev Journal: Frostling Queens and Royal Guards:

In this concluding [journal](#)[ageofwonders.com] about the Frostling race units we show you the mighty Ice Queen and her Royal Guard. **Golden Realms Expansion Revealed!**:

Set sail for a new world, where exotic monstrosities, lost treasures and new empire building opportunities await!

Golden Realms greatly expands Age of Wonders III's empire building mechanics and introduces bucket loads of new content. These new features are used in random maps, new scenarios and a new story campaign, where Halfling survivors settle in a distant land filled with danger and treasures never seen before.

For the gameplay trailer and more information, see [the official announcement](#)[ageofwonders.com].. **Halloween Journal: Necromancer Skills:**

Hi everyone, we don't need a botched Halloween tie-in this year, we have the real deal! Let's continue our journey into the dark arts by having a look at the first Necromancer Skills.

Follow [this link](#)[ageofwonders.com] for the full news post.. **Announcing the Summer 2014 Multiplayer Tournament:**

With the World Cup nearing its conclusion we have another great international sports event to look forward to: [The Age of](#)

Wonders III Summer Tournament 2014! : D>

Community member BloodyBattleBrain - A.K.A. BBB - is the instigator and organizer. The exact rules are yet to be determined as they are partially dependent on the amount of players and your feedback. Triumph will contribute prizes.

The plan is to start the tournament **July 15th**. If you wish to participate as a contestant, please post [here](#)[ageofwonders.com]!
Any suggestions on the tournament format are also welcome in that thread!

GL HF :)>

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