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Editor tutorial for Age of Empires III

Updated April 2022

Included 350 screenshots

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10. Conditions – Effects – Fire Event

Example 1

Delayed AI start

→ Alternative 1: Settlers lock

→ Alternative 2: Unit lock

Example 2

At the start of play, six trigger-controlled settlers begin to hunt and mine gold (Ungarrison).

Then: The remaining six trigger-controlled settlers run to gather resources at an objective

Example 3

The scout begins as a nomad. In reaching the objective, a Town Center covered wagon and a resource wagon are generated at a distance and lead to the objective. A short time later, three large resource bundles are generated at the objective.

Example 4

One unit is modified and receives additional Life Points

Example 5

Stage of trade route vehicle development (railroad) and setting the era for Player 1

Example 6

At the start of play, the map contains a railroad line that is out of operation. Once any of Player 1's units or Player 2's alternative military units pass a certain area, the railroad appears (Operator OR - Trade Route Toggle State)

Example 7

Every three minutes, Player 1 finds out how many military units Player 2 has. In addition, the scout may request to learn the status of the military at any time using "Distance to Unit". Every three minutes, as well as with every request, Player 1 sees what Player 2 sees for 4 seconds. In addition, Player 1 learns when Player 2's war wagon has arrived (Player Unit Count – State Value – Echo State Value – Player LOS Change)

Example 8

On approach, a settler will burn down an impenetrable wooded area (Damage Units in Area – Change Unit Type – CinematicBlock)

Example 9

After an enemy outpost has been destroyed, a stationary cannon is generated for Player 1 (CinematicBlock)

Example 10

Player 3 (including AI) is allied with Player 1 and pays Player 1 tribute. After Player 2's destruction, Player 3 changes sides. The tribute payments are adjusted (Disable Trigger)

Example 11

AI players should receive a constant influx of resources to increase the combat power (Grant Resources – Disable Trigger)

Example 12

A cavalry army destroys two Town Centers (Move to Unit – Convert – Teleport Units – Move to Point)

→ *Alternative: Unit Work*

Example 13

Once at least 35 of Player 2's military units reach a strategic point on the way to Player 1's colony, Player 3 attacks with a caravel and quartered cavalry make a landing attack on Player 2's Town Center (Garrison Unit – Ungarrison)

Example 14

Player 1's liberating units are arranged in one of Player 2's (AI) stockade squares (Test Player Data – Fake Player: De Fakify – Modify Protounit)

→ *Alternative: Convert*

Example 15

Enemy units that appear on the map later trigger various effects upon crossing territory (Damage Units in Area)

Example 16

At the start of play, the scout must establish three trading posts within three minutes. Along the way, he constantly loses Life Points. Should he be defeated or only establish two trading posts, the game is lost (Counter: Add Timer – Damage Unit – SPChalObject – Player Controls Socket – Player Unit Count – Operator NO – Disable Trigger – Counter Stop)

Example 17

Should Player 1's scout not establish a single outpost within two minutes, he will encounter an enemy outpost (Disable Trigger)

→ *Another example: Loop and Disable Trigger*

→ *Another example: Timer and Disable Trigger*

Example 18

Player 2's scout must find a strategic point within two minutes. Otherwise his Town Center is destroyed (Disable Trigger)

Example 19

The scout is assigned to another colony (Player Set Active - Disable Trigger)

→ *Variation 1: Detailed input sequence with elimination of user control*

→ *Variation 2: No input sequence*

→ *Alternative 1: Colony transfer via Convert*

→ *Alternative 2: Colony transfer via test player data*

Example 20

Patrolling warships secure a strait (Distance to Unit – Move to Unit)

Example 21

A completed objective will be displayed in a message box and will be checked off under "Objectives" (Objective: Discover – Objective Complete)

→ *Alternative: Set up target ads without Fire Event*

Example 22

Victory message against one opponent (Set Player Won)

→ *Alternative: Victory message over two opponents*

Example 23

In the game, two conditions for victory must be met. Should only one condition be met, the game is lost. The scout is (potentially) sunk in a caravel (Operator OR and NO – Disable Trigger)

→ *Variation: A unit has fulfilled one of two Victory Conditions*

→ *Variation: Unit Is Garrisoned In*

Example 24

Player 1 is attacked by AI opponents 2 and 3, who are also in conflict with each other. Player 1 must conquer Player 3 (*condition for victory*). Should Player 2 conquer Player 3 *beforehand or vice versa*, the game is lost (Units in Area – Set Player Defeated)

→ *Modification: Player 2 is converted to Player 1: Disable Trigger*

Example 25

Defeat message if the scout fails to reach a landing point in time (Set Player Defeated – Counter Stop)

Example 26

At the start of the game, the scout must establish three trading posts within three minutes. Otherwise the game is lost. If *one* of these trading posts is *later* destroyed, the game is also lost (Counter: Add Timer – Player Controls Socket – Operator NO – Counter Stop – Set Player Defeated)

→ *Alternative: Player Unit Count*

Example 27

To achieve victory through a trade monopoly, Player 1 must establish 12 Native American Trading Posts and mobilize the trade monopoly once he has reached the Industrial Age; almost simultaneously, an AI player will try to take over the trading posts. However, should one of the 12 AI trading posts be destroyed *before* or *after* mobilizing the trade monopoly, Player 1 has lost (CinematicBlock – Tech Available – Player Unit Count – Convert – Change Unit Type – Operator NO – Set Player Defeated)

→ *Variation: Time-delayed American Indian Trading Post launch*

Example 28

In compliance with the conditions for victory by Player 1 (*objective sequence*), access to Player 2's (AI) colony is *not* blocked by superior enemy forces (Disable Trigger)

Example 29

Within a time limit of three days, there are three day/night transitions where, at the start of each new day, a message is displayed every 15 seconds in the ongoing counter clock (Set Lighting – FakeCounter Set Text – Fake Counter Clear – Set Player Defeated).

→ *Variation: Two message boxes appear simultaneously*

Example 30

A small military force must pass through a hostile desert with night marches across five water points from North to South to reach the objective. Day marches in the deadly desert climate result in destruction. During the day, survival is only possible at the water points, where the force is attacked by AI opponents. Victory is only achieved if the scout reaches the objective. Should the units reach the objective *without* the scout, the game is lost (Set Lighting – Damage Units in Area – Disable Trigger – Timer – SPCHealObject – Operator NO – Set Player Defeated)

Example 31

Player 1 must plunder 10 treasure ship-wrecks (Player Resource Count – Stat Value – Tribut)

→ *Modification: Player Resource Count – Tribut*

Example 32

Checking whether buildings that were to be destroyed were also destroyed (Is Alive – Stat Value – Disable Trigger)

Example 33

Tornadoes wreak havoc through forests and settlements (Damage Units in Area)

Example 34

Burning forests threaten player 1's settlement (Change Unit Type – Convert)

Example 35

Player 1 must defeat all enemy troops before the section of a railroad is finished. Otherwise, defeat (Change Unit Type)

Example 36

Player 1 has to decide at very short notice whether to comply with a military request for help from an enemy AI opponent (Units in Area – Disable Trigger)

Example 37

If the settlement of player 1 is overrun by AI opponents, he will (only) at this point receive an indication of an escape route (Units in Area – Disable Trigger)

Part 5: Ghost Armies 1 - Basics, Military – Page 215

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b) Army Build Building

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Example 38

A ghost cavalry army destroys two Town Centers

Example 39

Ghost pirate ships battle your attacking fleet (Army Is Dead)

→ *Variant 1: Army Destroy at the starting point*

→ *Variant 2: Army Destroy at the destination point*

Example 40

AI patrol ships (AI Create Defend Plan)

Example 41

AI ship landing attack (AI Create Defend Plan – Disable Trigger)

→ *Modification: Condition Player Is Building*

→ *Alternative 1: Army Deploy – Army Garrison – Ungarrison*

→ *Alternative 2: AI units on the map – Ungarrison*

Example 42

At the start of the game, AI cavalymen (Player 2) patrol the map. Once Player 1 has destroyed one of Player 2's (AI) outposts, Player 2's cavalry and infantry carry out a delayed attack on Player 1's Town Center at two intervals. The AI patrol subsequently attacks at intervals (AI Create Defend Plan)

Example 43

Once ten minutes have passed and an Area Barrier has been crossed by Player 1, 16 AI cavalymen and 24 AI infantrymen (AI Player 2) are generated at two intervals with various amounts of time in between over the course of 10 to 75 seconds and occupy strategic points against Player 1 (Timer – Units in Area – AI Create Defend Plan – Disable Trigger)

Part 6: Ghost Armies 2 "GAIA" - Animals, Forest, Gold Mines, Building – Page 243

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13.1.1. Wild animals

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13.2.1. Domesticated animals, tame predators

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15.1. GAIA Template

15.2. Player 1 Template

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Example 44

Two ghost Army Wolves follow and fight against the scout (Army Work – Player LOS Change)

→ *Variant: Army Set Stance*

Example 45

At the beginning of the game, enemy scouts are unobtrusively eliminated (Replace unit – Convert – Diplomacy)

Example 46

A ghost animal army first transforms into a forest, then into a cavalry. Caravel attack (AI Create Defend Plan)

→ *Alternative 1: Army Convert*

→ *Alternative 2: Distance to Point – Army Destroy*

Example 47

Five transformation types with teleportation: The forest transforms into cavalry, wolves, caravels, moose and a fort in succession (Army Change Typ – Army Teleport)

→ *Alternative: Army move in and out instead of teleport*

Example 48

Upon contact with an enemy unit, an outpost block is generated, which transforms into five spy horses after two minutes (Army Teleport)

Example 49

Huge herds of bison cross the prairie (Army Distance to Unit – Army Move to Unit)

Example 50

The current total number of the two Bison ghost armies is displayed at the top right of the screen in a stationary window. When the bison from AI player 2 are killed, Player 1 has lost (Army Deploy – Counter : Add Unit – Army Is Dead)

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 - German
 - French
 - Dutch
 - Ottomans
 - Portuguese
 - Russians
 - Spaniard
 - 1.3. Revolution
- 2. Indian Nations**
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 - 2.2. Special cards
 - Aztecs
 - Iroquois
 - Sioux
- 3. Asian Nations**
 - 3.1. General cards
 - 3.2. Special cards
 - Chinese
 - Indian
 - Japanese