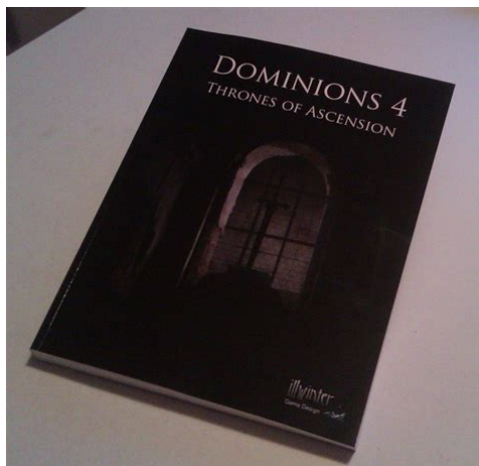




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Book Descriptions:

Dominions 3 Manual

You start the game by designing one of the pretender gods that will compete for true ascension to godhood. The type of god can range from a magically powerful arch mage to an ancient kraken or a mystic monolith that people pray to. There are more than 60 different nations, 1500 different units, 600 spells and 300 magic items in the game. The game also features a medieval musical score by Erik Ask Uppmark and Anna Rynefors, both awarded the title of Musicians of the Realm by the Swedish Zornmarkeskommiten. Dominions 3 is a highly detailed game and a 300 page pdf manual is included in the download. The game can be bought from Steam and there is also a Forum there where you can ask questions. Frequently Asked Questions for technical problems and their answers are here. The 300 page manual for Dominions 3 can be downloaded below as well as the latest modding and map editing manuals. The game is still being updated occasionally, to fix some bugs and to make sure it works with the latest computers. If you are using the Steam client you will be updated automatically as soon as an update is released. The game can be played on Windows, Linux and Mac OSX and does not require a very new computer. A 5 year old computer should be able to run this game without breaking a sweat. About 500 MB hard drive space is needed and your computer needs at least 512 MB ram. All trademarks are property of their respective owners in the US and other countries. Its epic and will answer most if not all your questions! But yeah theres a lot to dig. And its vital to use it for its tutorial part to read and play the tutorial in game in parallel. As someone just learning the game for the first time this is an amazing tool. I was lost before I noticed that. All trademarks are property of their respective owners in the US and other countries. Some geospatial data on this website is provided by geonames.org. [http://copy2d.com/ftp/image/8085c-thermostat-manual\(1\).xml](http://copy2d.com/ftp/image/8085c-thermostat-manual(1).xml)

- **dominions 3 manual, dominions 3 manual, dominions 3 manual, dominions 5 manual pdf, dominions 3 manual.**

The type of god can range from a magically powerful arch mage to an ancient kraken or a mystic monolith that people pray to. Your pretender controls one of over sixty different nations and with the help of that nation he will spread his word and battle the other pretenders. Dominions 3 is a turn based strategy game. You can play single or multiplayer 1 23 players with simultaneous turns. There are more than 1500 different units, 600 spells and 300 magic items in the game. Dominions 3 is a highly detailed game and a 300 page pdf manual is included in the download. I noticed that the PDF version is newer than my trusted bound version and wondered if enough has changed that would make it worth spending some money at my local Staples to get a new bound version. If anyone has some insight could you please let me know They should identical in content. For example, my page VI is V in the PDF document. So Im not sure what else if anything has changed, hence my asking. Here is a list of the few errata found Dom3.servegame.com We need a plan. As I find thats usually a good plan for dealing with pretty much any issue. So come on! Join the community today totally free or sign in with your social account on the right and join in the conversation. However after recieveing the game this morning I have zero regrets after only playing the tutorial. The game was worth every penny due to the manual alone. In this age of EA pamphlets, reading the Dom3 manual this morning returned me to my personal gaming golden age when I would look forward to reading the manual as much as playing the game. The two games I have purchased prior to Dom 3, CoH and NBA 2K7 for the 360, are both great games but the manuals are pathetic. Bravo to Illwinter and Shrapnel games for sparing no expense and giving this game the outstanding documentation it deserves. However after recieveing the game this morning I have zero regrets after only playing the

tutorial.<http://forumsevens.com/images/8085c-manual.xml>

Bravo to Illwinter and Shrapnel games for sparing no expense and giving this game the outstanding documentation it deserves. You brain surgeon, you. It's easy to see that this is a work of love. Thanks for months of information gathering and writing, and doing a superb job of it! Now if the damn game would only get here! Tom Chick told me he was reading the manual the other day while eating breakfast, so that's kind of what I was aiming for. Thanks to everybody who posted nice things about it. Johan and Kristoffer had to go through list after list of Excel files I sent them which translated spell effects from Dominions History Language into practical game mechanics, and they never complained. One of the most surprising things was how easily I changed my mind on one of my cardinal rules of manuals no backstory. Tom Chick told me he was reading the manual the other day while eating breakfast, so that's kind of what I was aiming for. Thanks to everybody who posted nice things about it. Johan and Kristoffer had to go through list after list of Excel files I sent them which translated spell effects from Dominions History Language into practical game mechanics, and they never complained. One of the most surprising things was how easily I changed my mind on one of my cardinal rules of manuals no backstory. I miss the little histories for all the major artifacts, though it would be churlish to complain given how amazing the rest of the work is. I also really appreciated how the mechanics of some game ideas like supplies which I never quite grasped are very clearly laid out. Having the formulas right there in the text was an excellent choice. This really is a manual from The Time Before Strategy Guides. Strong work, Bruce. I remembered it from way back and looked it up. I had wanted to try and fit that into some kind of Dominions piece for a long time. I think it's a kind of cheap way to fill space, especially when so many manuals leave so much else unexplained.

It's as though they are saying, "we couldn't be bothered to explain any game mechanics, but we hired this writer to write some crappy backstory, and we like it so much we put it in the manual and the game." The thing I realized as I was doing the manual was that Kristoffer's flavor text and backstory was, like Jasper said, actually anything but crappy. But I still didn't want to just put it in the manual. When Kristoffer wrote up the inspiration text, I realized that it fit much better if you got the national histories along with it. So I edited them down so they made up a sequential history in the ingame descriptions, many of the histories of later ages include early age history as well. I and Kristoffer too I think liked the result, which seemed like a value addition rather than a reprint. I actually thought of doing something with the artifacts, because many of the blurbs are really funny, but that would have really pushed the page count to impractical levels. The descriptions from the game are great it's just that in the previous manual, they were presented in lieu of explanations. But with a manual that runs to 300 pages with little extraneous content, there isn't much room to expand the nontechnical side. Maybe with smaller print. At some point perhaps Shrapnel can put it on their downloads page. For now, I'm hosting it. I remembered it from way back and looked it up. I had wanted to try and fit that into some kind of Dominions piece for a long time. Tom Chick told me he was reading the manual the other day while eating breakfast, so that's kind of what I was aiming for. Thanks to everybody who posted nice things about it. Excellent job. Favorite manual in a LONG, LONG time. So my wife thanks you for the opportunity to have a little fun at my expense too!. This monster can fly during a storm. If the monster has the. All images must be saved as Targa .tga or SGI .rgb.sgi images. The image file must have 24 or 32bit color and be uncompressed or RLE.

<http://www.statcardsports.com/node/10430>

If the image is saved in 24bit color, black will be replaced with a fully transparent color. All mod files must contain most of the following commands. The dm file must be located in the directory called mods in the dominions3 directory. It is possible to have many mods enabled at once. For instance you can enable a mod that turns Abysia into giants at the same time as you have a mod that adds a new Hoburg nation. A game created when a mod is active will automatically activate this mod for all

players participating in that game. There will be an error message for any player that hasn't downloaded the mod. Mod instructions happen in the following order. Mod Info Weapons Armors Units Spells Magic Items Names Magic Sites Nations General All mods will modify or add new weapons before any modification is done on units and so forth. Two mods should never try to modify the same thing. This can result in different behavior on different computers. It sets the name of the weapon. Sets the damage value of the weapon. A spear has a defense value of 0. Missile Weapon Missile Weapon Missile Weapon Missile Weapon Missile Weapon Missile Weapon Missile Weapon Table 1 Common manufactured weapons Nbr 257 256 253 258 259 153 252 265 165 267 263 260 266 Weapon Name Bardiche Kryss Hatchet Claymore Executioner's Axe Stick Club Spiked Club Great Club Pick Axe Net Throwing Axe Great Bow Comment Missile Weapon Missile Weapon Table 2 Rare manufactured weapons. It mustn't be the same as any other weapon. This command also turns the weapon into a missile weapon that cannot be used in melee combat. A short bow has a range of 30. Default value is 0. The sample that will sound when this weapon strikes. Some commonly used sounds can be found in Table 4. A full list of sound samples can be found in fanmade documentation. Poison damage is caused over several combat rounds. To make a poisoned weapon, do not use this command.

A value of zero default means that only one opponent will be affected. A value of one or more indicates the number of squares that will be affected. An area of two or more squares is large enough that the user of this weapon might hit himself as well. This secondary effect will affect anyone harmed by the weapon. See Table 7 for some effects. See Table 5 for some effects. Usually you want to use the always variant with area effects and the other with nonarea effects. For a full list of possible effects, refer to other, fanmade documentation. Table 6 shows some numbers that can be used for missile weapons. A full list of flysprites can be found in fanmade documentation. Table 7 shows some numbers that can be used. Any number between 10001 and 10238 can be used. Use number 1 to disable an explosion effect. It mustn't be the same as any other armor. A chain mail cuirass has a defense bonus of 1. For shields, use this command to set parry value. It sets the name of the armor. It mustn't be the same as any other monster. A human being should be about 32 pixels high and there should be 2 pixels of free space between his feet and the bottom of the image. If this is not set, then spr1 will be used for this image too. The basic encumbrance of the monster. The strength of the monster. A normal human soldier has 10 and only the elite of the elite may have 15. The most skilled human unit in the game is the Emerald Lord with attack 15 and defense 14. A normal human has 10, 1st level mages have 13 and 3rd level mages have 15. A normal human soldier has morale 10, a satyr of Pangaea has 8 and a fierce minotaur has 13. Giving a monster 50 in morale makes it mindless and prone to dissolving due to lack of proper leadership. This is also the cost in design points for pretenders. The resource cost of weapons and armors will be added to this. Most human troops have a rcost of one. Standard is a value between 10 arch mage and 80 dragon.

Standard is a value between 1 arch mage and 4 oracle. A monster can have up to four weapons and all melee weapons will be used simultaneously. All weapons found in Dominions can be used, but some different weapons have the same name so you might have to use the weapon number instead. A monster can have up to three armors. One helm, one body armor and one shield. Number of eyes must be at least one. The number of eyes affects how easily a monster goes blind by battle afflictions. 7 Monster Modding, Advanced 7 Monster Modding, Advanced A word of warning on monster modding. A single monster can only have a limited number of special abilities so don't put them all on the same monster. Indicates that the monster is an animal. Animals are affected by the animal awe power. The special abilities are stuff like Holy, Fire Resistance, Awe, etc. Copies all weapons, armors, stats, magic skills and special abilities from an existing monster. The existing monster can be a monster that has been created previously in the mod. Copies the sprite from an existing monster to the current one. Use value 100 for perfect darkvision. Bonus is a bonus that

makes it harder to detect the unit. The value indicates the difficulty of the morale check, 10 is standard. This monster does not heal naturally. Usually there is no need to set this as it will be calculated automatically depending on startage and skills. After this age it will risk getting afflictions and eventually die. Default is 50 for humans, 500 for undead, 1000 for demons. Different magic paths increase maxage 50% of this value per point of magic, depending on the type of creature. The percent value is the chance of success for every unit in the province. Success chance is checked against every unit to see if the commander successfully uses the healing ability. If successful, a check is made against the difficulty of each affliction and if it succeeds, the affliction in question is healed.

Some afflictions are harder to heal than others. The monster will get stat increases or decreases depending on the current season. Bonus can be a value of one or more. A bonus of one means that people with a morale of 11 have about 50% chance of daring to strike. A bonus of 10 means that you need a morale of 20 to get a 50% chance. This monster is very fearsome. A high value indicates higher fear. Standard is 0. Death magic increases the fear value. The percent value indicates how many percent of his hit points are regenerated every turn. A normal value is 2 or 3. Reduces the fatigue by this amount every turn in battle. The damaged unit will also suffer the effect of the decay spell if it fails an MR check. The bonus value will be added to strength, attack and subtracted from defense. A normal bonus value is 3. This monster is surrounded by heat like an Abyssian. People within this area will recover lost morale. Protection varies with coldness. A bonus of one means that animals with a morale of 11 have about 50% chance of daring to strike. Makes a commander better or worse at magic research. Monster is surrounded by a poison cloud. The value is the percent chance of negating a possible bad event. Monster is surrounded by a disease cloud. Any creature that hits the monster must make a magic resistance check or suffer the damage itself. Strength is the penetration minus one and must be at least one. The value is the amount increased per month. This makes him specially apt to defend castles. The monster spreads a very deadly disease that kills population and infects military units in the province. Its holy magic level counts as double for this purpose. See Table 9 for useful slot values. If you want to have 2 hand slots and 1 body slot then just add those two numbers together. Never add 1 hand and 1 hand, use the 2 hands value instead. The bottom three entries in the table are some precalculated values for your convenience.

Never use the nothing value, unless you really want no slots at all. The path must be a number from Table 10 and level should be a number from 1 to 10. If the monster already has this magic skill then the old level will be replaced by the new one, unless it is a random skill. The path mask must be a number from Table 11 or a sum of multiple masks from this table. Chance should be a number from 1 to 100. Use this command multiple times for many random picks. E.g. use path mask 384 and chance 50 to give a commander a 50% chance of getting one level higher in fire or air magic. This is displayed when viewing the unit's random magic information. The boost can be from 5 to 5 levels. See Table 10 for path numbers 08. The type ranges from 0 fire gems to 7 blood slaves. There is no fatigue cost for this. This spell cannot be a spell added by a mod, it must be an original Dominions 3 spell. There is no research penalty from drain scale and in combat the fatigue costs of spells are not increased by the drain scale. Werewolves have this ability in their wolf shapes. Summon a number of monsters each month spent inside friendly dominion. This other monster will be removed after battle. The other monster is also affected by this command. If the monster also has a watershape, the watershape takes precedence over the plainshape, such as when moving from a forest to a water province. For name numbers and their meaning see Table 12 and Table 13. If you do not set the name type explicitly, then Dominions will take a guess based on gender, size, resistances and sometimes come up with the correct result anyway. This is a very rare ability that only the most magic beings possess. These commands are used to set basic leadership values for monsters. Undead beings and demons require undead leadership and magic beings require magic leadership. Monsters that are both undead and magic being or demon and magic being are led with undead

leadership.

The different magic paths grant various bonuses to leadership. This is the default value and it is the standard for non elite commanders. This monster has an innate ability to command 160 magic beings. This monster cannot lead undead units when it is a commander unless it is a death or blood mage. This monster has an innate ability to command 10 undead beings. These commands allow the modding of spells. This means that running a lot of mods with a lot of spells would cause the game to crash whenever a spell from the end of mod set was cast due to limitations on new spells. Reqrnr should be 0 for the first required path and 1 for the second required path. Creates a new spell and selects it for modding by the following commands. The number ranges from 1 to 7, see Table 15. Changing name of a spell will also remove its description, so make sure to set name before description. Add 1000 to dmg to make the damage be variable with the level of the caster. Some of the most common eff values can be seen in Table 17 and Table 18. Value higher than 10000 are rituals and those lower are combat spells. There are many other values that can be used, but these are the only documented ones for now. There are more complete lists in fanmade documentation. Sets the number of effects for this spell. For summoning spells this determines how many are summoned. Every 100 in fatigue cost raises the required number of gems or blood slaves by one. The fx nbr should be a value between 10000 and 10257. The nextspell takes place on every area where the main spell takes effect. Nbr 10001 10019 10021 10035 10037 10038 10039 10050 10063 10077 Effect Summon monster Teleport Summon commander Crossbreed Farsummon Indep. However, the total number of attributes is not so straightforward, because some attributes are free in the sense that they are automatic. This level can be 0,2,4,6,8 or 12 for items that cannot be forged. Works on misc item, boots, shield, 2h weapon, 1h weapon.

Does not work for helmets, armor. Secondary path required to forge this magic item. Secondary path level requirement to forge this magic item. Nametype nbr is a number between 100 and 200. See Table 12 and Table 13. Note that a magic site may only have five different attributes assigned to it at the same time. This command can restrict the random placement of a site to certain terrains or flag the site as unique. Useful numbers are 735 for a site that can be located in any land province default and 288 for sites that can be located in any sea. Locmask 1023 means a site can appear in any province, land or sea. You can calculate your own locmask by adding all places your site is allowed to appear in on Table 20. It sets the name of the site. Gives gem income to the magic site. It must not be the same as any other site. The site causes a healing check to be performed at the indicated percent chance on every unit in the province, like a healing unit set to Heal Troops. If the healing check is successful, a check against the healing difficulty of any affliction the unit has is performed. See Table 22 for the list of pathcost commands. The image must be 32 pixels wide and 64 pixels high. The flag should be positioned at the bottom of this image. Selects the nation that will be affected by the following modding commands. Nation number is a number between 0 and 94. See Table 23 and the two following tables for currently used numbers. You can use number 72 to 94 in order to create new nations without overwriting an existing one. The list of recruitable units and commanders is not cleared with this command. Even though the name of a nation is changed, the file names for the 2h and trn files will be the same as the old nation's. If the name is changed, then this must be the first command when modifying the nation. Two nations with the same name cannot be in the same era. Each color is a number between 0.0 and 1.0. This color is used for the score graphs.

Replace the flag with an image. Look at Table 26 for some pic nbr values. A suitable size for the background is 512x512 or 1024x1024 pixels. Sizes in between will become somewhat fuzzy as they will be resized to a suitable size. 13 Nation Modding 132 Unit Lists These commands are used to assign a nation's units, commanders, heroes and its provincial defense type. Units recruited from a nation's start sites are not affected by these commands. Default is 20 units. Table 27 shows some suitable start sites. This command can be used up to 4 times for multiple start sites. Makes the AI

more likely to research blood magic and hunt for blood slaves. Priests of this nation cannot preach. Temples have no effect here, except if blood sacrifices are performed there or if a priest preaches there. Mictlan has this benefit. Abysia has this ability. Priests with holy magic of level 3 or higher can reanimate longdead horsemen. Middle Era Ulm has 25 in this, meaning they get 25% more resources in their fortified provinces than another nation with the same fort. Desert Tombs Ctis has this attribute. Default is 100. The effect cold and heat have on income. Default is 100. The effect cold and heat has on supplies. Default is 100. How misfortune affects the possibility of an event being good. Default is 50. How luck affects event frequency. This value is the chance of a random event to be a rare one. You almost certainly read about them in fantasy history class.. in English, and in the second chapter If you still have any questions when reading this manual, call us, we'll be pleased to help you. We wish. summer it can get very cold at high altitudes. Besides the. collision or any material damage, a reserve system can save your life.. Due to the mechanic of the. Dive with extreme sink rate! In ca The type must be chosen before. Learn how we and our ad partner Google, collect and use data. I noticed that the PDF. In all directions lie fiefs, freeholds, and feodums.

All are small bits of land, controlled by petty lords and verging on anarchy. When this manual was created, good care was taken to exclude any mistakes and contradictions. Dominion I is a monophonic analogue synthesizer. Dominion LX User Guide Release 2.4.5. This document contains proprietary information that is protected by copyright. All rights reserved. No into comments, status dominion 3 the awakening manual and keygen size reduced. Tale of Jeremy Vole Lord of the Impossible victor vc3165 user Dominions 3 The Awakening is a fantasy turnbased strategy game created by Illwinter and published in 2006 by Shrapnel Games. It is the third game in the Dominions Dominions 3 The Awakening is a fantasy turnbased strategy game created by Illwinter and published in 2006 by Shrapnel Games. It is the third game in the Dominions View and Download Raritan Dominion SX32 installation and operation manual online. Dominion SX32 Network Hardware pdf manual download. Dominions 4, for those who dont know, is a strategic game set in a fantasy world with magic, mythology, and a whole lot of personality. Reload to refresh your session. Reload to refresh your session. The site may not work properly if you dont update your browser. If you do not update your browser, we suggest you visit old reddit. Press J to jump to the feed. Press question mark to learn the rest of the keyboard shortcuts Log in sign up User account menu 45 Changes in Dominions 5 lifted from the manual Thought it would be interesting to many of you contemplating getting the new game. Movement in Dominions was terrain and costbased, and weather not inconsequential. Units with similar capabilities moved in similar ways. Light infantry were of similar speed, heavy infantry slower, and there were even slower and faster fliers. Some units had the ability to survive in certain terrain that made them move faster through special knowledge. Of course, moving in enemy territory or in bad weather was slower.

But this all came from the discovery that in some cases, units could move more than one province at a time, even in enemy territory! Arcane learning was not only long and arduous, but allconsuming. We previously thought that it was possible for mages to research a little in one school and a little in another school. This has been shown to be false. A mage can only research one school at a time, as its singular mysteries consume all his or her thought. No longer can mages split their research between multiple schools in one turn. The roads in Dominions were not constructed by its inhabitants. It does not appear that any of the roads described in the chronicles were actually built during the time those chronicles were written. Roads began and ended with the creation of the world, through mystical forces. You can no longer build road improvements in Dominions 5. The soldiers of Dominions were in the main citydwellers. Recruitment in Dominions was very much based in the cities or heavily populated areas, judging from many newly discovered texts such as diaries and apescribblings. Centers of population were much more important in real life than previously thought, so expect them to be so in your game. Weapons and armor interactions were even more sophisticated than we thought. If you thought that you understood exactly how different types of

maces, flails, daggers, spears, clubs, tridents, and halberds interacted with chain, plate, ring, scale, leather, or other mails, you should read this section anew to improve your knowledge. Some commanders were indeed crafty. The old stories of commanders who were lost due to an inability to retreat, thus leading to the loss of their troops, were somewhat misleading. They often retreated to a castle or other refuge, or at least to friendly lands. If they were natives of the territory this was almost certain. But the less crafty ones were likely to be lost. Architecture in Dominions was not as advanced as once thought.

Fort building now always starts with the simplest type of fort usually palisades and must be upgraded later. Building an advanced fort from scratch is the sole province of magic! Religion was in some ways as elemental as magic. Priests have some spells that depend on the type of god they worship, whether it be fire, air, death, or what have you. This suggests that in the world of Dominions, magic and religion were not as far apart as you might think! Battles were fought in real time. In previous versions of Dominions, we saw armies move one at a time, in our concept of "turns." It turns out ha! that this was a modern accommodation. In fact, when you watch battle replays, you will see each side moving at the same time, as it truly was when those battles were fought in those times. Beware the Cataclysm. In previous versions, games could end on victory points. This is no longer the case. Instead, based on the Cataclysm that destroyed the Ermorian Empire through the unleashing of Death itself, a game can be set to end after a set number of turns. After this set point, horrors will descend and start destroying Thrones of Ascension. Every Throne destroyed also reduces the number of Ascension points required, so a winner should appear shortly after the Cataclysm begins. Who wins in the event that no one owns a Throne. In this case, it seems that the gods truly were diverse and multiple in capability and craft. Your pretenders will be, too. But for some bless effects, the pretender needs to be present to truly impart his or her or its energy. Because in the world of Dominions, nothing is ever just quite as we thought it was. Which is the whole point. 19 comments share save hide report 98% Upvoted This thread is archived New comments cannot be posted and votes cannot be cast Sort by best level 1 2 years ago I brought dominions 4 on sale a while back but never got a chance to really play. Any opinions on if its worth picking up 5 and just starting from there.

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