

***Age of Empires III* for Mac OS X**

Read Me File

October 2006

Welcome to *Age of Empires III*!

This file contains late-breaking information as well as troubleshooting information about *Age of Empires III* for Mac OS X.

Contents

- A. System Requirements**
- B. Installation**
- C. Profiles, Save Games, and Preferences**
- D. Starting the Game**
- E. Getting Help**
- F. Multiplayer Guide**
- G. Shortcut Keys**
- H. Manual Corrections**
- I. Speech Recognition**
- J. Gameplay Troubleshooting**
- K. Graphics Troubleshooting**
- L. Performance Troubleshooting**
- O. Multiplayer Troubleshooting**

A. System Requirements

Age of Empires III requires an Apple Macintosh computer with the following minimum hardware and software specifications:

- 1.2 GHz PowerPC G4, PowerPC G5, or Intel processor
- Mac OS X 10.3.9 or later
- 512 Megabytes (MB) of RAM
- 2.5 GB of available hard disk space
- DVD or compatible drive (the DVD is required to play the game)
- 3D graphics adapter with hardware T&L and 64 Megabytes (MB) of VRAM
- Optional Multiplayer games require LAN or Internet access via Cable or DSL modem

Recommended System Requirements: A Mac with a 2.0 GHz G5 or dual processor, 1 Gigabyte (GB) of RAM, a video card with at least 128 MB of VRAM, and Mac OS X 10.4.7 or later is strongly recommended for an optimal gameplay experience.

B. Installation

To install *Age of Empires III*

- Insert the *Age of Empires III* DVD-ROM into your Mac's DVD drive.
- Locate the *Age of Empires III* icon on the game CD and drag it to a location on your hard disk (such as the **Applications** folder).

C. Profiles, Save Games, and Preferences

Age of Empires III saves all user profiles, save games, scenarios, and game preferences to the following folders and files on your Mac's hard disk:

/Users/user name/Documents/Age of Empires III
/Users/user name/Library/Preferences/com.macsoft.age3

Please note that save games from PowerPC-based Macs are not guaranteed to be compatible with Intel-based Macs, and vice-versa.

D. Starting the Game

To start *Age of Empires III*

Locate the *Age of Empires III* icon in the Mac OS X Finder and double-click it to begin the game. You must have the *Age of Empires III* DVD in your Mac's DVD drive to play.

Make sure that special characters such as slash (/), backslash (\), and period (.) don't appear in the hard disk name or folder names leading to the game application and the */Users/user name/Documents* folder. If the software detects one of these characters, you will be alerted and asked to rename the appropriate folder(s) before starting the game. For example:

- Example 1: If your hard disk is named "Mac OS 10.4.7", rename it to something like "Mac OS 10_4_7", "Mac OS 10,4,7", or "Mac OS X Disk".
- Example 2: If you install the game to a folder named "Games / Other Stuff", rename the folder to "Games & Other Stuff".

E. Getting Help

You can get help for *Age of Empires III* in the following ways:

- Visit the MacSoft website at <http://www.macsoftgames.com> for the latest updates and support information.
- Visit the official *Age of Empires III* website for general game info at <http://www.agecommunity.com>. Please note that this site is geared towards the PC/Windows version of the game, and should generally not be used for Mac support information.
- For an overview of the game as well as information about getting started and playing the game, see the *Age of Empires III* printed manual.
- To display in-game help, place your mouse cursor over any button or interface item

in the game to view rollover Help or tooltips. You can also right-click any unit portrait or improvement icon in the game to view detailed Help.

F. Multiplayer Guide

You can play a specific or random map, with a specified or random civilization, with up to seven other players. The other players can be human connections from the Internet or LAN, computer players, or a combination of both.

To play a multiplayer game

- On the **Main** menu, click **Multiplayer**, and then choose **GameRanger** or **LAN**.
- **GameRanger** - Selecting this option starts the GameRanger service. GameRanger is a free game matching service available to Mac users, and is a quick and easy way to find other *Age of Empires III* players on the Internet. An Internet connection and membership to the service is required to play. For more information and to sign up for a free account, visit <http://www.gameranger.com>.
- **LAN** - You can use the LAN option in two ways:

LAN: Players are on a local area network. One player Hosts a game, and clients use the browsing box to automatically locate and then connect to the Host's computer.

—or—

Direct IP: Players connect to the Internet via a Cable or DSL modem. One player Hosts, and clients join by entering the Host's IP Address manually into the Direct IP: field.

To Host or join a LAN/Direct IP multiplayer game

On the **Main menu**, choose **Multiplayer**, and then choose **LAN**. A dialog box appears asking you to enter a single-player skirmish nickname for this session. Type your nickname, and click **OK**.

You'll need to choose or create a Home City for the session. If you haven't created one already, the **Create Your Home City** dialog box will appear. Enter the information necessary to create your Home City.

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

The **LAN / Direct IP** dialog box now appears. The dialog box lists games in progress on your LAN. You can join a game already in progress, or host a game yourself. If you want to connect to another computer directly via Internet Protocol (IP), in the Direct IP: field type the IP address of that computer and click **Connect**.

Important Note: Direct IP and GameRanger players behind a NAT or router may encounter problems when connecting to Multiplayer games due to the fact that the game

may not know what its “true” IP address is. See section **O. Multiplayer Troubleshooting** (near the end of this document) for ways around this problem.

G. Shortcut Keys

The following keys can be very helpful during gameplay.

HOTKEYS
SPACEBAR – Center View on Selected Unit
OPT/ALT – Display Details on Selected Unit
H – Toggle Home City Screen
/ – Cycle Explorers
' – Cycle Ships
. – Cycle Idle Villagers
, – Cycle Idle Military Units
; – Cycle Wagons (Covered Wagon, Fort Wagon, Outpost Wagon, or Factory Wagon)
FIND
T – Town Center
CMD+A – Artillery Foundry
CMD+B – Barracks or Blockhouse
CMD+C – Church
CMD+D – Dock
CMD+E – House or Manor House
CMD+F – Fort
CMD+I – Mill
CMD+K – Bank
CMD+L – Plantation
CMD+M – Market
CMD+O – Outpost
CMD+P – Trading Post
CMD+Q – Field Hospital
CMD+R – Arsenal
CMD+S – Stable
CMD+V – Livestock Pen
CMD+W – Wall
CMD+Y – Factory
CMD+Z – Capitol

Use the following shortcuts to create new buildings when a villager is selected. For example, to create a Dock, select a villager, and then press the D key.

VILLAGER BUILDS
A – Artillery Foundry
B – Barracks or Blockhouse
C – Church
D – Dock
E – Town Center (this is for the Explorer only)
E – House or Manor House

F – Fort
I – Mill
K – Bank
L – Plantation
M – Market
O – Outpost
P – Trading Post
Q – Field Hospital
R – Arsenal
S – Stable
W – Wall
V – Livestock Pen

H. Manual Corrections

In Getting Started, under the section “Winning a Game,” the manual states that “Supremacy offers a way to win without combat—Four of a Kind. You get Four of a Kind by building four Trading Posts either along a Trade Route or at Native American settlements.” The Four of a Kind feature no longer exists.

The Mini Map no longer includes a "Find Explorer" button. You can still locate your Explorer(s) by pressing the slash (/) key.

The Mini Map now includes a "Player Summary" button, which lets you tribute allies or view information about your Home City.

The Resource panel no longer displays the current villager count.

Two labels on the In-Game menu have changed. Their functionality hasn't changed. The new labels are:

- **Load** (was **Saved Game**)
- **Options** (was **Player Options**)

I. Speech Recognition

Age of Empires III has limited support for Speech Recognition. This is an unsupported feature and is available exclusively to Mac OS X players. To activate it, you must start the game at least once and then quit. Next, edit the file `~/Documents/Age of Empires III/Startup/SpeechRec.cfg` with a text editor such as TextEdit or BBEdit. Read the instructions in the SpeechRec.cfg file, and make the appropriate changes. Finally, save the file and re-start the game. From then on, Speech Recognition will be active every time you play *Age of Empires III*. To turn off the feature, edit SpeechRec.cfg, and disable the appropriate settings.

J. Gameplay Troubleshooting

Macs with single-button mice or Trackpads: When a Right-click is needed to perform a game operation in *Age of Empires III*, simply hold down your keyboard's Control key while clicking the single mouse button or trackpad button to simulate a Right-click action.

Minimized User Interface: To increase the amount of screen display available for gameplay, you can reduce the size of the Resource Panel, Mini Map, and Command Panel before starting your session. Choose **Help and Tools** from the Main Menu and then select **Options**. Choose the **UI Options** tab and turn on **Enable Minimized UI**. Some users may notice a decrease in performance when playing with this minimized UI.

K. Graphics Troubleshooting

Shaders: Age of Empires III uses vertex and pixel shaders extensively to render its graphics. To change the shader quality setting, click on **Help and Tools** at the main menu, then click **Options**, then go to the **Graphics Options** panel. Under the **Shader Quality** popup menu, you will see one or more of the following options:

Low – This option uses no shaders at all, and is suitable for older cards without shader support.

Medium – This uses “assembly level” shaders and will work for all cards that fully support OpenGL pixel shaders (ATI 9600 and higher; NVIDIA 6600 and higher). It also works under Mac OS 10.3.9 and later.

High – This option uses “high level” shaders, and is only available for Mac OS 10.4.3 and later (although it is highly recommended that you update to the latest OS version to use this feature). The High setting adds water reflections and the option for animated shadows. If this option doesn't appear, then it is not supported by your video card and/or OS version.

Very High – This option adds High Dynamic Range (HDR) rendering, blooming and fog. The Very High setting requires the very latest and fastest graphics cards. If this option doesn't appear, then it is not supported by your video card and/or OS version.

Animated Shadows: Animated shadows can be turned on by choosing **Help and Tools** from the main menu, then selecting **Options**, then clicking on the **Graphics Options** panel. There, you can set the **Shadow Quality** popup menu to either “High” or “Very High”.

Animated shadows require a large off-screen buffer in floating-point format in order to work properly. This capability is available mainly for the latest 3D video hardware and OS versions. If the **Shadow Quality** popup does not list the “High” and “Very High” options, then animated shadows are not supported by your card and/or OS version. Please note that turning on animated shadows can decrease performance quite a bit, so they should only be enabled if you have a very fast computer and video card.

On PowerPC Macs, animated shadows currently do not work when using NVIDIA hardware, and only work on very new ATI cards such as the X800. For Intel-based Macs, animated shadows will work with all current ATI and NVIDIA hardware, but will not work with the Intel GMA series of video cards. These restrictions may change in future releases of Mac OS X.

Intel GMA series video: This video card is used in some Intel-based Macs, such as the Mini and some MacBooks. Even though it's not intended for graphics-intensive games such as *Age of Empires III*, the game will work in "Low" shader quality. Due to the GMA's lack of VRAM, it is recommended that you decrease the **Detail Settings** and **Texture Settings** when running on this card to achieve acceptable performance. To change these settings, click on **Help and Tools** at the main menu, then click **Options**, then go to the **Graphics Options** panel, and apply the appropriate changes.

L. Performance Troubleshooting

There are several ways to improve the game's performance. For example, the game will run faster if you use the least demanding game settings. These include:

- Setting the screen resolution to 800 x 600
- Setting the detail of graphics to Low
- Turning off shadows completely
- Turning music off

Most of these improvements can be made from within the game by going to the **Main** menu, clicking **Help and Tools** and then choosing **Options**. Or, if you are playing a game, click the **Menu** button, and then click **Options**.

A hardware solution to help performance is to increase the amount of RAM in your computer or to replace your video card. If you have less than one gigabyte (1 GB), you should upgrade the amount of memory in your system. If you have 1 GB (or more) of memory, you should consider upgrading your video card. Also, ensure that you have the latest drivers for Mac OS X. Use Mac OS X's Software Update feature (located under the Apple menu in the Finder) to download and install the latest version of the OS as well as critical driver updates.

O. Multiplayer Troubleshooting

Performance: The following guidelines are recommended for a good multiplayer experience:

8 Players - Greater or equal to a G5 DP 2.5 GHz, 2 GB RAM, and Cable/DSL, LAN
6 Players - Greater or equal to a G5 DP 2.0 GHz, 1 GB RAM, and Cable/DSL, LAN
4 Players - Greater or equal to a G5 2.3 GHz, 768 MB RAM, and Cable/DSL, LAN
2 Players - Greater or equal to a G5 1.6 GHz, 512 MB RAM, and Cable/DSL, LAN

Try to ensure that the player with the fastest Mac acts as the Host for the game.

Direct IP / GameRanger and Routers: Players who are situated behind a NAT or router may encounter problems when attempting to connect to Direct IP or GameRanger games over the Internet. This is due to the fact that the Mac is most likely being assigned a "local" IP address (such as 192.168.1.1) which is unsuitable for use over the Internet. There are two ways to address this issue:

- **Inform the game of your WAN (eg, “true”) IP Address.** For most gamers, your WAN IP address is the one assigned to your broadband Cable or DSL modem by your Internet Service Provider (ISP). To determine your WAN IP address, consult the documentation that came with your router or gateway. Or, use a web browser such as Safari to visit a site such as <http://www.whatismyip.com> to determine your WAN IP.

Once you have your WAN IP address, start the game and click **Help and Tools**, then **Options**, and then the **Game Options** tab. Enter the WAN IP address in the section marked **Direct IP / GameRanger Override Address**. Finally, quit and restart *Age of Empires III* for your changes to take effect. Now you’re ready to try to Host or connect to a Multiplayer game.

Please note that if your ISP assigns your WAN IP address dynamically and it changes, you will need to update the **Override Address** setting with the new value to continue playing games over the Internet. Also, if you decide to play a LAN game (rather than a Direct IP or GameRanger game), you’ll need to remove the **Override Address** setting altogether.

—or—

- **Direct connection to the Internet.** If entering your WAN IP as your **Override Address** fails, you may need to bypass your NAT or router and connect your Cable or DSL modem directly to your Macintosh. This should ensure that your Mac is assigned a “true” IP address directly. It may be necessary to reboot your Mac and/or modem before you can connect to the Internet. Also, make sure to remove any **Override Address** setting before trying a Multiplayer game using this method.

Port Override: If multiple Macs on a single LAN want to participate in a Direct IP or GameRanger game, you’ll need to provide each of them a unique Port number. To do this, start the game and click **Help and Tools**, then **Options**, and then the **Game Options** tab. Starting with 2300, enter a unique Port number in the section marked **Direct IP / GameRanger Override Port**. For example, the first Mac on the LAN could use port 2300, the second Mac could use 2301, etc. Finally, quit and restart *Age of Empires III* for your changes to take effect.

NAT / Routers: Ideally, computers situated behind Routers or NAT devices should be placed into the router’s DMZ before when playing Direct IP or GameRanger games. Consult your router’s documentation for information on how to do this. Alternately, you may try using port forwarding on UDP and TCP ports 2300-2310.

Multiplayer Scenarios: *Age of Empires III* does not support the use of triggers for user-created scenarios in multiplayer. Triggers may cause “out-of-syncs” errors or other unknown problems. Exiting the game and restarting *Age of Empires III* will fix any instability caused by this situation.

Multiple IP addresses: Macs with multiple IP addresses assigned to them may not be able to Host or join multiplayer games

Disconnection from ISP: If you are disconnected from your ISP and quickly reconnect, you and the Host may be dropped from the game if your ISP assigns a new IP address because the game will not recognize you. If this occurs, restart the game.

Hard disk space: If you join a multiplayer game but do not have enough hard disk space to download the scenario, you will receive a message that you must quit the game, clear space on your hard disk, and then rejoin the game.

Internet Sharing: Multiplayer games via Mac OS X's Internet Sharing feature are not officially supported.