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I. Prologue

Grayback was exhausted. He lay down on the cold, hard ground, looking up at the ceiling of the soulless shale mine that he's had to call home for as long as he can remember. His arms throbbed with pain, and his hands were raw and bleeding from swinging at the stubborn shale countless times with his pickax. The only pain worse than the constant aching in his muscles was the sharp pang in his stomach. They kept him hungry, dangling the promise of rice in front of his face to keep Grayback doing their bidding. They kept his entire people hungry.

Grayback is a Wolf, and the Wolf Clan, once a proud and powerful group of warriors, were now nothing more than the slaves of the nefarious Lotus Clan. They toiled day and night for their Lotus masters, mining the hard shale that the Lotus mages, who yet lacked the physical strength to mine for themselves, so desperately required.

Every day is the same for Grayback and the Wolf Clan. They labor all day for little more than a bowl of rice and a few hours of sleep. Grayback has long dreamed of overthrowing his captors. They are frail and weak, while he and his Wolf brothers are strong and tough — they had to be in order to work the mines for years on end. Grayback had no illusions about the strength of the Lotus Clan's black magic, but ultimately, he knew they were mortal. The shale mines are laced with hazards, and Grayback has seen a few careless Lotus guards fall victim to rockslides and collapsed tunnels. He's seen their bleeding, broken bodies lying underneath tons of stone. Black though it may be, it was still blood. He knew the Lotus could die. And soon, they would all die.

Unknown to the Lotus Clan, the Wolf slaves have been using their tools — pickaxes, sledgehammers, and shovels — to tap signals to each other while pretending to mine shale. The Wolf Clan, thought by their enslavers to be a group of mindless brutes, have been slowly organizing an uprising, waiting for the right time to strike. Under the leadership of Grayback and his mighty pickax, the Wolf Clan would soon rise up against the Lotus Clan and gain their freedom from the shackles of the shale mines, or die trying.

It wouldn't be easy, Grayback knew. The Lotus Clan had among its ranks mages that could strike fear into the heart of the bravest Wolf with a simple glance. Yvaine was one such Lotus. A cold-hearted witch through and through, Yvaine had been given the task of overseeing the day-to-day operations of the shale mines by her master, Lord Zymeth, leader of the Lotus Clan. Though Yvaine is essentially her lord's right hand, she has been none too pleased with her position as babysitter for the Wolf slaves, and she lets her subjects know this every day. Many of Grayback's close friends have fallen victim to Yvaine's ice magic, having been cruelly cut down for no reason other than the simple amusement she got from their slaughter.

Yvaine's mastery of the weather was no secret to Grayback. Many times, he had spied her practicing arcane arts, causing rain and sleet to appear out of a cloudless day! Even now, he felt an unnatural chill in the air. Trapped deep beneath the surface in these shale mines it was often hard to tell the seasons, but Grayback knew that it would soon be summer, and that something was amiss. Yvaine was undoubtedly up to something, but soon it wouldn't matter. Yvaine and the Lotus Clan might have the power to turn summer into winter, but Grayback and the Wolf Clan were stronger still. Soon, the uprising would be at hand. Soon, the Lotus Clan would be made to taste steel, and the Wolf would have its revenge.

If Yvaine is indeed turning this summer into a winter, then so be it. This will be the Winter of the Wolf.

What's New?

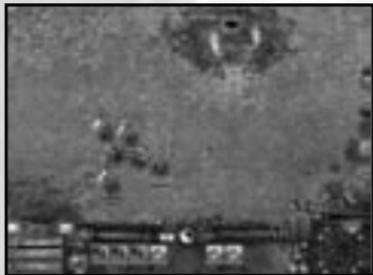
Winter of the Wolf chronicles the story of Grayback, hero of the Wolf Clan, and it takes place seven years before the events chronicled in Battle Realms™. Kenji, son of Lord Oja, has yet to be exiled, and the Dragon Clan has yet to make its glorious reemergence. The Serpent Clan is still allied with the Lotus Clan, unaware of the Lotus' desire to overthrow it. The Wolf Clan, nature-loving warriors, are still enslaved by the Lotus Clan, doomed to work the shale mines forever. It's a tense time in these lands, but if you've played Battle

Realms, then you should have no problem jumping straight into Winter of the Wolf. This expansion includes a number of gameplay enhancements, fixes, and other upgrades to the original Battle Realms. For a complete list of these changes, please refer to the file "Game Changes.txt" in your root Battle Realms directory.

However, if this is your first time playing either Battle Realms or Winter of the Wolf, then we suggest that you first read the original Battle Realms manual, which you'll find in the box. Doing so will get you acquainted with the game's interface, control scheme, combat, resource management, structures, training methods, and the unique yin- and yang-based gameplay mechanics.

Getting Around

You will begin your adventure as Grayback in the shale mines. The mines are dangerous, and they contain a number of obstacles – some more deadly than others – that you'll need to overcome if you hope to survive. You'll come across shale deposits, rockslides, magical barriers, pockets of poisonous gas, and prison cells. While Grayback will be able to interact with and destroy most of these obstacles, other members of your Wolf Clan will be more adept at dealing with roadblocks than others. The Sledger, for example, is the only Wolf capable of breaking through rockslides. To find out which of your clan members are capable of dealing with a specific obstacle, simply left-click someone from your party, and then move your mouse cursor over the obstacle. If the mouse cursor turns into a gold sword, then the selected party member will be able to destroy that obstacle.



The shale mines are home to things more wicked than rockslides, however. You'll undoubtedly run into the dreaded Shale Spiders during your adventures. These large arachnids have an exoskeleton that's as hard as the ore you mine. Shale Spiders lay their eggs in living flesh, and eat the remains; while they're easy to defeat alone, they often hunt in packs, and will pose a threat to your party if you're outnumbered.

While in the shale mines, you won't be able to build any structures, so you won't be able to produce any peasants. You'll have to grow your party by freeing enslaved Wolf warriors, and then ensuring that they survive. There are a few Shaleries spread throughout the mines, however, and you'll be able to purchase Shale Armor for your party members using rice from the handful of silos scattered about these caverns.

Once you finally reach the surface, you'll notice that the world is blanketed by snow. Here, you will be able to build numerous structures and construct a functional town. You'll notice that it will snow occasionally, and during these brief moments in time, your rice will cease to grow. Rainfall spurred the growth rate of rice in Battle Realms, but snow has the opposite effect. Harvest your rice efficiently, and prepare for snow flurries beforehand.

II. Installing the Game

Important: Before attempting to run Winter of the Wolf, be sure that you've already installed Battle Realms onto your PC. Winter of the Wolf is an expansion of Battle Realms, and it requires an original version of the game in order to run. If you don't already own Battle Realms, you'll find a copy of it in your Winter of the Wolf box. If you need help installing Battle Realms, please refer to the installation section of the Battle Realms manual included in the box.

Place the Winter of the Wolf CD into your CD-ROM. A splash screen should automatically appear and prompt you to either install the game or exit back to Windows®. Once you choose to install Winter of the Wolf, the Install Shield Wizard window will appear to assist you with this process. Winter of the Wolf must be installed in the original Battle Realms directory (default is C:\Program Files\Liquid Entertainment\Battle Realms\). If you've installed Battle Realms elsewhere, you'll be given the option to install Winter of the Wolf to a different directory.

If the installation process doesn't start automatically, double-click on the My Computer icon on your Windows desktop. Once you've opened My Computer, double-click on your CD-ROM icon, and double-click on the setup.exe icon in this folder. This will start the installation process manually.

Important: Winter of the Wolf makes irreversible changes to the Battle Realms code, and thus cannot be uninstalled separately from the original Battle Realms game. By choosing to Uninstall Winter of the Wolf, you are choosing to delete all Battle Realms products from your computer.

III. Starting the Game

Before you can play the game, you must insert the Winter of the Wolf CD into your CD-ROM. If you've successfully installed Winter of the Wolf, you will see its snowy icon in the upper right-hand corner of the Main menu.

From here, you'll be able to start a New Game, fight against other players in Multiplayer, and set several gameplay Options.

New Game

Here, you'll be able to play Grayback's Journey, which puts you in the role of Grayback, a proud Wolf Clansman enslaved by the Lotus to work in the shale mines. Grayback is the

future hero and savior of the Wolf Clan, and it's here that you'll be able to set into motion the events that will lead to the Wolf Clan's freedom from the clutches of their Lotus enslavers. You can also play Kenji's Journey, participate in a Skirmish match against computer-controlled opponents, and take one of four essential Tutorials that will teach you the basics of playing Battle Realms and Winter of the Wolf.

Multiplayer

The multiplayer component of Winter of the Wolf is largely unchanged from Battle Realms, with one primary exception. When starting your own multiplayer game through LAN or Direct IP Internet, you have the option of creating a classic Battle Realms game, or a new Winter of the Wolf game. The latter option gives you access to all of the classic Battle Realms units, as well as the eight new Winter of the Wolf units, and four new Zen Masters. You'll also notice that both options will let you play on a wide variety of new multiplayer maps of varying sizes.

Note: Playing Winter of the Wolf and Battle Realms online no longer requires the use of the GameSpy Arcade external client. Winter of the Wolf and Battle Realms now include an integrated server browser to make finding and connecting to online games easier.

Setting Options

Before starting Winter of the Wolf, you should adjust the game settings by clicking on the Options menu. From here, you can configure your Controls and customize the Game Options.





Game Options

From here, you can set the Difficulty of computer-controlled opponents, toggle Mature (violent) content, and adjust the Game Speed and Scroll Speed. You can also change the Video Resolution, Level of Detail, and Brightness in order to ensure that the game runs optimally on your computer. If you prefer, you can also change the volume of the Sound Effects, Music, and Dialog from this menu as well.



Controls

While you can play *Battle Realms* and *Winter of the Wolf* using nothing more than your mouse, both games have a wide number of keyboard shortcuts that will facilitate your construction, resource management, and combat. You can customize these shortcuts from the Controls section in the Options menu.

IV. Overview of the Clans

Three equally powerful yet equally unique clans hold this land under the heel of war. The enslaved Wolf Clan, proud and powerful warriors, are in the midst of an uprising against their Lotus Clan captors. The Lotus mages hold a tenuous grip on the Wolf rebels, and they know that even their powerful black magic won't be enough to stop the Wolf

onslaught, fueled by their hunger for freedom. Caught in the middle of the struggle is the Serpent Clan, an untrustworthy group of fighters who have chosen to ally themselves with the Lotus Clan, though their allegiance will undoubtedly crumble at the first sign of trouble. Rumor of the existence of a fourth clan has also been spreading throughout the land recently, though the existence of this Dragon Clan is questionable.

No clan is more powerful than the others, yet they all wage battle differently. Know all the occupants of this war-torn land if you are to successfully conquer it.

The Wolf Clan

The Wolf Clan is a nature-loving people born to be free. Their souls echo with the howl of the wolf, and they long more than anything to live on the open plains. And yet, the Lotus Clan keeps them enslaved in the shale mines, forcing them to work the crude ore that the Lotus mages need in order to survive. The Wolf Clan will soon seek vengeance, though...

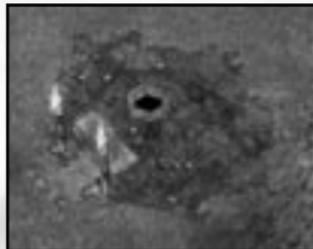
NEW TRAINING STRUCTURE: FOREST TEMPLE

Rice Cost: 150

Water Cost: 150

Requires: Wolfball Court

The Wolfball Court is one of the pillars of a proud Wolf community. It helps organize the peasants, making them into more efficient gatherers of rice and water, and allows the entire town to store more of these vital resources than previously possible. But the Wolfball Court does little to improve the Wolf Clan's efficiency in the battlefield...until now. With the right amount of water and rice, the Wolfball Court can be upgraded into the Forest Temple, a training ground where new strategies are taught, and new tactics are practiced. From here, your Wolf Clan will learn the following techniques:



- **RITE OF FREEDOM:** Increases the stamina of Maulers and Diggers. Costs 2 yang points.

- **SONG OF MORNING DEW:** Increases the Dryad's ability to resist fire and explosive attacks. Costs 2 yang points.
- **CHANT OF TREMORS:** Increases the damage inflicted by Diggers. Costs 1 yang point.

New Units:

DIGGER

Rice Cost: 30

Water Cost: 30

Training Order: Peasant > Forest Temple

Weapon Type: Cutting

Missile: None

Though he may appear scrawny, this shamanistic fighter is a skilled combatant, and his scouting abilities are matched by none. While enslaved by the Lotus Clan, diggers were forced to claw their way deep into the shale mines to look for ore deposits in areas where none of the other Wolf slaves dared venture. Now free, the digger uses the tools that once aided his Lotus enslavers as weapons against that hated clan. Attached to each of his hands are five razor-sharp blades that the digger uses to swipe at and tear his foes to shreds. He can also make use of the following Battle Gear special abilities:



- **SHALE ARMOR:** Like all of his Wolf Clan comrades, his primary Battle Gear upgrade is rock-solid shale armor, which he receives from the Shalery. This sturdy armor increases his resistance to almost all types of attacks.
- **TUNNELING:** The digger's ability to burrow through solid ground makes him a great scout unit. Received from the Druidess blessing in the Cairn, Tunneling allows the digger to make a hole, jump into it, and tunnel his way anywhere on the battlefield for short distances. When he emerges from his tunnel, the digger will remove the shroud of war from his surrounding area, though he will remain undetected by the enemy. While doing so, however, the digger will continually drain his stamina, and when depleted, he'll be forced to emerge from his hole.

DRYAD

Rice Cost: 30

Water Cost: 60

Training Order: Peasant > Vitality Garden > Forest Temple

Weapon Type: Magic

Missile: None

Stealthy and mysterious by nature, these elite guardians of the forest are rarely seen by anyone but the Druidesses. More than the other Wolf Clan members, the Dryad is truly in tune with nature. She bears armor made of the living wood of the forest she has sworn to protect, and her magical prowess allows her to wield a long energy blade to cut down anyone who would intrude on her domain. Her lightning fast reflexes make her deadly in hand-to-hand combat, and while she has no means to attack foes at a distance, her magical weapon can make quick work of anyone foolish enough to challenge her or her clan. In addition to her ethereal blade, the Dryad also has the following Battle Gear special abilities:



- **SHALE ARMOR:** Though her natural wood armor is tough, shale armor is even tougher. This Battle Gear can be procured from the Shalery, and it will improve her defense rating against most types of damage.
- **SAPPING RITUAL:** Enemy watchtowers can prove difficult to overcome, even by sheer numbers. To counter the magical effects of these sentry posts, the Dryad can gain the Sapping Ritual Battle Gear from the Druidess blessing. This special attack drains the magical energy of any enemy watchtower, and the Dryad can channel that energy towards nearby allies, who receive a 25 percent bonus to their defense. Performing the Sapping Ritual requires the Dryad's complete concentration, and so she isn't able to move while attempting this spell.

NEW ZEN MASTER: WILDEYE

Rice Cost: 250

Water Cost: 250

Yang Cost: 1

Requires: Keep

Weapon Type: Blunt

Missile: None

During the Lotus occupation, Wildeye bore witness to brutal, unspeakable acts of violence by the Lotus Clan. His beloved wife and only child were taken from him to work in the deep mines, never to be seen again. Powerless to defend them, and unable to free his fellow Wolf brethren, he escaped into the forests, where he has learned to be one with nature, and remains quietly plotting his revenge on the Lotus Clan. Wildeye carries a massive drum and a sturdy drumstick, which he uses as a weapon with which to beat down his enemies. Additionally, Wildeye has a special ability of great potency:

- **ANCESTRAL CALL:** Wildeye can summon the very essence of the Wolf Clan itself: the spirit wolf. This mystical animal is a deadlier, faster version of its flesh and bone cousins. Spirit wolves will automatically attack nearby enemies using their sharp teeth, and like tamed wolves, they can be given out to other Wolf Clan members for protection. If their master dies, these spirit wolves will vanish, and return to their spirit realm. Wildeye can only summon three spirit wolves at a time.



The Dragon Clan

When the Land was whole, the Dragon Clan stood for all that was good and fair in the world. Led by the righteous Tarrant, the Dragon people were honorable, and ruled with fairness and wisdom. Their way of life was abandoned when the Land was shattered, and the remnants of the Dragon went on to become the misled Serpent Clan, but their ideals were

never lost. Many still tell tales of the time when the Dragon Clan ruled the land, and some even whisper of their impending reemergence.

Since Kenji has yet to recreate the Dragon Clan during the time of Winter of the Wolf, the following units that Grayback will meet on his journey will pledge their allegiance to the Serpent Clan.

NEW TRAINING STRUCTURE: ROYAL ACADEMY

Rice Cost: 150

Water Cost: 150

Requires: Town Square

The town square, with its larger stores and ability to make more efficient peasants, is a valuable structure for the Dragon Clan, yet it lacks any value as a training structure. In Winter of the Wolf, the Dragon Clan Town Square can be upgraded into a Royal Academy, a prestigious school where new forms of combat are taught, and new battle techniques are explored. If you've built a Royal Academy, your Dragon Clan can learn the following techniques:



- **INDOMITABLE WILL:** Increases the amount of hit points of the Guardian. Costs 1 yang point.
- **DANCE OF KNIVES:** Increases the amount of damage that the Battle Maiden can inflict. Costs 2 yang points.
- **TRIAL OF ENDURANCE:** Increases the amount of stamina carried by the Guardian and Battle Maiden. Costs 1 yang point.

Note: The Royal Academy is only available in skirmish or multiplayer games.

New Units: GUARDIAN

Rice Cost: 30

Water Cost: 30

Training Order: Peasant > Royal Academy

Weapon Type: Blunt

Missile: None

The Guardian might lack the grace and speed of his fellow Dragon Clan fighters, but what he lacks in finesse, he more than makes up for with sheer strength. This burly, bulky warrior is one of the most seasoned combatants in the land. Bright and colorful tattoos stretch across his rippled muscles, which are needed to heft his gigantic five-foot wooden, metal-studded club. Those who stray within range of this club will pay dearly. The Guardian has the following Battle Gear special abilities:

- **CONCUSSION SMASH:** Gained from the Fireworks Factory, the Concussion Smash lines the Guardian's massive club with explosives. When he strikes the ground, these explosives detonate with such force, that they damage nearby enemies, and leave them stunned for a short period of time. These explosives are so powerful, in fact, that they'll even tax the Guardian's own health.
- **LAST STAND:** Ever the proud warrior, the Guardian will use his last ounce of strength to punish his enemies, even when his own defeat is inevitable. From the Dragon Shrine, the Guardian gains the Last Stand special ability, which, when defeated in battle, will cause the Guardian to go into a berserk rage for 10 seconds. During these last, fleeting moments of his life, the Guardian becomes impervious to attacks and will inflict more damage than normal. After his short-lived destructive tantrum is over, the Guardian collapses, his energy and lifeblood completely spent.



BATTLE MAIDEN

Rice Cost: 30

Water Cost: 30

Training Order: Peasant > Bathhouse > Royal Academy

Weapon Type: Cutting

Missile: Cutting

The Battle Maidens' history is one of tragedy and self-sacrifice. They are descended from a single courtesan who had sworn to defend her emperor, no matter the cost. Falling ill from a mysterious disease, the emperor ordered his courtesan sent away for her own protection. When the royal house came under attack one night, she defied those orders, and fought her way to her emperor's side, driving back the enemy invaders using skills she secretly learned from the Royal Academy...where women were forbidden to train. While her emperor's life was saved, the courtesan contracted his disease and died. Touched by her courage, the emperor changed the law that prevented women to train at the Royal Academy. Now, Battle Maidens emerge from that structure equipped with razor-sharp "chakrams," which they use to mercilessly cut through their enemies. They can also magically project these blades through the air in order to attack their foes from a distance. The Battle Maidens can gain the following Battle Gear special abilities:

- **POWER TRANSFER:** To overcome the powerful effects of watchtowers, the Battle Maiden can utilize Power Transfer from the Fireworks Factory. While standing perfectly still, she can sap the magical power from any enemy watchtower, and redirect it towards nearby allies, who receive a bonus equal to the amount of damage they can inflict.
- **DOUBLE IMAGE:** Gained from the Dragon Shrine, the Double Image ability is meant to confuse and distract the enemy. When activated, this special ability will cause the Battle Maiden to split into two transparent doppelgangers of her former self. These mirror images can be controlled separately, though they only inflict half of their usual damage. The Royal Academy teaches the Battle Maidens to make use of this ability in hit-and-run tactics: use one double image to slow down an incoming enemy force, and send the other one to retreat and fight another day.



NEW ZEN MASTER: TEPPU

Rice Cost: 250

Water Cost: 250

Yang Cost: 1

Requires: Keep

Weapon Type: Blunt

Missile: Explosive

Even though chemistry has traditionally fallen under the realm of the Serpent Clan, this righteous warrior's allegiance belongs to the Dragon Clan. Teppo is as skilled with his mind as he is with his hands, and the massive Gatling gun-style wheel, dubbed the Dragon Wheel, that he carries on his back is one of his own design. Though it might look awkward, this wheel is powerful, and is capable of firing three explosive rockets in a single burst. His rocket wheel makes him primarily a ranged unit, though he's moderately adept at fending for himself in hand-to-hand combat. He carries a flaming torch that he can use to bash his foes, inflicting blunt damage to them. Though he possesses more skill in ranged combat than he does in melee, Teppo is the ideal fighter, and is quite capable of defending himself, thanks to his practical special ability:

- **MAGIC NEGATION:** Magic is a powerful and widely practiced phenomenon in the world of Battle Realms. But while many warriors from all four clans have the power to inflict damage using magic, none can negate it as well as Teppo. With this spell enabled, Teppo will be protected by a magical shield that will prevent him from sustaining any kind of offensive magic, though it doesn't affect magic cast by his allies, such as the Battle Maiden's Power Transfer.

Note: Teppo is only available in skirmish or multiplayer games. The inspiration for Teppo's design came from James Malcolmson of Phoenix, Arizona, who was the winner of Liquid Entertainment's "Create a Zen Master online" contest.



The Serpent Clan

Created from the members of the Dragon Clan who survived the onrushing Horde and Lord Tarrant's subsequent shattering of the Land, the Serpent Clan are a stealthy people who lack the morals of their ancestors. They're sneaky and malicious, and their trickery knows no bounds. They are skilled fighters, without a doubt, but their once glorious way of life vanished the day they allied themselves with the dark Lotus Clan.

NEW TRAINING STRUCTURE: ASSASSINS' DEN

Rice Cost: 150

Water Cost: 150

Requires: Town Square

Like any clan, the Serpent people need to eat to survive, and their Town Square provides them with required sustenance by enlarging their rice and water stores, and by organizing their peasants into better, harder workers. But the Serpent Clan is a fighter society, and they value blood they shed more than the water they drink. To that end, they've engineered the Assassins' Den, an upgraded Town Square where the Serpent warriors are taught new, more nefarious forms of combat. From this new structure, your Serpent Clan can purchase the following techniques:

- **MURDEROUS INTENT:** Increases the amount of damage that the Enforcer can inflict. Costs 2 yin points.
- **LETHAL DRIVE:** Increases the stamina of the Ronin. Costs 1 yin point.
- **IRONSKIN POTION:** Increases the Witch's resistance to attacks of a piercing nature. Costs 1 yin point.



New Units: ENFORCER

Rice Cost: 30

Water Cost: 30

Training Order: Peasant > Assassins' Den

Weapon Type: Blunt

Missile: None

The Enforcer is little more than a hardened criminal, a street thug who is disdained even within the Serpent community itself, but his dirty yet effective fighting tactics makes him a formidable fighter.

It is rumored that Lord Oja himself handpicked the most violent, strongest, and least disciplined members of the Serpent Thieves' Guild to take up the roles of the Enforcers, who form the muscle behind the clan's might. The Enforcer carries a crude chain whip with a sharp diamond tip that he swings wildly, flailing at his foes mercilessly. He is relatively slow, and though there are plenty of other Serpent warriors who can inflict more damage than his crude weapon can, the Enforcer's strength lies in his ability to sustain a level of damage that would have killed most other fighters. The Enforcer can gain the following Battle Gear special abilities:

- **LOW BLOW:** A sucker punch to the gut, the Low Blow is the epitome of the Enforcer's fighting tactics: dishonorable. Acquired from the Thieves' Guild, this move drains the Enforcer's stamina considerably, but its effect on his victim is even more devastating. The low blow causes a significant amount of damage, and knocks the wind out of its victims, leaving them dazed and confused, and slow to recover.
- **HOBNAILED BOOTS:** From the Metal Shop, the Enforcer can attach wicked nails to his boots, considerably improving his traction. Though not normally fast on his feet, an Enforcer equipped with Hobnailed Boots can move about much faster around the battlefield for a limited amount of time, temporarily removing one of his primary deficiencies in combat.



WITCH

Rice Cost: 30

Water Cost: 30

Training Order: Peasant > Bathhouse > Assassins' Den

Weapon Type: Explosive

Missile: Explosive

Though not as skilled in the art of magic as their Lotus "allies," the Serpent Clan has always dabbled in the arcane.

The Serpent Witch is the embodiment of the clan's fascination with magic, and she's mastered this dark art to a level that even draws a hint of resentment from the most learned of the Lotus Clan. A well-rounded force to be reckoned with, this mage can effectively attack those who stand at a distance as well as those who would dare challenge her in hand-to-hand combat. She carries numerous bottles of magical potion that explode violently when they shatter on the ground, and when engaged in melee combat, her hands glow with an unnatural red aura that causes explosive damage every time she lands a punch. The Witch can gain the benefit of the following two Battle Gear special abilities:

- **DEMON'S AMULET:** From the Metal Shop, the Witch can purchase this possessed trinket, a cheap copy of an ancient artifact cursed by an unknown demon. When she clasps this amulet around her wrist, the Witch transforms into a powerful Demoness. This winged creature of the night is a sight to behold as she hovers above the ground, her hands aglow and hair writhing like snakes. The Demoness attacks using large claws that do a significant amount of magic damage, and even though this creature has no missile attack, her strength more than makes up for her limited reach. It takes all of the Witch's energy to contain the raging spirits within this beast, and while in her Demoness form, her stamina will gradually drain. Once her energy is spent, she'll revert back to her human form and the amulet will shatter, rendering it useless for future use.



- **VAMPIRIC GAZE:** By themselves, watchtowers can be a nuisance. When enhanced by their magical powers, they can become downright powerful. To counter a tower's magic, the Witch can gain Vampiric Gaze from the Thieves' Guild. When she has this powerful spell activated, the witch will drain the magical powers of any targeted enemy tower and use it to heal nearby allies. The Witch will not be able to move while casting this taxing spell, however.

NEW ZEN MASTER: TARO

Rice Cost: 250

Water Cost: 250

Yin Cost: 1

Requires: Keep

Weapon Type: Magic

Missile: None

The pompous and pretentious Taro is none other than Kenji's older brother, and the heir to the Serpent throne. Tales of his swordsmanship are widespread among the Serpent Clan, but Kenji knows the truth, knows that Taro is little more than a cowardly fool who uses his rudimentary knowledge of the arcane arts to give himself and his magically imbued blade an unfair advantage in the field of battle. Taro carries a powerful sword enchanted with magical properties that increase the blade's potency. This trickery gives him a sense of confidence that allows him to hold his own against other fighters. Taro is strictly a melee fighter, and he does possess a unique special ability:



- **INSIDIOUS HEX:** As if his magical blade didn't give him a large enough unfair advantage, Taro can cast an Insidious Hex, which makes all enemies around him vulnerable to magical attacks, especially the sting of his sword.

The Lotus Clan

The Lotus Clan is actually an outcast sect of a peaceful people who were once as in tune with nature as the Wolf Clan. Once they started dabbling in the forbidden dark arts, they were exiled from their land, and have since become the unnatural beings you behold today. Their thin, frail bodies lack the physical might of other clans. Instead, their power lies in their knowledge of the arcane, though it's this same power that consumes them. The Lotus Clan is constantly struggling to suppress the corruptive nature of their magic from eating their bodies from within.

The Winter of the Wolf's Reaper and Overseer are unique among the Lotus Clan in that they only have a single Battle Gear upgrade.

New Training Structure: Flesh Crucible

Rice Cost: 150

Water Cost: 150

Requires: Town Square

The Lotus Clan can transform its Town Square, which normally improves the amount of rice and water that the peasants can harvest and store, into a structure with a far more sinister function. Called the Flesh Crucible, this training building teaches select Lotus Clan members necromancy and other forbidden arts. From the Flesh Crucible, the Lotus Clan can purchase the following techniques:



- **FIELD OF SOULS:** Increases the stamina of the Reapers. Costs 1 yin point.
- **DOMINATION:** Increases the amount of damage that the Overseer can inflict. Costs 2 yin points.
- **ISSYL'S BOON:** Increases the movement speed of Warlocks and Master Warlocks. Costs 3 yin points.

NEW UNITS

REAPER

Rice Cost: 30

Water Cost: 30

Training Order: Peasant > Flesh Crucible

Weapon Type: Cutting

Missile: None

These walking abominations are the creation of the Lotus mage Soban himself. They are a gruesome sight to behold, constructed from the corpses of dead Lotus peasants and rotting Wolf slaves, and animated using the darkest form of arcane magic in order to do the bidding of the Lotus slave driver, Yvaine. They don tight-fitting armor, and hobble around mindlessly, heeding nothing but their master's wishes. True to its name, the Reaper carries a massive scythe that can slice through flesh and bone as easily as it can penetrate air. Though deadly at close range, the Reaper is quite slow, and he lacks any ranged attack. However, he can gain a unique Battle Gear special ability in order to enhance his effectiveness on the battlefield:

- **SERPENT OF FLESH:** The Reaper is well learned in the ways of necromancy, and he can reanimate the corpses of fallen comrades and dead enemies who will obey his every command by receiving a blessing from one of the Brothers Three. These walking corpses – Shamblers – may move about slowly, but they mercilessly claw and scratch at the Reaper's enemies. Because of their arcane nature, the Shamblers' bodies are degenerative, and they need to constantly devour other corpses in order to maintain their health. The Reaper can only summon one Shambler at a time.



OVERSEER

Rice Cost: 30

Water Cost: 30

Training Order: Peasant > Aviary > Flesh Crucible

Weapon Type: Blunt

Missile: None

This seductive temptress is being personally trained by Yvaine in order to keep her Wolf Clan slaves in line. Slick black leather covers her voluptuous body, and a mysterious and fearsome aura surrounds her very being. No one has actually witnessed the training, and there are some mutterings that they're in fact created during nightly, unholy ceremonies at the Flesh Crucible. The Overseer carries a whip whose sharp crack strikes fear into the heart of Wolf clansmen, many of whom have tasted the bite of her cruel weapon. She can gain the following Battle Gear special ability, however:

- **TOWER CORRUPTION:** By receiving a blessing from one of the Brothers Three, the Overseer will be able to negate the powerful magical effects of watchtowers. Called Tower Corruption, this spell drains the energy from any nearby enemy tower, and the Overseer can then release it back towards her enemies, thus causing them to sustain continual damage. While performing her Tower Corruption spell, the Overseer has to stand perfectly still in order to maintain her concentration.

NEW ZEN MASTER: YVAINE

Rice Cost: 250

Water Cost: 250

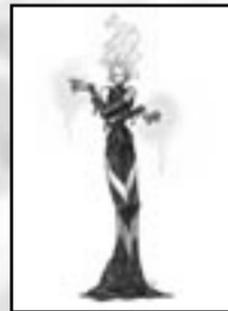
Yin Cost: 1

Requires: Keep

Weapon Type: Magic

Missile: Piercing

The ice queen's heart is as cold as the crystalline magic she weaves. Dressed in a long, black dress with spider-like arms protruding from the back, Yvaine is an imposing figure. This hissing



old hag oversees the day-to-day operations of the shale mines, and she resents that fact every waking hour. She longs to be more than just a babysitter for the Wolf Clan slaves, and she takes out her resentment and hatred on her subjects. Highly skilled in the arcane arts, Yvaine attacks with waves of frost that penetrate her enemies deep into the bone, gripping them in a cold embrace. From a distance, she'll hurl slender lances of ice that travel through the air and shatter into sharp fragments upon striking their victims. Her mastery of frost extends into the arcane as well. Another unique special ability she possesses:

- **PRISON OF ICE:** When Yvaine casts this spell, she'll blast her enemies with a powerful gale of ice that heavily damages its victims and leaves them momentarily frozen and vulnerable to further attack from her allies.

V. Troubleshooting

Crashes or Lockup Issues

If you are having difficulties with crashes or lockups in Winter of the Wolf, first be sure that your video card meets the minimum system requirements specified in the Battle Realms manual, and that it is DirectX-compatible. If your card meets these requirements, and it is indeed DirectX-compatible, then you may need to download and install the latest drivers for your video cards. These can often be downloaded from the manufacturer's Web site or by contacting the company's tech support department. In addition, be sure to install the latest Service Pack for your Windows operating system. These can be downloaded from www.microsoft.com/windows.

Improving Performance

If your graphics or gameplay stutter or run slow, there are certain things you can do to increase the game's performance. Try one or more of the following procedures:

- Make sure no other programs are running. Exit out of all open applications, including Web browsers, word processors, or MP3 players.
- In the Game Options screen, change the video resolution from the default setting of 1024x768, to either 800x600 or 640x480.

- In the Game Options screen, change the level of detail setting to a lower value.
- In the Game Options screen, mute the music.

Internet Issues

If you are experiencing problems playing Winter of the Wolf over the Internet, make sure that you have at least a 56kbps connection. Network congestion and high latency can produce conditions that make playing the game difficult over the Internet. If you continue to have problems playing online, you may want to contact your Internet service provider's tech support department. For multiplayer games with more than four players, it is recommended that all participants have high-speed connections (DSL, cable modem, or T1) to the Internet. If your computer is behind a firewall, please refer to the readme.txt file on the original Battle Realms CD.

VI. Credits



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Programming

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Ben Newell

Andrew Schnickel

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Brigand Green

Art Direction

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Original "Teppo" Character Design

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Additional Design

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Mike Grayford as the Shambler

Game Manual

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Special Thanks

The families and significant others of the Battle Realms team for their support.

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Blaine Smith

Scott Lunel

Joren Matthews

Nathan Lamb

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Yves Guillemot