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Age of Empires / World's Edge Studio - 22 Jan 25 Welcome heroes to another exciting update with a ton of new features, including Photo Mode, an alternative layout editor, and the 2025 New Year Event! So take a peek and jump in to the latest for Age of Mythology: Retold! Plus, today is also the... 2025 is here and with it the New Year 2025 Event!
Complete 25 challenges to earn new profile icons from January 23rd to February 26th! One new challenges will be added each day from the event for all who want to complete them. Plus, unlocked challenges can be completed in any order and simultaneously! January 23rd -
February 26th Day 1 Train 25 Scout units in a single match. Profile Icon Unlock - Ajax Day 3 Train 25 Hero units as the Greeks in any amount of Skirmish or Multiplayer Games. Profile Icon Unlock - Omniscience Day 4 Cast Ragnarök power as the Norse. Profile Icon Unlock - Ajax Day 3 Train 25 Hero units as the Greeks in any amount of Skirmish or Multiplayer Games. Profile Icon Unlock - Omniscience Day 4 Cast Ragnarök power as the Norse. Profile Icon Unlock - Ajax Day 3 Train 25 Hero units as the Greeks in any amount of Skirmish or Multiplayer Games. Profile Icon Unlock - Omniscience Day 4 Cast Ragnarök power as the Norse.
Gjallarhorn Day 5 Collect 2025 Food, Wood and Gold each in a single match. Profile Icon Unlock - Tartarian Gate Day 6 Train 25 myth units in a single match. Profile Icon Unlock - Vision Day 8 Train 2025 Animals of Set in any amount of Skirmish or Multiplayer
Games. Profile Icon Unlock - Champion War Elephant Day 9 Deal 2025 damage using Meteor or Tornado as the Egyptians in a single match. Profile Icon Unlock - Isis Day 11 Play 5 Deathmatch games. Profile Icon Unlock - Anubite Day 12 Collect 2025
favor points using the Norse in a single match. Profile Icon Unlock - Long Serpent Day 13 Cast 25 god powers in any amount of Skirmish or Multiplayer Games. Profile Icon Unlock - Servant Day 15
Deal 2025 damage using Implode as the Atlanteans in a single match. Profile Icon Unlock - Oranos Day 16 Cast the Sentinel God Power 5 times as Hades in any amount of Skirmish or Multiplayer Games. Profile Icon Unlock - Petrification Day 18 Win 10
Skirmish or Multiplayer games. Profile Icon Unlock - Will of Kronos Day 19 Deal 2025 damage using Lightning Storm or Earthquake as the Greeks in a single match. Profile Icon Unlock - Thor Day 21 Train 25 Throwing Axemen, 10 Raiding Cavalry
and 5 Portable Ram as the Norse in any amount of Skirmish or Multiplayer matches. Profile Icon Unlock - Valhalla's Chosen Day 23 Deal 2025 damage using myth units in a single match. Profile Icon Unlock - Transfiguration Day 24
Promote 25 units using the Atlanteans in a single match. Profile Icon Unlock - Buck Day 25 Fully upgrade the Military Academy, Archery Range and Stable as the Greeks in a single match. Profile Icon Unlock - Zeus 2 Likes Some buffs to towers, which are welcome, but I don't really agree with the nerf to citadel center - it was a questionable GP to
begin with, now you just get a TC with extra HP and pop. Meh. The rest of the changes are solid. I still don't like the overall design of VoTK for Elephants, but it is what it is. Greek nerfs and Norse buffs... it makes no sense ElderHumpty: Greek nerfs Greek buffs Greek Ranged Heroes do more damage. Hippeus have more Hack armor. Also some buffs
to Ares, Hephaestus and Hera. Greek nerfs Athena and Dionysus got nerfs. Hetairos less base damage but more damage against Archers. 1 Like ElderHumpty: Greek nerfs and then the Egyptians and the least balanced and most broken pantheon
in the game are the Atlanteans. EricTheRed283: Greek buffs Greek Ranged Heroes do more damage. Hippeus have more Hack armor. Also some buffs to Ares, Hephaestus and Hera. Greek nerfs Athena and Dionysus got nerfs. Hetairos less base damage but more damage against Archers. The Hetairos is still broken and needs a bigger nerf since a
military unit cannot have area damage because that makes it a mythic unit that does not cost favor and is immune to heroes which is unfair because it unbalances the game and favors the spam of Hetairos. Hetairos are worse against everything except Archers now that is big. They still can get nerfed a bit imo Still haven't fixed issue with bluetooth
headphones. Worse still, the hands free telephony thing just mutes the entire game! Team: Sir, the community is urgently requesting these changes to improve the game! Developer: Okay, fix the connection issues and the walls. The rest of the updates will be things they haven't even mentioned on the forums in the past few months. Team: Yes, sir!
Developer: Also, they're asking for buffs for Loki. Release this nerf instead and ignore the rest of their requests, even about Fimbulwinter. 1 Like MarakuJa1: even about Fimbulwinter. 2 Like MarakuJa1: even about Fimbulwinter. 3 Like MarakuJa1: even about Fimbulwinter. 4 Like MarakuJa1: even about Fimbulwinter. 5 Like MarakuJa1: even about Fimbulwinter. 6 Like MarakuJa1: even about Fimbulwinter. 7 Like MarakuJa1: even about Fimbulwinter. 8 Like MarakuJa1: even about Fimbulwinter. 8 Like MarakuJa1: even about Fimbulwinter. 8 Like MarakuJa1: even about Fimbulwinter. 9 Like Marak
personal opinion carries enough weight to influence the decisions of the whole team of developers besides the forum doesn't have to represent what? Go 5% maybe 7% of players in total being nice? Plus your personal opinions are subject to debate as many disagree, one complains that atlantes are too strong the other that fimbulwinter must be
nerfed. Personally, I don't have any problem with that, fimbulwinter isn't that strong once you've learnt how to ring the forum bells for example, but maybe that's too
much to ask In team games with multiple Norse players with Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonders standing that team can keep Fimbulwinter active non-stop active
Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonder so they can do good damage. I don't think fimbulwinter is a problem. If you know your villagers to the edges of the
map. I think the real problem is the Atlanteans since they are so broken in everything. The Atlantean sonly have advantages in all their units, powers, villagers, buildings, mythic units, heroes. If you don't defeat an Atlantean before the Atlantean advances to the 4th age it is practically a guaranteed defeat since when you go to attack him the Atlantean
will implode and you will lose your entire army. And the Atlanteans have the best siege weapons and the game will end in GG. BornWinter52864: EricTheRed283: In team games with multiple Norse players with Wonders standing that team can keep
Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonder so they can do good damage. I don't think fimbulwinter is a problem. If you know your Norse opponent is building a wonder you should stop him from finishing the construction of the wonder and you should move your villagers to the edges of the
map. Obviously if you can prevent opponents Wonders from going up there will be no problem but when they do go up it is then a big problem in team games from all the complaints I have seen and heard. Your towns and anything in them will keep getting attacked by Wolves including Caravans that help you keep getting Gold when Gold Mines are
gone will still be a problem no matter what. I haven't played any Comp Stomps for a while because I hate the Wonder option just like they have with Titans. Add that option will make me and others like me be more interested in playing the game
I currently just play for event rewards and the scenario editor for making screenshots of stuff. EricTheRed283: them will keep getting attacked by Wolves including Caravans that Those who say Fimbulwinter isn't excessively strong are exactly the players who take advantage of this broken power... There needs to be at least a percentage limit on the
number of town centers affected by the power. It can't affect 100% of the town and village centers in the game; that's dishonest. Even in the old AoM:TT, the developers were smart enough to limit the number of town centers affected by the power... EricTheRed283: I wish they would add Disable Wonder option just like they have with Titans. Add that
option will make me and others like me be more interested in playing the game. I currently just play for event rewards and the scenario editor for making screenshots of stuff. When I refer to community requests, this is exactly the kind of thing I have in mind. What's so hard about adding an option for this? So many people asking, and they struggle to
do the basics. So it's more an issue with the wonders than the spell Fimbulwinter itself. Wonders are extremely expensive and time-consuming to create, and are supposed to be end-game buildings that unlock situations. Honestly, any player who has completed a wonder will always have a huge advantage over the others, no matter which civilisation
they choose. I've almost never seen a player manage to complete a wonder even in a team game, it must happen in low elo where everyone plays ultra passively, but then again that's not the problem with the game it's the problem with the players. Fimbulwinter in itself, if it's not accompanied by a wonder, is the easiest spell in the game to counter.
Nerfering it would be really illogical and would render the pick completely useless. It lasts 15-20 seconds, you press the bell on your forum to bring in the villagers (yes, yes, I think everyone can do it) and that's it. 1 Like I think no one talked about the base fimbul winter. It's always about the wonder empowered one. Strangely some GPs get way
more powerful than others with wonder. This is still a balance issue for sure. If someone presses fimbul winter with wonder like 3-4 times in like (at least it feels like it) 5 min. It's not enough to ring the bell all TCs get demolished without real interactivity. I had a couple of these longer games and yes surely I am not a good player but I still want to
have fun and sometimes play with others. This shouldn't be a criteria. Especially since it's so easy to fix: make the CD much higher even with wonder. The rest can stay the same if there are no better ideas. But that's the easiest and quickest solution. The CD for a global GP is just way too low. And yes, I mention global intentionally cause I would nerf
all global GPs for Wonder Age. Like Shifting Sands and Underworld. Wonder Age should be game ending, yes. But it should still be fun and primarily buff myth units and favour costs... Pc Xbox crossplay nor working. It keeps saying settings are incompatible after update. 4 Likes Same Issue here, I was trying to play last night with friends, Im on Xbox
and theyre on Pc Same here I can't play with my fellas: c Attempting Steam vs Windows Store versions... Update here guys, I changed the cross input selection, to accept both controller and keyboard/mouse. There is no
relation to the crossplay, but to crossplay input. I have changed this on Xbox on the controller menu. Now the multiplayer between Xbox and Pc its working again. Why can't I (PC / Gamepass) join a game with friends (PC / Steam) anymore? Since latest pach feb 25... Any solutions? 1 Like Is this still a problem? Or even a real problem? I was thinking
about buying the game on Windows Store but if I can't play with the Steam population I'm gonna skip the purchase... I don't really like steam but missing out on that playerbase is huge! i have the same problem. i only can be the host and invite the group. same thing here. Com one man... Looks like they don't care about us steam users. Still no fix
Category Topics For the latest news about your favorite Age games! 228 Rules, suggestions, and other resources to help you navigate the official Age of Empires forums. 4 A place for Insiders to chat, speculate, and watch for announcements about the latest beta opportunities. Note that this is NOT a place to discuss confidential information! 86
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speak to World's Edge about remaking the classic RTS for all audiences Reading this new interview, It seems that AOE5 could be in development "So, of course, given this is the final game in the older Age Of franchise to remake, and, well, how they're making new expansions for it... Surely? Surely, right? Age of Empires V is just sitting there, in the
ether, unmade. "It does sound a lot like you're in a position where you kind of want to make something new?" I asked, my voice going ridiculously high at the end as I try to goad them into an answer I know they won't give. I came closer than I thought! "So..." began Yuen. "I..." he continued. "We..." he added. "I would love..." he so temptingly
continued. And then catching himself went back to the clearly rehearsed line of, "So, we are launching the game on September 4, our goal is this will be a game that will continue to be updated and nurtured and..." Just imagine me turning down the volume at this point. So I tried again. "I know you don't want to answer this, but you must be tempted
#### new one! You've got everything in place, right? Teams in place, right? Teams in place, all these experts..." "Yes," says Yuen, gently cutting me off. "We do have a lot of people that are very interesting in building more Age." Come on, come on. "And that is definitely something that we need to..." YES?!" My only Hope as i said in many posts Is a new next
generation AOE set in the ancient times with a really graphic update with all modern graphic features. Also, new gameplay mode like "dinamic Campaign" (similar to COH3) would be amazing and something fresh for AOE. 7 Likes IMO, Making DLCs "new civs" for AOE4, Is much better and faster. AOE4 is already amazing. We just need new civs and faster.
more special units for civs. 24 Likes Exactly Maybe Spanish, Vikings, Aztecs, Incas, Ethiopians, or a new one! 2 Likes I don't see it. They're gonna be supporting AoM for a while, and then if they start working on AoE3's engine. But I don't see it.
It's such an investment, and AoE4 is finally getting better and at a point the investment can finally pay off by cashing in on DLC. I'd rather predict a spin-off title, less central, and with some gimmick similar to AoE3's shipments. And that COULD be made in AoE3's engine, which they're already familiar with. 1 Like They want to make the English
Civilization again for a new game rather than DLCs for existing games that requires venturing outside their comfort zone. 1 Like ArdeiGras1576: AoE3's engine Why would they use one of the first 3D engines for RTS in the 2030s? I'd prefer a 15c~18c centered AOE, slightest earlier than AOE3's timeline. This is a very underrepresented period. 2
Likes If they brought back the mechanics from AOE-3 it would be great, otherwise I don't see how it could be better than AOE-3. 1 Like Well they lack a more "standard" AOE game centered on the early modern period. Like they maybe really want to bring resource dropoff back. Then maybe implement a simplified deck system like AOE4's Ottomans
It could also borrow a lot of AOE3's features. I'd be curious how they could find a good balance. I agree that the "deposit resource" mechanic needs to be reworked to be more balanced and less unpredictable for the opposing player. (assuming such a game can be developed). ArrivedLeader22: I'd be
curious how they could find a good balance. Make it so that cards are chosen as you play, rather than building a deck before the game. Something similar to how you unlock upgrades for African civilizations, AOM age passes, or like the state cards for Mexico and the United States. I hope there is no card system in a possible age 5. As for the period of
the game it could be a return to the time of ancient history or to the period from 1500 to 1800. In any case, i would prefer a greater investment in age 5 now. 2 Likes hd.age: I hope there is no card system in a possible age 5 It doesn't have to be an exact copy of what it is in AOE-3. AOE people outside of AOE-3 don't seem too familiar
with progression systems, but there are plenty of RTSs that have them and they provide a lot of replayability. Just look at SC-2's co-op mode or campaign mode to know what I'm talking about. 1 Like Cards aside, there are multiple detailed mechanics that are important to this setting but AOE3 still lacked because the game is too established to have
its basic mechanisms overhauled. Most are only added to the game as unique traits of a small number of units, but they should be universal Cavalry charge, of course Pike formations like in AOE4 Better implementations of "heavy ranged cavalry" like the harquebusier in AOE4 (which is very common in this time period) Structured defensive buildings
It can be extended from AOE4's stone wall building system. This period is the peak of complicated defenses, contrary to AOE3's depiction where defense buildings are weak. Upgrade of unit equipments. It was a thing in AOM but AOE3 didn't implement it, so 17th musketeers have bayonets which is odd. This could be improved, like musketeers
gaining bayonets, cavalry gaining pistols, etc. Clearer roles for melee infantry. They should not all be cavalry counters and have a hard time competing with musketeers. Better designed navy. Treat the guns as separate weapon platforms like in AOE4, so that they can attack both sides at the same time, and broadsides could be better represented. A
more detailed defense system than ranged/melee resistance. Armor and armor breaking is still important in this period. Firearms could have higher armor piercing as you advance in technology. Skills or formations that could portray ranked fire, volley fire, etc. Dragoons should be able to mount and dismount. And a few more. 2 Likes I think AOE 4
and AOE 5 development can move in parallel... AOE 4 set in middle age while AOE 5 set in early modern ages Is there anything special about early modern ages in terms of units? Would all units have guns?" Short answer no. 1500-1800 time period was
very transitionary. Knights had full plate harness although heavy cavalry did transition to a thicker cuirass and helmet to defend against better gunpowder weapons. Pikes and Arquebuses dominated the battlefield. Until the bayonet and musket replaced pikes. The use of field artillery became more common as cannons became easier to produce.
Empires like the Aztecs and Inca didn't have gunpowder at all. The Chinese started to lag behind Europe in gunpowder weapon innovation. Settlers to the Americas commonly used swords and wore armor. They often lagged behind Europe in gunpowder weapon innovation. Settlers due to their trade with
the French, but they still used weapons they developed on their own as well. 1 Like Age of Empires II Retold would be Age of Empires II Retold with so much going on during the timeline of that game and it would need a Napoleon campaign
added to the base game. Also have the historic battles from AoE III DE also be part of the base game too. 4 Likes Age of Empires 5 is really supposed to be set in the Ancient Age. The Ancient Age has never been properly re-introduced. It lacks many units that were not re-introduced in AoE1, as well as some civilizations and variants that never saw the
light of day. An example of new units and civilization variants is seen in the TOTAL WAR series. Some people think that the Ancient Age would be boring because they compare it to AoE1. But there has never been a decent AoE with great content, variety of units, civilizations and variants, that focused on the Ancient Age. As long as AoE5 does not get
in the way of future AoE4 DLC, it is certainly a good addition to the future of the series. 6 Likes MadMax8915: Some people think that the Ancient Age would be boring because they compare it to AoE1. But there has never been a decent AoE with great content, variety of units, civilizations and variants, that focused on the Ancient Age This. Absolutely
agree with you. There's not a proper AOE set in the ancient times. I don't consider AOMRE because it's not a historical game. 2 Likes Page 2 I'd say if a new ancient AOE is made, its unit composition for Greeks, Egyptians, and Norse/Germanics would be very similar to the human units in AOMR. I wonder if they would choose a very extended timeline
(like from prehistory to the end of Roman Empire in AOE1) or a more focused one (like AOE4). If the latter then we might get Ptolemaic Egypt. 0AD is a good reference for the unit composition design of classical civs. Hopefully on Age 5 they will use a engine capable of this groundbreaking feature called making the chickens move 1 Like AOE-1 covers to the unit composition design of classical civs.
a huge amount of time, and that is why we see Sumerians coexisting with Romans, which is absurd. The general consensus is that classical antiquity dates from the 8th century AD, a huge period of more than a thousand years and which came after the end of the Bronze Age (3300 to 1200 BC). So with this in mind, classical
antiquity alone would potentially have enough material to provide 2 different games. One from 8th century BC until just before the rise of the Roman Empire (27 BC), And another from the rise of the Roman Empire until its fall in the 5th century AD. en.wikipedia.org Classical antiquity, also known as the classical era, classical period, classical age, or
simply antiquity, is the period of cultural European history between the 8th century BC and the 5th century AD[note 1] comprising the interwoven civilizations of ancient Greece and ancient Rome flourished
and had major influence throughout much of Europe, North Africa en.wikipedia.org The Roman Empire ruled the Mediterranean and much of Europe, Western Asia and North Africa en.wikipedia.org The Roman Empire ruled the Mediterranean and much of Europe, Western Asia and North Africa en.wikipedia.org
of individual games, since it is a period of more than 2000 years. The most appropriate representation would be the Late Bronze Age (1550-1200 BC), which culminates with the famous and mysterious Sea Peoples. en.wikipedia.org The Bronze Age (1550-1200 BC), which culminates with the famous and mysterious Sea Peoples. en.wikipedia.org
bronze, the use of writing in some areas, and other features of early urban civilization. The Bronze Age is generally followed the Neolithic period, with the Chalcolithic serving as a transition. The Bronze Age is generally considered to
have ended with the Late Bron... en.wikipedia.org The Sea Peoples were a group of tribes hypothesized to have attacked Egypt and other Eastern Mediterranean regions around 1200 BC during the Late Bronze Age. The hypothesis was first proposed by the 19th century Egyptologists Emmanuel de Rougé and Gaston Maspero, on the basis of primary
sources such as the reliefs on the Mortuary Temple of Ramesses III at Medinet Habu. Subsequent research developed the hypothesis further, attempting to link these sources to other Late Bronze Age evidence of mi Now my question is, in case it is possible to make several separate games representing these various periods, what would the ages of
each period be called, assuming they must be divided into at least 4 different ages. For example the late Bronze Age being subdivided to represent 4 ages and technological progress as you advance to a new age. I know I sound very picky, but people tend to generalize these periods as if there were no radical differences over the centuries. There are
for 135 million years, life on Earth already existed billions of years before, and it was radically different before the emergence of the dinosaurs. jimmy19846071: Reading this new interview, It seems that AOE5 could be in development "So, of course, given this is the final game in the older Age Of franchise to remake, and, well, how they're making
new expansions for it... Surely? Surely, right? Age of Empires V is just sitting there, in the ether, unmade. "It does sound a lot like you're in a position where you kind of want to make something new?" I asked, my voice going ridiculously high at the end as I try to goad them into an answer I know they won't give. I came closer than I thought! "So...
began Yuen. "I..." he continued. "We..." he added. "I would love..." he so temptingly continued. And then catching himself went back to the clearly rehearsed line of, "So, we are launching the game on September 4, our goal is this will be a game that will continue to be updated and nurtured and..." Just imagine me turning down the volume at this
point. So I tried again. "I know you don't want to answer this, but you must be tempted #### new one! You've got everything in place, all these experts..." "Yes," says Yuen, gently cutting me off. "We do have a lot of people that are very interesting in building more Age." Come on, come on. "And that is definitely
something that we need to..." YES?!" My only Hope as i said in many posts Is a new next generation AOE set in the ancient times with a really graphic update with all modern graphic features. Well, it makes sense that they are developing an AoE 5 for 2027... ArrivedLeader22: I'd prefer
a 15c~18c centered AOE, slightest earlier than AOE3's timeline. This is a very underrepresented period. Nah, it would be like AoE 4 with AoE 2, which instead of being an AoE 3 2.0 with all the comparisons between both games... I prefer that they get out of their comfort zone and focus on the 20th century... StereoQuasar163: I
think AOE 4 and AOE 5 development can move in parallel... AOE 4 set in middle age while AOE 5 set in early modern ages Yes, for me Relic continues the "new" restarted chronology of the saga, post AoE 3: AoEO: Ancient Age again (Ancient Age again)
ArdeiGras1576: Is there anything special about early modern ages in terms of units? Would all units have guns. Well, there you have the example of AoE 3, which has Renaissance units and those from the Pike and Shot era with ninjas, pirates and cowboys... Veridamar: 1500-1800 time period was very transitionary. Knights had full plate harness
although heavy cavalry did transition to a thicker cuirass and helmet to defend against better gunpowder weapons. Pikes and Arguebuses dominated the battlefield. Until the bayonet and musket replaced pikes. The use of field artillery became more common as cannons became easier to produce. Empires like the Aztecs and Inca didn't have
gunpowder at all. The Chinese started to lag behind Europe in gunpowder weapon innovation. Settlers to the Americas commonly used swords and wore armor. They often lagged behind Europe technologically. The indigenous people often had better guns than the English settlers due to their trade with the French, but they still used weapons they
developed on their own as well. Yes, in short, the gameplay of AoE 3... EricTheRed283: Age of Empires II Retold would be Age of Empires III Retold with so much going on during the timeline of that game and it would need a Napoleon campaign
added to the base game. Also have the historic battles from AoE III DE also be part of the base game too. No, because they're going to sell you the whole definitive saga again... MadMax8915: Some people think that the Ancient Age would be boring because they compare it to AoE1. But there has never been a decent AoE with great content, variety of
units, civilizations and variants, that focused on the Ancient Age. jimmy19846071: This. Absolutely agree with you. There's not a proper AOE set in the ancient times. I don't consider AOMRE because it's not a historical game. ArrivedLeader22: I'd say if a new ancient AOE is made, its unit composition for Greeks, Egyptians, and Norse/Germanics
would be very similar to the human units in AOMR. I wonder if they would choose a very extended timeline (like from prehistory to the end of Roman Empire in AOE1) or a more focused one (like AOE4). If the latter then we might get Ptolemaic Egypt. 0AD is a good reference for the unit composition design of classical civs. AoE Online: Am I painted or
what? xd... OperaticShip743: The general consensus is that classical antiquity dates from the 8th century BC and the 5th century AD, a huge period of more than a thousand years and which came after the end of the Bronze Age (3300 to 1200 BC). So with this in mind, classical antiquity alone would potentially have enough material to provide 2
different games. One from 8th century BC until just before the rise of the Roman Empire (27 BC), And another from the rise of the Roman Empire until its fall in the 5th century AD. Classical antiquity - Wikipedia OperaticShip743: The Bronze Age itself is also a very long period, and I think it could also be divided into at least a couple of individual
games, since it is a period of more than 2000 years. The most appropriate representation would be the Late Bronze Age (1550-1200 BC), which culminates with the famous and mysterious Sea Peoples. Bronze Age (1550-1200 BC), which culminates with the famous and mysterious Sea Peoples.
periods, what would the ages of each period be called, assuming they must be divided into at least 4 different ages. For example the late Bronze Age being subdivided to represent 4 ages and technologically is the first, being in
the late Bronze Age), Troy (which with Dynasties update already seems like a Pharaoh DLC), Rome 1 and 2 (which include everything from Alexander the Great in the first game to the Crisis of the Third Century and Barbarian invasions in both games) and Attila (which even includes the Carolingian Empire)... 1 Like MatM1996: AoE Online: Am I
RTS with new next generation graphic (Essence Engine could be improved a lot in this way) where you are able to lead Athen or Sparta or Rome or Gallia to conquer the ancient world into a Dynamic Campaign with different missions. All of this with great graphic effects, cinematic zoom (similar to AOMRE or COH3) and real formations: a Battle
between phalanx and Roman legion would be amazing. Imagine this (Civilization 7) 2 Likes Well it was an "á la AoM" spinoff so to speak (although it was originally conceived as an AoE 4 but the graphic design would have put off classic fans, which ended up happening) made to fight against Farmville and WoW... if it died it's because it came out with
2 civs and didn't even have PVP and when they solved the lack of civs and pvp the game didn't recover and they closed it (until Project Celeste reopened it years later)... but yes, a main game with realistic graphics, that's something else... I don't rule out that Relic wants to visit antiquity at some point (something it can't do with CoH) with AoE 5 or
6... 1 Like MatM1996: I don't rule out that Relic wants to visit antiquity at some point I'm not convinced they'd give it to Relic, but they didn't. I think one of the reasons we have mixtures in games is because (from a modern, popular
perspective) the progression of technology is slower the earlier we get. From the bronze age to antiquity, the biggest advances that most people know is probably "chariots turned into horses" and nothing more (and considering how many games place chariots and horses in the same stage, I'd say "most" is an exaggeration). Spears are the same
spears, bows are the same bows, etc. Things like advances in metallurgy, etc. are too trivial for modern people to perceive. Say for a bronze age-only game, you're likely to start with spears and bows and slings and chariots. You probably need to make "fast infantry" like Total War Troy and Pharaoh to fill
the role of common cavalry but they still have the same weaponry. Imagine a game where all civs are like Aztecs and Inca in AOE3. Antiquity is better documented than bronze age and would be more exciting (to people) so it could be its own game. That's why AOE1 and AOM mixes things that are 3000 years apart into the same stage, and in many
civilization-like games (including Rise of Nations) the whole antiquity at some point 1 m not
convinced they'd give it to Relic. For AoM they specifically hired and built a team within Forgotten Empires. They could have just gave it to Relic, but they didn't. They did so because OG AoM was programmed on Bang engine and AoE 3 using a modified version of it. Relic has no knowledge of that engine whereas the Forgotten and Tantalus devs
already know that engine from working on 3 DE. FloosWorld: They did so because OG AoM was programmed on Bang engine and AoE 3 using a modified version of it. Relic has no knowledge of that engine whereas the Forgotten and Tantalus devs already know that engine from working on 3 DE. So you're saying the were able to port a lot of it by
remaking it in the same engine, which was cheaper than remaking it in Essence Engine is also owned by Relic and I think they would much more prefer to use their engine, then using Relic one and be forced to share profit and deal with licensing 1 Like I would like it if they returned to AoE's roots. start in the late paleolithic and build
an empire from a small tribe of hunter gatherers. Time frame could be Late Paleolithic-end of middle ages The age Stone Age Iron Age Classical Age Medieval Age 4 Likes Franknezu11: because age 4 one is a downgrade comparing to the
og ones That still doesn't answer the question, as graphics engines evolve over the years. If you like the art and gameplay of a past game, it doesn't mean those same elements can't be recreated in more current software. A non biased big streamer comparasion between aom and aoe4 graphics: Just shows how Aoe4 could be much bigger if they had
made a better looking game and how the graphics are important for the general audience... Neythesun: A non biased big streamer comparasion between aom and aoe4 graphics are important for the general audience... He's been sponsored in
the past to promote AoE4, and I imagine he is now sponsored to promote AoMR. He said "in a way this looks better...which is weird". I wish he said why. I personally think the units are more carefully modeled, and their textures are higher definition, and the colors are more saturated. AoM has more of a indie, warm game feel, while AoE4 has more of
a colder, corporate feel. ArdeiGras 1576: I'm not convinced they'd give it to Relic, but they didn't. FloosWorld: They did so because OG AoM was programmed on Bang engine and AoE 3 using a modified version of it. Relic has no knowledge
of that engine whereas the Forgotten and Tantalus devs already know that engine from working on 3 DE. Yes, I'm not saying that Forgotten Empires can't do an AoE 5 using the Bang Engine, but Relic is a much more professional team to make new installments of the saga... ArdeiGras1576: So you're saying the were able to port a lot of it by remaking
it in the same engine, which was cheaper than remaking it in Essence engine. ######## post:32, topic:260300, full:true"] Essence Engine is also owned by Relic and I think they would much more prefer to use their engine, then using Relic one and be forced to share profit and deal with licensing [/quote] Of course, and AoM Retold
wouldn't look like the original AoM if it had been remade in the Essence Engine... that's why they should leave it for AoM 2... Veridamar: I would like it if they returned to AoE's roots, start in the late paleolithic and build an empire from a small tribe of hunter gatherers. Time frame could be Late Paleolithic-end of middle ages The ages could be Stone
age Bronze Age Iron Age Classical Age Medieval Age WoTaiNanLeYa: If Empire Age 5 is the Stone Age. That would be the best. I am looking forward to it Difficult considering that they want to make games more focused on certain historical periods, AoE 1 covered all of Antiquity while AoEO the Bronze and Iron Ages, AoE 2 covers the entire Middle
Ages while AoE 4 covers the Middle and Late Middle Ages... ArdeiGras 1576: He's been sponsored in the past to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored to promote AoE4, and I imagine he is now sponsored t
and the colors are more saturated. AoM has more of a colder, corporate feel, while AoE4 has more of a colder, corporate feel. Yes, I couldn't have said it better... AoM feels like a modern game without a soul, like what happened with DoW 1 and 3 and Tiberian Sun with CNC 4... 1 Like MatM1996: AoM feels
like a classic game, whereas AoE 4 feels like a modern game without a soul definitely, but I'd also say that AoM feels a more modern Age game. Its 2002 design is ages ahead of AoEIV. I just can't find anything of value in that game to spend my time with and anything that does better than the other games. It's an AoEII frankestein that
plays, feels and looks outdated, not modern. I really like the style of Age of Empires 4, I feel like it is a fairy tale world in my heart. Especially the wall in the promo when it was first released. Let me see the fairy tale in my heart as a child. Age of Empires 4 screen is very OK. The game is too aggressive at the moment, but I've
adapted to it. Actually, my idea is that all the versions in the Age of Empires series. Especially in Imperial Age 4, the initial town center should have supported the rapid ####### of a fence. After entering Age 3, it is possible to guickly build a circle of walls around the home, rather than a wall across the map. The upper wall can become the
mainstream defense method, in order to conform to the medieval battlefield style, it will be more interesting and more soul. I think games should be more cute. In particular, it gave medieval swordsmen cute behaviors such as climbing walls and digging tunnels. This will enrich the game and make it feel epic. Instead of focusing on a quick invasion.
The era of rapid aggression, born of fear of the opponent, evolved too quickly. If there is still Age of Empires 5, I firmly believe that the progress of times and technology needs war to provide. The only way to enter the next era is to keep fighting. Instead of gathering food and gold, you leap into Age 2, Age 3, Age 4. There's no soul in that. Page 3
THAT'S NOT HOW GAME ENGINES WORK! By that logic GTA 6 is being made on a Tennis game engine from 2006. I don't understand what you wanted to tell me. en.wikipedia.org The Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Advanced Game Engine (RAGE) is a proprietary game engine (RAGE) is
(formerly Angel Studios), based on the Angel Game Engine. Since its first game, Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis In 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis In 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis In 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis In 2006, released for the Xbox 360 and Wii, the engine has been used by Rockstar Games Presents Table Tennis In 2006, released for the Xbox 360 and Wii, the engine has been used by Rock
The Rockstar Advanced Game Engine (RAGE) is a proprietary game engine of Rockstar Games, developed by the RAGE Technology Group division of Rockstar Games Presents Table Tennis in 2006, released for the Xbox 360 and Wii, the engine has
been used by Rockstar Games's internal studios to develop advanced open world games for computers and consoles. The same engine that is used to make the modern grand theft auto games traces its lineage back to Rockstar Games Presents Table Tennis. Software development is one hell of a rabbit hole. 1 Like SoullessHeathen: THAT'S NOT HOW
GAME ENGINES WORK! By that logic GTA 6 is being made on a Tennis game engine from 2006. MedicMaaan: The same engine that is used to make the modern grand theft auto games traces its lineage back to Rockstar Games Presents Table Tennis. Software development is one hell of a rabbit hole. But it's been modified over the years. It's not the
same as it was back then. It's even got ray tracing and other things. Also the AOE-3 and AOM engine doesn't allow things like units on walls and limited vision due to obstacles (that I know of). OperaticShip743: But it's been modified over the years. It's not the same as it was back then. It's even got ray tracing and other things. Also the AOE-3 and
AOM engine doesn't allow things like units on walls and limited vision due to obstacles (that I know of). You are SO close to understanding how game engines are, the better they take advantage of the latest generation hardware. UrbanizedGem684: Without a soul definitely, but I'd also say
that AoM feels a more modern Age game. Its 2002 design is ages ahead of AoEIV. I just can't find anything of value in that game to spend my time with and looks outdated, not modern. Yes, I agree, I mean that AoM feels like a classic game, because it is an
RTS from the early 2000s like WC3 and at the same time it is modern because the Bang Engine was (and is) a very useful and innovative engine, which allows for great graphics and excellent physics thanks to Havok... AoE 4 feels old because it draws too much from AoE 2, which is a game from 25 years ago, but with the DLCs it can and has the
potential to evolve into something more modern... WoTaiNanLeYa: I really like the style of Age of Empires 4, I feel like it is a fairy tale world in my heart. Especially the wall in the promo when it was first released. Let me see the fairy tale world in my heart as a child. Age of Empires 4 screen is very OK. The game is too aggressive at the
moment, but I've adapted to it. Actually, my idea is that all the versions in the Age of Empires series. Especially in Imperial Age 4, the initial town center should have supported the rapid ###### of a fence. After entering Age 3, it is possible to quickly build a circle of walls around the home, rather than a wall across the map. The upper wall can
become the mainstream defense method, in order to conform to the medieval battlefield style, it will be more interesting and more soul. Yes, but the art design still feels weird, like very Disney... but yes, it can happen to you... WoTaiNanLeYa: I think games should be more cute. In particular, it gave medieval swordsmen cute behaviors such as
climbing walls and digging tunnels. This will enrich the game and make it feel epic. Instead of focusing on a quick invasion. The era of rapid aggression, born of fear of the opponent, evolved too quickly. If there is still Age of Empires 5, I firmly believe that the progress of times and technology needs war to provide. The only way to enter the next era is
to keep fighting. Instead of gathering food and gold, you leap into Age 2, Age 3, Age 4. There's no soul in that. Yes, it is a more aggressive game, and you have several civs focused on rushing, like the Mongols, OotD and then probably the Vikings... OperaticShip743: Also the AOE-3 and AOM engine doesn't allow things like units on walls and limited
vision due to obstacles (that I know of). Yes, that's why I don't see them developing AoE 5 with the Essence Engine of AoE 4... OperaticShip743: Also the AOE-3 and AOM engine doesn't allow things like units on walls and limited vision due to obstacles (that I know of). If the early promotional images were not
photoshoped, I guess it could? and yet the result on coh3 has showed that this engine has bad performance for rts, On the interview itself, I think that the person interviewing Yuen was inserting their bias, and was asking leading guestions. They manifested the idea that Age of Empires V is in development... If anything, the response to the guestions is
just saying that they want more of Age in general, not that there is another game in development. I interpret his responses as meaning DLC content for the existing titles. This whole thread is evidence of the level of interest fans have in the future of the series. In particular, the next title in the series. I personally hope they focus more on the past,
placing the next game before the medieval period, at most having the final age-up be the classical era. The archaic period had several technological and society, this includes warfare and tactics. Things like siege warfare, chemical weapons, espionage, and tactics did not spring from the ground
in the classical era. Greece had been fighting wars with fire since at least 1200BC, and Sun Tzu was alive and kicking in 400BC. One of my favorite texts written during pre-classical times is from ancient India, Arthashastra, as it has a great level of detail on how complex society was in 300BC. With so little of that being explored in the series I hope
whatever comes next is in that period of time. 2 Likes If it seems to be true, it would be nothing other than age2 with age3 graphics and if they make any significant changes they put age2 retold and that's it. Are you suggesting that they will "return" to the Middle Ages? Age of Empires V should be able to depict the process of technological progress.
Rather than simply trading resources for technology. Technology is discovered through war and other means That's pretty much what AOE3 does with cards, you unlock upgrades through trading and war by gaining experience. The archaic period is a convention used to describe the period between geometric and classical Greece. But if you're
referring to 1200BC I guess you meant pre-classical history in general and not specifically archaic. In any case, although definitely interesting from a historical POV, I feel most players won't care that much about it, similarly to how they didn't like AoEIII's period or Total War Troy in Mycenaean Greece. IMO the best candidate period for a new Age
would be some time between the conquest of Persia by Alexander the Great and the Roman conquest of Ptolemaic Egypt. Of course it keeps taking place in antiquity like AoM but gives the opportunity for fresh and popular civs as well, e.g Romans, Carthaginians, Persians, Gauls, and several different Greek civs from the Successor States as well that
could make the unit roster feel somewhat fresh compared to AoM's Greeks, e.g. the Macedonian Sarissa phalanx for instance is a Greek unit that we don't see in AoM. Plus visually all units should also look very different from AoM's generic armors. UrbanizedGem684: The archaic period is a convention used to describe the period between geometric
and classical Greece. But if you're referring to 1200BC I guess you meant pre-classical history in general and not specifically archaic. In any case, although definitely interesting from a historical POV, I feel most players won't care that much about it, similarly to how they didn't like AoEIII's period or Total War Troy in Mycenaean Greece. You are
completely correct, I made an error by just saving archaic period. What I was thinking of was the archaic period of the American, and I mistakenly assumed that the archaic period covered the same years across all ancient history civilizations. I was trying to avoid the age system of AoE 1, (Stone, Tool, Bronze, Iron), because none of the American
civilizations had iron metallurgy. If I were to define my preference in the eras covered by AoE V it would be roughly the same timeframe established in AoE 1. Essence Engine Is a good Engine and Relic are good Developers: Coh3 has very good textures for soldiers and tanks. It has been strange to me see AOE4 looked worse than Aoe3de. I mean
AOE4 art style Is good enough but what It has not detailed textures for models, weapons and buildings and this Is the reason why developers didn't allow players to zoom in during the game in the same way we can playing AOE3DE or AOMRE. Yes, there's a "camera mod" but as the name itself suggests, it's a mod. Relic done a good work with Season
V where they have redone textures for terrains, Mountains and improved Waters with Better reflects. My Hope, in this way, is that Relic took its time to release next Major DLC with a new campaign and a Total re-work for unit models, weapons and new animations and effects. Reading the lastest patch notes, the next expansion could be released
durinng spring 2025. It would be a long time (16/17 months) since the Sultan's ascend. Why all of this time? Also, i would not understand all the "graphic questions" included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions included into the latest AOE survey: why developers asked us which graphic questions in the graphic questions in the latest AOE survey.
by AoE V it would be roughly the same timeframe established in AoE 1. Like 5,000 years, which poses a problem that I explained above. 1 Like STORMGATE upcoming updates are the example of what players's criticism can do. Frostgiant listened very well all the criticism about graphi and they are going to remake different assets and improve
textures Relic entertainment improved terrains and water with Season V. we're waiting for Better texture for all units and new animations. We'll see if they understood that. 2 Likes I thought I was on the wrong forums for a second. Anyway, the new hero looks incredibly generic. It's just a pretty girl with nothing special. Then they changed the
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lighting and added grass. Really, I wouldn't bring up FrostGiant as a good example of anything. That game is not gonna be here in a year. Not to mention how incredibly greedy their business model is, and how the two founders are paying themselves tens of thousands of dollars from backers money. Also, it's not player's criticism as much as player count plummeting to less than 500 concurrent players, which for a f2p game is ridiculously low. They're desperately trying to keep the game alive, probably crunching like crazy. Page 4 MedicMaaan: On the interview itself, I think that the person interviewing Yuen was inserting their bias, and was asking leading questions. They manifested the idea that Age of Empires V is in development... If anything, the response to the questions is just saying that they want more of Age in general, not that there is another game in development. I interpret his responses as meaning DLC content for the existing titles. This whole thread is evidence of the level of interest fans have in the future of the series. In particular, the next title in the series. I personally hope they focus more on the past, placing the next game before the medieval period, at most having the final age-up be the classical era. MedicMaaan: If I were to define my preference in the eras covered by AoE V it would be roughly the same timeframe established in AoE 1. OperaticShip743: Like 5,000 years, which poses a problem that I explained above. Yes, I think that Relic will return to Antiquity to make its own "AoEO" but being a more standard game with 8 ancient civs and 4 campaigns: Egypt, Greece, Rome and Babylon... OperaticShip743: Are you suggesting that they will "return" to the Middle Ages? Well, I don't think they're going back to the Middle Ages... for me they're either going backwards or forwards... UrbanizedGem684: In any case, although definitely interesting from a historical POV, I feel most players won't care that much about it, similarly to how they didn't like AoEIII's period or Total War Troy in Mycenaean Greece. Or Late Bronze in Pharaoh Total War; since many are expecting Rome 3, Medieval 3 or Shogun 3... UrbanizedGem684: IMO the best candidate period for a new Age would be some time between the conquest of Ptolemaic Egypt. Of course it keeps taking place in antiquity like AoM but gives the opportunity for fresh and popular civs as well, e.g Romans, Carthaginians, Persians, Gauls, and several different Greek civs from the Successor States as well that could make the unit roster feel somewhat fresh compared to AoM's Greeks. e.g. the Macedonian Sarissa phalanx for instance is a Greek unit that we don't see in AoM. Plus visually all units should also look very different from AoM's generic armors. It wouldn't stop being like Rise of Rome or 0 AD... jimmy19846071: My Hope, in this way, is that Relic took its time to release next Major DLC with a new campaign and a Total re-work for unit models, weapons and new animations and effects. jimmy19846071: STORMGATE upcoming updates are the example of what players's criticism can do. Frostgiant listened very well all the criticism about graphi and they are going to remake different assets and improve textures ArdeiGras 1576: I thought I was on the wrong forums for a second. Anyway, the new hero looks incredibly generic. It's just a pretty girl with nothing special. Then they changed the lighting and added grass. Really, I wouldn't bring up FrostGiant as a good example of anything. That game is not gonna be here in a year. Not to mention how incredibly greedy their business model is, and how the two founders are paying themselves tens of thousands of dollars from backers money. Yes, the new AoE 4 DLC will be released with season 9 and a graphic rework in season 10... ArdeiGras1576: Also, it's not player's criticism as much as player count plummeting to less than 500 concurrent players, which for a f2p game is ridiculously low. They're desperately trying to keep the game alive, probably crunching like to see the engine used in AoEIV being explored to the fullest. However, I don't know if they will actually use the same engine used in "Age of Mythology: Retold". They really put a lot of effort into the graphics in "Retold". They water effects are incredible, much better than what is seen in AoEIV. My question now is... If the developers insisted on improving the old engine, is it because they still intend to use it and improve it in each new game from now on??? What I'm going to say now is that it would be incredible if it happened... I would really like to see a "Rise of Nations Retold" and then an "Age of Empires 2 Retold" Basically, it would be a sales success... and let's face it, Rise of Nations needs to come back, and AoE2 also be in 3D? I hope to see this with Rise of Nations and AoE2 at some point. Note: Obviously if they are going to re-release old games in the series for the "Retold version" and with each release they are improving the Engine... The question is: Could the engine reach an increasingly higher level to the point of being used in an AoEV??? Graphic illustration images of the "AoM:Retold" up to the current moment of this engine: 2 Likes It's obvious AoE3 engine is old. It will never be used for new games. AoE2 will not be remade, Definitive Edition looks beautiful, and remaking it would remove a lot of charm. It would be a complete fiasco. And why are we discussing the engine for AoE5? We have absolutely no confirmation regarding an AoE5 being planned. It will probably not happen for the next 5-6 years, if ever. 1 Like Well, AOE IV at least need more civs, but I wonder AOE V feature the AOE 1 timeline will be cool 1 Like RunkingRUN: But a AOE V feature the AOE 1 timeline will be cool Absolutely yes. Playing wibmth AOMRE i'm thinking how could be Amazing a new AOE set in the ancient times with all latest graphic features. Imagine big battles between a greek phalanx vs Persian Army, during the Persian invasion of Greece or Roman legions vs the gallic hordes 3 Likes I hope they remember to add units physics in case of a new game, Ensemble Studios dedicated effort for their 3D engine to have this on AOM and AOE 3, unfortunately Relic engine strongly regressed at this aspect. 3 Likes "Because that would be Mega Cool!" One important thing to consider though, AoE 1 doesn't really represent the Classical Antiquity period at all, but rather theat would be Mega Cool!" One important thing to consider though, AoE 1 doesn't really represent the Classical Antiquity period at all, but rather theat would be Mega Cool!" One important thing to consider though, AoE 1 doesn't really represent the Classical Antiquity period at all, but rather theat would be Mega Cool!" One important thing to consider though, AoE 1 doesn't really represent the Classical Antiquity period at all, but rather theat would be Mega Cool!" One important thing to consider though, AoE 1 doesn't really represent the Classical Antiquity period at all, but rather theat would be Mega Cool!" One important thing to consider though, AoE 1 doesn't really represent the Classical Antiquity period at all, but rather theat would be Mega Cool!" One important thing to consider the Classical Antiquity period at all, but rather theat would be Mega Cool!" One important thing to consider the Classical Antiquity period at all the Classical Antiquity period at al ages before Classical Antiquity. The ages are "Stone Age" (??? BC - 4500 BC), "Tools... Copper ( 4500-c. 3000 BC)), "Bronze" ( 3000-c. 1200 BC), "Iron" ( 1200-c. 700 BC). In fact, that's the reason why there are club-wielding cavemen, axemans, and chariots, or why there are no unique technologies or units, because civilizations were JUST forming However, since many cool ancient battles happened in the Classical Age, and they didn't want to take out certain scenarios of legenday Battles of the Greek Campaign (Ej: Alexander the Great) the game tries to include the Classical Ancient Age (700 BC - 200 AD) within the Iron Age (IV) of the game. This It's also the reason why in the Rome expansion, there can be civs like Romans, Palmyra, Carthage, which should enter a V age, but let's imagine this still happens in IV. So, a new game that starts at the beginning of CLASSICAL ANTIQUITY and lets say ends with the FALL OF ROME and the Barbarians, would be pretty cool. AoE-V as RTS in Classical Antiquity, comparison with other games: The Age of Mythology, in fact, was the closest to that experience, with Greeks who are Greek from the 1st age, and have hoplites from the 2nd, no cavemen, or prehistoric infantry. Of course there is the issue of mythology Retold but with the unique civilization mechanics like in AoE V, and several Landmarks to advance through the ages, as well as several unique buildings, technologies, and units per civilization. Of course, the mythology factor would be lost, but well, in Mythology many human units are cannon fodder for the mythologies, and units per civilization. like: "Greek Phalanxes", "Achaemenid Persian Immortals", "Testudo Formation of Legionaries", "Elephant Crushes", "Visigoth Barritus", etc. 0 A.D (Zero A.D).- It would also be like an improved version of 0.AD, without its current defects, since it has many of the limitations of AoE2 that AoE IV already corrected: Almost all civs have the same roster, just with other names and models. Military units collecting in their free time with armor and everything, no please! There are no unique units with bonuses or special abilities, just varied stats to balance. The building capture mechanic is not fun, what people did in the past is the same as in AoE3 and AoE4, "set everything on fire with torches", except obviously the stone walls. If you want to captured buildings "are not fully captured", since if there is no captured urban center nearby, at the end the building reveals itself and becomes an enemy again (for that I would rather just burn it from the beginning, but be careful, there is no mechanic to attack buildings, nor torches). They limit the construction area very strongly, and expanding it is a nightmare. Resources often seem poorly placed. Lack of combat formations makes combats lack excitement. Well, that was it, I got excited and wrote a lot. Anyway, there are many theories. As long as they make a good product, and it is entertaining, everything is normal. 3 Likes ArdeiGras 1576: It's obvious AoE3 engine is old. Just because it had an old origin doesn't mean it will always be outdated. Some game franchises use the same engine for several years, they just modernize, update, optimize and "release newer versions" but in fact the basis on which the "new engine" was created is the same, an example is the "Call of Duty" series. We also don't know the company's intention to release new remakes or not. But it's likely that we'll see other remakes, maybe the next one will be Rise of Nations. ArdeiGras1576: It will never be used for new games. I don't understand? A new game has already been released and it's AoMR. It's a remake, with unique visuals, new units, upcoming DLCs, improved gameplay... so I can't say that it's identical to the AoM HD version, because if it were identical, no one would buy it. ArdeiGras1576: AoE2 will not be remade, Definitive Edition looks beautiful, and remaking it would remove a lot of charm. It would be a complete fiasco. how so? AoE2 has already been remade twice, so what's stopping it from being remade a third time? There's AoE2 HD version and AoE2DE, remembering that both versions are different in terms of balance and graphics. In the past, there were people who complained that they could never change the graphics of AoE2, so as not to take away the experience of the classic or its charm, as you say... but AoE2DE showed that it can be improved and please many more people. There are still nostalgic people who prefer to play AoE2 HD, and this is a matter of personal taste. Obviously, if a remake of AoE2 comes out, it won't ruir the experience. Just look at Diablo2R. Did Diablo2R get worse or better? What do you think? ArdeiGras1576: And why are we discussing the engine for AoE5 being planned. It will probably not happen for the next 5-6 years, if ever. Well, what you're saying doesn't make sense. This is a speculative topic. Nothing is confirmed and AoEV will obviously use an engine, we just don't know if they intend to improve the AoEIV engine or if they will use another one. MadMax8915: how so? AoE2 HD version and AoE2DE, remembering that both versions are different in terms of balance and graphics. They are remasters, which simply update the game without changing practically anything. While AOM-R introduced new mechanics and redesigns. That's why they are definitive editions, because it's the maximum that a game can be polished. AOE-4 tried to be more or less a new version of AOE-2, but I think it didn't have the expected results. 1 Like Neythesun: I hope they remember to add units physics in case of a new game, Ensemble Studios dedicated effort for their 3D engine to have this on AOM and AOE 3, unfortunately Relic engine strongly regressed at this aspect. I hope in AOE-5 we don't have siege without operators, and disproportionate buildings. 4 Likes MadMax8915: If even the old game Diablo2 can become a 3D game in its "Resurrected" version... why can't classics like Rise of Nations and AoE2 at some point. Yes, but it won't happen with AoE 2, although a Rise of Nations Definitive Edition could happen... ArdeiGras 1576: And why are we discussing the engine for AoE5? We have absolutely no confirmation regarding an AoE5 being planned. It will probably not happen for the next 5-6 years, if ever. Yes, I think we won't see AoE 5 until 2027, at the latest 2031... RunkingRUN: Well, AOE IV at least need more civs, but I wonder AOE V maybe will have to feature the early xx perhaps reach the ww1 because the empires still there. Yes, and it covers the entire 20th century... GoldenArmorX: So, a new game that starts at the beginning of CLASSICAL ANTIQUITY and lets say ends with the FALL OF ROME and the Barbarians, would be pretty cool. Yes, it could be something like Rome 2 (or Rome 3 if it comes out after Pharaoh)...although the precedent of AoEO didn't go so well, let's say... GoldenArmorX: I would imagine a Classical Ancient Age AoE-V, like an Age of Mythology Retold but with the unique civilization mechanics like in AoE V, and several Landmarks to advance through the ages, as well as several unique buildings, technologies, and units per civilization. Yes, in short, AoE 4 but in Antiquity... OperaticShip743: MadMax8915: how so? AoE2 HD version and AoE2DE, remembering that both versions are different in terms of balance and graphics. They are remasters AoE2 HD version and AoE2DE, remembering that both versions are different in terms of balance and graphics. They are remasters are the company of the c which simply update the game without changing practically anything. While AOM-R introduced new mechanics and redesigns. That's why they are definitive editions, because it's the maximum that a game can be polished. AOE-4 tried to be more or less a new version of AOE-2, but I think it didn't have the expected results. AoM Retold is remaster too, comparable with definitive editions of AoE1,2,3, the DE did not just "polished" the games, it uptaded with new QoL mechanics. The biggest change in AoM Retold is still "AoM in its core", No, AoE4 is not more or less a new version of AoE2, it is just share the medieval setting. Otherwise AoE4 is mechanically different from AoE2, it is actually closer to AoE3 and AoM (aging system with 2 options, unit counter system, civilisation being mechanically different from AoE4 is like mix of all previous AoE games - including AoE1 (ruin victory) 2 Likes to the main topic, I think, that development of new AoE5 is nonsense, it is too early for next AoE game... More realistic is Age of Mythology 2, and new expansion for AoE4 1 Like MadMax8915: ArdeiGras1576: It's obvious AoE3 engine is old. Just because it had an old origin doesn't mean it will always be outdated. This one is imo very important to keep in mind. It'd be the same as if we said that AoE 4's engine is old, just because the first game made with it is CoH 1 from 2006. 1 Like And CoH1 is still one of the best RTS ad obstain with CoH2&3 OperaticShip743: I hope in AOE-5 we don't have siege without operators, and disproportionate buildings. Is your brain unable to abstract these things out? It's a strategy game, not a simulation. Wanting the Rook in Chess to be proportionate to the other pieces isn't very practical from a gameplay perspective. I think Age 4 is an excellent game. A little bit of improvement here and it would be a perfect RTS. The civilizations are very different, each one we play with gives the feeling of a new game that needs to be learned. There are many possibilities and a great replayability factor. The game's sound is wonderful, I would even say it's perfect. Age 4 still has everything to be the biggest game in the series. I hope that, before the release of Age 5, Age 4 receives more investment and has a revival like the game No Man Sky did. Lotor13: The biggest change in AoM Retold is to make god powers re-usable - the original 1 time powers in original AoM were just bad design, otherwise AoM Retold is to make god powers re-usable - the original 1 time powers in original AoM were just bad design, otherwise AoM Retold is still "AoM in its core", It's called 'Retold' for a reason, because a lot of things were rethought, like removing the Chinese and remaking them, and a more advanced graphics engine than AOE-3, despite being basically the same. Of course it's a remaster, but it's also a bit of a remake. Lotor13: No, AoE4 is not more or less a new version of AoE2, it is actually closer to AoE3 and AoM (aging system with 2 options, unit counter system, civilisation being mechanically different) AoE4 is like mix of all previous AoE games - including AoE1 (ruin victory) That's why I say more or less. It's very obvious that AOE-2 in more than just 3D and graphics. For starters, they never acknowledged that many features came from AOE-2, which were deliberately ignored and AOE-4 was simply shown as a spiritual successor to AOE-2. But let's not digress, as what I was answering was that someone is hoping that AOE-2 will be remastered in the future, which is highly unlikely considering that remasters are already made to be deliberately conservative, and to be compatible with current and future technology. It's more realistic to imagine a completely new game, than an improvement of an already improved game to its full potential within its possibilities. ArdeiGras 1576: Is your brain unable to abstract these things out? It's a strategy game, not a simulation. Wanting the Rook in Chess to be proportionate to the other pieces isn't very practical from a gameplay perspective. This has been discussed ad nauseum on these forums. The proportions are all wrong, and siege operators are something many would have liked to see. 1 Like OperaticShip743: This has been discussed ad nauseum on these forums. The proportions are all wrong, and siege operators are something many would have liked to see. 1 Like OperaticShip743: This has been discussed ad nauseum on these forums. The proportions are all wrong, and siege operators are something many would have liked to see. 1 Like OperaticShip743: This has been discussed ad nauseum on these forums. The proportions are all wrong, and siege operators are something many would have liked to see. 1 Like OperaticShip743: This has been discussed ad nauseum on these forums. the real world. Some things need to be abstracted or stylized to emphasize gameplay and visibility. I'm sure many more people are able to understand that. OperaticShip743: This has been discussed ad nauseum on these forums. The proportions are all wrong, and siege operators are something many would have liked to see. There is no need to argue about that. The moment they add something like siege operators or adjust the building proportions, they will immediately become the greatest change was also a brilliant decision. Don't forget that back in 2022 I was taught over and over again that the game did not need any more unique units or differences between civs and the amount at that time point was just right otherwise it will "fail" like AOE3. Then after the updates and expansion the new unique units and greater diversity became a proof of how good the devs are. EDIT: And also graphical improvements. Hell I cannot remember how strongly any suggestion was resisted. And the zoom level was also once perfectly fine otherwise it will ruin balancing or optimization. Until they all got improved somehow. The good news is that the devs are still watching the requests instead of only listening to the fanboi's excuses and have the incentive to improve. 1 Like Page 5 ArdeiGras 1576: Doesn't matter if you've discussed this before, that's irrelevant I have no doubt about that, as these suggestions for a potential AOE-5, not suggestions for a potential AOE-5, not suggestions for a potential AOE-5, not suggestions for an already established game. ArdeiGras1576: it's a strategy game and not a miniature model of the real world. Some things need to be abstracted or stylized to emphasize gameplay and visibility. I'm sure many more people are able to understand that. The cheap argument of discarding artistic elements in favor of readability has been debunked with solid arguments time and time again. OperaticShip743: The cheap argument of discarding artistic elements in favor of readability has been debunked with solid arguments time and time again. again. There's nothing artistic about buildings being 10 times taller than units. What's cheap is using a bandwagon fallacy twice in a row as an attempt at an argument. ArdeiGras1576: There's nothing artistic about buildings being 10 times taller than units. You must differentiate between real scale and proportional scale (as far as possible). ArdeiGras1576: bandwagon That is to say? Sorry, my native language is not English and it does not translate well. ArdeiGras1576: There's nothing artistic Some context if you are really willing to discuss: Proportions, how to solve the problem... AGAIN (images) IV - Discussion The proportions are among the aspects that most affect how a game looks Even more so than textures, etc... "The proportions don't need to be 100% accurate, but they should at least deceive the eye at first glance to make it seem that way. There are no people looking for bad proportions in a game. Yes, there is a portion of the audience (where I am) that does care. But there is no one specifically seeking... It's not realistic proportion within buildings themselves. It's the proportion between units and buildings themselves. It's not realistic proportion within buildings themselves. It's like a human unit with huge fists yet small arms then one other human unit has proportion between units and buildings. others). And it could be trivially fixed without any changes to the gameplay. When artists design the looks of giants and dwarves (which are NOT realistic) they didn't just zoom a normal human being in or out. They need to adjust the body part proportions to make them look more convincing. Same goes here. A "smaller" building should not be a normal building shrunk, but one with fewer but normal sized doors, windows, rooms. OperaticShip743: You must differentiate between real scale and proportional scale (as far as possible). Again, it's a game. You play it, not admire it like a painting or a sculpture. Going back to the chess analogy, would you say the pieces are not art because they're not proportional? If anything, the fact they're not proportional makes them even more artistic. I think the word you're looking for is immersive, not artistic. ArdeiGras1576: Going back to the chess analogy, would you say the pieces are not art because they're not proportional? So why doesn't AOE4 make units look like chess pieces, or to be more "abstract" such as a moving square with a spear icon? It's a game not a simulator. These are all sufficient for you to play the strategy game already. But instead they create unique models for each civilization and add all the small detail changes with upgrades? I'd say you don't need them either. You can imagine all the gear changes and model differences in your brain by looking at a simple icon. It's a game and you won't look at them like an artwork. Some people use mods that change all trees into small green blocks in AOE2 to help them play FYI. That is some great level of abstraction. It's a game after all. Edit: wow you already started typing the moment I posted the reply. Makes me wonder if you really read the post at all. I'm not interested in discussing this, because I'we already talked about it in other forums similar to the one suggested ArrivedLeader22, and because I'we already talked about it in other forums similar to the one suggested ArrivedLeader22, and because I'we already talked about it in other forums similar to the one suggested ArrivedLeader22 and because I'we already talked about it in other forums similar to the one suggested ArrivedLeader22 and because I'we already talked about it in other forums similar to the one suggested ArrivedLeader22 and because I'we already talked about it in other forums similar to the one suggested ArrivedLeader22 and because I'we already talked about it in other forums similar to the one suggested ArrivedLeader22 and because I'we already talked about it in other forums similar to the one suggested ArrivedLeader22 and because I'we already talked about it in other forums similar to the one suggested ArrivedLeader22 and because I'we already talked about it in other forums similar to the one suggested ArrivedLeader22 and because I'we already talked about it in other forums similar to the one suggested ArrivedLeader22 and because I'we already talked about it in other forums similar to the one suggested ArrivedLeader2 and because I'we already talked about it in other forums are suggested ArrivedLeader2 and because I'we already talked about it in other forums are suggested ArrivedLeader2 and because I'we already talked about it in other forums are suggested ArrivedLeader2 and because I'we already talked about it in other forums are suggested ArrivedLeader2 and because I'we already talked about it in other forums are suggested ArrivedLeader2 and because I'we already talked about it in other forums are suggested ArrivedLeader2 and because I'we already and because I'we already and because I'we already and because I'we already are suggested ArrivedLeader3 and because I'we already are suggested I'we already are suggested I'we already are suggested I'we scale would look more immersive, but probably won't be too practical for a game such as this. If you look at pre-alpha screenshots, the buildings used to be much bigger, so something must have made them change that. Your cube mod picture doesn't do you any favors, it's a bad way of supporting your point (google Reductio ad absurdum fallacy). But people using mods to make AoE2 trees and walls smaller is actually a good argument for it being a game first and foremost. There is a level of immersion involved, but it's not supposed to be a 1 to 1 simulation of the real thing, especially an RTS game. It's a mismatch between what you want it to be and what it actually is. You want to recreate the medieval period in cgi format. There are some other medieval games more focused on immersion, most of which also having a first person pov, so that you feel even more immersed into the world. ArrivedLeader 22: Edit: wow you already started typing the moment I posted the reply. Makes me wonder if you really read the post. Is this how you are willing to discuss? I took the time and read your post very carefully, even if you've edited it some 10 times in the meantime. I think I'm done with your trolling. Please don't reply to my posts. GoldenArmorX: AoE-V as RTS in Classical Antiquity, comparison with other games: you forgot aoeo which put the bar higher. also it has romans now. ArdeiGras 1576: There's a compromise between immersiveness and practicality. This is something we all know and agree on. The point is to which level and the post I referred to already proposed how to improve immersiveness with simple changes and without affecting game play at all. But I know you didn't read it because you are still repeating "realistic proportions" or "1 to 1 simulation" when THAT IS NOT THE POINT HERE AT ALL. Google strawman fallacy. The only difference is you think the current compromise is perfectly fine (no problem, the amount of unique units was also perfectly fine in 2022). Some other people including myself think it could still have some room of improvement. No matter what, I will still post it again so that someone who is readly willing to read it can read it. Proportions, how to solve the problem... AGAIN (images) IV - Discussion The proportions don't need to be 100% accurate, but they should at least deceive the eye at first glance to make it seem that way. There are no people looking for bad proportions in a game. Yes, there is another portion of the audience (where I am) that does care. But there is no one specifically seeking... ArdeiGras1576: the exact "compromise" you are talking about. You think you are the only person here who knows this while we don't. No we all know. We are talking about to make it look a little better without harming the gameplay. I don't think making the buildings a little taller (not 10x as you said. Google strawman fallacy) would completely destroy the gameplay. ArdeiGras1576: Is this how you are willing to discuss? Sorry I happen to have forgotten who did it first. Graphics overhaul Edit: You started replying seconds after I posted this. Makes me wonder if you're reading the posts you're reading the posts you're replying to. Not that it matters but might explain why you're misreading my points. ArdeiGras1576: I don't see it. They're gonna be supporting AoM for a while, and then if they start working on AoE5, that's gonna take another 4-5 years, because I don't imagine they're gonna build a 2030s game in AoE3's engine. OperaticShip743: Why would they use one of the first 3D engines for RTS in the 2030s? Why not? They updated it for 3DE, and then again for AoMR They can always improve it further if they need to. OperaticShip743: They are remasters, which simply update the game without changing practically anything. While AOM-R introduced new mechanics and redesigns. Lotor13: AoM Retold is remaster too, comparable with definitive editions of AoE1,2,3, the DE did not just "polished" the games, it uptaded with new OoL mechanics. The biggest change in AoM Retold is to make god powers re-usable - the original 1 time powers in original AoM were just bad design, otherwise AoM Retold is still "AoM in its core", Yes, I understand what I said. I know what a Remaster is in the case of Gameplay, adding some extra resource, making a new balance, adding new civilizations and maps, adding new civilizations have practically been remade. For me, this is not something or add something in stops being the same. A practical and simple example, to understand what I say: You are going to eat a Beef Burger at several difference in the guality of the food, a difference in the preparation, a difference in the sauce, a difference in the seasoning... and guess what: your experience and feelings when trying them will be different. The base, the essence, of each one is the same you would not taste any difference and your experience would be the same in all of them. MadMax8915: Se até o antigo jogo Diablo2 pode se tornar um jogo 3D em sua versão "Resurrected"... por que clássicos como Rise of Nations e AoE2 também não podem ser em 3D? Espero ver isso com Rise of Nations Definitive you have my respect. You are still willing to look for potential ways to improve the game and have the ability to do so without breaking the compromise between than AOE-4? It even has siege operators in some units, so nothing new is being asked for. ArdeiGras1576: Your cube mod picture doesn't do you any favors, it's a bad way of supporting your point (google Reductio ad absurdum fallacy). I guess the chess argument is better (which I don't even dare to answer because it is an attempt to distort the discussion). Imagine AOE-5 is set in ancient times. Who wouldn't want to see things like this?: Instead of just this: It's like supporting lazy and mediocre work. 2 Likes ArdeiGras1576: it's not on the level of the Essence engine I don't think anyone that doesn't exclusively play AoE4 believe that. AoE4 feels more restrictive than even AoE2, and that uses play AoE4 believe that. Maybe you're right, but to me AoM doesn't look much better than AoE3. In fact, I think AoE3 looks better than AoM in certain aspects. The Relic engine used in age4 is proprietary 1 Like OperaticShip743: I'm not interested in discussing this, because I've already talked about it That's alright, I wasn't replying to you. I understood you're not interested in discussing it. Page 6 MadMax8915: Yes, I understand what I said. I know what a Remaster is in the case of AoE2 and in the case of AoM, which is practically a Remake due to the engine transition (it doesn't use the same original engine as AoM). But I can't say that they are simple remasters or a completely identical game. The point is: The experience and feeling of playing them will be different. All AoE2 remasters have changes and improvements to the Gameplay, adding some extra resource, making a new balance, adding new civilizations and maps, adding and changing some unit or upgrade, and some civilizations have practically been remade. For me, this is not something or add somet up discovering something incredible when comparing them. Although they are all beef burgers, there is a difference in the seasoning... and guess what: your experience and feelings when trying them will be difference in the seasoning... and guess what: your experience and feelings when trying them will be difference in the seasoning... the same  $\rightarrow$  it is a Beef Burger! However, they are different Burgers, because if they were the same you would not taste any difference would be the same in all of them. Yes, I understand you. Obviously remasters are open to new changes, but in essence they are just big updates that you have to pay for. 1 Like OperaticShip743: Obviously remasters are open to new changes, but in essence they are just big updates that you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for. I don't see how this is even an argument. DLCs are also updates you have to pay for a don't see how this is even an argument. necessary to buy it to get said update, while a remaster implies an adaptation of the old to the most modern, almost usually implying the abandonment of its oldest version, and giving priority to its new version. Lotor13: No, AoE4 is new version of AoE2, it is just share the medieval setting. Otherwise AoE4 is mechanically different from AoE2, it is actually closer to AoE3 and AoM (aging system with 2 options, unit counter system, civilisation being mechanically different) AoE4 is like mix of all previous AoE games - including AoE1 (ruin victory) Sure, sure... it's a clear evolution of the saga... Lotor13: I think, that development of new AoE5 is nonsense, it is too early for next AoE game... More realistic is Age of Mythology 2, and new expansion for AoE 5 or modern in the 20th century and early 21th century in 2035... FloosWorld: This one is imo very important to keep in mind. It'd be the same as if we said that AoE 4's engine is old, just because the first game made with it is CoH 1 from 2006. True, although the Essence Engine is a 2006 engine, we are already on its fifth version... ArdeiGras1576: Is your brain unable to abstract these things out? It's a strategy game, not a simulation. Wanting the Rook in Chess to be proportionate to the other pieces isn't very practical from a gameplay perspective. Yes, but it's still annoying that a game from 2011 in 2021... hd.age: I think Age 4 is an excellent game. A little bit of improvement here and there and it would be a perfect RTS. The civilizations are very different, each one we play with gives the feeling of a new game that needs to be learned. There are many possibilities and a great replayability factor. The game's sound is wonderful, I would even say it's perfect. Age 4 still has everything to be the biggest game in the series. I hope that, before the release of Age 5, Age 4 receives more investment and has a revival like the game No Man Sky did. Yes, I think AoE 4 still has potential...3 more expansions and it will be in an ideal place (more than 6 civs and 12 variants)... ArrivedLeader22: Don't forget that back in 2022 I was taught over and over again that the game did not need any more unique units or differences between civs and the amount at that time point was just right otherwise it will "fail" like AOE3. Then after the updates and expansion the new unique units and greater diversity became a proof of how good the devs are. Yes, I still think they could add new UUs to the Abbasids (give 2-3 UUs of the Ayyubids to the Abbasids) and to the HRE...and 1 more to the English and the French... Franknezu11: you forgot aoeo which put the bar higher. also it has romans now. And the Indians at the end of the year... ArrivedLeader22: Simple. Because it looks awful. It will scare new players away. Pro players will stay anyway, but new players will not play a game in 2020s with cubes everywhere. Yeah, I hate those mods that turn trees into cubes... it looks like you're playing Minecraft Legends but with simple pngs... OperaticShip743: It's like supporting lazy and mediocre work. Yes, AoEO siege units like the Palintonon don't have siege crews but it was accepted because it was cartoony... ArdeiGras1576: Maybe you're right, but to me AoM doesn't look much better than AoE3. In fact, I think AoE3 looks better than AoM in certain aspects. Yes, but that is due to the art design and the graphical advancement that the original games had... AoM was mythological fantasy and AoE 3 was more realistic to make it look like the real world (although Battle for Middle Earth was a mix of both, medieval fantasy but with realistic mechanics that affected the course of the battle)... MatM1996: AoE 3 looked like a game from 2011 in 2021... Yeah, sorry, I don't like this exaggeration. AoE4 doesn't look like a game from 2011. MatM1996: Yes, but that is due to the art design and the graphical the little details on the buildings. The units I like more in AoM, because they seem easier to distinguish, and I mean the models, definitely not the entire game. But overall quite an uneven result. UI also looks dated, and the sounds the units make are nothing to write home about. Lighting and shadows also not on par with AoE4. MatM1996: Yes, but it's still annoying that a game from 2021 can't... It's a stylistic choice, but yeah, most games coming out today are minimizing spending, maximizing profit. Companies don't want to be proud of their work anymore, they just want to make money. There was a different mentality in 2005. ArdeiGras1576: Yeah, sorry, I don't like this exaggeration. AoE4 doesn't look like DoW 3 and Halo Wars 2 from 2017... ArdeiGras1576: Yeah, sorry, I don't like this exaggeration. They stylized AoM a lot more, which is a cheap way to deal with the graphical shortcomings. There are some things that still look bad despite the stylization: the foliage, the building textures (especially the roofs), and the animations of the units. like more in AoM, because they seem easier to distinguish, and I mean the models, definitely not the robotic animations. The water also looks great, and the sounds the units make are nothing to write home about. Lighting and shadows also not on par with AoE4. Yes, let's remember that it is a remaster of a 2002 game, which in turn had its HD remaster in 2014... obviously the jump may or may not be very high depending on what we are referring to, but I feel that AoM Retold has correct graphics, the water and structures look very good... ArdeiGras1576: It's a stylistic choice, but yeah, most games coming out today are minimizing spending, maximizing profit. Companies don't want to be proud of their work anymore, they just want to make money. There was a different mentality in 2005. Yes, now that games cost a lot of money, companies prefer not to take too many risks and to be rather conservative in many things, and even as happened with Concord, even if you release a game in an overexploited genre, it can fail... i think that the most important thing for a future AOE5 or upcoming AOE4 DLC will be a graphic improvements and better animations and water reflections. Reading some threads on reddit it's pretty clear that some players are worry about future of AOE4 and they say " i don't understand why all my friend left AOE4 for AOMRE". There's a reason to me: AOMRE has a better graphic, more immersion and better single players contents. AOE4 have been development tihinking to E-sport and it's pretty clear reading the "Art Companion book" and the main updates which are more oriented to balance with less single players adds, except for the latest Sultan's ascend DLC. A better graphic will be fundamental for the critics and success of the future games and this could be argumented by all the graphic questions into the treatiest sultan's ascend DLC. A better units models (more realistic) and a better weapons representation And obviously AOMRE has a more realistic water with better reflections and animations I've been very worried with AOE4 graphic because i always considered Relic a great RTS Developers: one of the best team around the world and i perfectly know how Essence Engine could do with their maestry. About that, i reinstalled Coh3 which have been recently updated with many improvements about graphic, animations and sounds. Now this game looks beautiful (and people are returning to the game saying thank you to Relic) and it shows how AOE4 could have been looked. Models are very detailed and realistic and also terrains and the general atmoshpere. Look at trees, sky and mountains: they are beautiful. With the right zoom camera (which was available, without mod, also int the main game, during the alpha closed and than developers blocked it due the lack of details on units when players zoomed on them). And should we talk about animations and realism during the game? Look at the blood with Relic as the main AOE4 or 5 developer but i would like to see all of theirs skill on graphic because they are very talented. The main questions is: Is Relic able to redone the AOE4 model units, in the same way of COH3, for the launch of the next rumored AOE4 DLC? You posted screenshots from every other game, except AoE4. Should we compare them with the pictures in our head? immv19846071: The main questions is: Is Relic able to redone the AOE4 model units, in the same way of COH3, for the launch of the next rumored AOE4 DLC? No, because AoE IV's armies are larger (the bases, too). This means more polys on screen at any given time. That said, I still think there's room for improvement. You're just not going to see CoH-3 level fidelity. I posted a lot of them in many other threads. I don't need to post them again. GorbMort: That said, I still think there's room for improvement But what you mean for improvement But what you mean for improvement But what you mean for improvement. You're just not going to see CoH-3 level fidelity. I posted a lot of them in many other threads. I don't need to post them again. GorbMort: That said, I still think there's room for improvement But what you mean for improvement But what you they could improve the detail on, or maybe they want to revisit siege operators. There's also a lot of improvements that could be made r.e. melee weapons. It'd all add up. This is without mentioning new Gaia, more biomes, more environmental art, etc. It all adds up (the fact we now have a proper Winter biome is great). 2 Likes jimmy19846071: I posted a lot of them in many other threads. I don't need to post them again. Do you have a link to the screenshots you made in the other threads? I wanna see them side by side with the ones you just posted. GorbMort: (the fact we now have a proper Winter biome is great). I really hope they improve the Winter biome for this season, with snow This is an assumption on my part, but I believe it signals that the franchise is being moved towards a less violent depiction (fantasy violence with no real world depictions (blood/gore and human remains)). I also think Adam was being facetious. They don't seem to have planned for it at all, and modders typically add what the fanbase wants in a way the developer doesn't plan for. I wish they had given players modding tools to enable that much... what we have now is very limited, jimmy 19846071: The main questions is: Is Relic able to redone the AOE4 model units, in the same way of COH3, for the launch of the next rumored AOE4 DLC? The last survey had a focus on graphics and style. It's a major complaint and I hope they address it in the next expac if not sooner. 2 Like Bodies turning into skeletons would be cool though. 1 Like The curious case of AoE 4 graphics (lots of screenshots) IV - Discussion Yes, that's all. Me and you we are often discussing about graphic aspect but if you remember well (and this is proven in the most of my posts) i always said that i like the art style. What i dislike is the quality of textures, weapons, the lack of improved physic (similar to COH3 or AOE3de), wheater effects and biomas diversity (speaking about fauna). For example i never seen sharks, whales or turtles on the island maps as i never seen bears, tigers, monkeys, wild horses and more. You know, al... These are only few of all i've posted in other threads. Consider this: my critica are relating only to textures, weapons and animations. I'm pretty fine with terrains and Mountains After the Season V. I think Relic done a good job there and i would like to see the same improvents (basically 4k textures) also for units, weapons and Better animations. I think they could release a separate DLC or include a new graphic options with Season 10. 2 Likes So, we want the same improvents seen with Season V would be well accepted. Most of models have low details when you zoom in on them and Better textures could radically change the opinion of many many players. 1 Like MedicMaaan: seem to have planned for it at all, and modders typically add what the fanbase wants in a way the developer doesn't plan for. I wish they had given players modding tools to enable that much... what we have now is very limited From what i understood modder are not able to make It due the lack of tools or limited tools as you said. For this reasons developers could release a graphic options to make this representation available for all players Who wanna play with a bit more realism. And we should consider that the most of players are casual. Absolutely yes, i mean nobody wanna forced players to see violent scenes they wan't. But i always said that It should be a player's choice. 1 Like Page 7 jimmy19846071: So, we want the same thing. I know that a totally remake of graphic it's impossibile at this point but the same improvents seen with Season V would be well accepted. All I'm trying to say is that at any point, even with any amount of developer resource on AoE IV, CoH 3 has less units on-screen and in any game. That's why it can look better. That doesn't mean AoE IV, CoH 3 has less units on-screen and in any game. That's why it can look better. That doesn't mean AoE IV, CoH 3 has less units on-screen and in any game. That's why it can look better. That doesn't mean AoE IV, CoH 3 has less units on-screen and in any game. That's why it can look better. difference with that game. That's all. 1 Like GorbMort: All I'm trying to say is that at any point, even with any amount of developer resource on AoE IV, CoH 3 has less units on-screen and in any game. That's why it can look better than it does right now. But you raised CoH 3 as an example, and I wanted to explain the difference with that game. That's all. But there are other games that achieve quality even with a gigantic army and fighting against several factions on the same map. Some examples: The "TOTAL WAR" game series, which needs no introduction, has several games in this series. The old game "Supreme Commander", in its time, also did something incredible. We have the launch/development of the new game called "Sanctuary: Shattered Sun" which also promises great battles. Those games weren't being compared, so I wasn't talking about them. jimmy mainly references CoH 3 (entirely fairly) as a game on the same engine developed by the same original company behind AoE IV (Relic). I don't want to bog down the thread with talking about game engines and how they can differ. Yes, I understand the difference in engines and this can really affect how much more polished or more unit-filled a game can be. I just wanted to show other games with different engines that can be massive. But, In my opinion, the problem with AoEIV is in the textures and not in the 3D models (with some exceptions), and this graphic texture could be changed if the company was interested. Many indie games tend to make big changes to textures (even because it is something easy to do, they are just "skins"), traditional companies rarely do anything to improve, unless they bring up such a big controversy that they feel obliged to do something due to the repercussion caused. jimmy19846071: So, i'm pretty fine with Relic as the main AOE4 or 5 developer, but having 2 teams working on two games at the same time can affect some things in both games since while they are improving the graphics of CoH 3 they are also working on the new DLC for AoE4... jimmy19846071: I think they could release the new DLC with the season 9 and then with season 10. they will release a new graphic update... MadMax8915: Age of Empires 5 is really supposed to be set in the Ancient Age. The AOE-2 DLC 'Chronicles: Battle for Greece' introduces campaigns set in this era, and it looks great because it has unique mechanics, some cinematics and so on. However, this, coupled with the transfer from AOE- to AOE-2, has upset some people. If AOE-1 isn't profitable enough to give it new content and support, and bringing content set in ancient times to a game that was established as a game set in the Middle Ages is very out of place, I think a new game is frankly necessary. The 'Chronicles: Battle for Greece' DLC will introduce naval mechanics such as ocean currency sources (similar to the whales in AOE-3), the shipyard and I think new types of ships. It would be great if those ideas were implemented in an AOE-5. Actually back when we just had AoE3 i always wished for an AoE4 in the next age. Into the modern time. Thus it would be like Rise of Nations. With a more complex political system. With mostly gun warfare, the development of electricity and industry. For example the development of tanks and aircrafts. It would be amazing to see a game where you could make civilisations and choices asymetrical. Thus in my opinon we now would have AoE5 in the next stop of the train. I would love to see a game in more pre- and modern times going beyond AoE3. Like Rise of Nations, going into "enlightenment age" "modern age" and maybe "post modern age" and maybe "post It has everything but fun. Interesting find ��s-Edge World's Edge is hiring for experience with Unreal Engine. So, the next AOE5 Will probably move with this Engine. It means that Relic entertainment Will not develop next future titles. And yes, AOE5 Is already in development. Unreal Is the right choice because It allows to have incredible graphic and good performance with full support to DLSS. My only Hope Is for a new game set in the ancient times. So, probably my First suggestioni were right 5 Likes And FSR too! That's for sure Personally, I would like AoE V to be set in either Classic Antiquity. Yes, again. A proper AoE title with UE will be pretty awesome. Just look at Assassins Creed Roquelike Saga, for example) Early Modern Era Period. A well-deserved remake for AoE III, made with classic AoE II base gameplay but depicting cannons, rifles and so on! Around the same timeframe, Creative Assembly could release Empire II Total War, too 1 Like The Liberator 236: Early Modern Era Period. A well-deserved remake for AoE III, made with classic AoE II base gameplay but depicting cannons, rifles and so on! It's time to turn the page, don't you think? AOE-3's mechanics are an advancement, not a downgrade. 1 Like Yes, they are Don't get me wrong. In fact, III is my fav in the franchise But its mechanics design divided all of the community. Actually, a lot of players do not like III due to its mechanics. There is so much information that the new or not experimented player has to acquire. III has a lot of variety and fun, which is great. But their unique mechanics, units, bonuses, cards, civilizations, ageups overwhelm the player. If the mechanics return to its origins I guarantee that a lot of people would try it and keep on playing it! That is why AOE IV made for the best of II and III, making it a very streamlined game to play. Simplifying the AoM/III formula and returning to I/II core gameplay 2 Likes TheLiberator236: That is why AOE IV made for the best of II and III, making it a very streamlined game to play. Simplifying the AoM/III formula and returning to I/II core gameplay AOE-4 has mechanics and other features from AOE-3 now, however there was some pushback when someone suggested things from AOE-4. Now that many of them are implemented no one complains, or even ignores where they came from. We have heard a lot of opinions about the 3K civs already. But what about the Jurchens and Khitans? My opinion: Jurchens: At first it seemed overwhelming. But now when I've gotten used to Rocket Carts and Fire Lancers (since so many other civs have them), I think they're a solidly designed civ. They're basically Georgians without Mule Carts but with more focus on siege and gunpowder. I also like their eco bonus. I give it a 7/10. Khitans: Aside from using a Tangut castle, I think it has way too many gimmicks. Heavy CA in Castle Age UU causes Bleed damage UT1 reflects damage back to the opponent UT2 causes cavalry to regenerate HP in combat Pastures instead of farms Mounted Trebuchets from the Siege Workshop This is 6 things that are very unique and different from what other civs have. If they had given one or two of these each to three different civs, I wouldn't have had an issue with it. But six of them in one civ is too much. What is the civ that causes bleed damage? Maybe half of these gimmicks were meant to be used by a separate Tangut civilization? Is this why the civ feels so strange? Pastures + Heavy CA in Castle Age and maybe the Liao Dao unit with bleed damage would've been fine. But 3-4 more "gimmicks" on top here just makes it a mess. My rating for Khitang ("Khitanguts"): 3/10. I dislike it almost as much as the 3K civs. 11 Likes Imho the grenade shouldve been the team bonus unit imho If they split Khitans into two civs (Khitans & Tanguts) and thereby gave half of the Khitan gimmicks to Tanguts, we'd have three perfectly normal civilizations (Jurchens, Khitans, Tanguts) for multiplayer. Then if they sent the 3K civs to its own game mode/single player only, everything would be fine. You'd have lots of content for single players alike. Both would have 3 civs each. No need to make campaigns for the multiplayer civs. 11 Likes DynasticPlanet5: Imho the grenade shouldve been the team bonus unit imho Ikr? Massive missed opportunity. in my mind khitans are the generalist civ. its the only civ since african expansion to have full tech tree (if we count double atk and no blast furnace) your 6 unique things are basically 2 unique techs, 1 unique building and a unit in castle age. i honestly dont think its that big of a deal, the game is going towards civs with complex mechanics and greater differences. i like it more than the 3k as shu, wu and wei are very generic (although i do like the shu). most of their ut and bonuses just affect their unique units. 1 Like Khitans' pastures need a nerf, pre nerf Polish Folwarks and Stone bonus are a fucking joke in comparison 11 One problem I have with newer civs is they have a lot of unique stuff that have no good reason to be. Everyone and their mom has a charge attack, why is the Ratha still the only one with the weapon switch ability that was originally meant for samurais? Why do only Khitans get fire damage? And why are pastures unique? I assume Ensemble did stuff like that as well (like Elephants being exclusive to Persians), but it's FE's cases I have experience with. 2 Likes Dustyacer1: your 6 unique things are basically 2 unique techs, 1 unique building and a unit in castle age. Well, I think these unique techs, 1 unique techs differ from those of the classic civs for several reasons. Let me explain. For example, Gurjaras is a civ that also has a lot these "gimmicks", and many people felt (and still feels) it went a bit overboard. But the design of the Gurjaras is still a lot more coherent then the Khitans. Two of their bonuses using the same mechanic, so I'd count these two together as a singular gimmick. Having both makes logical sense and is easy to remember both when playing with them and against them. Then they have the Shrivamsha Rider that can dodge arrows (new mechanic). And finally, they start with a Camel Scout instead of a regular Scout. All in all these are three things that are "gimmicky" or completely unique with this civ. But that's only half as many as what the Khitans have. But that isn't to say the amount of gimmicks and unique mechanics is everything. If there's some coherency among them that all ties into an overarching theme or civ identity, then more isn't necessarily bad. Gurjaras being a Camel civ and starting with a Camel Scout and getting a trickle of food from herdables (to help you more easily make more camels) all makes sense thematically. It's only the Shrivamsha Rider that feels a little odd (and hence it has been the main topic of discussion among critics). Khitans? None of their gimmicks really relate to one another. Why should their infantry and Skirmishers specifically reflect damage back to their opponents? And then their cavalry line can regenerate HP during combat? And then they can make Heavy CA in Castle Age and then a unique tech that allowed for example both their infantry UU and archery range units (incl Cay Archer) to get some kind of bleed damage (because I don't know, maybe they had some specific technology that would make a lot more sense. Then it's clearly a Cavalry Archer & Infantry civ (designation) that can cause bleed damage to your units (unique mechanism). Straight forward, easy to understand and remember. A civ with a clear identity. Save the damage reflecting skirms and Jurchens are the selling points for me while 3K are negative assets of this DLC. This means this DLC is worthless, except Jurchens? 2 Likes RatcicleFan: One problem I have with newer civs is they have a lot of unique stuff that have no good reason to be. When I used to design civs before DE decided to add all sort of new code, I was STRICT about following the law of rhe hardcoding limits as someone not blessed with coding skills myself. The fact they added so much tech to rub in the faces of civ crafters almost feels like showing off instead of just cranking out civs like we do. Tldr the new fangled bonuses feel more like desperation I don't think adding new features to a game is a bad thing, just because a game is 26 years old doesn't mean it should stay as it was 26 years ago. DynasticPlanet5: The fact they added so much tech to rub in the faces of civ crafters almost feels like showing off instead of just cranking out civs like we do. Sorry, I don't think the devs are out to get you and I have no idea how you want to decide what should or shouldn't be allowed. 1 Like yeah, that's a lot of new stuff packed into one civ and you are right, this civ has no identity of itself whatsoever. It feels like Khitan and tangut were supposed to be 2 separated civs, but the black suits demanded 3K so they had to combine both khitan and tangut into 1 civ and call it a day. 2 Likes At least unique units used to stick to one gimmick. The Liao Dao has three separate damage sources: basic attacks, DoT effect, damage reflect. What is it's niche supposed to be? 1 Like CitingOregano34: What is it's niche supposed to be? DPS, I guess? (20 characters) Pasture built sound is too loud. Low volume plz. 百度知道>提示信息 知道宝贝找不到问题了>

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