http://4th-dimension.rockt.es/

1. **Introduction**

   „4th Dimension" is a modification for the game „Supreme Commander – Forged Alliance". The main goal of the mod is to improve the game in all aspects where we, as the developers, think that the game could need some improvements. Just to name some of these parts, the mod changes the graphics of a lot of effects like explosions and projectiles, it makes the game feel more realistic and changes the balancing in a way, so that most units are useful over the full length of a game, while in FA, lower tech units become obsolete very fast.
   Another big aspect of the mod are our completely new units, which include some new experimentals.
   The whole mod is based on the "4th Dimension" mod for the game Supreme Commander.

2. **Installation**

   When you have downloaded the zip file, unpack it to your mods folder under:
   C:\Users\yourName\Documents\My Games\Gas Powered Games\Supreme Commander Forged Alliance\mods

3. **Features**
   - ∨ Completely new high quality units
   - ∨ New balancing which feels more realistic
   - ∨ Improved explosions and effects
   - ∨ Bigger tarmac sizes
   - ∨ Factions are more different: Cybrans regenerate faster, Aeons have popup turrets,…
   - ∨ Bigger trees on all maps
   - ∨ Added death damage to most units
   - ∨ Higher muzzle velocities for most projectiles
   - ∨ Slower and less effective Reclaiming

4. **Changelog**

   1.9 - initial release. Seraphim faction has been removed (you will take Aeons if you chose them) until we have balanced them in a future version.

5. **Credits**

   Actually there are 3 main persons developing the mod:
   - "Resin Smoker" (joined in version 1.8)
   - "Ebola Soup" (joined in version 1.9)
   - "Optimus Prime" (founder of the mod)

   Other people who help/helped the mod:
   "Goom" for some nice ideas and script help, "Sorian" for his AI support, "Robotronic" for his 3dsMAX exporter and a lot of other fans who inspired us or helped us testing and gave us feedback.