



HUMAN DEFENSE GUIDE

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WARCRAFT: AN OVERVIEW

Warcraft: Orcs & Humans from Blizzard Entertainment is a game of real-time strategy in a world where heroic Humans battle savage Orcs. 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 Peasants (or Peons for the Orcs)--poor, working stiffs who labor without reward in constant fear of the enemy’s sword. Peasants 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 peasants.

Peasants 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; clerics are trained by Temples and wizards 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 peasants 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 peasants 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 PEASANTS

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

Make sure the Town Hall is selected and move the cursor arrow over the Peasant Icon in the Unit Description area. The words **Train Peasant** 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 Peasant Icon by clicking the LMB. This begins the process of training your Peasant. Note that the rate of completion is shown in the Unit Description area.

After the Peasant 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 Peasant with the LMB. Then select the **M**ove 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 Peasant 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 Peasant in this manner until you find a source of lumber.

When you find a forest, instruct your peasant 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 peasant to harvest, and click the LMB.

Your Peasant 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 Peasant with the LMB. Then select the **M**ove 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 **M**ove the peasant around the unexplored area of around your town. There is usually a mine fairly close to your town. Continue to move your Peasant in this manner until you find a mine.



When you find the gold mine, instruct your Peasant 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 Peasant 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 Peasant 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 Peasant 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 **Barracks** 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 peasant does not need to be at the site yet. When you choose the site, he will move there to commence construction.

Once the Peasant 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 taken. The lower the bar, the more damage the unit has sustained.

OPTIONS

Move



While having the footman selected, select the **Move** 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 **Stop** 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 Peasant 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 Peasant 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 Peasant will stop and await new instructions. Should you wish to stop repairs before they are completed, select the Stop Icon in the Peasant'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 Peasant is still unable to attack, and a Footman cannot harvest lumber.

Units may have other options (such as the Peasant who cannot **A**ttack, but can **H**arvest and **B**uild), but **grouped units may lose those abilities**. **M**ove and **S**top 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</i> changes and returns you to the game |
| Cancel | <i>NO</i> changes are made and you are returned to the game |
| 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)

Chronicles of the War in Azeroth



A treatise of the events leading to the war between Mankind and the Orcish Hordes as related by Sir Lothar, Knight of the Realm.

I am Sir Lothar, Armsman to the Brotherhood of the horse, and a warrior in the King's service. I feel it necessary to inform you of the events that have led us to this time of conflict. The tale of our battle with the Orcs begins some forty years in the past. I tell you of these things so that you might glean some understanding of our plight, and gain insight into our enemy. As a student of history and battle, I have found that only through understanding the past can we make well thought decisions for the future.

559

All has been peaceful for many generations, and the reign of King Wrynn III is a prosperous one. The constant bickering and infighting that marred the rules of former Kings has no place in the court of Wrynn. The child sorcerer Medivh is born of a coupling between the court Conjuror and a mysterious traveler. After the child is born, the woman disappears, and the baby is taken into the court as a ward of the kingdom.

564

The child prince Llane is born to King Wrynn and Lady Varia. This is their first and only offspring, but the birth of a son marks the continuation of their line. It is a grand day in the Kingdom that is celebrated by great feasts and tournaments. King Wrynn proclaims the day to be a time for festival for the duration of his rule, and to mark the occasion gives each citizen of Azeroth one gold sovereign.

571

The marking of the Age of Ascension from childhood to adulthood is one of great anticipation for both parent and youth. Medivh attains that time and is expected to be given the title of Apprentice Conjuror to the Court. On the eve of this occasion, the boy's sleep is troubled by dark dreams of figures giving chase through deep chasms. Waking in a cold sweat, Medivh makes his way to the bedchamber of his father. As the Conjuror reaches out to touch his fevered brow, a burning fire ignites in the child's eyes. This backlash of power must have reached as far as Northshire Abbey, for within the hour over one hundred clerics arrived at the castle.

Only by combining their abilities with the powers of the Conjuror were one hundred enough to contain Medivh. As magiks unimagined poured forth from him, the boy screamed in unholy pain at the energies

that were channeling through him. Hours passed, perhaps even days, for time seemed to stand still as the onslaught grew in fury.

Then, as simply as one snuffs a candle, both father and son crumpled into a heap. The Conjuror lay dead, drained of all life, and Medivh fell into deep sleep - his heart barely beating and only the faintest of breath escaping his lips. After long discussion,, the King and the Abbot of Northshire agree that Medivh should be taken to the Abbey for the safety of both child and kingdom.

577

Llane reaches his Age of Ascension, and the full station of Prince of Azeroth is bestowed upon him. At this ceremony, tens of thousands of devoted subjects come to offer their wishes of support and long life. During the evening feast with family, and those close to the crown, a cold wind began to chill the air. A gentle breeze at first, it grew in intensity, until the doors to the great hall were blown off of their hinges. As the guests leaned into the wind, a figure entered, riding the winds like some great bird of pry.

The torches set about the great hall ignited with blue flame and the visage of Medivh was revealed. As he set down in front of the King's table, the guard sprang to their feet. A mere pass of his hand kept them motionless - frozen in their places. The sorcerer, now a man, explained that his years of sleep had ended. The years of constant tending from the clerics of Northshire Abbey enabled him to gain control over his powers. When his spirit and body became attuned, he awakened himself, and set out to Stormwind Keep at once. Medivh explained that he had come to repay the court for the kindness it had shown to him while he was in their keeping, and to acknowledge the occasion of the Ascension ceremony for Prince Llane. From within his flowing cloak he produced an hourglass, crafted of deepest obsidian, with sands as white as undriven snow. The young prince looked closely, but although the sand seemed to constantly sift top to bottom, the lower half never filled, and the top never emptied. Medivh claimed that these sands represented the people of the kingdom, and so long as the glass never emptied, the reign of King Wrynn would not fail.

583

Six years passed, and the land slowly grew sick. Crops began failing in the richest soils of the kingdom. Children were stricken ill and never fully recovered. Even the moods of the subjects of Azeroth seem dark. The weather would become unseasonably cold during harvest, and the summer sun scorched the earth and made working out of the shade almost unbearable. Neither cleric nor conjurer could fathom what could be the cause of this change in the lands. More and more people become disheartened, and what once would have been looked over, now caused bitter argument.

During a bleak morning, Prince Llane rushed to his father's side, carrying the hourglass. During the night, the sands had run down from the top, and it was near emptied. King Wrynn took the glass into his hands, and a chill ran through the very core of his being. As the last sands trickled to the bottom of the glass, a great crashing sound was heard at the gates of Stormwind Keep. Suddenly, the grounds were filled with hideous creatures. Gross deformities, a cruel reflection of humanity, they swarmed over the King's guard and tore them to shreds. King Wrynn sent Llane and Queen Varia with an escort of knights to Northshire Abbey, promising to call for them when the foul beasts had been destroyed. That day has not yet come.

584

At the age if twenty years, Llane us pronounced King of Azeroth. His task is clear - to rid the lands of these creatures. The few that have survived battle refer to themselves as Orcs. When questioned, they will tell little else, and prefer death to releasing information. They are cruel, sadistic and vile- making no

distinctions between soldier or child, warrior or women. They will slay anyone who they encounter without a second thought. The only humans who do not fall to the Orcish blade are those who are taken to the swamps that have festered in the east, where the Orcs have made their encampments. What they do with these people is unknown, though the worst is feared for none have ever returned.

593

Nearly ten years of skirmishes and raids along the Borderlands have kept the people of Azeroth wary, but the Orcish hordes had been beaten back into their swamps. King Llane has found that the Orcs, though incredibly strong and vicious, were seldom well trained in combat, and always disorganized. This has been the key to holding them at bay, and is the weakness he hopes to exploit in the future. The mystery that no Cleric or Conjurer had found the answer to, though, is the origin of these creatures.

In the tenth year of his reign, King Llane is visited by the mysterious traveler. She has come to the King with a warning that she hopes will aid him in his fight against this nemesis to his land. The coupling between the King's Conjurer and herself was intended to create a child that she could pass her knowledge and power onto before leaving this place. She did not count upon other forces in this world, and others, that would seek to dominate the child. He has now become a beacon of mystic power.

She sought him out only a fortnight before, and found that the powers that course through his veins have twisted him, making him insane. Realizing the threat he now posed, she was forced to attempt to destroy him. He all but slew her.

The battle left both combatants drained, but Medivh held enough power to banish her from his sight and command her never to return. His magiks were strong enough that even she cannot break this bond, and so can offer no aid in his downfall. The traveler also informs King Llane that it was Medivh who was responsible for the coming of the Orcs to Azeroth. During the battle with his father, he inadvertently opened a gateway to the domain that they, and many other foul creatures, call home. The Orcs are disciples of chaos, however, and not even Medivh has the power to control them.

Although the battle has Medivh in a greatly weakened state, the traveler warns that there will be a time when Azeroth will be forced to deal with him. Her parting words to the King were of her hope that the sorcerer would not become so strong, by that time, that the whole of this world would suffer.

Stirrings of war now come from the swamps. The attacks upon our settlements, once scattered and poorly executed, have become more organized. The King has found it necessary to send footmen and archers to protect settlements along the Borderlands. Rumors of the rising of a great Orcish War Chief have been heard about the land. He is heard to be a harsh leader who has gathered the feuding Orcs under one banner. King Llane's scouts and spies have found him to be as cunning as he is bloodthirsty. This foul creature's name is Blackhand, and his control of the Orcish hordes could spell doom for Azeroth. The King has ordered me to seek out new recruits to train in the rudiments of combat, for the time has come to call upon the people of Azeroth and prepare the kingdom for war.

Unit Descriptions



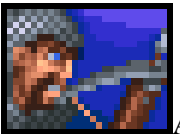
Peasant

These are the people of the Kingdom of Azeroth. Being of sturdy and hardworking stock, they will harvest the forests for necessary woods or mine for gold in the hillsides as needed. Often times they gather in the Town Hall, and there is always a large supply of them willing to assist in your fight against the Orcs. They are also skilled craftsmen, able to construct any type of building you could desire. They are unskilled in the ways of war, however, and will flee when engaged by the enemy, often ignoring a safer route for a faster one.



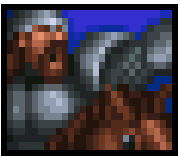
Footman

These fighters are the backbone of the King's armies. They are foot soldiers trained in the art of melee combat using the sword and shield. Well armored for maximum defense against attacks, they can also deliver a solid blow with their double edged weapons.



Archer

These warriors use their skill in the crossbow to deal death from a distance. They are slightly more maneuverable than Footmen, but the cost is the lighter armor they must wear. The ability to launch their deadly rain of missiles from a distance makes a force not be discounted.



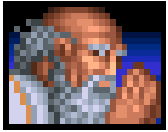
Knight

The fighting elite in his Majesty's service. Using the difficult skills required for mounted combat, these warriors wield huge maces in order to crush their opponent's skulls. Their warhorses make them fast and deadly, as they can maneuver much more quickly than an unmounted foe. Knights are well respected throughout the realm, and the tales of their fighting prowess are known far and wide.



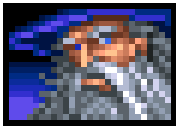
Catapult

As the ultimate machine of war, the catapult brings fiery death to all who stand in its way. Capable of destroying any target in its range, the projectile from a catapult can smash the toughest of defenses, or through the sides of buildings. This behemoth is large, slow, and difficult to maneuver, but the power that it holds makes it an essential part of your forces.



Cleric

These are the holy men of our kingdom. Their spiritual leadership keeps both the people and the troops of Azeroth focused upon our mission of everlasting peace. Their ability to channel the spirit of humanity through their bodies makes them truly wondrous, and stories of their ability to heal the sick and injured, as well as being able to affect the perceptions of others, are miraculous in nature. The transgressions against humanity by the Orcs have forced them to devise ways to defend themselves, but their true path remains the healing of men's souls.



Conjurer

Seers of mystery, holders of secrets and dwellers in dream. These practitioners of the Arcane Arts have learned through researching the ancient tomes to bend the forces of nature to do their will. They can make the energies of nature strike down opponents, summon forth great creatures or command the elements. They are a secretive sect, and will only gather and train in their own specially prepared mystic towers.

Cleric Spells

Knowledge is the key to understanding, and it is with the hope that by having knowledge of our powers, you will understand how we may best serve the Kingdom. I pray that the words to follow will assist you in our quest of freeing Azeroth from the threat of the Orcish hordes. Concerning the abilities possessed by the clerics from the Abbey, I am most knowledgeable. The conjurers, however, have refused to divulge their secrets, and therefore my understanding of the intricacies of their magiks is not as complete. God speed in your flight.

The Abbot of Northshire Abbey



Holy Lance

The invasion of the Orcish hordes has necessitated our divining a method to protect not only ourselves, but the whole of the people of Azeroth, as well. The use of physical violence is not the calling of our order, but each force must be met with an equal force for the balance of good and evil to be preserved. As the archangels took up swords of light to defend the heavens, so must we take up holy arms to defend our lands. The pure essence of the casters heart, mind, and soul strikes out to defend him from threat, and enters into the soul of the target. This is especially effective against the Orcs because of their dark and evil origins.



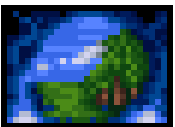
Healing

The aiding of our brothers and sisters in times of sorrow, grief, and illness is the primary concern of the disciples from Northshire Abbey. This has required us to devise a way to ease the burdens of those about us, without causing another an equal burden. This has led us to using the spirit of humanity itself to heal all forms of injury or disease. The effect is that the pain and injury of the one afflicted is divided amongst all humanity, making the burden easier to bear (carrying the cross of another).



Invisibility

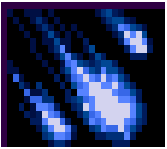
This is the ability to cloud the perceptions of others so that they do not recognize the physical existence of the caster. This was originally employed as a tool to make the confessing of secrets that weighed heavily upon the souls of worshippers easier to speak. The clerics of Northshire Abbey, have found it very useful in assisting the armies of King Llane in ridding Azeroth of the Orcs.



Far Seeing

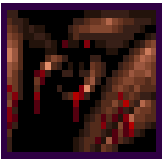
As dispensers of peace and understanding to the people, the need to keep clear perspective is a vital one. This ability has developed from that need, and therefore allows the caster to see in an all encompassing fashion, as God does. His vision extends to all corners of the land, and his view is omnipotent. The length of this divination is limited, for when one strives to see the world as God does, the human mind can only partake of a meager portion before it is forever blinded by the clarity of that sight.

Conjurer Spells



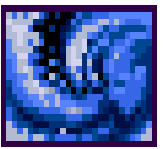
Elemental Blast

Conjurers maintain a close relationship with the elements about them, and the ability to focus those forces is the basis of this spell. This channeling manifests itself as a sphere of charged energy that issues forth from the hands, enabling the caster to strike an enemy from a great distance. This is one of the basic magiks taught to conjurers and serves as the cornerstone for training the caster in focusing both mind and will to the task of summoning.



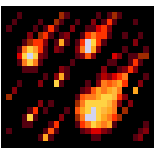
Summon Scorpions

The caster calls upon the creatures of the desert by magically transporting them to do his bidding. They are under the conjurer's direction and will do his bidding to the death. Research has proven that it is simpler for the conjurer to transport several smaller scorpions in a short time than to drain his energies further summoning a single, large creature.



Summon Elemental

The caster uses the forces of nature to create a water elemental. He summons the forces of air and water and combines them into a simulacrum to defend the lands. They are excellent creatures, and will never turn upon their creators. The element of water was chosen because it is persistent as in the state of erosion, and it is the opposite of fire, which seems to be the element that the Orcs favor.



Rain of Fire

This is a very powerful spell that combines the natures of flame and water. It calls forth the essence of fire and delivers it through massive thunderheads of vapor and brimstone, creating an actual firestorm.

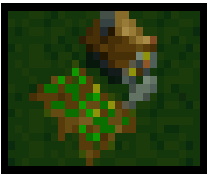
This spell is very destructive, and will cause damage to any foes and building in its sphere of influence. Use this spell with care, for the rain of fire knows no friends.

BUILDINGS



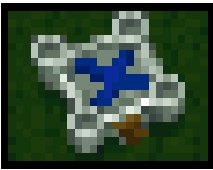
Town Hall

This is where the people of the settlement meet to discuss the issues of the day. The King's servants, be they farmer, craftsman or peasant, will share their fears and hopes with the community in this building. It is also where the details of commerce are dealt with - the distribution of resources, and the spending of moneys. All shipments of gold and wood are routed through the Town Hall. The allocation of funds to build roads and walls are also addressed here. Additionally, it serves as a center where peasants can receive training in harvesting and mining, as to better serve the kingdom. Being the center of the settlement's economy, there can only be one Town hall. If it is destroyed, however, another can be built to take its place.



Farm

Producing needed sustenance, these sites are a vital part of any community. Farms produce grains and foodstuff to feed not only the populace and peasants, but the armies as well. You must have enough food to supply all of your units, so keep a close eye on how much you can expect to harvest. Farms are self sufficient in that they supply their own workers, but if they are destroyed, your available food supply will be affected.



Barracks

This is where the men of arms come for training and recruitment. Footmen, Knights, and Archers can be found here, constantly honing their skills as they wait to be called forth into battle. When you need more fighting men, you will come here to get them. The crews that man catapults are also trained here, and when you require the services of one of these great machines, it will be routed through this site.



Lumber Mill

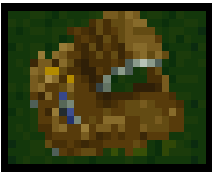
This where the raw wood supplied by peasant harvesters is made into building supplies, arrows, and catapults. The ability to craft wood to the specific shapes and sizes needed to make certain buildings

makes them an essential part of your community. The Mill can also provide your Archers with better shafts for their arrows that will make them fly truer, and increase the amount of danger that they inflict.



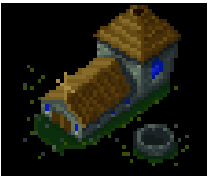
Blacksmith

As the metalworker of the town, he is responsible for the grade and quality of the steel used in your weapons and armor. If funds are devoted to the refining of his craft, he can upgrade the materials and skills used, allowing the creation of better swords and shields. His good talents are also sought after in the construction of specific goods and building materials that are essential to other professions.



Stables

The care and feeding of the Knight's mount is the main concern of these sites. Horses are specially bred and trained to be more effective for use in combat. By making them faster, stronger, and more responsive to their riders' commands, the stable serves as a link between warrior and steed. The stables must be supplied with riding bits, stirrups, shoes, and horse armor for their training and outfitting - so you can not build a stable without the aid of a blacksmith.



Church

Housed here are the holy men of Azeroth, as the church provides a place for them to commune with the people of the land. This is the only place where clerics will come together for their ceremonies, and many can be recruited here to assist in ridding the land of the hellspawned Orcs. A tithe must be made to the church for their services in order that new clerics may be trained, and other sites made sacred. A Church must be built entirely of rare wood known as holyoak, hence a lumber mill must be active to specially cut and prepare this sacred wood. Also, clerics continue training here to increase their understandings of the spiritual forces. When they are enlightened by a new revelation, the kernel of that knowledge is sown among all followers of the faith, and it blossoms into the minds of all clerics throughout the lands.



Tower

This is the mystic place where magiks are taught. These strange and mysterious workers of magic are a reclusive lot, and place themselves above the law in many ways. They also demand absolute secrecy and

privacy for their studies, and so require their own domicile. Conjurers gather at the tower to practice and train in their arcane arts. When new magiks are learned, that knowledge is immediately sent by thought to other conjurers wherever they be in the realm. The recruiting of Conjurers is a common practice, but a price must be paid in gold for their services, as few hold duty to anyone. The massive energies used in their spells require that the Tower be constructed with long shafts of metal placed within the stone walls to act as a mystic lightning rod, for without these, the building would explode into a thousand pieces. A blacksmith must be made available to create these devices to the exact specification provided by the Conjurers.



Gold Mine

King Llane has sent many a surveyor into the hills and mountains throughout the kingdom in search of new deposits of gold. You may discover one of these sites, and find that there are still veins of the precious metal to be mined. Peasants can be trained in the skills to mine and deliver this gold to your Town hall for disbursement as you see fit.

Monster Descriptions



Ogre

Brethren to the Orc clans, these brutes have less intellect and more strength, making them a fearsome opponent in any battle. Often found dwelling in secluded areas of the kingdom, they do not like to be disturbed. They are ponderous and necessarily single-minded to the task at hand, which is usually the killing of anyone they do not recognize. Their massive jaws and glazed eyes give them the look of a crazed animal, and they have the temperament to match.



Scorpion

Creatures of the arid lands, these giant insects strike with venomous stingers that are located in their tails to kill their prey. The poison they employ is extremely painful, and is a slow and wicked death. They are hunters by nature that will attack anything that strays near their nests.



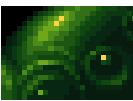
Spider

Poisonous and huge, these spiders are found in dwellings long forgotten by time and man. Their bite is venomous, and their many legs make them an agile opponent. Having grown so large from years of hunting increasingly larger prey, they have learned to hide in dark places and attack from the shadows.



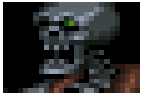
Brigand

Many of these evil bandits were once loyal subjects of the King, but their greed and hatred has turned them against their own people. Like all cowards, they hide in the shadows waiting to overpower their victims with surprise and numbers. Having been driven out of lawful settlements, they seek refuge wherever they can find it. Often armed with short swords and daggers, they rely upon their speed to fill their purses with ill gotten grains.



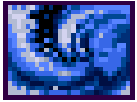
Slime

Not all of the putrid, slick goo that oozes from openings in the floors and walls is merely disgusting. Some of it poses great danger as well. While slime has no intelligence, it is attracted to the heat that bodies generate. The ichor will literally drain the life from its victims, as heat is what it uses as food. No magical properties have been found to exist within the slime, but nature is often a magik unto itself.



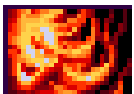
Skeleton

These abominations are magical constructs made from the bones of the dead. They roam the forbidden lands and forgotten realms of Azeroth, seeking to take their anguish out on the living. They know only pain and death, and strive to embrace the living in their arms so they may drag them into the pits of hell.



Water Elemental

These creatures are made of the magical essence of water. Once created, they are loyal servants, and will unerringly do the bidding of their masters. Should they escape the control of their masters, they become free creatures to do as they will. They are excellent fighters and will defend those whom serve to the death.



Fire Elemental

The creation of a simulacrum of the elements of fire. While these servants can be constructed and controlled by powerful mages, many have proved too difficult to hold in the summoner's power. Should they escape their creator these creatures rage uncontrollably, determined to destroy all those who are like the one that imprisoned them in this domain.



Daemon

Denizens of the underworld, these creatures are the most powerful entities to ever exist in the lands of Azeroth. Their aptitude in the arts of deception and combat are only equaled by their sadistic nature, and the puissance they possess in the black arts of magic. They command the searing fires of hell as if it were their plaything. They are the true lords of chaos, wreaking havoc at every step and destroying what they wish. There is rumored to be a gateway that appears every thirteenth full moon that bridges the gap between Azeroth and the underworld, and it is during these brief moments that the daemons can come to this place. Legend also states that some have the power to summon these creatures and control them, but if this is so, none are alive to tell the tale of how it is accomplished.

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

Credits

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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

Public Relations: Susan Wooley, Linda Duttonhaver

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