



ORCISH RAIDING MANUAL

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WARCRAFT: AN OVERVIEW

Warcraft: Orcs & Humans from Blizzard Entertainment is a game of real-time strategy in a world where proud Orcs battle cowardly, feeble Humans. It is a “real-time” game in that the action is fluid and continuous; players do not take turns, carefully plotting their strategy, but rather, both players act at the same time, responding to crises and adjusting their strategy on the fly. Often the game is won not by the most clever strategist, but by the player who is fast, efficient, and able to keep his cool in the heat of battle.

Like most strategy games, *Warcraft* is primarily a game of resource management. There are two resources in the game: **gold** and **lumber**. Gold is the life blood of the game; it is used to buy new combat units, create new structures, upgrade combat unit abilities, and repair damaged structures. Lumber is slightly less important than gold, although it too is vital; it is used to build new structures and some combat units.

Since gold and lumber are the currency of the game, harvesting these resources quickly and efficiently is the key to success. Resources are harvested by Peons (or Peasants for the Humans)--pathetic working stiffs who labor without reward in constant fear of the enemy's sword. Peons can have three jobs: gathering gold from mines, cutting down trees for lumber, and building new structures in your town. Your combat force will be built upon the back of a large, organized, hard working band of peons.

Peons help create the tools of war, but it's combat units that apply them. Foot soldiers, archers, mounted warriors, artillery, and magic-users make up a well-balanced army. But a full-fledged army does not appear from thin air; combat units must be trained, and it is the *Warcraft* structures that do the training. The most important structure is the Barracks. From Barracks will come the majority of your basic units--foot soldiers, mounted soldiers, and archers. Other, more specialized units come from unique structures; Necrolytes are trained by Temples and Conjurers by Towers, for example.

Over the course of a *Warcraft* game, you will build a large town of farms, barracks, and specialized structures bustling with peons and capable of cranking out combat units by the dozens. The point of all this, of course, is defeating your opponent, who is also managing, building, and planning the perfect army. Your combat units will meet your opponent's in the field of battle where the strongest, most skillfully maneuvered army will win. The ultimate goal is destroying your opponent--killing every unit and dismantling stone by stone the town he has built. Total annihilation is the only victory condition.

As you can see, *Warcraft: Orcs & Humans* is no small challenge. When you take command, you will be a labor foreman, city planner, military logistician, and general of your combat forces--all at once! *Warcraft* is no game for the faint of heart or the slow of wit.

THE MECHANICS OF PLAY

PLAYING *WARCRAFT* ON TEN

THE PREVIEW VERSION OF TEN

Launch the WARCRAFT version of the TEN software and log-in. Once you're into TEN and Mr. Bandwidth has checked your connection, you will find yourself at the ARENA SELECTOR screen. First, make sure you are in the ZONE that offers you the highest quality connection. Next, scan through the list of ARENAS and find an ARENA with players in it.

Once you are in an ARENA, try chatting with available players to see if they are interested in a game. Once you've found a willing partner, you should decide between yourselves who will CREATE the game. The game creator will click CREATE and fill in the details in the GAME CREATION dialog. The game creator must then set up the game, selecting his race, starting units, starting wood and gold coffers, and the game map to be played. When the game creator is finished creating the game, the game name should appear in the GAMES box, and the other player should select that game and click the JOIN button. The JOINing player will then be given the option to choose his race. Once the race is selected, the game is afoot!

Note that the first time you try to JOIN or CREATE a WARCRAFT game, you will be prompted to find the WAR.EXE file. Use the Windows 95 navigation tools in the dialog box to navigate to the directory to which you installed *Warcraft* (the default is C:\WARCRAFT). Click on the file WAR.EXE and select OPEN. The game should then launch.

Once in the game, the first thing you should do is select the MENU option, then the OPTIONS options, and turn the GAME SPEED up to FASTEST. This should make the game a more enjoyable experience.

THE FULL VERSION OF TEN

Launch TEN and log-in using the normal procedure.

From the main TEN page, go to GAME SELECTOR screen and select WARCRAFT. You will now be in the WARCRAFT ARENA SELECTOR screen. First, make sure you are in the ZONE that offers you the highest quality connection. Next, scan through the list of ARENAS and find an ARENA with players in it.

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A NOTE TO EXPERIENCED WARCRAFT PLAYERS!

The Total Entertainment Network version of *Warcraft* is identical to the original *Warcraft* release in its gameplay and mechanics, *with one small exception*. We have implemented the Right Mouse Button movement method made popular in *Warcraft 2*. So, all you need to do to move a unit or group of units is to select the unit(s) and right-mouse-click on the destination. Your units should respond with alacrity. Cheers!

TUTORIAL FOR BEGINNERS

The section will walk you through the basics of *Warcraft* and introduce you to some of the commands. Ideally, you should find another inexperienced player, play a game together on TEN, and work through this tutorial.

THE COMMAND SCREEN

The diagram below displays the main screen used in *Warcraft* and identifies the key aspects used in game play. Each of these sections are described below:



COMMAND MAP

(Largest portion of the screen) This is the main field of play. Here you will be able to see, in great detail, the events that transpire in the area around you. You may select units or buildings in this window by using the mouse to select them. When selected, a yellow box will surround the unit, indicating it is now prepared to receive your orders.

MINI MAP

(Upper left corner of screen) This is a bird's-eye view of your Command Map which allows you to see the entire play area at once. Your buildings and units appear as different colored squares (The Town Hall is yellow, Farms are green, etc.), while your enemy is shown in red. This map will increase in detail as you explore the lands surrounding your settlement.

RESOURCES

(Top bar on screen) This is the amount of harvested lumber and gold available to use in training various units and building structures.

INFO TEXT

(Bottom bar on screen - i.e. Train Peasant / 0 Lumber / 400 Gold) This will give you information on any units, buttons or structures that you select in the Command Map window.

UNIT DESCRIPTION

(Left side of screen) This is detailed information on any building or unit selected in the Command Map window.

MENU

(Bottom left of screen) This button calls up the *Warcraft* Options menu. For descriptions of these functions, see the **GAME OPTIONS** section below. Clicking the Menu Button pauses the game at any time.

ESTABLISHING YOUR SETTLEMENT

In most multiplayer scenarios, you will begin the game with a Town Hall, a Farm, and few peons amongst your units (the only case where this is not true is on the Dungeon maps; these maps are not well suited to multiplayer play). You will want to begin expanding your town immediately.

Move your cursor arrow over the Town Hall. When you are over a unit on the Command Map that you are able to select, the arrow will change into a magnifying glass.

Select the Town Hall by clicking the left mouse button (LMB). When you select a unit or building, a colored square highlights your choice. Also, a description of the selection will appear to the left of the Command Map in the Unit Description area.

TRAINING PEONS

Peons are the work force of your town: the more peons you have, the more resources you can harvest. So we'll start by training a new peon to supplement the others.

Make sure the Town Hall is selected and move the cursor arrow over the Peon Icon in the Unit Description area. The words Train **Peon** will appear in the Info Text area. Note that the cost of training this unit appears on the right side of the Info Text area. Costs for building structures will appear in this same area.

Select the Peon Icon by clicking the LMB. This begins the process of training your Peon. Note that the rate of completion is shown in the Unit Description area.

After the Peon is trained, he will appear on the Command Map next to the Town Hall.



Note that the number of units you can have is limited by the food supply. Should you attempt to train more units than you food supply can bear, you will receive the message **Not Enough Food . . . Build More Farms** in the Info Text area.

To view your current food supply, select any Farm and click the LMB. In the unit description area, the rate of production and consumption will be displayed. *You must have food available in order to train more units.* To increase the food supply available for your settlement, another farm must be built. See “Construction of Buildings” below for more info.

EXPLORATION AND HARVESTING

The next important step is finding sources of lumber and gold. To increase your stores, you must find forests to harvest lumber from and search for gold mines that may be found about the area. Initially the lands around your Town Hall and Farm are unknown, and will appear as great black regions in both your Command Map and Mini Map.

Select a Peon with the LMB. Then select the **Move** Icon in his Unit Description area.



Red crosshairs will appear on the Command Map. Use these to indicate the destination of the selected unit.

Choose an area in the **unmapped** (black) region to send your Peon into. He will immediately head off in that direction, surveying any territory he encounters.

As your unit enters unknown regions, they will become visible on both your Command Map and the Mini Map. Continue to move your Peon in this manner until you find a source of lumber.

When you find a forest, instruct your peon to **Harvest** lumber by selecting the corresponding Icon in his description window.



Red crosshairs will appear as you move the mouse back to the Command Map. Position it on the section of forest you want the peon to harvest, and click the LMB.

Your Peon will begin chopping down trees to be used for lumber, and will return the goods to the Town Hall on his own. He will continue to repeat this cycle of harvesting until he either cuts down all available trees in that area, or is instructed to **Stop**.

Now that you have found a source of lumber, finding a gold mine is the next step.

Select a Peon with the LMB. Then select the **Move** Icon in his Unit Description area.

Red crosshairs will appear as you move the mouse back to the Command Map. Use these to indicate the destination to send the selected unit to.

Begin to **Move** the peon around the unexplored area of around your town. There is usually a mine fairly close to your town. Continue to move your Peon in this manner until you find a mine.



When you find the gold mine, instruct your Peon to mine the site by selecting the **H**arvest Icon in his description window. Note that in the Info Text area this command is used to both harvest lumber and mine gold.

Red crosshairs will appear as you move the mouse back to the Command Map. Position it on the gold mine, and click the LMB.

Your Peon will begin working the mine for gold, and will return the ore to the Town Hall on his own. He will continue to repeat this cycle of mining until he plays the mine out, or is instructed to **S**top.

Note: If you stop a Peon while he is returning to the Town Hall with a load of resources, the Info Text Window will remind you that he is carrying lumber or gold. Also the **H**arvest Icon will be replaced by a Return Goods To **T**own Hall Icon that you can select to resume delivery.

CONSTRUCTION OF BUILDINGS

Once you have a steady supply of resources coming in, you will want to begin expanding your town. Let's start with Barracks. Select an idle Peon and click the Left Mouse Button.

Move the arrow over the Build **B**asic Structure Icon and select this option by clicking the LMB. This will open the Basic Structure selections.

Move the mouse over the Icons, and select the one that says Build **B**arracks in the Info Text area. A pulsing white box will appear on the Command Map that represents the amount of space required for this structure.



Before you place the Barracks, you should know the three restrictions regarding the construction of any building.

1. There must be ample space available in explored territory for the structure to be built.
2. Structures must be built next to a cobbled road.
3. Structures must be built near other buildings.

If you attempt to place a building in a location that does not follow these guidelines, the white box will change to a red box with an X through it. Also, a message will tell you why you cannot build there, and you will be unable to place the building.



To place a building, select an area that falls within the restrictions for construction. When you have chosen an appropriate site, click the LMB. The site will be cleared and made ready for construction. **Note:** Your peon does not need to be at the site yet. When you choose the site, he will move there to commence construction.

Once the Peon has completed his construction, select the new **Barracks** site and click the LMB. You will notice a new icon for Footman (or Grunts, for the Orcs). You can now create your first combat

unit (assuming you have enough resources and an adequate food supply). Also note that buildings have a bar labeled HP (for Hit Points) that will indicate the amount of damage the structure has taken.

Some buildings--like the Blacksmith and the Timber Mill--have buttons that allow certain units to be upgraded. When an upgrade is available, selecting the button will prompt a message in the Info Text area that will inform you of what the upgrade will affect. For example, the Timber Mill allows you to upgrade the effectiveness of your archers' arrows (or spears for the Orcs), while the Blacksmith allows you to upgrade your units armor and sword effectiveness.

VIEWING THE MAPS

To move around each scenario, you can use either the Mini Map or the Command Map.

To move using the Mini Map, select the white box and move it around by holding down the LMB and dragging it to the desired location.

You can also select any area on the Mini Map and jump to that location by clicking the LMB.

To move on the Command Map, move the arrow cursor to any edge of the Command Map. Hold down the LMB and the map will scroll in the direction of the arrow.

To use the keyboard to move on the Command Window use the numeric keypad arrows, or the arrow keys.

COMBAT

You can give commands to your units at any time. All of your units share common commands, but some have specific abilities.

When you have adequate resources, train a soldier using the Barracks. It will take a while before his training is complete.

Once training is complete, your Footman will appear next to the Barracks on the Command Map. Move the cursor over the Footman and click the LMB. This will open the Unit Description screen to the left of the Command Map.



Portrait: This is what your unit looks like.

Unit Type: This is the designation of the unit currently selected.

HP: This displays the amount of damage the unit has currently taken. The lower the bar, the more damage the unit has sustained.

OPTIONS

Move



While having the footman selected, select the **M**ove Icon and click the LMB.

Red crosshairs will appear on the Command Map. Use these to indicate the destination the selected unit will be sent to.

Stop



While the Footman is moving, select the **S**top Icon and click the LMB. The unit will halt all actions and await new orders.

Attack



While the Footman is selected, move the arrow to the **Attack ICON** and click the LMB.

Red crosshairs will appear on the Command Map. Use these to indicate the target the selected unit will be sent to engage.

Select the Town Hall as the target you wish to engage. Normally you would never attack your own buildings, but until you feel ready to tackle your opponent, they make for an easy fight.

While the Footman is attacking it, select the Town Hall and click the LMB.

Note that the HP (Hit Point) bar gets smaller as the structure sustains damage.

Select the attacking Footman and click the LMB. Then select the **Stop Icon** in the Unit Description area to halt the attack.

REPAIRING DAMAGED BUILDINGS

Select an idle Peon and click the Left Mouse Button.

Select the **Repair Icon**.

Red crosshairs will appear on the Command Map. Use these to indicate the building the unit should repair (In this case the Town Hall needs to be repaired).

The Peon will move to the Town Hall and begin the process of making repairs.

Select the Town Hall and click the LMB. The repairs will be reflected in the rising HP bar in the Unit Description area. The cost to fully repair the structure is displayed in the Info Text area.

When you have completed repairs on the structure, the Peon will stop and await new instructions. Should you wish to stop repairs before they are completed, select the **Stop Icon** in the Peon's Unit Description and click the LMB.

Repairing uses both lumber and gold, but is cheaper than building a new structure.

GROUPING UNITS

It is sometimes desirable to give the same command to a number of units. These grouped units do not have to be of the same type for grouping to take effect.

You can group any four units by selecting a unit and clicking the LMB.

Hold down the shift key and select a second unit. Both units should now have colored boxes around them, showing that they are both selected.



Repeat this process until a maximum of four units have been grouped.

When additional units are selected, their displays will condense in the Unit Description area. Units gain no additional abilities while grouped, so a Peon is still unable to attack, and a Footman cannot harvest lumber.

Units may have other options (such as the Peon who cannot **Attack**, but can **Harvest** and **Build**), but **grouped units may lose those abilities**. **Move** and **Stop** will remain consistent for each unit.

There is another way to group units. Hold down the Control (CTRL) key and the LMB at the same time. Now drag the mouse. You will notice a colored box that expands as you move the mouse. When you release the LMB, any units in the colored box will be grouped together (with a maximum of four units).

CHATTING WITH YOUR OPPONENT

Text messages can be sent to an opposing player by simply pressing the Enter key. A MSG: prompt will appear at the bottom of the screen. Type in your message, and then press Enter to send it.

You are now well on your way to becoming a master of the World of Warcraft. Fare thee well!

GAME OPTIONS

MENU BUTTON

When you select the **Menu** button or press **F10**, another window appears and gives you several options to choose from:

Options: This allows you to change certain aspects of the game. These are:

Game Speed	SLOWEST / SLOW / NORMAL / FAST / FASTEST
Music	OFF / 1, 2 . . .100
SFX	OFF / 1, 2 . . .100
Mouse Scroll	SLOWEST / SLOW / NORMAL / FAST / FASTEST
Key Scroll	SLOWEST / SLOW / NORMAL / FAST / FASTEST
OK	<i>ACCEPTS changes and returns you to the game</i>
Cancel	<i>NO changes are made and you are returned to the game</i>
Restart Scenario	This allows you to quit and restart the current scenario.
Continue	This returns you to the Command Map.
Quit	This quits the game and returns you to your operating system.

ADDITIONAL KEYS / MENUS

There are also additional functions available during game play.

F1 = Help (or Alt **H**)

Shift F2 - F4 = Save map position for immediate recall

F2 - F4 = Recall saved map position

F5 = Mini Map (Toggles between **ON/OFF**)

F6 = Unit Screen (Lists all units in play and units destroyed)

F7 = Economy Screen (Lists total resources harvested)

F8 = Score (This gives an indication as to your success and lists your rank)

F10 = Options Menu

Enter = Press this key, type a message, and press it again to chat with your opponent.

G = Hold this key down to show the construction grid

Ctrl and Dragging the mouse = Selects up to four units at once

Right mouse button = Orders selected units to move to the current cursor position

Esc = Cancel any command just issued in any menu (also *right* click on mouse)

The Destiny of The Orcish Hordes

The history and legends concerning
the invasion and domination of the Human lands
scribed by
Garona of the Shadow Council



The stories of battle and victory have always been told, and in the past, it was up to the leaders of each assault to document the past. While fine leaders in war, these cheiftains lacked the ability to convey those actions with written words. I present as an example:

***“Thok do through shiny hole. Then me fall down, but me good. Me find many good things to eat. We find village. We mash them and eat their food. Thok stop now. Head hurt from write.*”**

The fact that I am of both Orc and human lineage, combined with the skills and schooling I have acquired from my journeys, has elevated me to the position I now hold. As chief interpreter to the Shadow Council, the duty of preserving the accounts of our conquering of this world and the eventual crusade into the land of humanity, has fallen now upon my shoulders. I, Garona, now humbly present that history...

Our destiny concerning the domination over these lands has been foretold by the clan mystics for hundreds of years. Having risen from the mire of swamps and marshes, the Orcish hordes have swept across this domain in the fulfillment of that destiny. Many ages passed as our influence slowly spread, causing pain and darkness to follow in our wake. Be they in lush plains, hidden in thick forests, or at the rocky crags overlooking the seaside our armies rolled over what pathetic resistance our enemies could muster. Their crops died on the stalk and their fields lay fallow, for we left none alive to tend them. Using the arcane powers of our Warlocks and Necromancers, not even the mightiest of our foes could long stand against our increasing onslaught. One by one our enemies fell, as we became stronger with each victory. In time, by subjugating all who would oppose our rise to power, and enslaving these weaker races to use as we pleased, we conquered both nature and creatures to finally rise to the pinnacle of this world.

Still we craved more, and decades of constant bickering between clans served to divide our race amongst itself. Soon factions arose, each seeking to control the Orcish domain for themselves. These petty arguments turned to armed conflict, and then to war as the need for conquest burned hot in our blood. If no lands existed that were ruled by enemies, then we would take the lands of our brethren.

The only clan to ignore these plays for power were the Warlocks. Secluded in their towers, they saw the danger that was present. Although it pleased the Necromancers that these battles fed the earth and underworld with rivers of blood, the Warlocks feared that no Orc would be left alive. This would serve to upset the delicate balance that allowed them to control the powers that they held in check and called upon to work their magiks. If this balance were to be maintained, the Orcish hordes would need to be supplied with new battles against a common foe.

It was during a period of research that the small tear in the dimensional fabric was noticed. Many years passed as the Warlocks sought to unlock the mysteries of this tiny rift. The undertaking of numerous trials and tests led to the conclusion that this phenomenon could serve as a portal to another dominion, if it could be controlled. The Orcish Warlocks began experimentation towards focusing the rift, gradually making it larger and more stable. Eventually, they were able to create a small portal, just large enough for one of their clan to pass through.

The stories that this subject returned with almost convinced his colleagues that the experience had left him insane, but the strange, unknown plants he held served as sure evidence of his claims. This allowed the sect to approach the strongest leaders of the splintered Orc clans and request that they cease their war for one year. At the end of that time, they promised the chance to accomplish the taking of a new world.

Controlling the rift proved to be easier as it grew larger, and within the passing of three moons, it stood ready to send a small detachment of troops to this new world. A blue circle of energy, roughly two and one half Orcs in width, was the sight that greeted the Orcish clan chiefs. Streaks of black and red raced across it as it crackled with otherworldly fires. Seven warriors were to enter the portal and return with a report detailing the type of lands and creatures that were to be found on the other side. As the Warlocks began their incantations to access the power of the rift, a howl began - low at first, then rising in pitch like a darkwolf baying during the bloodmoon. When the sound grew near to deafening, the warriors were motioned into a circle, now alive with a thousand colors intertwined and clashing in some cosmic dance. What awaited these seven was beyond their wildest imagining.

The sack of the village was a simple matter, hardly worth the telling. Yet hundreds of times the tale was recounted, and a hundred more would be expected and relished. A group of strange, sharp edged buildings was the first sign of any true opposition they encountered. A rough dirt path lead into a trio of farms. The gray of dawn was lightening as the sun of this world rose over the hilltops. It was a bright, yellow orb that shone twice as brightly as our own, and made the days exceedingly hot. Then out of the odd little hut came what must have been a member of this land's true race. Small, pink and spare of muscle were these creatures. The warriors grinned wickedly at each other, knowing that if this represented the breed of stock they would need to pen in order to take this world, victory was but a matter of moments. Rushing out of their hiding place, they swarmed upon the village and slew every living thing they could find. The males offered some small resistance, but the females and children were like taking grok to the slaughter. Their homes held few values, but their fields were full of a tasty grain. Their livestock, as little as there was, also proved excellent, and what they could not eat or pack was set to the torch. The trinkets brought back from this place were of a craftsmanship unknown to the Orcs, and were quickly taken by the leaders of the clans for their own treasure hordes. This new world, heavy with vast expanses and soft, weak protectors would prove a rich jewel to add the crown of the Orcs.

Our order of ascension is a simple one - only the strongest survive. All matters of politics or dispute are settled in open debate. This can lead to hostilities in many cases, but it is the fastest and simplest way to come to a conclusion on most matters. Each Orc has the right to make heard his arguments, as long as he can back them up with fact - or steel. To gain the upper hand is a sign of strength, and strength is counted highly among the hordes. A decisive victory in battle raises the commander and his warriors to a place of honor and control. This hold is tenuous, however, for the higher one climbs, the farther - and more deadly - the fall.

By this time, we had learned much of this new domain, and those who dwelled here. While difficult to understand in many ways, they proved similar enough to us in many ways. A sharp blow to the head resulted in death. Lack of food led to starvation. Pain also affected them in the same way it had all our enemies, and proved to be an effective means of extracting information.

To learn that the name of this place was Azeroth, and the inhabitants here were called Humans, was among the first bits of information we gathered. We began the taking of Azeroth by moving out cautiously, and learning what we could, but all too soon rash judgment prevailed as the taste of greed tainted the palettes of the Orcish clan chiefs. After many arguments ensued, it was feared that an assault upon the tall castle in the north would serve to crush our enemies and place the Orcs upon the throne of power. More and more warriors were brought through the rift, and with them seemed to come the essence of our world. The Warlocks claimed it was some effect of the portal, but the lands about our entryway soon became as desolate as those of our home.

Entry into the castle was a simple matter, for the prosperity that had made this land so attractive to us had also bred weakness in the humans. Their guards were unprepared as our forces poured through the gates and over the walls of their stronghold. Their males did well to stop us for as long as they did, but our numbers and strength soon tilted the battle in our favor. Victory would have been assured, but for the arrival of their great, mounted soldiers. These fiends rode atop beasts of muscle and sinew that crashed through our ranks and dealt as much damage to our troops as did their riders. These knights, as we have come to know them, rallied what few soldiers remained, and began driving towards the gateway back to our world. Some trick of magic had them always at our back, sides, and in our path. We barely reached the edges of the swamplands that now surrounded the portal and eluded our pursuers in its murky depths.

It has been some fifteen years since this costly decision altered the course of our destiny. Many called for the closing of the gate, while other factions fought for another attack upon the humans with all of our forces. Out of this chaos arose a single Orc with a cunning and guile that few others possessed. Careful manipulations and the use of what support he could muster made his voice ever stronger as time passed. After key opponents were dealt with, few could offer any opposition to his plans, and the rule of the great Orc War Chief Blackhand was upon our people.

His cruelty and dominance in battle is only overshadowed by his lust for power. He has studied the means with which human armies are able to defeat overpowering numbers of Orcs through strategy and guile. From these tactics he has learned to bring organization to the scattered attacks of our raiding parties. He sought assistance from both houses of the arcane arts, searching for other weapons to add to his arsenal. The culmination of these plans will involve the uniting of all the Orcish clans - Armies, Warlocks and Necromancers alike - to bring about the eventual destruction of the human race. The Age of Chaos is now at hand.

Unit Descriptions



Peon

The lowliest of the Orcs, these dogs are good for little more than rough work. Command them to cut wood or mine the pits for gold. They also make strong laborers in the construction of all manner of buildings. They are all cowards, and will run like little children if attacked.



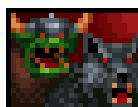
Grunt

The first level of warrior in the service of our armies. Trained for close combat, these soldiers make excellent fodder for wading through human forces. Use of the ax and shield is their specialty, and they are hearty fighters with a taste for blood.



Spearman

Grunts trained in the use of the spear. They are faster than their ax wielding brethren, but have lighter armor so that they move about more freely. The ability to hurl their deadly missiles across a battlefield makes them a formidable unit to employ.



Raider

The most vicious of the Orcish horde, these minions of Blackhand are trained to show no mercy. Riders of the darkwolves, these savage warriors use the speed and ferocity of their mounts to make them a deadly enemy. Faster than those who attack on foot, they have perfected the tactics of tearing through columns of enemy soldiers like a hot wind.



The Dead

When any unit is killed, it will begin to decompose and the remains will slowly seep into the ground.. Necrolytes are trained in the black arts, and can raise these fallen warriors if they can reach the corpse before it disappears into the earth forever.



Catapult

Destruction and mayhem are its purpose, and those who are its target will reap only death. Chaos reigns supreme as the ground shakes with the approach of these gruesome machines. Walls and buildings prove no barrier to the devastation of the Orcish catapult. Although they are sluggish and huge, your forces will prove unstoppable when you command these devices.



Necrolyte

Practitioners of the Orcish religions, these binders of souls command the black powers that hold control over the earth. Linked into the dominions of the lower planes, Necrolytes have power over all things dark and evil, including the raising of fallen warriors to create armies of the undead. Through ceremonies performed at their Temples, they learn to warp the essence of shadow to use for their advantage.

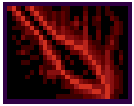


Warlock

If the energies of this world can be used for destruction, then the energies of the underworld could destroy Azeroth. It is this destructive power that the Orcish Warlocks use in their incantations and rituals. As the most powerful of the Orcish sect, these dark brethren of Hades go where none others dare in search of ultimate power. Their Towers hold the keys to unleashing the very essence of evil upon those they see as a threat to their devious plans. Spells that channel the fire and brimstone of hell through their bodies, or can summon forth great creatures - even daemons - are theirs to use.

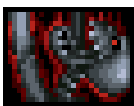
Necrolyte Spells

By commanding the powers of darkness and death, tendrils of blackness stretch across the land to envelop the unwary and careless. It is upon these fools that Necrolytes prey, filling their temples with fresh sacrifices and our armies with undead warriors.



Shadow Spear

This is a spear of energy culled from the evils of the Orcish clans. When an Orc dies, his soul descends into Hades for judgment, and his essence is divided into good and evil. The Orcish Necrolytes have learned to siphon the black energies from this plane and use it for their own purposes. This weapon of darkness is the manifestation of those black souls, and causes excruciating pain to those it strikes.



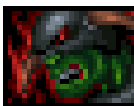
Raise Dead

The Necrolytes have close ties to the dark forces of Hell, and in consequence study the forbidden arts of the dead. They have gained the ability to bind the bodies of the dead to this domain, creating armies of soulless creatures. With no minds to speak of, they will disdain the use of weapons, seeking to rend the flesh of those they are directed to attack with their bare boned hands.



Dark Vision

Wherever there is light, there is shadow, and it is this shadow that the Orc Necrolyte uses to see into places he cannot travel. Wherever the slightest shadow is cast, the sight of the Necrolyte can enter and view. The effect of this spell are limited in length for too much time spent in the confines of the shadow has been known to forever trap the caster within the realm of darkness.

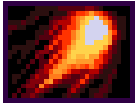


Unholy Armor

This ritual invests the recipient with a mystic armor of invulnerability. Weapons will have their effects dissipated when striking the wearer. This armor is constructed from the souls of the damned, and they absorb the pain that any blow would normally inflict upon the wearer. The price that is exacted from those who are bestowed with the invulnerability is a high one, however, for they must sacrifice a portion of their soul to act as a magnet to bind these lost souls to themselves. After some time, this binding will weaken, and those who make up the armor will be released back into their eternal torment.

Warlock Spells

The fires of hell rise up to meet the enemies of the Warlock clan. Their sorceries are rooted in the deepest pits of the underworld, and their command over flame and the monstrosities they create is cause for great fear to their victims.



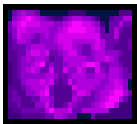
Fireball

The basic fire spell which all followers of the Orcish cults (the underworld) first learn. It channels the flames of Hades through the caster's body, allowing the wielder to direct it as a missile at anyone he chooses. It is a dangerous magik to employ, but the effects seem to delight even the lowest circle of Warlocks to no end.



Summon Spiders

The Warlock calls forth hordes of deadly, poisonous spiders to aid him. Several spiders come at any one summoning, and will swarm over the enemy as the caster directs. They crawl through gaps in the enemies' armor and bite them with their poisoned fangs, injecting their deadly juices into the bloodstream. As the enemy falls to the ground, he literally burns from within.



Poison Cloud

The caster creates a cloud comprised of brimstone, acid and poisonous gases to envelope and choke his targets. This foul stench eats through anything that stands in its way, and chokes the very life out of anyone unlucky enough to be in its path. It is a mix of the sickly stench of rotting corpses and the essence of evil, designed to decay and corrode all that it comes in contact with.



Summon Daemon

The most powerful spell ever rumored to exist. Legends say that the caster would have the ability to summon forth a daemon by allowing his body to be sacrificed to enable its existence in this plane. The daemon would then be guided by the spirit of the caster to do his bidding, but should the daemon be destroyed, the warlock's life would be forfeit. The truth to this tale is questionable, but the incantations and rituals used to summon the creature may lay in some lost runic writings. The dream of every follower of the underworld is to rediscover these incantations and be able to command the power of the Daemon.

BUILDINGS



Town Hall

This is where the denizens of an encampment come to meet and make their arguments heard. The constant bickering and backstabbing that occurs here is necessary, however, for it keeps them from killing each other in the street. The Town hall is also where the encampment's Overseers can keep a close eye on the resources and funds that are available, and use them as he sees fit. All shipments of wood and gold are brought here for his inspection. This is also where peons are given training for the simple tasks demanded of them by the Orcish empire. Blackhand has ordered that only one Town hall be allowed to stand in each encampment, so that separate factions of Orcs will not arise. If the Town hall is destroyed in battle, another can be built to replace it.



Farm

Farms produce the grains and animals needed to keep the encampment and the army well fed. You must produce enough food to supply all of the Orcs you control. Once your peons have constructed the site, the farm will prosper with no further concern on your part. If you have a farm destroyed in battle, your ability to produce enough food will be affected.



Barracks

The training of Orcish armies takes place in this structure. Grunts, Spearmen, and Raiders all practice the skills needed to slay the enemy in the cruelest forms imaginable. When your forces have been depleted and more warriors are needed, fresh recruits can be found here, and when one of the mighty catapults is required, it will be routed through here as well.



Lumber Mill

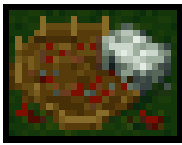
This is where the roughly cut wood supplied by the peon laborers is made usable by skilled workers for buildings, spears, and catapults. If other Orcs require specific woods for their sites, only your Lumber

Mill will have the necessary workers to complete the task. When funds are directed to craftsmen of the Mill, they can increase the quality of your spears, making the bite even deeper to the hide of human scum.



Blacksmith

All objects that require the strength of iron are made here. As money is spent to build hotter forges and mine better metals, the quality and deadliness of the axes and shields that are produced will increase. Metal is also a vital component in the construction of some Orcish buildings and materials, and to create a site for them will be impossible without the aid of the Blacksmith.



Kennels

This is the foul hole where the darkwolves are penned. They are bred and trained here from an early age to crave the taste of human flesh, making them savage when in battle. The breeding of faster and stronger wolves has become an art that greatly increases the effectiveness of your Raiders, if you will pay the price in gold. The training of these creatures demands specific implements and cages that only the blacksmith can provide.



Tower

This is where the knowledge of the dark magiks are revealed. Warlocks reside here to focus their energies towards harnessing the forces of the underworld. Their sect demands payment in precious metals for any services they may offer, as it is then converted into the mystic symbols used in their castings. Metal cages in which to place the subjects of their experiments must be constructed, as well as the ornate metal runes that need to be built into the stone floors for their spells of summoning. Only the blacksmith can provide the needed material and skills required to meet these exacting specifications.



Temple

The unholy place where Orcs come to make sacrifices to their gods, and the Necromancers of the land gather to invoke the will of their dark masters. This is the only place where Necrolytes can be recruited to assist you in purging the land of human settlements. The need for a blood offering has only recently been replaced by one of gold, and no assistance will be sanctioned until it is made. The immense, sacrificial altars used in the Necrolytes' rituals must be built by the mystic Blackroot, hence a lumber mill must be used to locate and specially prepare the wood.



Gold Mines

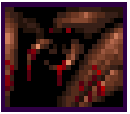
Some rock faces hold deposits of gold. You will recognize them because Blackhand has sent searchers out, and any that were located will have an entry way clearly marked. Peons will mine those holes and deliver gold to your Town Hall for disbursement as you see fit.

Creatures of the Land



Ogre

The Ogres came through the portal that brought the Orcs to this land. Their blood hatred of the Orcs remains second only to their hatred of Humans. They are a vicious opponent, with the strength to rip off a warrior's limbs should they so choose. The Ogres favor huge, spiked clubs that they use to bash in the skulls of their enemies and to bring down the large prey they hunt. Ogres favor lands not frequented by the Orcs, and are seldom seen near the encampments.



Scorpion

Hunters of the underground, these are as venomous and deadly as any creation of the Warlocks. Their tails are tipped by a sharp spike, and can tear through the armor and flesh of their prey to inject a deadly and painful poison into the unfortunate. The humans have learned to command the smallest of these fiends, and can summon them to do their bidding.



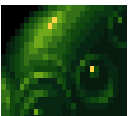
Spider

The Warlock clan have used their magiks to create the hideous abominations that they call spiders. Mutated from the smaller creatures commonly found in the area, these huge poison-fanged beasts are twisted and predatory. While some are controlled by the Warlocks, many grow too large to maintain control over, and are released into the forbidden lands. These giant spiders lurk in dark, dank places and spin their webs, seeking to entrap the unwary.



Brigand

These are the diabolical humans whom even their brethren distrust. They use numbers and tactics to overpower much stronger units, and will fight like rabid wolves when cornered. They hide in untraveled lands, and are turned away from any village or encampment where they seek shelter. The short blades they wield are made for quick slashing attacks, and are most effective.



Slime

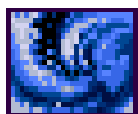
The Necrolyte clan believes that the strange slimes found in certain areas seek to eat the blood of the Orcs. No magiks could have created these crawling masses, but yet they exist. This slime seems attracted to the heat of the Orcish bodies, and will seep through even the tightest armor to drain into the pores of its victim's skin and sap them of strength and life.



Skeleton

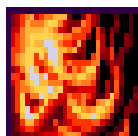
Uncontrolled spirits of the underworld sometimes roam the lands where their bodies were slain. Rotted cloth and flesh hangs from their bones as they seek revenge upon those who caused them to endure this eternal damnation. Held together by forces too dark for most to comprehend, they are more difficult to destroy than may be anticipated.

“Them not good like Necrolyte skeletons. These try catch you and stick their fingers into your eyes and brain.”



Water Elemental

These are creations of human magiks. Occasionally found in the service of their Conjurers, these simulacrum have the powers of water to use as they will. When found uncontrolled, they prove to be difficult to disperse, as they gain some semblance of independent thought and motivation. In either case, these elementals will attack until they are destroyed or their foe is dead.



Fire Elemental

While their watery brethren fall under the domain of the Humans, these creatures serve no other. They only seek to destroy anything or anyone that they come in contact with. No one knows if these are summoned beings, or the result of some rogue magiks. The only sure thing is that they are deadly, and seem to take some dark pleasure in the pain they inflict.



Daemon

These hellspawn are evil incarnate. The ability to summon these dark minions of the underworld has long been lost, though the Warlocks seek to find those secrets once again. Breathing flame and wielding a blade forged in the fires of hades, destruction and death are their greatest desire. These daemons possess cruelty beyond the imagining of even the sickest mind, and delight in the execution of their plans. If there is a way to send these monsters back into the pits that spawned them without the loss of many lives, it too is a secret locked away in time.

WARCRAFT™

ORCS & HUMANS

INSTALLATION AND TROUBLE-SHOOTING

SYSTEM REQUIREMENTS

Computer

Playing *Warcraft* on TEN requires at least an IBM compatible 486-66 Mhz with at least 8 Mbs of RAM.

Controls

You will need a mouse (100% Microsoft compatible) and keyboard to play *Warcraft*.

Display

Warcraft on TEN requires a color monitor with a SVGA graphics system. If you are using a compatible graphics card/monitor, it must be 100% compatible with SVGA systems.

Disk Drives

A CD-ROM drive and a Hard Disk are required for installation and play. *Warcraft* requires 10 MB of space on your hard drive for installation.

OS

You must have Windows 95 to play *Warcraft* on TEN.

Sound Card

Warcraft supports General Midi, Sound Blaster, Adlib, Pro Audio Spectrum, Gravis Ultra Sound, RAP-10, Waveblaster, and compatibles sound cards.

INSTALLATION

{THIS SECTION WILL BE REVISED WHEN WE HAVE A TEN BETA CD AND WE KNOW EXACTLY HOW IT WILL BE INSTALLED.}

CD-ROM Installation

Insert the TEN CD into your CD drive (usually drive D or E) and designate that drive by double-clicking on the drive icon (usually "D:" or "E:") in the MY COMPUTER window.

Double-click on file "INSTALL.EXE" in the *Warcraft* directory.

Follow the on-screen instructions which appear.

The default (preset) installation routine places *Warcraft* in a directory named C:\TEN\WARCRAFT.

TROUBLESHOOTING

Most systems should experience no difficulties running Warcraft. However, a small percentage of systems may experience occasional system conflicts. Many of these problems are quite easy to fix using the information provided below.

Q. Why can't I install the game to my hard disk?

First, check all System Requirements, especially any mention of hard disk space required, as mentioned in the installation program. If your system meets the listed requirements, a SMARTDRIVE conflict is the most likely cause of this problem. See the **not enough free memory** section of the troubleshooting section.

Q. Why doesn't the sound work?

If you are experiencing problems with your sound card, try running the Setup program that came with Warcraft by clicking on **SETUP.EXE** in the *Warcraft* directory, and check your sound card settings. *Over eighty percent of problems are due to mistaken sound configurations.*

Q. Will using a different sound card in an emulation mode make a difference?

Possibly. If you are running a sound card that is not listed in the Technical Support Information section, or are running a sound card in emulation mode, your results may not be optimal.

Q. I still can't get the game to run correctly. What else can I do?

If you are experiencing problems with the game, try configuring for no sound. If the game runs normally without sound then you probably need to reconfigure your sound. Type **SETUP** [Enter] at the game directory, correct the IRQ settings, and try starting the game over. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

Q. My mouse works, but it sporadically jumps around - Why?

If your mouse is acting erratically, it may be due to a software conflict or it may not be fully compatible with this system. Check with the mouse manufacturer to see if there is an updated mouse driver.

CONTACT INFORMATION

TOTAL ENTERTAINMENT NETWORK SUPPORT SERVICES

If you are experiencing problems playing Warcraft on TEN, please contact the TEN customer support center in one of the following ways:

Email:

General Assistance	customerservice@ten.net
Technical Assistance	technicalsupport@ten.net
Suggestions	suggestions@ten.net

Phone: You can reach TEN customer support at 1-800-8040-TEN. Hours are between 12 noon and 9 P.M. Pacific Standard Time, 7 days a week. Have a pen and paper handy when you call, and be near your computer if at all possible. **NO PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.** For hints, please visit GameScape, the information center on TEN.

BLIZZARD SUPPORT SERVICES

You can contact Blizzard Entertainment, the creators of *Warcraft*, in the following ways.

Blizzard on the Web: You can visit Blizzard Entertainment at their World Wide Web site--<http://www.blizzard.com>. Check out Upcoming News, Latest Versions, Updates, Product Demos, Reviews, Technical Support, and oh so much more.

Email: You can reach Blizzard via email at support@blizzard.com

Phone: (714) 955-1382

Snail Mail: Customer Support, Blizzard Entertainment
P.O. Box 18979 • Irvine, CA 92713

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Producer: Patrick Wyatt

Executive Producer: Allen Adham

Programmers: Patrick Wyatt, Bob Fitch, Michael Morhaime, Jesse McReynolds

Adaptation for TEN: Scott Warren

Artists: Stu Rose, Samwise, Didier, Ron Millar, Mickey Neilson, Brian Sousa, David Berggren, Roman Kenney

3D Artists: Joeyray Hall, Ron Millar, Duane Stinnette

Music & Sound: Glenn Stafford, Gregory Alper, Rick Jackson, Chris Palmer

Voices: Bill Roper

Manual Design & Layout: Bill Roper

Manual Illustrations: Stu Rose, Samwise Didier, Roman Kenney, Brian Sousa, Mickey Neilson, David Berggren, Chris Metzen, Nick Carpenter

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