

# Val 'Tirge Island

The Orcs have defeated your army at Khaz Modan and have pushed you back to the mountains of Quel Thalas. You retreat to an island in the middle of a large lake in a valley of the northern region of the mountains. There you find two Daemons who say they are in hiding from the Orcish Hordes. They lead you to a great Runestone in the middle of the island and join forces with you. During your first nights on the island you lose contact with your forces protecting the shores of the main land. The Daemons scout the mainland and find that many of your men have been slain by a huge Orcish army and many others have been taken prisoner. They also reported that all 5 Orcish squads are building camp. You know you must create a large army and defeat the Orcs before it is too late.

Mission Objectives:

1. Defeat all the Orcs encamped on the main land.  
Defend the Runestone as it is the remaining Runestone to the best of all human knowledge.
2. Rescue your captured soldiers.
3. Begin your assault into Khaz Modan once more. (Future level)

You can play this level with one or two players. I ran it on a 486-33 and it ran ok until the Orcs start racking up a lot of soldiers. So if you have a slower machine like mine you may want to set it two only three computer opponents.

Note: The story changes a little when you play with one player. Single play mode will only have one Daemon. It did occur to me that you can probably easily defeat one of the Orcish armies if you send your Daemon to attack right away.. For most fun out of level try playing without doing that.

If you have any complaints about this level please e-mail me. Suggestions, comments, etc. are also welcome.      [Bauguss@unm.edu](mailto:Bauguss@unm.edu)