

SUPERHEROES: THE CUSTOM GAME

AUTHOR: JOE CAPALDI

These PUDS were designed just in case you felt like playing Warcraft 2 without building and mining, but still wanted to kick some ass. This was my most expandable idea yet, starting from one PUD back in September of 1996 to 4 PUDS and an orc one. Also on this disk is a multiplayer scenario, Mountain X. Feel free to design a Superhero PUD of your own.

Contents:

I-Story

II-Orc Heroes

III-Help

IV-Misc...

I- The Story:

Even though the fighting has gone on, secret research discovers a new way to turn humans into massive superhumans, capable of powerful damage, instant magic, and a huge resistance to weapons. These test subjects were from the armies of the Alliance who were weakening from battle. The implant worked extremely well. Range and Power increased. Hit Points skyrocketed. And intelligence increased highly. What a way to win the war against Draenor.

However, there were some who would use the power for corrupt reasons. One is the Nation of Alterac, who is ever resentful of the restrictions put on them by the Alliance. They wanted revenge. The other is the orcs themselves. The clans almost wiped out have teamed up and decided to steal the dosage of Superhuman drug for themselves. They figured that they could win the war easier and conquer everything in its way. So they stole it after a long siege at the base where the drug is stored. But instead of making them superpowerful, it caused them to multiply and grow in numbers. So

far, so good. The Alterac knights also used this to grow powerful, but they're small numbers made it virtually ineffective. The drug wore off, never to be used forever. The knowledge was lost to make more and the last of the drug was used up.

The Paladins of Kul Tiras have set up military bases and then the remaining Superhero knights took over. Even though their numbers are few, they still are the only ones who could stop this plan before it spreads. Take control of these superhumans as the battle for humanity takes shape. Good Luck...

Superheroes 1: Traitors will die-

The initial base has been taken over by orcish swarms. The Paladins of the Superhero breed have sworn to rid the area of all troops. Your mission is to take over all human bases and destroy all Alterac and orc ones.

Superheroes 2: The Orc Homelands-

You have stunned the orcs and Alterac with your victories. Now the threat is even bigger. The portal proved to be the way of the escaping orcs. Now they're at their base in Draenor ready to support the main war with troops. You must prevent this and destroy the last of Alterac's bases in order to buy some time.

Superheroes 3: New Blood-

Now that you're done with Draenor for now, you must now mine gold for building efforts in further bases. But all the Townsfolk were captured. Now only a single footman remains against an army of troops. But this footman is nearly invincible. You have only one order; annihilate everything, including the Dark Portal and Runestones so they will not get away. Save superheroes to add to your effort.

Superheroes 4: The Heretics-

All the remaining superheroes have been captured. Now only 2 mages remain. These mages possess knowledge of all spells and can charge their bolts long distances. The superhero mages are your only hope for victory. Save the others for your ultimate victory over the Swarms of orcs.

II. The Orc Heroes-

When your orcish spies stole the drug, it made them multiply. Now the drug is gone and you are defenseless. But now you must escape. Good thing the only Goblin Alchamest in the area is in your base. The head goblin, Nefurtesl, was able to mutate your orcs into the likenesses of legendary heroes. Also he was able to implant superhuman abilities into your legions. But only a few received this knowledge because the mutated drug ran out with absolutely no way to make more. You just have enough to escape Azeroth to rejoin your troops in Draenor. Fortunately, you also have enough to wipe out a large army of troops and their military bases. Do this to be assured you're not followed.

III. Help.

To play these scenarios, go into Single player game, Custom Scenario, and the Superhero folder. Pick the story you're on and leave everything map default. Upgrades are, for the most part, free. Use them.

IV. Misc...

Now that you read this, you're ready to play away. Print this up if you can so that you know what to do. Don't Cut this folder, Always Copy it. If you want to make your own Superhero PUD, fine. Just don't screw around with this one. Leave it as it is. If you want to, you can copy this disk to another one and give it to all your friends. And if you like this one, try my Custom game also. Please give this disk back to me as soon as possible. I need to spread the game around. Good Luck...