

Four Unique Races

Armed with distinctive units, magical abilities, and weapons of war, the orcs, humans, undead and night elves clash in their renewed struggle for dominance.

Two New Nations of Warriors

The Warcraft universe grows with the introduction of two new races for players to control.

- The night elves are mysterious, shadowy beings and are one of the eldest races of the world. They have emerged from centuries of seclusion to defend the world from the coming apocalypse.
- The undead are a plague-ridden army known as the Scourge that has come from the frozen wastelands of the North to topple civilization in its darkest hour.

A World in 3 Dimensions

Blizzard is powering Warcraft III with its own 3D engine, providing a fully interactive world that incorporates non-player characters, wandering monsters, neutral towns, strongholds and temples, and environmental effects.

Multiplayer Mayhem

Expanded multiplayer options over Battle.net[®] with up to 12 players per game*, multiple game types (including team play and questing), and new game-matching and tournament options. * This number may change during our beta test period and is not final.

High Resolution Support

Warcraft III offers support for multiple resolutions and will take advantage of many features included with the latest 3D cards while supporting as broad a range of older cards as possible.

Legendary Heroes

Legendary Heroes lead powerful armies while they complete quests, gain experience, and acquire special items. As the core of each race's force, Heroes have the ability to advance in levels, learn new spells and abilities, and confer special benefits to nearby units.

Special Items and Equipment

A Legendary Heroes can carry up to six special items in a small inventory. The items can turn the tide of battle as they grant the Hero the ability to cast offensive and defensive spells, heal units, utilize special abilities, or gain bonuses to specific statistics.

Neutral Buildings

Several types of Neutral Buildings exist, each with a different function. From selling Hero Items to hiring out Mercenaries to healing nearby units, these structures confer a wide variety of strategies and surprises for even the most veteran of players.

Neutral Units

There are numerous Neutral Units - known as Creeps and Critters - that inhabit the world of Azeroth. Creeps are hostile units that relinquish Gold when killed and sometimes

guard valuable resources or Neutral Buildings. Critters are friendly neutral units such as sheep or seals.

Huge Spell-casting System

Many types of spells are available to the clever player, including Offensive spells, Defensive spells, Counter spells, Autocast spells that are cast automatically, Auras, and the extremely potent Ultimate spells.

New Multiplayer Features

- Shared unit control between players
- Trading of resources between players
- Choice of army color
- Observation mode
- Ability to ally with computer players

Improved Battle.net Features

- New ladders including 1 vs. 1, 2 vs. 2, and clan ladders
- Improved game-filtering options
- Anonymous matchmaking for games
- Improved ladders that prevent "win trading"
- Separate name space for Warcraft III on Battle.net allows players to obtain new account names without conflicting with those in previous games
- Improved clan support with levels of membership, home clan channels, and clan ladders

Advanced World Editor

Advanced world-design tools allow players to customize many aspects of the game, including tile sets, character art, quests, mission objectives, unit types, AI, attributes, special abilities, and spells.