

THE FIRST D&D REAL-TIME STRATEGY EXPERIENCE



# DRAGONSHARD™



## PROBLEMS WITH YOUR SOFTWARE ?

The methods listed below solve most of the problems when running latest DirectX games.

### Checking my system specification

Please take time to **ensure your system meets the configuration requirements**, detailed on the packaging.

The **DirectX Diagnostic Tool** can provide you with information about your system specification if you are unsure of your PC's current specifications. To run the DirectX Diagnostic Tool, click onto the **Start** button and select **RUN**. In the open box type **DXDIAG**. The DirectX Diagnostic Tool appears, giving you access to all details about your system or video and sound cards. It is possible to control if video display and sound are running properly, by clicking on the relevant buttons proposing you to test **DirectDraw**, **Direct3D** and **DirectSound**.

**Note:** unless you are an advanced user we do not recommend changing any of the **options** in the DirectX Diagnostic Tool.

### Before starting your game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "**background tasks**", that are always running on your system. In some cases, these may cause the game to crash or lockup. As such, we recommend that you deactivate these "background tasks" prior to playing.

- If your system is running **Anti-Virus** or **Crash Guard** programs, we suggest you, if you are not advised to do so, to close or disable them before running the game. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select CLOSE, DISABLE or the relevant option.

- Once Anti-Virus and Crash Guard programs have been disabled, you should end general background tasks as these can sometimes cause problems when installing or running PC games. Consult "How to end all unnecessary general background tasks" section.

### Cleaning up the system.

Before you install any software, it is critical that your hard disk be in optimum working order. We recommend that you get into the habit of performing regular "**house keeping**" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practise offers you the best chance of running today's game with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably. Consult the Windows Help Guides for information on running the **ScanDisk/Error-checking**, **Disk Defragmenter** and **Disk Cleanup** tools.

#### Using Windows help

- 1 Click onto the Start button and select Help (or Help and Support for Windows XP users) to bring up the Windows Help Guides.
- 2 Now, click the Search section and in keywords such as "ScanDisk" (Win 98/ME), "Error-checking" (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you to run these tools.

### Game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest **driver** for your video card. Doing so can help solve crashes and lock-ups in games.

- **First of all**, try downloading the latest driver from the video card manufacturers website. Listed below are the most popular **video card manufacturers**:

Asus: <http://www.asus.com>  
ATI: <http://www.ati.com>  
Creative Labs: <http://www.europe.creative.com>  
Guillemot: <http://www.guillemot.com>  
Hercules: <http://www.hercules.com>

Creative Labs: <http://www.europe.creative.com>  
C-Media: <http://www.cmedia.com.tw>  
Diamond: <http://www.diamondmm.com>  
ESS: <http://www.esstech.com>  
Videologic: <http://www.videologic.com>  
Yamaha: <http://www.yamaha.com>

- **If there is no improvement**, try downloading the latest driver provided by the **video card chipset manufacturer**:

NVidia: <http://www.nvidia.com>  
ATI: <http://www.ati.com>  
Power VR: <http://www.powervr.com>  
Matrox: <http://www.matrox.com>  
S3: <http://www.s3graphics.com>  
Intel: <http://www.intel.com>  
SIS: <http://www.sis.com>

- Choppy or stuttering sound, or sound that cuts in and out? Try downloading and then installing the latest **driver for your sound card**:

## How to end all unnecessary general background tasks.

**Important note:** Ensure that you re-enable background tasks after playing by restarting your computer, doing so will **reactivate automatically** all of the background tasks that you ended.

#### Windows 98/ME

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The close program window appears with a list of all background tasks currently running on your system.
- 2 To end a background task, click on its name in the list, then click the End Task button. **Note:** It is important that you **DO NOT CLOSE** the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.
- 3 The Close Program Window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

#### Windows 2000/XP Professional

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Security window appears.
- 2 Click Task Manager to open the Windows Task Manager. To end a background task, click on its name in the list under the Application tab, then click the End Task button. **Note :** Depending on your settings, when pressing CTRL, ALT and DELETE some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

#### Windows XP Home

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Task Manager window appears.
- 2 To end a background task, click on its name in the list under the Application tab, then click the End Task button.

## If you finally decide to call the hotline:

**Before making your call**, we ask you to **sit at your computer**, have the following information

available (see "Checking my system specification"), and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98;Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

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## FIRST THINGS FIRST

### The ReadMe File

The *Dragonshard*™ DVD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the Dragonshard directory found on your hard disk (usually C:\Program Files\Atari\Dragonshard). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Dragonshard, and then on the ReadMe file.

## SETUP AND INSTALLATION

Start Windows® 2000/XP.

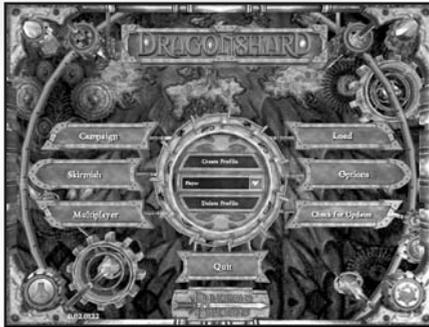
1. Insert the *Dragonshard*™ DVD-ROM Disc 1 into your DVD-ROM drive.
2. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.
3. Follow the remainder of the on-screen instructions to finish installing the *Dragonshard*™ DVD-ROM game.
4. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Dragonshard/Dragonshard to start the game.

**Note:** You must have the *Dragonshard*™ Disc 1 in your DVD-ROM drive to play.

### Installation of DirectX®

The *Dragonshard*™ DVD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click “Yes” to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Install.

## MAIN MENU



The Main Menu opens automatically when you start the game.

**PROFILE BOX** – Create a new player profile or select an existing profile. Player profiles save single-player campaign progress and options settings.

**CAMPAIGN** – Begin new campaign.

**SKIRMISH** – Fight a single-player “skirmish” battle.

**MULTIPLAYER** – Play against live opponents either online via GameSpy or across a Local Area Network.

**LOAD** – Load a previously saved single-player campaign or a saved replay.

**OPTIONS** – Change video, sound and gameplay options; view game credits.

**CHECK FOR UPDATES** – Download the latest game updates.

**QUIT** – Quit the game and exit to the Windows® desktop.

## Campaign Menu



Select **Campaign** from the Main Menu to begin a new mission-based adventure. You can choose from the following two factions in campaign mode:

**The Order** – An alliance of humans, warforged, halflings, deathless and dwarves focused on one goal: obtaining the Heart of Siberys and its magical energies. See pages 28-38 for units & abilities.

**Lizardfolk** – These native inhabitants of the Ring of Storms have only one purpose: to defend their realm from outsiders. See pages 39-48 for Lizardfolk units & abilities.

You can choose from one of three difficulty levels: **Easy**, **Normal** and **Hard**. Available missions are indicated by icons on the map; click on a mission icon to select it and then click on Start to begin the adventure.

## Skirmish Menu



Select **Skirmish** from the Main Menu to begin a single “skirmish” game against one or more computer opponents on the same maps that are available in multiplayer mode. You can use the default game settings or configure custom settings by clicking on the following options:

### Player Settings

At the top of the Skirmish Menu, you can determine the number of players (you plus computer opponents), up to the player limit allowed for the chosen map. You can set each player’s faction and skill level. You can also create teams, select team colours and assign individual player handicaps.

### Map Settings

Map Settings appear in the bottom-left of the Skirmish Menu. The map window displays an overview of the map, its size and whether the battle takes place in mountains, swamp, wasteland or jungle. Each map supports a specific number of players.

### Game Settings

Game Settings which appear on the bottom right of the Skirmish Menu, allow you to customize gameplay.

Win Conditions – Set the criteria that must be met to win the current skirmish game. Your options are:

- **Raze** – Eliminate all enemy buildings.
- **Expansion** – Control over 50% of the expansion bases for a set period of time.
- **Artifacts** – Collect over 50% of the artifacts and hold them for set period of time
- **Control** – Control over 50% of the Places of Power for a set period of time.

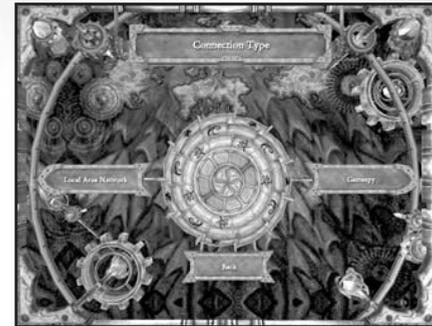
**Starting Resources** – Set the amount of each resource that players start with.

**Experience Acquisition** – Set the rate at which players gain experience points (XP).

**Place Allies Close** – This option places team members next to each other when the game begins.

When ready, click on **Launch Game** to begin the skirmish.

## Multiplayer Menu

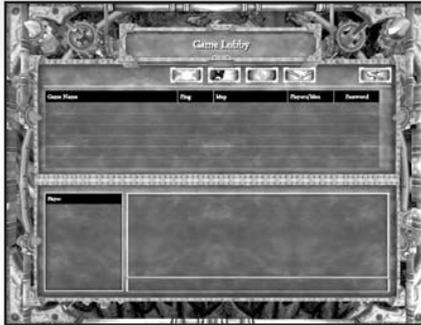


When you select **Multiplayer** from the Main Menu, a menu appears that allows you to choose a connection type, either GameSpy or Local Area Network.

If you select **GameSpy**, you are prompted to enter your GameSpy login login anonymously. After logging on, the Game Lobby screen appears and displays a list of available Online games that you can join.

If you select **Local Area Network**, the Game Lobby screen appears and displays a list of available LAN games that you can join.

## Game Lobby Screen



The Game Lobby screen allows you to either join a multiplayer game or create your own game.

The Chat panel appears on the bottom of the screen, enabling you to view and enter text messages. You can type into the box to send a message to everyone.

Active games appear in the middle panel. Select a game to view information about it including map name, number of players and game type.

**Create Game** - Click on this to create your own game.

**Join Game** - Click on this to join the selected game.

**Refresh** - Click on this to update the list of active games.

**Game Filter** - Click on this to bring up the filter game option.

**Back** - Click on this to return to the Main Menu.

### Game Creation Menu / Join Menu

This popup menu appears when you create or join an existing game. If you are creating a new game, you are prompted to enter a game name and to set a password (optional). If you are joining an existing game you must enter the password for the selected game (if it has one) before continuing.

Once you have successfully created or joined a game, you transition to the Multiplayer Game Staging screen.

## Multiplayer Game Staging Screen



At the Multiplayer Game Staging screen, players wait for a game to fill up so that the game creator can start it. On the top panel, you can see player names, the faction each player has chosen, team colours, which players have teamed up and whether any players have handicap settings.

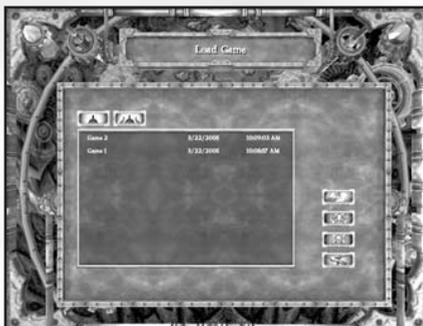
If you are not the game creator, you see a **Ready** button. When you are ready to play, click on this button. A small green light then appears to the far right side of your name, visible to all players.

The chat window is located on the lower panel, where you can type text messages to other players before the game begins.

To view the game settings, click on the **Options** button on the right of the chat panel. The game creator can change these settings at any time before the game starts. Map settings are displayed in the lower left, and include map name, picture, size, maximum number of players and terrain type.

Once all of the players have clicked on the **Ready** button, the **Launch Game** button will become available for the game creator. As game creator, click on the **Launch Game** to start play.

## Load Menu



At the Load Menu, you can load a single-player saved game or saved replays. Each saved game or replay has a save name, a mission name (if applicable), and a save time / date.

**Game** - Click on this to display only saved games.

**Replays** - Click on this to display only replays.

**Rename** - Click on this to change the name of the currently selected save game or replay.

**Delete** - Click on this to erase the currently selected save game or replay.

**Load** - Click on this to load the currently selected save game or replay. You can also double-click on the save game or replay name.

**Back** - This returns you to the Main Menu.

## Options



The Options Menu contains the following sub-screens:

### Player Profile

Set default gameplay settings for the currently active player profile. This includes the name that you choose for multiplayer games, the map that you prefer to use when creating a game, player settings and gameplay settings. Once you are happy with your choices, select **Save** to save the profile changes and Return to the Main. Select **Back** to cancel profile changes and return to the Main Menu without saving.

### Settings

You can adjust the following settings:

**Game Settings** – Set the difficulty of single-player campaign missions. Use the slider to control the speed at which the mouse scrolls across the screen. The Mature Blood Effects checkbox turns gore On / Off (default setting is On).

**Audio Settings** – Control the volume of in-game sounds. The Master Volume slider sets sound volume. You can separately control the Music, Dialog and Sound Effects volumes via their respective sliders.

**Video Settings** - allows you to select from supported resolutions and colour depths. Use the available graphics detail options to adjust the game's graphics and Brightness to compensate for overly bright or dim monitors.

### Hotkeys

Customize in-game keyboard commands here. Five hotkey groups appear along the top of the screen. When you select a group, its current settings are displayed along in the bottom panel. You can then select a particular setting and then hit a new key to change it.

**Game Controls** – General gameplay hotkeys.

**Unit Controls** – Hotkeys related to training or commanding units.

**Interface Controls** – Hotkeys related to using the in-game user interface.

**Group Controls** – Hotkeys related to grouping units and ordering groups of units.

**Building Controls** – Hotkeys related to constructing or managing buildings.

**Note:** The **Reset** button, in the lower left of the screen, resets hotkeys to original settings.

### Playlist

Set up custom playlists composed of mp3s from your own collection or those provided with the game.

### Credits

Display the game's credits.

## HOTKEYS

### Basic Unit Controls

#### Left-Clicking

To select a unit or building, left-click on the object. To select a group of units, click and hold the left mouse button and drag a box around the units that you wish to select. To deselect a unit, press the [Shift] key and left-click the unit.

You also use the left mouse button to select building options, such as training a new unit or levelling up a unit, and menu options.

#### Right-Clicking (optional)

Use the right mouse button to issue auto-commands to your units. If you select a unit or group of units, and then right-click on a unit, building or location, the game automatically issues the most relevant command to the unit or units selected.

If you right-click on an enemy unit, your selected units automatically approach and attack.

If you right-click on a location, your units automatically move to that location.

If you have a building selected and right-click on a location, any new units trained from that building automatically move to that spot when built. A rally flag is placed to mark that point.

### Waypoints and Multiple Orders

To issue multiple auto-commands, press and hold the [Shift] key and right-click. Your units will move through multiple waypoints, attack multiple targets or execute other commands in the order given.

### Scrolling the Map

To scroll the main view screen, use the arrow keys or move your mouse pointer to travel to the edge of the map. The screen will move in the direction your mouse pointer is facing.

You can also scroll the map by holding down the middle mouse button and moving the mouse in the desired direction.

### Notifications

The game provides visual and audio notifications of important in-game events. When your units are under attack, a combat notification occurs. Pressing [Space] centres the game view at the point of the last notification. You can also click on the notification icon to centre your view appropriately.

### Camera Controls

The mouse wheel can zoom your view in and out. You can also press the [8] and [2] keys to zoom.

## Default Hotkeys Alliance Specific

BUILDING COMMANDS	
Upgrade Unit Level	U
Cancel Construction / Confirm	Esc
Demolish	Del
Cancel Upgrade Unit Level	Backspace
Repair Building / Wall	I
Upgrade Wall	W
Build Wall	W
Create Rally point	Right-click
Cancel Unit Production	Backspace
GAME CONTROLS	
Dialogue History	Alt + D
Camera Follow Unit	Ctrl + L
Camera Reset	Num 5
Camera Rotate CCW	Page Down
Camera Rotate CW	Page Up
Scroll Down	Arrow Down
Scroll Up	Arrow Up
Scroll Left	Arrow Left
Scroll Right	Arrow Right
Camera Tilt Down	Num 9
Camera Tilt Up	Num 3
Camera Zoom In	Num 8
Camera Zoom Out	Num 2
Mini-Map Alert	ALT + Q
Show In-Game Menu	Esc
Pause	Pause
Toggle Dungeon / Surface	[-]
Toggle Health Meters	\
Quick Save	Ctrl + Q
Quick Load	Ctrl + W
Centre game camera on last alert	Space
Selects all units on screen	Ctrl + C
Cycle through buildings	PERIOD
SOUND	
Toggle Sound On / Off	Ctrl + S
Toggle Music On / Off	Ctrl + M
Decrease Volume	[-]
Increase Volume	[+]
CHAT COMMANDS	
Start Chat (team)	Enter
Start Chat (all)	Shift + Enter
Toggle default chat	Alt + [-]

UNIT COMMANDS	
Attack Move	A
Patrol	P
Guard	G
Force Attack	F
Hold Position	H
Activate Ability 1	F1
Activate Ability 2	F2
Activate Ability 3	F3
Activate Ability 4	F4
Activate Ability 5	F5
Activate Ability 6	F6
Cycle through selected units	Tab
Kill Unit	Delete
Queue movement commands	Shift + Right [right what?]
Control Groups	Ctrl + Num 1 - 9
Rally	R
Select / Centre camera on champion	C

## ORDER SPECIFIC HOTKEYS

BUILDING HOTKEYS	
Archon Temple	A
Artificers' Guild	G
Order of the Bow	B
Dwarven Armory	D
Keep	K
Lorehold	L
Order of the Flame	O
Henge of Ancients	H
Tavern	T
Titan Forge	F
Sorcerers' Tower	S
UNIT CREATION	
Create captain (generic)	B
Summon Marrayn	M
Summon Bastion	B
Summon Kael	K
Summon Amathor the Seer	S
Summon Phoenix Juggernaut	J

## LIZARDFOLK SPECIFIC HOTKEYS

BUILDING HOTKEYS	
Turtle Den	T
Toxic Bog	X
Burial Grounds	B
Verdant Cairn	V
Draconic Monument	D
Pteranodon Roost	R
Collector Burrow	C
Hidden Mound	H
Fighting Arena	F
Mystic Hut	M
Great Mother	G
UNIT CREATION	
Create captain (generic)	B
Summon RedFang	R
Summon Woawen	W
Summon Silverblade	S
Summon Black Claw	B
Summon War Fell Drake Juggernaut	J

## UMBRAGEN SPECIFIC HOTKEYS \*

BUILDING HOTKEYS	
Altar of Passage	P
Arcane Abyss	A
Chamber of Blades	B
Infested Caverns	I
Obsidian Pool	O
Sanctum of Sorrow	S
Searing Crucible	C
Shrine of Night	N
Sinister Lair	L
Void of Whispers	W
Cathedral of Darkness	D
UNIT CREATION	
Create captain (generic)	B
Summon Satros	T
Summon Silence	S
Summon Blood Queen	B
Summon Orobus	O
Summon Beholder Juggernaut	J

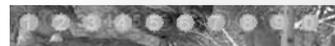
\*Multiplayer only

## IN-GAME INTERFACE

### Head Up Display



### Control Group Icons



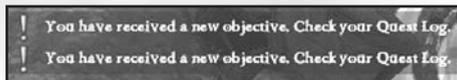
You can create up to 10 unit control groups. To create a control group, select the units you want to group, and then press **[Ctrl]** and **[1 - 0]** simultaneously. Once grouped, a single-click on the control group icon (or single-press on the control group key **[1 - 0]**) selects that group. A double-click on the control group icon (or double-press on the control group key **[1 - 0]**) selects that group and centres the camera on it.

### Information Bar



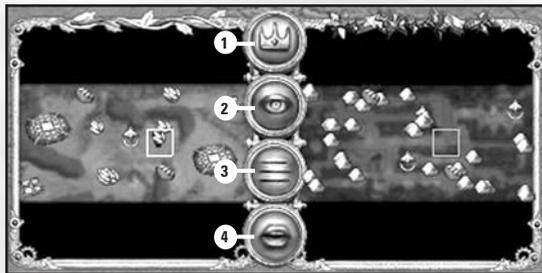
- 1. Objectives Button** – Click this to display the Quests and Objectives window. The objectives button flashes whenever there is a new quest.
- 2. Lore Journal Button** – Click this to review *Dragonshard* story text.
- 3. Dialogue History Button** – Click this to review in-game dialogue.
- 4. Hints Button** – Click this to review hints. Select the Disable Pop-ups checkbox to disable hints.

## Tooltips



If you hold your mouse pointer over most interface elements, a pop-up tooltip containing explanatory text appears on the screen.

## Mini-maps



There are two mini-maps in the lower-left panel. The map on the left represents the overworld (above-ground battlefield), and the map on the right depicts the underworld. The white box is your current view; you can move the current view around either map by left-clicking on the mini-map.

These four buttons appear between the mini-maps:

- 1. Kings Screen Icon** – Click on this to display the Kings Screen. The Kings Screen allows you to view all of the buildings and units that can be built as well as the abilities their units will gain when they level up. See page 20 for details.
- 2. Look Here Icon** – Click on this, then click on either mini-map, to issue a “look here” alert to allies.
- 3. Options Icon** – Click on this to open the in-game Options Menu, where you can access game settings, restart the current mission, load, save, and quit.
- 4. Chat Icon** – Click on this to open Chat options.

## Unit Selection Panel



When units are selected, their portraits appear in the lower-centre panel. If multiple units are queued for development, a number indicating how many units are in queue will appear as an overlay over that captain's button. Researching unit levels do not impair unit production, and thus can occur simultaneously. Units are grouped by type. Press the **[Tab]** key to cycle through the sub-groups. The unit Selection Panel displays the stats of the sub-group's first unit.

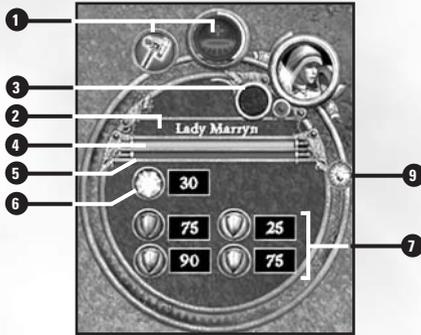
## Info Bar



The following five counters appear on the Information Bar:

- 1. Experience** – This displays global experience points earned.
- 2. Town Population** – The first number displays current unit population and the second number displays maximum population.
- 3. Captain Population** – This displays the number of captains in play, and the maximum quantity that you have in play.
- 4. Gold** – This shows your current gold store.
- 5. Dragonshards** – This displays your current reserves of the dragonshard resource.

## Unit Control HUD



When a unit or building is selected, the Unit Control HUD appears and displays relevant stats about that object.

If the object selected is a unit, then the Unit Control HUD contains the following information:

1. **Ability Icons** – All abilities of a unit appear here. Click an ability to use it.
2. **Unit Name** – The name of the selected unit
3. **Level** – The current level of the select unit
4. **Hit Points** – The green bar represents the unit's health total; at 50%, it changes to yellow and at 25% it changes to red.
5. **Energy Bar** – The blue bar represents the unit's energy, which is used for abilities.
6. **Weapon** – This shows the damage type (Physical, Fire, Poison or Magic) and damage value of the unit's weapon.
7. **Resistances** – This area shows the unit's Fire, Magic and Poison resistances (as percentages).
8. **Armour** – This displays the armour value for the selected unit. Armour value equals damage reduction applied against physical damage
9. **Passive Abilities** – Abilities that either don't require activation or are always functioning appear here.
10. **Buff / Debuff Icons** – Positive (buff) or negative (debuff) magical effects on a unit appear here.

**Note:** Weapon and resistances are subject to modifications based on positive or negative magical effects. Those appear in green or red text, respectively.

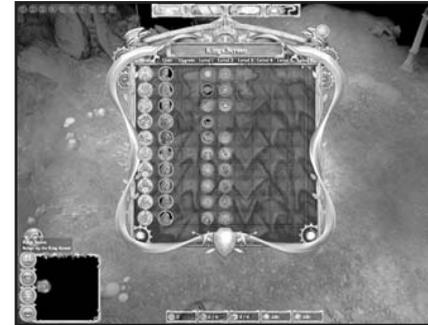
## Backpack



Pickup items appear vertically along the right portion of the screen in the backpack. These are items that you usually find in the underworld, although not always. They can be used at any time for the noted benefit by left-clicking on their icon. You have a limited number of backpack slots, and will receive a warning note if you try to pick up excess items.

Items pertaining to quests in the single-player campaign missions appear on the right side, whereas general items appear on the left. You can mouse over these items to receive a tool-tip description of what the item is and what it might be used for.

## King Screen



To activate the King screen, click on the button between the mini-maps. The King screen lists all Captain units that you can train, the unit's levels and the abilities they can possess.

### Captain Level-Up

When you left-click on a level-up button next to a Captain (if you have enough experience points), the new level is granted after a short time.

## THE OVERWORLD AND THE UNDERWORLD

Gameplay is divided into two areas. Most town building, unit training and large-scale battles occur above ground. However, many of your units can enter the Underworld, where they will encounter quests, traps, locked doors and powerful monsters.

### Patrol

Order the selected units to patrol between two points on the map.

Press the P key with a unit selected to change the cursor into a patrol cursor. Right-click on the terrain, and the selected units will patrol the area between their current position and the indicated position. Any enemies encountered along the patrol path will be engaged.

### Fog of War

When you begin a single-player campaign mission, a black shroud conceals most of the map. Each of your units has a sight radius that reveals nearby terrain, units and buildings. As you explore the map, the shroud fades away. **Note:** Multiplayer games do not have a shroud.

If your units lose sight of an explored area, that section of the map becomes covered with the Fog of War. This conceals the presence of enemy units, but buildings and terrain remain visible.

## ECONOMICS

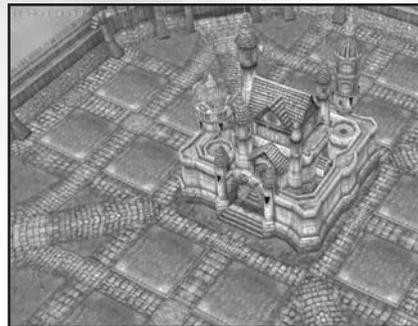
There are three resources to accumulate: gold, dragonshards, and experience points (XP).

- Gold is the basic resource, and it accumulates automatically at a rate dependent on the number of buildings you control. You can obtain additional gold by questing, or by plundering the treasures of monsters.
- Dragonshards are accumulated by mining the deposits available above ground. Occasionally, dragonshards will fall to the ground and form new deposits. You may also receive some dragonshards as a reward for questing or from monster treasure.
- Experience points are earned as your army kills opposing units and you complete quests. These points can be spent at a building to level up that building's trainable Captain. When a Captain levels up, he or she earns the ability to rally one more soldier to his squad. He or she also gains more hit points and better armour, and can cause more damage via weapons or spells. In some cases, a Captain may gain a new ability or gain an improved version of an existing ability.

## TOWN BUILDING

You start most games with a town. Each town is composed of a main headquarters building, several empty building pads and a protective wall.

### Building Pads



Left-click on a pad to display a list of buildings that you can built there. Some choices may be dimmed if you don't have the appropriate resources or prerequisites necessary. Left-click on a building choice to build it on that pad. Once the building is complete, you can "train" units from it. These units, or Captains, can level up at their building of origin once you have earned enough XP.

### Defensive Wall

A wall surrounds your town. This wall helps protect the town against attacks, especially early rush tactics. You can left-click the wall to select and upgrade it. There are three levels of defensive walls available.

### Champions

A Champion is an army leader who is either chosen before the start of a single-player campaign mission, or purchased from the central building (Keep, Great Mother, or Cathedral of Darkness) in a skirmish or multiplayer game. Each side has four champions from which to choose. Champions provide benefits to friendly units around them, and they are powerful combatants in their own right. If your Champion falls in battle, he or she can be revived at the headquarters building.

## Captains

Captains are the units that you train within your town's buildings. Each Captain has the ability to rally and lead a certain number of soldier units. The number of soldiers within a Captain's group can only be at or below the Captain's level.

## Soldiers

Soldiers are troops rallied by Captains.

## Squads

Squads are composed of Captains and their Soldiers. The number of soldiers a Captain can have in his squad is dependent on the Captain's experience level. The higher his level, the more soldiers can join his squad. Squads are selected or de-selected as a group. When selected, the Captain leading that squad always appears first in the Selection Panel.

## Population Limits

Each building you construct permits you to control one Captain.

## Mission Rewards

Each campaign mission awards you "mission criteria points" for specific accomplishments. Points can be earned for completing main quests or side quests, killing enemies, completing the mission within a certain amount of time and completing a mission on harder difficulty settings.

**Note:** Points earned in one campaign can only be spent in that campaign.

You can earn bonus points for preserving your units, accomplishing objectives with fewer units, spending lower amounts of resources and completing all quests within a mission.

You can spend mission criteria points to acquire special items. Some of the available items are specific to the Champion that you have chosen to use.

That Champion is visible on the reward screen, along with choices of items. Other items, such as healing spells or potions and scrolls, have more general effects that benefit more units in your army.

Some items are only available after you have successfully completed certain missions. After you complete a mission, the campaign map is marked.

You receive a medal, the value of which depends on the total mission criteria points earned.

**Note:** Using game cheats will invalidate the point and reward system.

## Champion Selection Screen



You have the opportunity to select a champion at the beginning of each mission.

## Mission Completion Screen



The Mission Completion Screen appears at the end of each mission. You can use earned reward points to buy champion artefacts and backpack items. You can also sell items.

## ORDER OF THE FLAME CHAMPION & UNITS

The Order of the Flame is an alliance of humans, warforged, halflings, deathless, dwarves, and others from the land of Khorvaire. This military wing of the Church of the Silver Flame has gathered warriors from a variety of cultures and traditions, all of whom are united in their desire to fight for the light. Guided by Amathor's visions, the Flametouched have assembled an army all focused on one goal: obtaining the magical power of the Heart of Siberys. The Order's will is strong, but new threats will emerge as their quest unfolds.

### CHAMPIONS



#### Lady Marryn

Lady Marryn is the leader of the Order of the Flame. She is a flametouched cleric who rapidly rose through the ranks of the Order, and has repeatedly proven her prowess in battle, defending the interests of the Church wherever they demand. She seeks now to succeed where all before her have failed: acquiring the Heart of Siberys deep in the heart of Xen'drik.

**Race** – human

**Class** – cleric

#### Global Bonus:

*(applied to all team units when the Champion is in play)*

- **Global Power – Increased Physical Resistance (passive):** Grants a substantial increase to physical resistance for all units on Lady Marryn's side.

#### Global Power :

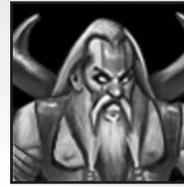
*(global buff ability that can be used once the Champion's power bar is charged up)*

- **Mass Heal (clickable):** This potent ability heals all units on Lady Marryn's side, regardless of their location.

#### Offensive Power:

*(general attack or Ability that can be used against an army or monster)*

- **Hammer of Justice (clickable):** Marryn swings her hammer in a wide arc, massively damaging and knocking back units in the area.



#### Amathor The Seer

Amathor the Seer is a great wizard who acts as the guiding hand of the Order of the Flame during their expedition to Xen'drik. Amathor possesses a state of perpetual awareness, which he achieved during a retreat to the peaks of a forgotten mountain range beset by fell beasts, howling winds, and incessant blizzards. It was there, in solitude, that he explored his physical limits, training his senses and acuity in order to ensure survival. Amathor the Seer has abandoned the robes favored by his peers and instead bears the artifacts and accoutrements he wore during his time amidst the northern peaks.

**Race:** Dwarf

**Class:** Wizard

#### Global Bonus

- **Global Power – Increased Spell Energy Regeneration (passive):** Grants increased spell energy regeneration for all units on Amathor's side.

#### Global Power

- **Spell Mastery (clickable):** This ability temporarily enables all abilities on Amathor's side to be used at no spell energy cost.

#### Offensive Power

- **Freeze (clickable with target):** This ability blasts the targeted area with frost, temporarily encasing enemy units in ice which, after a brief period of time, shatters – dealing massive damage to the encased unit.



## Bastion

Bastion is a mighty warforged. While most of its kind were created to fight in the Last War that devastated Khorvaire, Bastion has been enlisted by the Order of the Flame to protect Lady Marryn. Bastion possesses incredible strength and excels in combat, instilling terror in all who face him on.

**Race:** Warforged

**Class:** Fighter

### Global Bonus

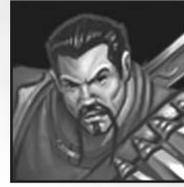
- **Global Power – Attack Bonus (passive):** Grants increased damage dealt for all units on Bastion's side.

### Global Power

- **Battleplan (clickable):** This ability temporarily grants all units on Bastion's side additional bonus damage against walls and buildings.

### Offensive Power

- **Wrecking Ball (clickable):** With this ability, Bastion raises his wrecking ball over his head and slams it against the ground, dealing moderate damage and applying massive knock-back to all nearby enemy units.



## Kael

Kael was once the leader of a highly successful underground guild of thieves who has since cast off his sordid past in an attempt to better the world as a whole through the Order.

Old habits die hard, however, and he has yet to fully acquire the trust of his peers. Kael prefers to remain relatively unadorned, save for countless knives and daggers concealed on his person,

including a cloak that is in fact an elaborate harness for countless deadly, lightweight throwing daggers.

**Race:** Human

**Class:** Rogue

### Global Bonus

- **Global Power – Increased Resistances (passive):** Grants a moderate increase to fire, poison, and magic resistance for all units on Kael's side.

### Global Power

- **Cheat Death (clickable):** While this ability is active, all units on Kael's side continue to remain alive and fight for a brief period of time after their health reaches zero.

### Offensive Power

- **Hail of Blades (clickable):** Kael rapidly unleashes a deadly flurry of daggers in all directions, dealing heavy damage to all nearby enemies.

### Ability

- **Find / Disarm Traps (context-sensitive):** This combination of Kael's Search and Disable Device skills allow detection and disarming traps throughout the Underworld. Once disarmed, Kael can also re-enable a trap so that it will be able to be re-triggered by enemies.



## CAPTAINS AND SOLDIERS



### Artificer

**Unlocking Building** – Artificer's Guild

**Soldier Created** – Crafter.

**Race** – Human

**Class** – Artificer

Artificers are arcane artisans who infuse items with magical properties. Due to their intricate understanding of magic and how it is stored, these artificers have been called upon by the Order to aid their troops in battle and to repair any warforged combatants that may sustain damage.

#### Abilities

- **Bull's Strength (clickable with target / auto-cast):** This buff spell can be cast on any allied unit. Bull's Strength increases the unit's size and grants both an attack and physical resistance bonus.
- **Repair Warforged (clickable with target / auto-cast):** This repair light damage spell works exclusively on Warforged units.

#### Soldier Ability

- **Shield (auto-cast):** This is a buff spell that the crafter can cast on any allied unit, raising all of the target unit's resistances.



### Ranger

**Unlocking Building** – Order of the Bow

**Soldier Created** – Scout

**Race** – Human

**Class** – Ranger

These rangers have potent, ranged marksmanship, and their ability to scout the harsh landscapes of Xen'drik, with the aid of their faithful eagle animal companions, make them highly useful to the Order.

#### Abilities

- **Snipe (clickable with target):** This ability allows the ranger to focus and launch a potent ranged attack at a single target, inflicting heavy damage.
- **Animal Companion (clickable):** With this ability, the ranger summons an eagle animal companion. The eagle flies around and circles the ranger by default, but can also be individually controlled to go out and scout. The summoned eagle has health, but no attack.



### Barbarian

**Unlocking Building** – Dwarven Armoury

**Soldier Created** – Warrior

**Race** – Dwarf

**Class** – Barbarian

These stout barbarians come from the Hammerfist Clan of dwarves, and are renowned for their ferocity in battle. Much of their potency is fueled by their ability to work themselves into a bloodthirsty rage, heightening their ability to deal damage. These fearsome combatants were born to inflict wounds, but not necessarily absorb them.

#### Abilities

- **Rage (clickable / toggle):** When activated, this ability grants the barbarian a substantial attack bonus but at the cost of damage resistance and headline per second.
- **Mark of the Phoenix (passive):** Once this ability has been acquired, the barbarian who falls in battle places the Mark of the Phoenix on each unit within a radius around him. This Mark grants each unit a buff that grants an attack bonus, which increases as the unit gets closer to zero health.



### Paladin

**Unlocking Building** – Order of the Flame

**Soldier Created** – Knight

**Race** – Human

**Class** – Paladin

Paragons of virtue and devotion, these mounted, heavily armored paladins serve as the front-line defenses for the Order of the Flame, shrugging off assailants and dealing damage to all who dare surround them.

#### Abilities

- **Trample (clickable):** This ability causes the paladin's horse to rear up and stomp the ground, causing moderate damage and knock-back to all enemies in a radius around the horse.
- **Smite (clickable):** This ability calls upon divine energies to smite the paladin's foes, causing all enemies in a radius around the paladin to take heavy damage.



## Cleric

**Unlocking Building** – Lorehold

**Soldier Created** – Acolyte

**Race** – Human

**Class** – Cleric

The foundation of the Order, these clerics travel the world seeking to aid and protect the interests of the church in all its forms abroad. Clerics are renowned for their healing prowess, and many a combatant lives today only because they had a cleric nearby in battle.

### Abilities

- **Cure Wounds (clickable / auto-cast):** This series of spells restores the health of allied units.
- **Hold (clickable with target):** This spell causes an opponent to be held in place, unable to move or attack until the spell wears off.

### Soldier Ability

- **Cure Light Wounds (clickable / auto-cast):** This low-level spell restores a small amount of health to allied units.



## Warforged Titan

**Unlocking Building** – Titan Forge

**Soldier Created** – Warforged Keeper

**Race** – Warforged Titan

**Class** – n/a

Among the first warforged created during the Last War, titans are a small step forward from massive, mindless war golems. Warforged titans are not true living constructs like other warforged; they are barely sentient, with just enough intelligence to follow changing commands in the heat of battle. The Order uses these warforged primarily on the front lines and for siege purposes.

### Abilities

- **Disable (passive):** When the warforged titan reaches 0 health, it does not die, but rather it “deactivates”. In this state, the warforged titan’s resistance to damage increases, but its regeneration rate decreases. Once the warforged titan’s health rises above the threshold, it “reactivates” and returns to its original state.

- **Deflective Armor (clickable):** This ability increases the warforged titan’s resistance to ranged attacks for a limited period of time.
- **Besiege (clickable with target):** This is a powerful attack that is especially potent at bringing down walls and buildings.



## Rogue

**Unlocking Building** – Tavern

**Soldier Created** – Cutthroat

**Race** – Halfling

**Class** – Rogue

Former ruthless thieves and assassins, these rogues now seek redemption in the service of the Order of the Flame. Swift and cunning, rogues can quickly outmaneuver enemy forces and dart in and out of the shadows to eliminate foes quickly and efficiently. Outside of combat, they are invaluable when it comes to picking locks on chests and bypassing deadly traps.

### Abilities

- **Cloaking (passive):** This combination of the rogue’s Hide and Move Silently skills, this ability allows them to be essentially invisible to all units except detectors. Note that performing any action other than moving will cause the Rogue to reveal itself.
- **Find / Disarm Traps (context-sensitive):** A combination of the rogue’s Search and Disable Device skills, this ability allows them to detect and disarm traps throughout the Underworld. Once disarmed, the rogue can also re-enable the trap so that it will be able to be re-triggered by enemies.
- **Sneak Attack (context-sensitive):** This passive ability allows the rogue to do bonus damage to any units they attack while they are Cloaked. Note that this will cause the rogue to reveal itself.
- **Lock Picking (clickable with target):** The rogue’s Disable Device skill allows them to pick the locks of various chests throughout the Underworld, provided that the level of the lock on the chest is less than or equal to the level of the rogue.

### Soldier Ability

- Cutthroats become cloaked and visible at the same time as their Captain.



## Flame Archon

**Unlocking Building** – Archon Temple

**Soldier Created** – Celestial Hawk

**Race** – Celestial

**Class** – Flame Archon

These divine angelic creatures have come to the aid the Order of the Flame in their quest through Xen'drik. These flame archons from the plane of Syrania are capable of hurling deadly javelins of holy fire from above, and blinding all who stand before them with the brilliance of pure energy.

### Abilities

- **Javelin of Power (clickable with target):** This ability allows the flame archon to launch a potent javelin charged with positive energy that inflicts moderate damage and knocks back all units in the area.
- **Blind (clickable):** This ability causes the flame archon to erupt in holy light, temporarily blinding all nearby enemies. Blinded enemies cannot attack or target other units with their abilities, and can only perform move actions and target themselves or the ground.



## Deathless Guardian

**Unlocking Building** – Henge of Ancients

**Soldier Created** – Mage

**Race** – Deathless

**Class** – Wizard

When great dwarven mystics at long last succumb to the weight of time, many are granted a continued spiritual presence on the Material Plane in the form of the deathless. The deathless guardians that aid the Order are among their number, and seek to aid their followers with their clairvoyance and ability to manipulate the magical energies of others.

### Abilities

- **Rapid Resource Gathering (passive):** This unit can gather resources more quickly than other units.
- **See Invisible (passive):** This unit is capable of detecting cloaked enemy units.
- **Enervation (clickable / auto-cast):** This ability allows the spirit guardian to wrench magical energy from the target, sapping their spellcasting abilities and causing damage in the process.
- **Remove Magic (clickable with target):** This spell will cure allies of all afflictions and remove buffs from enemies within the targeted Area of Effect.
- **Locate Resources (clickable):** This ability allows the spirit guardian to detect nearby resources.

### Soldier Ability

- **Yield (auto-cast):** This ability allows the mage to reduce the resistances of a single enemy unit



## Sorcerer

**Unlocking Building** – Sorcerer's Tower

**Soldier Created** – Disciple

**Race** – Human

**Class** – Sorcerer

These wise and learned spellcasters have devoted their lives to the study and pursuit of the arcane to compliment their natural magical gifts, channeling all of their focus and concentration into mastering the maelstrom of energies that lie at their fingertips so that they may support the Order's agenda abroad.

### Abilities

- **Fireball (clickable with target):** This infamous spell allows the sorcerer to launch a huge ball of fire at a targeted location, at which point it explodes, damaging all enemies nearby.
- **Feeble Mind (clickable with target):** This spell allows the sorcerer to substantially incapacitate an enemy, preventing the enemy from using any abilities that require spell energy



## Phoenix

**Unlocking Building** – Keep

**Soldier Created** – None (this a special juggernaut unit)

**Race** – Phoenix

**Class** – n/a

The phoenix is a creature of tremendous power and potent omen. It is only in the most dire times that the Order can call upon this terrifying embodiment of pure flame to wreak havoc among their foes.

### Abilities

- **Immolation (clickable / toggle):** When activated, this ability causes all enemy units within a radius around the phoenix to take heavy damage.
- **War Shriek (clickable):** This ability causes all enemy units around the phoenix to have their movement speed and attack speed temporarily decreased

## LIZARDFOLK CHAMPIONS & UNITS

The LizardFolk are the native inhabitants of the Ring of Storms. Some were seeded in the region by dragons to protect the Heart of Siberys. Others have been changed by long association with the energies of the Heart.

The LizardFolk are largely ignorant of their history and purpose; they know only that they are to defend the realm from outsiders.

## CHAMPIONS



### Woven

In every generation of Lizardfolk, there is one who bears the mantle of High Shaman. This revered figure acts as a conduit between the LizardFolk of today, and that of their ancestors. Woven serves this role for the current generation; listening to the whispers of the earth, and uttering the words of their ancestors anew to ensure that they are never forgotten.

**Race:** Slaad

**Class:** Druid

### Global Bonus:

- **Global Power** – Increased Physical Resistance (passive): Grants a substantial increase to physical resistance for all units on Woven's side.

### Global Power :

- **Regeneration (clickable):** This spell allows all units on Woven's side to regenerate to full health at a substantially increased rate.

### Offensive Power:

- **Call Lightning (clickable):** Woven calls upon the power of the heavens, summoning a massive lightning storm that strikes repeatedly in the target area, dealing heavy damage to all within the Area of Effect.



## Redfang

Redfang is the product of beneficial mutation among the LizardFolk in the presence of the Heart of Siberys. The result is a lizardman that is almost half-draconic in nature, bulging with muscles and bearing razor sharp teeth, a long force tongue, and spikes running down his back and on his tail. He wields an enormous mace-like weapon fashioned from two spiny tortoise shells bound to a thick length of wood.

**Race:** Lizardfolk

**Class:** Fighter

### Global Bonus

- **Global Power – Attack Bonus (passive):** Grants increased damage dealt for all units on Redfang's side.

### Global Power

- **Battle Rage (clickable):** This ability temporarily grants all units on Redfang's team increased damage dealt, with a penalty to their resistances.

### Offensive Power

- **Fire Breath (clickable):** With this ability, Redfang unleashes a massive gout of flame that engulfs all units in an arc in front of him, inflicting heavy area of effect damage.



## Silverblade

Silverblade is a deft and cunning yuan ti pureblood who has devoted his life to the art of stealth and assassination. Already a fearsome hunter, he was sent to Woven to hone his skills and represent his people as a defender of the entire LizardFolk clan.

**Race:** Yuan-ti

**Class:** Rogue

### Global Bonus

- **Global Power – Increased Resistances (passive):** Grants a moderate increase to fire, poison, and magic resistance for all units on Silverblade's side.

### Global Power

- **Speed Boost (clickable):** This ability grants all units on Silverblade's team a temporary increase to their run speed.

### Offensive Power

- **Coiled Death (clickable):** Silverblade winds himself into a coil before unleashing a deadly flurry of blade strikes to all units around him, dealing heavy Area of Effect damage.

### Ability

- **Find / Disarm Traps (context-sensitive):** This is a combination of Silverblade's Search and Disable Device skills, which allows detection and disarming of traps throughout the Underworld. Once disarmed, Silverblade can also re-enable the trap so that it will be able to be re-triggered by their enemies.



## Blackclaw

Blackclaw is an arcane devotee with a sordid passion for death and decay. Fascinated by the ravaging effects of poison and toxins on other creatures, he readily subjects his opponents to all sorts of horrific substances, eagerly awaiting the invariably horrific results.

**Race:** Yuan-ti

**Class:** Wizard

### Global Bonus

- **Global Power – Increased Spell Energy Regeneration (passive):** Grants increased spell energy regeneration for all units on Blackclaw's side.

### Global Power

- **Venomous Touch (clickable):** This spell allows all abilities on Blackclaw's side to temporarily deal poison damage over time whenever they land any attack.

### Offensive Power

- **Noxious Gas (clickable with target):** Blackclaw sprays down toxic goo on the ground before him, unleashing a noxious gas that inflicts heavy damage over time on the units in that Area of Effect.

## CAPTAINS & SOLDIERS



### Troglodyte Surveyor

**Unlocking Building** – Collector Burrow

**Soldier Created** – Troglodyte Tinkerer

**Race** – Troglodyte

**Class** – Druid

Troglodyte surveyors are druids at one with nature, capable of amazing deduction via sensing scents in the air, shifting weather patterns, and minor tremors in the earth. They are also adept with magic, making use of enchanted seeds and bestowing curses as they see fit to maintain the natural balance.

#### Abilities

- **Rapid Resource Gathering (passive):** This unit can gather resources more quickly than other units.
- **See Invisible (passive):** This unit is capable of detecting cloaked enemy units.
- **Locate Resources (clickable):** This ability allows the troglodyte surveyor to detect nearby resources.
- **Fire Seeds (clickable):** The troglodyte surveyor plants several Fire Seeds in the ground at one location, spread several meters apart. When an enemy walks over that area, they explode in rapid succession, causing moderate damage in a small radius around each seed.
- **Spiritual Curse (clickable with target):** This ability temporarily curses the targeted enemy unit to take damage whenever that unit inflicts damage with an attack.

#### Soldier Ability

- **Keen Edge (auto-cast):** By means of an ancient troglodyte blessing, the tinkerer can provide a small increase to any allied unit's attack damage.



### Lizardman Fighter

**Unlocking Building** – Fighting Arena

**Soldier Created** – Lizardman Warrior

**Race** – Lizardfolk

**Class** – Fighter

These dual-wielding, battle-hardened fighters grimly wade into battle with no heed of their own safety. Bent on rapidly engaging and ruthlessly bringing down those who would threaten their people, lizardman fighters are truly fearsome representatives of their kin.

#### Abilities

- **Haste (clickable / auto-cast):** This ability allows the lizardman fighter to temporarily increase its attack speed.
- **Spiny Scales (passive):** The lizardman fighter's leathery skin is covered with spiny scales, causing a minor amount of damage to attacking enemies each time they strike.



### Poison Archer

**Unlocking Building** – Toxic Bog

**Soldier Created** – Poison Newt

**Race** – Lizardfolk

**Class** – Ranger

Poison archers are bred and trained to relentlessly rain deadly showers of arrows upon their foes. In addition, they are known to often coat their arrowheads with a grim assortment of toxins designed to cause further pain and suffering in their opponents.

#### Abilities

- **Lethal Poison (toggle):** With this ability, the poison archer coats its arrows with toxic venom that does additional damage to the target on initial impact. The venom and lingers for a short while thereafter, dealing damage over time.
- **Plague Shot (clickable):** This ability allows the poison archer to coat an arrow with foul ichor that infects its target immediately, causing rapid damage over time. Furthermore, if the enemy target gets too close to an ally, the plague will quickly spread to them as well.



## Spitting Turtle

**Unlocking Building** – Turtle Den

**Soldier Created** – Troglodyte Hurler

**Race** – Lizardfolk

**Class** – n/a

These massive beasts are paired at birth with a chosen troglodyte to serve as their lifelong friends and companions, who in turn guide them and ride them as mounts into battle. Spitting turtles are valuable both for siege and disruption purposes, as they are equally capable of bringing down walls and buildings as they are filling the battlefield with blinding smoke.

### Abilities

- **Vile Blast (clickable with target):** This ability allows the spitting turtle to fire a ball of goo that continuously billows with smoke, causing confusion and disarray on the battlefield, before suddenly exploding and causing Area of Effect damage to all nearby.
- **Smoke Screen (clickable with target):** This direct blast from the spitting turtle temporarily encases the target and all nearby enemies with smoke, effectively blinding them. Blinded enemies cannot attack or target other units with their abilities, and can only perform move actions and target themselves or the ground.



## Chameleon Rogue

**Unlocking Building** – Hidden Mound

**Soldier Created** – Chameleon Sneak

**Race** – Lizard Folk

**Class** – Rogue

These curious creatures, adept at remaining still and unnoticed while hunting prey, have adapted these skills to serve the greater cause of the LizardFolk culture. Armed with the tooth of a fallen felldrake along with a variety of bizarre tools, this stealthy critter is adept at sneaking in to where he doesn't belong, disarming traps, and picking locks.

### Abilities

- **Cloaking (passive):** This combination of the chameleon rogue's Hide and Move Silently skills allows it to be essentially invisible to all units except detectors. Note that performing any action other than moving will cause the chameleon rogue to reveal itself.

- **Find / Disarm Traps (passive):** This combination of the chameleon rogue's Search and Disable Device skills allows it to detect and disarm traps throughout the Underworld. Once disarmed, the rogue can also re-enable the trap so that it will be able to be re-triggered by enemies.
- **Sneak Attack (passive):** This passive ability allows the rogue to do bonus damage to any units it attacks while Cloaked. Note that this will cause the chameleon rogue to reveal itself.
- **Lock Picking (context-sensitive):** The chameleon rogue's Disable Device skill allows it to pick the locks of various chests throughout the Underworld, provided that the level of the lock on the chest is less than or equal to the level of the rogue.

### Soldier Ability

- Chameleon sneaks become cloaked and visible at the same time as their captain.



## Tribal Shaman

**Unlocking Building** – Mystic Hut

**Soldier Created** – Tribal Mystic

**Race** – Lizardfolk

**Class** – Druid

The tribal shaman represent a sacred order that have served as healers for the Lizardfolk for generations. However, in times of war, the tribal shaman not only offer their aid in terms of restorative magic, but they can also instill their allies with the ability to draw energy from those they slay in battle, making them more formidable with each opponent they bring down.

### Abilities

- **Regeneration (clickable / auto-cast):** This series of spells restores the health of allied units over time.
- **Blood Thirst (clickable with target):** This ability imbues an allied unit with the ability to drain the strength of a fallen enemy. Each time the ally delivers a killing blow, they receive a temporary attack bonus. If the unit kills another enemy before the bonus wears off, these bonuses will stack.

### Soldier Ability

- **Regenerating Balm (auto-cast):** This low-level spell restores a small amount of health to allied units.



## Night Skink

**Unlocking Building** – Burial Grounds

**Soldier Created** – Undead Skink

**Race** – Lizardfolk

**Class** – Specialist Wizard (necromancer)

These morbid, swamp-dwelling creatures are constantly immersed in the study of death and decay. Masters of dark arts, these skinks gather and study scavenging insects from decomposing creatures and use them for their own foul ends.

### Abilities

- **Harm (clickable with target):** This spell charges the target with an intense blast of negative energy, causing a massive amount of pain and inflicting heavy damage.
- **Remove Magic (clickable with target):** This spell will cure allies of all afflictions and remove buffs from enemies within the targeted Area of Effect.

### Soldier Ability

- **Weakness (auto-cast):** This ability allows the undead skink to reduce the resistances of a single enemy unit.



## Pteranodon Rider

**Unlocking Building** – Pteranodon Roost

**Soldier Created** – Drakeling

**Race** – Lizardfolk

**Class** – Ranger

Once, there was a family of crippled Lizardfolk, their growth stunted due to genetic atrophy of their legs, but gifted with piercing vision and accuracy. One day, as they limped through the jungle on the hunt, they came across an enclave of Pteranadons, proud beasts who were slowly dying off due to their inability to snatch up rapidly moving prey. These two species soon formed a symbiotic relationship, forming a potent tandem that can ravage foes both on the ground and in the air, pelting opponents with a variety of explosive insects...

### Abilities

- **Carpet Bomb (clickable with target):** With this ability, the rider upon the pteranodon drops a rapid succession of explosive beetles to the ground, resulting in a deadly array of Area of Effect explosions.
- **Rotgrubs (clickable with target):** When dropped upon a building, these grubs rapidly devour food stores and cause general rot and infestation, rapidly lowering the total population count over time.



## Spirit of Nature

**Unlocking Building** – Verdant Cairn

**Soldier Created** – Earth Elemental

**Race** – Elemental

**Class** – n/a

The Lizardfolk believe these elemental guardians to be embodiments of the spirits of nature itself, and as such they are honored and revered almost as much as their dragonkin ancestors. These massive elementals are composed of earth and mud, and wield pointed pylons of stone that can be used to bash and break all that may stand in their way.

### Abilities

- **Osmosis (clickable with target):** The spirit of nature can absorb enemies or allies into their body, temporarily granting them increased health based on the constitution of the target. While absorbed, units within the spirit of nature do not lose or regenerate health. After a brief period of time, the unit is automatically ejected.
- **Entangle (clickable with target):** This spell calls forth vines from the earth, temporarily rooting enemies to the ground..



## Fire Drake

**Unlocking Building** – Draconic Monument

**Soldier Created** – None

**Race** – Elemental Drake

**Class** – n/a

These fearsome drakes have lay dormant since the departure of their ancestors to Argonessen, but have been awoken by the LizardFolk to aid them in the many conflicts to come. Although more feral than the dragons they resemble, they are nonetheless noble and proud, and are cunning and deadly opponents.

### Abilities

- **Deadly Spines (clickable):** With this ability, the fire drake fires a number of the sharp spines that can be found bristling across its body at all enemies nearby.
- **Breathe Fire (clickable with target):** This ability enables the unit to breathe a huge gout of flame, dealing heavy Area of Effect damage to all enemy units and buildings nearby.



## War Felldrake

**Unlocking Building** – Great Mother

**Soldier Created** – None (this a special juggernaut unit)

**Race** – Felldrake

**Class** – n/a

Although relatively dormant by nature, these felldrakes were enlisted by the LizardFolk as massive juggernauts in major conflicts many generations ago. Now, they have been called upon once again to rampage through enemy lines, flinging enemies aside and crushing others underfoot.

### Abilities

- **Ram (clickable with target):** This ability causes the unit to lean back on its haunches for a moment, before lunging, rapidly accelerating in a stradiot line towards the targeted area, inflicting knock-back and heavy damage to any unit in its path.

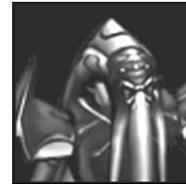
## UMBRAGEN CHAMPIONS & UNITS

The Umbragen are the descendants of the ancient drow of Xen'drik. When the age of giants ended, the Umbragen fled into the dark depths of Khyber, the underworld. But Khyber is full of horrors — mind flayers, beholders and other terrible creatures. In order to hold their own in this world, the Umbragen drew upon the power of the Shadow Flame, and deeply integrated it into their culture.

Recently, the Umbragen's war with the denizens of the Underworld has come to the fore again, and the Umbragen need more power if they are to overcome their enemies. To acquire this power, they will enter the Ring of Storms to shatter the Heart of Siberys and absorb the Shadow Flame contained therein.

**Note:** The Umbragen race is available exclusively in Multiplayer mode.

## CHAMPIONS



### Orobus

Orobus is the result of the horrific union of an especially unscrupulous Umbragen wizard, and an incarcerated Illithid. As such, Orobus has inherited the traits of both his forebears, leading to unparalleled cunning and ruthlessness, as well an irrepressible thirst for knowledge. Though gifted with the psionic abilities of his Illithid parentage, he refuses to suck the brains from his adversaries, deeming their organs unworthy of his palate.

**Race:** Half-Illithid / Umbragen

**Class:** Wizard

### Global Bonus:

- **Global Power – Increased Spell Energy Regeneration Resistance (passive):** Grants increased spell energy regeneration for all units on Orobus's side.

### Global Power :

- **Globe of Invulnerability (clickable):** This spell allows all units on Orobus's side to temporarily take no damage.

### Offensive Power:

- **Cripple (clickable):** With this ability, Orobus delivers a massive curse that temporarily reduces damage dealt (drastically) for all enemy units within the Area of Effect.



## Silence

Silence was once an ancient Umbragen who mastered the art of stealth and shadow, and subsequently left his home plane to pursue greater adventures abroad. Although Silence himalayen never returned, presumably having fallen in a futile battle with an astral dreadnaught, his prodigal half-gith offspring has, adorned with strange armor that only serves to enhance his

already potent abilities.

Now, he has adopted the mantle of Silence like his father before him, and sought to immerse himself in shadow to truly attain the pinnacle of his craft... losing what little there was of his father's nature in the process.

**Race:** Half-Gith / Umbragen

**Class:** Rogue

### Global Bonus

- **Increased Resistances (passive):** Grants a moderate increase to fire, poison, and magic resistance for all units on Silence's side.

### Global Power

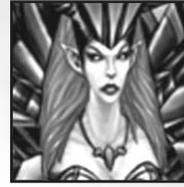
- **Cloaking (clickable):** This ability grants all units on Silence's team invisibility for a short duration. If any of the units performs an action other than a move, their individual invisibility breaks.

### Offensive Power

- **Quill Attack (clickable):** Silence explodes in a hail of quills that deal heavy damage to all units in the nearby Area of Effect.

### Ability

- **Find / Disarm Traps (context-sensitive):** This combination of Silence's Search and Disable Device skills allows him to detect and disarm traps throughout the Underworld. Once disarmed, Silence can also re-enable the trap so that it will be able to be re-triggered by enemies.



## Blood Queen

An ancient vampire that retreated into isolation before Qalatesh sank into the depths of the world, the Blood Queen is a cruel and calculating mistress. At one point, those of her faction ruled the underbelly of the elven city through fear of her unparalleled wrath. Now, she has awoken once again, bearing a thirst that perhaps no amount of blood could ever fully quench.

**Race:** Umbragen

**Class:** Cleric

### Global Bonus

- **Global Power – Increased Physical Resistance (passive):** Grants a substantial increase to physical resistance for all units on the Blood Queen's side.

### Global Power

- **Vampiric Touch (clickable):** This ability allows all units on the Blood Queen's side to regain a percentage of their damage inflicted via regular attacks.

### Offensive Power

- **Razor Whip (clickable):** With this ability, the Blood Queen delivers a deadly whip attack that slams along the ground in front of her, dealing heavy damage to all units in that line of effect.



## Satros

Satros is the proud leader of the Umbragen people, who attained his place in society through cold, rational decisiveness, and no tolerance for failure. It is through exacting principles that he has trained himself into an ultimate combat specimen, and he demands no less from those who follow him. He is revered by some, respected by most, and feared by all.

**Race:** Umbragen

**Class:** Fighter / Monk

### Global Bonus

- **Global Power – Attack Bonus (passive):** Grants increased damage dealt for all units on Satros's side.

### Global Power

- **Stunning Blow (clickable):** This ability temporarily grants everyone on Satros's side the ability to stun foes each time they strike them.

### Offensive Power

- **Flurry of Blows (clickable):** Satros rapidly unleashes a series of lignification blows with his bladed staff, dealing heavy damage to all nearby enemy units.

## CAPTAINS & SOLDIERS



### Hive Keeper

**Unlocking Building** – Infested Caverns

**Soldier Created** – Hive Watcher

**Race** – Umbragen

**Class** – Druid

Upon descending into the depths of Khyber, some of the Umbragen came across strange shadow insects lurking in great hives deep in the crevices below. After years of study and via various specially fashioned spells and items, a number of the Umbragen managed to tame these creatures, developing a paternal bond. Now, these intensely devoted druids bolster the Umbragen forces, bearing small hives upon their staffs as they stride into battle, commanders of fell créatures from the nether realms of Khyber.

#### Abilities

- **Rapid Resource Gathering (passive):** This unit can gather resources more quickly than other units.
- **Unleash (clickable):** This ability opens a portal to the depths of Khyber, from which a massive horde of shadow creatures comes pouring out to attack all nearby enemies
- **Clear Mind ( passive):** This ability provides an aura of clarity for nearby units that decreases the cooldown time of their abilities.



### Dread Knight

**Unlocking Building** – Chamber of Blades

**Soldier Created** – Dread Blade

**Race** – Shadowtouched Umbragen

**Class** – Fighter

Not content to merely serve the Umbragen as a deft and agile fighter, a lucky few among the Dread Blades pursue a more intense bond with shadow magics, bolstering their bodies with dark, twisted sinew, and warping their visage beyond recognition. Bearing the ceremonial robes and heavy armaments that accompany their exalted status, the Dread Knights eagerly await the opportunity for battle to display their deadly arts.

#### Abilities

- **Spell Energy Drain (passive):** The Dread Knight has no spell energy by default, and does not regenerate spell energy. Rather, each time the Dread Knight connects with an attack, he is granted spell energy, which immediately begins to slowly decay.
- **Unholy Wrath (clickable):** Upon using this ability, the Dread Knight succumbs to his inner shadow, growing in size and causing each of his attacks to inflict Area of Effect damage in an arc in front of him. In addition, each successful attack while within this state drains the opponent's spell energy and inflicts additional damage based on the energy drained.
- **Energy Blast (clickable / auto-cast):** With this ability, the Dread Knight can release a powerful blast of energy that damages all enemy units in an Area of Effect radius around him. He can move while this effect is active, damaging any units that enter its radius.



### Shadow Strider

**Unlocking Building** – Shrine of Night

**Soldier Created** – Shadow Slinger

**Race** – Umbragen

**Class** – Ranger

Shadow Striders are skilled explorers who honed their skills within the realms beneath the surface of the world. Lacking animal companions deep within this realm they instead befriended the sentient shadows that mischievously dart about, using their aid to perfect their scouting and detection abilities.

#### Abilities

- **See Invisible (passive):** This unit is capable of detecting cloaked enemy units.
- **Blink (clickable with target):** Using this ability, the Shadow Strider briefly Blinks out of the Material Plane, rapidly moves to a location within line of sight, and reappears once again.
- **Shadow Scry (clickable with target):** This ability calls upon the Shadow Strider's sentient shadow companion, which latches on to the targeted unit, granting the Shadow Strider line of sight wherever that unit may go.
- **Locate Resources (clickable):** This ability allows the Shadow Strider to detect nearby resources.



## Silent Stalker

**Unlocking Building** – Void of Whispers

**Soldier Created** – Silent Creeper

**Race** – Shadowntouched Umbragen

**Class** – Rogue

Silent Stalkers are shadowntouched Umbragen who have forgone much of their physical form in the pursuit of stealth and near-incorporeality. As such, their legs wisp away into nothingness, rendering their steps silent, and their limbs can form into any number of forms, such as a pick to pry open a stubborn lock, or a jagged blade to drag across a victims' throat.

### Abilities

- **Mass Invisibility (passive):** This combination of the Silent Stalker's Hide and Move Silently skills allows it to be essentially invisible to all units except detectors.

Note that performing any action other than moving will cause the Silent Stalker to reveal itself.

- **Find / Disarm Traps (context-sensitive):** This combination of the Silent Stalker's Search and Disable Device skills allows it to detect and disarm traps throughout the Underworld. Once disarmed, the Silent Stalker can also re-enable the trap so that it will be able to be re-triggered by enemies.
- **Sneak Attack (passive):** This passive ability allows the Silent Stalker to do bonus damage to any units it attacks while Cloaked. Note that this will cause the Silent Stalker to reveal itself.
- **Lock Picking (context-sensitive):** The Silent Stalker's Disable Device skill allows it to pick the locks of various chests throughout the Underworld, provided that the level of the lock on the chest is less than or equal to the level of the Silent Stalker.

### Soldier Ability

- **Inspiration (auto-cast):** Silent Creepers become cloaked and visible at the same time as their captain.



## Burning Magi

**Unlocking Building** – Searing Crucible

**Soldier Created** – Burning Adept

**Race** – Umbragen

**Class** – Wizard / Specialist Evoker

Although many among the Umbragen pursued the secrets of the shadows, the Burning Magi sought to quell the shadows that threatened their every move, instead immersing themselves in the study of Fire and flame manipulation. Now they aid the Umbragen forces as potent evokers, manifesting flame from the empty air to bolster their allies, or burn their foes to cinders.

### Abilities

- **Fire Shield (passive):** This spell surrounds an ally with a wreath of flames that harm all enemies immediately surrounding the affected unit.
- **Flame Strike (clickable with target):** This spell summons a column of fire down from the sky, causing significant damage to all enemies and buildings within the Area of Effect.

### Soldier Ability

- **Cloaking (auto-cast):** This spell allows the burning adept to grant a single ally additional damage to their default attack, in addition to a bonus to resistances.



## Tainted Priestess

**Unlocking Building** – Altar of Passage

**Soldier Created** – Tainted Apparition

**Race** – Umbragen

**Class** – Cleric

The clerics among the Umbragen work within the realms of Shadow, hence their focus on curses and other debilitating effects. In pursuit of an enlightened state of being, would-be Priestesses have been known to inflict grievous wounds unto themselves to be purified by pain, purging the superfluous thoughts from their mind and forging a bond with the Shadows of Khyber. Those who succeed live on as Priestesses, although tainted by the shadows that saved them from imminent death. Those who fail are overwhelmed by the shadows of the deep, and live on as apparitions, mere shades of their former selves.

## Abilities

- **Cure Wounds (clickable / auto-cast):** This series of spells restores the health of allied units within the Area of Effect.
- **Vampiric Curse (clickable with target):** This curse spell lowers damage dealt for all enemy units within the Area of Effect.

## Soldier Ability

- **Cure Wounds – Mass (clickable / auto-cast):** The tainted apparition can heal nearby units an Area of Effect around her.



## Grim Warden

**Unlocking Building** – Sinister Lair

**Soldier Created** – Grim Shadowling

**Race** – Umbragen / Shadow Mount

**Class** – Druid

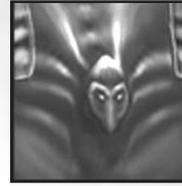
Mounted on Shadow Steeds, these Umbragen riders elicit a grim satisfaction from the terror and disarray that they can cause in others. Garbed in ceremonial robes and strange adornments, Grim Wardens ruthlessly command the shadows themselves, setting them upon all who may assail them with morbid delight.

## Abilities

- **Impale (clickable with target / auto-cast):** This ability summons shadow spikes to thrust up from beneath the target, temporarily pinning them in place and rendering them immobile.
- **Confusion (clickable with target):** This spell causes the targeted unit to temporarily turn on its allies and attack them as though they were mortal enemies, causing disarray among opposing forces.

## Soldier Ability

- **Feeble (auto-cast):** This ability allows the shadowling to reduce the damage output of a single enemy unit.



## Umbra Lord

**Unlocking Building** – Arcane Abyss

**Soldier Created** – Umbra Guard

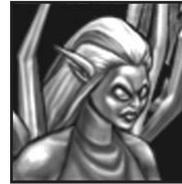
**Race** – Greater Shadow

**Class** – Fighter

Perhaps the purest form of Shadow manipulation on the Umbragen side, these greater shadows are bound by specially fashioned arcane armor. They care not, however, for despite the fact that they are shackled by these armaments, they also serve to amplify and protect the shadow creatures in combat, as they use their massive fists to ruthlessly pummel all who would oppose them.

## Abilities

- **Smash (clickable with target):** This is a single target attack wherein the Umbra Lord delivers a massive strike with its fist, dealing heavy damage.
- **Umbra Shield (clickable):** This shield woven from shadow converts the energy from any offensive spells used on the Umbra Lord to negative energy, thus granting it health instead.



## Blood Reaver

**Unlocking Building** – Obsidian Pool

**Soldier Created** – Blood Screecher

**Race** – Half-Fiend Umbragen

**Class** – Sorcerer

Having succumbed to a pact with the various fiends that lurk within the depths of Khyber, having strayed from their home planes, these Umbragen sorcerers have been granted flight via two sets of demonic, leathery wings that bear them high in the air, from which point they can rain down a fiery barrage on all whom they deem worthy of their wrath.

## Abilities

- **Wail of the Banshee (clickable with target):** This spell elicits an unholy sonic wail that deals very heavy damage to a single target.
- **Khyber's Wrath (clickable with target):** This spell summons a vast array of columns of shadow that erupt from the earth in rapid succession, dealing damage to all units and buildings in its Area of Effect.



## Abyssal Raptor

**Unlocking Building** – Sanctum of Sorrow

**Soldier Created** – Abyssal Bat

**Race** – Abyssal Raptor

**Class** – n/a

Formed at junctions of the Plane of Shadow and the Abyss, these foul créatures stalk the skies, endlessly seeking prey suitable of their attention, or allies workshop of their aid. Although they act as trusted servants of the Umbragen, it is suspected that they have their own agenda on the Material Plane – one that just happens to coincide with that of their elven allies... for now.

### Abilities

- **Endure Elements (clickable):** With this ability, the Abyssal Raptor bestows a formidable shield upon an allied unit, increasing all of their resistances.
- **Spell Energy Regeneration (clickable with target):** This buff “permanently” increases the target’s spell energy regeneration rate. Note that this buff is “permanent” until that unit or the Abyssal Raptor that granted it dies.



## Umbrascarred Beholder

**Unlocking Building** – Cathedral of Darkness

**Soldier Created** – None (this is a special juggernaut unit)

**Race** – Beholder / Umbrascarred

**Class** – n/a

Once a proud member of the infamous race of Eye Tyrants, these beholders were captured by the Umbragen and immersed within writhing pits of shadow. This cruel and vicious process tore and warped their very flesh, amputating eyestalks and tearing out their central eye, and transforming them into these feral beasts who no longer seek their own ends, and instead tirelessly pursue the destruction of all that lives.

### Abilities

- **Disintegration (clickable with target):** This is a single target spell that will instantly kill the unit in question.
- **Deadly Barrage (clickable):** The Umbrascarred beholder releases a deadly barrage of beams in all directions surrounding it, dealing heavy damage to all nearby units within the Area of Effect

## SUOMI QUICKSTART

### AIVAN ALUKSI

#### ReadMe-tiedosto

*Dragonshard™*- DVD-ROM -peliin liittyy ReadMe-tiedosto, joka sisältää sekä käyttöoikeussopimuksen että viimeisimmät tiedot pelistä. On erittäin suositeltavaa lukea tämä tiedosto, jotta voit hyötyä muutoksista, joita on tehty sen jälkeen, kun tämä opas on mennyt painoon.

Voit avata tiedoston kaksoisnapsauttamalla sitä kiintolevyyn *Dragonshard*-hakemistossa (yleensä C:\Program Files\Atari\Dragonshard). Voit avata ReadMe-tiedoston myös napsauttamalla Käynnistä-painiketta Windowsin® tehtäväpalkilla ja valitsemalla sitten Ohjelmat, Atari, *Dragonshard* ja lopuksi ReadMe-tiedoston.

### ASETUKSET JA ASENNUS

Käynnistä Windows® 2000/XP.

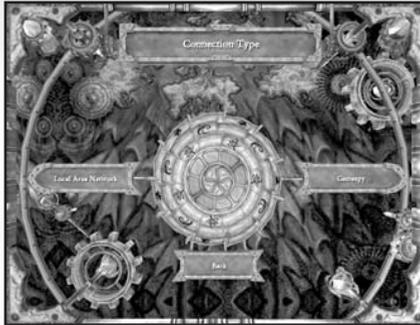
1. Laita *Dragonshard™*- DVD-ROM -levy 1 DVD-ROM -asemaan.
2. Jos automaattinen käynnistys on käytössä, näytölle tulee otsikkoruutu. Jos automaattinen käynnistys ei ole käytössä tai asennus ei käynnisty automaattisesti, napsauta Windowsin® tehtäväpalkin Käynnistä-painiketta ja valitse Suorita. Kirjoita D:\Setup ja napsauta OK-painiketta. Huomaa: Jos DVD-ROM -aseman kirjain on jokin muu kuin D, käytä sitä D:n sijasta.
3. Päätä *Dragonshard™*- DVD-ROM -pelin asennus seuraamalla näytön ohjeita.
4. Kun asennus on valmis, napsauta Windowsin® tehtäväpalkin Käynnistä-painiketta ja käynnistä peli valitsemalla Ohjelmat/Atari/*Dragonshard*/*Dragonshard*.

**Huomaa:** Et voi pelata, jollei *Dragonshard™*-levy 1 ole DVD-ROM -asemassa.

#### DirectX®:n asennus

*Dragonshard™*- DVD-ROM -peli edellyttää vähintään DirectX® 9.0c:tä toimiakseen. Jos tietokoneelle ei ole asennettuna vähintään DirectX® 9.0c, valitse Kyllä hyväksyäksesi DirectX® 9.0c:n käyttöoikeussopimuksen. Tämä käynnistää DirectX® 9.0c:n asennusohjelman.

## Moninpelivalikko



Kun valitset **Multiplayer (Moninpeli)** päävalikosta, esille tulee ponnahdusikkuna, josta voit valita yhteystyyppin, esimerkiksi GameSpy tai Local Area Network (paikallisverkko).

Jos valitset **GameSpy**, sinua kehoitetaan antamaan käyttäjätunnus ja salasana tai luomaan uusi käyttäjätunnus ja salasana. Kun olet kirjautunut, esille tulee Game Lobby (Peliaula) -ruutu (kuva), jossa on luettelo verkkopeleistä, joihin voit ottaa osaa.

Jos valitset paikallisverkon, esille tulee Game Lobby (Peliaula) -ruutu (kuva), jossa on luettelo paikallisverkkopeleistä, joihin voit ottaa osaa.

## PIKANÄPPÄIMET

### Perusyksikköohjaimet

#### Vasemman painikkeen napsauttaminen

Voit valita yksikön tai rakennuksen napsauttamalla kohdetta hiiren vasemmalla painikkeella. Voit valita ryhmän yksiköitä, napsauttamalla ja pitämällä alhaalla hiiren vasenta painiketta ja piirtämällä suorakulmion valittavien kohteiden ympärille. Voit peruuttaa yksikön valinnan painamalla [Vaihto]-näppäintä ja napsauttamalla yksikköä vasemmalla painikkeella.

Hiiren vasenta painiketta käytetään myös rakennusasetusten valintaan, esimerkiksi uuden yksikön kouluttaminen tai yksikön nostaminen, samoin kuin valikkoasetusten valintaan.

#### Oikean painikkeen napsauttaminen (valinnainen)

Hiiren oikealla painikkeella voit antaa yksiköllesi automaattisia komentoja. Jos valitset yksikön tai yksikköryhmän ja sitten napsautat yksikköä, rakennusta tai sijaintia oikealla painikkeella, peli antaa automaattisesti kaikkein sopivimman komennon valituille kohteille.

Jos napsautat vihollisyksikköä oikealla painikkeella, valitut yksikkösi automaattisesti lähestyvät sitä ja hyökkäävät.

Jos napsautat sijaintia oikealla painikkeella, yksikkösi automaattisesti siirtyvät siihen.

Jos valittuna on rakennus ja napsautat sijaintia oikealla painikkeella, kaikki kyseisestä rakennuksesta koulutetut uudet yksiköt siirtyvät sijaintiin, kun se rakennetaan. Paikan merkiksi asetetaan kutsulippu.

#### Etapit ja monet komennot

Voit antaa useita automaattisia komentoja painamalla [Vaihto]-näppäintä ja napsauttamalla oikealla painikkeella. Yksiköt siirtyvät usean etapin kautta, hyökkäävät useaan kohteeseen tai suorittavat muita komentoja annetussa järjestyksessä.

#### Kartan selaaminen

Voit vierittää päänäkymää nuolinäppäimillä tai siirtämällä hiiriosoitinta kartan reunoja kohden. Ruutu siirtyy hiiriosoitimen osoittamaan suuntaan.

#### Ilmoitukset

Peli antaa visuaalisia ja ääni-ilmoituksia tärkeistä pelitapahtumista. Kun yksiköt joutuvat hyökkäyksen kohteeksi, annetaan taisteluilmoitus. [Sanaväli]-näppäimen painaminen keskittää pelinäkömään viimeisen ilmoituksen kohdalle. Voit keskittää näkömään myös napsauttamalla ilmoituskuvaketta.

#### Kameraohjaimet

Voit lähentää ja loitontaa näkymää hiiren rullalla. Voit lähentää ja loitontaa myös [8]- ja [2]-näppäimillä.

## Oletuspikanäppäimet

RAKENNUSKOMENNOT	
Nosta yksikkötasoa	U
Peruuta rakentaminen / vahvista	Esc
Hävitä	Del
Peruuta yksikkötason nostaminen	Askelpalautin
Korjaa rakennus / seinä	I
Päivitä seinä	W
Rakenna seinä	W
Luo kokoontumispiste	Napsauta oikeaa painiketta
Peruuta yksikön tuotanto	Askelpalautin
PELIKOMENNOT	
Dialogihistoria	Alt + D
Kamera seuraa yksikköä	Ctrl + L
Kameran palauttaminen	Num 5
Kameran kiertäminen vastapäivään	Page Down
Kameran kiertäminen myötäpäivään	Page Up
Vieritä alas	Alanuoli
Vieritä ylös	Ylänuoli
Vieritä vasemmalle	Vasen nuoli
Vieritä oikealle	Oikea nuoli
Kallista kameraa alas	Num 9
Kallista kameraa ylös	Num 3
Lähennä kameraa	Num 8
Loitonna kameraa	Num 2
Pienoiskarttahälytys	ALT + Q
Näytä pelivalikko	Esc
Tauko	Pause
Vaihda tyrmän ja pinnan välillä	[~]
Vaihda terveystmittareita	\
Pikatallennus	Ctrl + Q
Pikalataus	Ctrl + W
Keskitä kamera viimeiseen hälytykseen	Sanaväli
Valitsee kaikki ruudun yksiköt	Ctrl + C
Selaa rakennuksia	PISTE
ÄÄNI	
Vaihda ääni päälle/pois	Ctrl + S
Vaihda musiikki päälle/pois	Ctrl + M
Vähennä äänenvoimakkuutta	[-]
Lisää äänenvoimakkuutta	[+]
KESKUSTELUKOMENNOT	
Aloita keskustelu (joukkue)	Enter
Aloita keskustelu (kaikki)	Vaihto + Enter
Vaihda oletuskeskustelua	Alt + [-]

YKSIKKÖKOMENNOT	
Hyökkäysliike	A
Partio	P
Vartija	G
Pakota hyökkäys	F
Pidä asemat	H
Aktivoi kyky 1	F1
Aktivoi kyky 2	F2
Aktivoi kyky 3	F3
Aktivoi kyky 4	F4
Aktivoi kyky 5	F5
Aktivoi kyky 6	F6
Selaa valittuja yksiköjä	Sarkain
Tapa yksikkö	Delete
Aseta liikekomennot jonoon	Vaihto + Right [right what?]
Hallitse ryhmiä	Ctrl + Num 1 - 9
Kerää joukot kokoon	R
Valitse / Keskitä kamera mestariin	C

## Liittokohtaiset pikanäppäimet

RAKENNUSKOMENNOT	
Valtiaan temppele	T
Käsityöläisten kiltta	A
Jousen veljeskunta	O
Seppä	B
Pidä	K
Tietoarkisto	L
Liekin veljeskunta	S
Esi-isien paikka	P
Majatalo	T
Koulutuskentät	G
Sotapaja	W
Taikurin torni	R
YKSIKÖIDEN LUOMINEN	
Luo kapteeni (yleinen)	B
Kutsu Marrayn	M
Kutsu Bastion	B
Kutsu Kael	K
Kutsu Amathor the Seer	S
Kutsu fenix-juggernaut	P



## Liskokohtaiset pikanäppäimet

RAKENNUSKOMENNOT	
Liskon luola	L
Suopesä	D
Hautausmaa	B
Kiviröykkiö	C
Lohikäärmereliikki	G
Pteranadonin pesä	R
Tarkastaja	S
Suisto	Y
Taisteluareena	F
Noitatohtori	W
Suuri äiti	M
YKSIKÖIDEN LUOMINEN	
Luo kapteeni (yleinen)	B
Kutsu RedFang	R
Kutsu Woven	W
Kutsu Silverblade	S
Kutsu Black Claw	B

## Umbragen-kohtaiset pikanäppäimet\*

RAKENNUSKOMENNOT	
Väylän salaisuus	A
Veren salajuoni	C
Obsidiaanihauta	O
Stygian arkisto	S
Auringoton holvi	V
Varjojen alttari	H
YKSIKÖIDEN LUOMINEN	
Luo kapteeni (yleinen)	B
Kutsu Satros	T
Kutsu hiljaisuus	S
Kutsu veren jumalatar	B
Kutsu Orobus	O

\* Vain monen pelaajan tilassa.

Paljon lisää löytyy käyttöoppaasta...

## SVENSKA QUICKSTART

### INNAN DU BÖRJAR Filen Readme (Viktigt)

DVD-ROM -skivan *Dragonshard™* har en ReadMe-fil i vilken du kan läsa både licensavtalet och ny information om spelet. Vi rekommenderar att du noga läser den här filen för att notera eventuella ändringar som har tillkommit efter att instruktionsboken gått i tryck.

Du läser den här filen genom att dubbelklicka på den i katalogen *Dragonshard* på datorns hårddisk (vanligtvis C:\Program Files\Atari\Dragonshard). Du kan även läsa ReadMe-filen genom att klicka på Startknappen på Windows® aktivitetsfält, följt av Program, Atari, *Dragonshard* och ReadMe-filen.

### INSTALLATION

Starta Windows® 2000/XP.

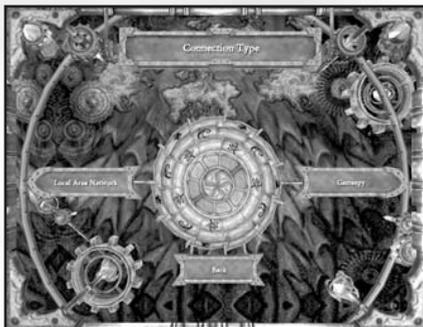
1. Sätt in *Dragonshard™* DVD-ROM -skivan 1 i DVD-ROM -läsaren.
2. En titelskärm visas om autostartsfunktionen är aktiverad. Om autostartsfunktionen inte är aktiverad eller installationen inte startar automatiskt, klickar du på Startknappen på Windows® aktivitetsfält och därefter på Kör. Skriv D:\Setup och klicka på OK. **Obs:** Om DVD-ROM -läsaren har en annan enhetsbokstav än D, skriver du den bokstaven i stället.
3. Följ resten av anvisningarna på skärmen för att slutföra installationen av DVD-ROM -spelet *Dragonshard™*.
4. När installationen är slutförd klickar du på Startknappen på Windows® aktivitetsfält och väljer Program/Atari/*Dragonshard*/*Dragonshard* för att starta spelet.

**Obs:** *Dragonshard™*-skivan 1 måste ligga i DVD-ROM -läsaren för att du ska kunna spela.

### Installation av DirectX®

Du måste ha DirectX® 9.0c eller senare installerat på datorn för att kunna köra DVD-ROM -spelet *Dragonshard™*. Om du inte har DirectX® 9.0c eller senare installerat på datorn, klickar du på Yes (Ja) för att acceptera licensavtalet för DirectX® 9.0c. Installationsprogrammet för DirectX® 9.0c startas i detta läge.

## Flerspelarmeny



Välj **Multiplayer (Flera spelare)** på huvudmenyn. En rullgardinsmeny visas på vilken du kan välja anslutningstypen GameSpy eller Local Area Network (Lokalt nätverk).

Om du väljer **GameSpy**, uppmanas du att ange din användar-ID och ett lösenord eller skapa en ny användar-ID och ett lösenord. Skärmen Game Lobby (Spellobby), som visas när du har loggat in (se nedan), innehåller en lista på tillgängliga onlinespel du kan hoppa med i.

Skärmen Game Lobby (Spellobby) visas även när du väljer alternativet Local Area Network, och innehåller då en lista på tillgängliga LAN-spel du kan hoppa med i.

## SNABBTANGENTER

### Grundläggande enhetskontroller

#### Vänsterklicka

Välj en enhet eller byggnad genom att vänsterklicka på objektet. Välj en grupp av enheter genom att hålla vänster musknapp nedtryckt och dra en ruta runt det du vill välja. Välj bort en enhet genom att trycka på skifttangentsen och vänsterklicka på enheten.

Du kan även använda vänster musknapp för att välja byggnadsalternativ (till exempel träning av ny enhet eller nivåhöjning av enhet) samt menyalternativ.

#### Högerklicka (tillval)

Med höger musknapp kan du utfärda auto-kommandon till dina enheter. Välj en enhet eller en grupp av enheter och högerklicka därefter på en enhet, byggnad eller plats för att automatiskt sända det mest relevanta kommandot till den enhet eller de enheter du har markerat.

Högerklicka på en fiendeenhet för att automatiskt beordra dina markerade enheter att attackera den.

Högerklicka på en plats för att automatiskt beordra dina markerade enheter att bege sig till den.

Markera en byggnad och högerklicka på en plats för att automatiskt sända de nya enheter som har tränats i denna byggnad till den plats du anger när denna är färdigbyggd. En flagga placeras ut för att markera denna punkt.

#### Vägpunkter och multiorder

Utfärda multiorder genom att hålla skifttangentsen nedtryckt och högerklicka. Dina enheter färdas via ett antal vägpunkter, attackerar olika mål eller utför andra kommandon i den ordning du väljer.

#### Bläddra kartan

Bläddra på huvudskärmen med hjälp av piltangenterna eller genom att föra muspekaren mot kartans kant. Skärmen bläddras i den riktning som muspekaren anger.

#### Meddelanden

I det här spelet ges du bild- och textmeddelanden om viktiga händelser. Ett stridsmeddelande visas när dina enheter attackerar. Tryck på blanksteg för att centrera vyn på den senaste meddelandepunkten. Du kan även centrera vyn genom att klicka på meddelandesymbolen.

#### Kamerakontroller

Zooma in och ut med mushjulet. Du kan även zooma in och ut med hjälp av sifvertangent **8** och **2**.

## Standardtangenter

BYGGNADSKOMMANDON	
Uppgradera enhetens nivå	U
Ängra konstruktion / Bekräfta	Esc
Demolera	Del
Avbryt uppgradering av enhetens nivå	Backsteg
Reparera byggnad/vägg	I
Uppgradera vägg	W
Bygg vägg	W
Skapa mötespunkt	Högerklicka
Avbryt enhetsproduktion	Backsteg
SPELKONTROLLER	
Historisk dialog	Alt + D
Kamera följer enhet	Ctrl + L
Återställning av kamera	Sifferdel 5
Kamera roterar moturs	Page Down
Kamera roterar medurs	Page Up
Bläddra ner	Nerpil
Bläddra upp	Upppil
Bläddra till vänster	Vänsterpil
Bläddra till höger	Högerpil
Luta kamera ner	Sifferdel 9
Luta kamera upp	Sifferdel 3
Zooma in kameran	Sifferdel 8
Zooma ut kameran	Sifferdel 2
Larm, minikarta	ALT + Q
Visa spelmeny	Esc
Paus	Pause
Visa underjord / yta	[~]
Visa hälsomätare	\
Snabbspår	Ctrl + Q
Snabbladda	Ctrl + W
Centrera spelkamera på senaste larmet	Blanksteg
Välj alla enheter på skärmen	Ctrl + C
Bläddra igenom byggnader	PUNKT
LJUD	
Ljud av/på	Ctrl + S
Musik av/på	Ctrl + M
Sänk volym	[-]
Höj volym	[+]
CHATKOMMANDON	
Starta chat (team)	Retur
Starta chat (alla)	Skift + Retur
Växla mellan standardchat	Alt + [-]

ENHETSKOMMANDON	
Attackrörelse	A
Patrullera	P
Vakta	G
Kraftfull attack	F
Håll position	H
Aktivera egenskap 1	F1
Aktivera egenskap 2	F2
Aktivera egenskap 3	F3
Aktivera egenskap 4	F4
Aktivera egenskap 5	F5
Aktivera egenskap 6	F6
Gå igenom valda enheter	Tab
Döda enhet	Delete
Kökommandon	Skift + Höger
Kontrollgrupper	Ctrl + Sifferdel 1 - 9
Mötesplats	R
Välj / Centrera kameran på mästaren	C

## Alliansspecifika snabbtangenter

BYGGNADSKOMMANDON	
Archon-templet	T
Hantverkargille	A
Bågens Order	O
Smed	B
Torn	K
Lärans Hemvist	L
Flammans Order	S
De Forntidas Hemvist	P
Taverna	T
Träningsplats	G
Krigssmedja	W
Trollkarlens torn	R
SKAPA ENHET	
Skapa kaptan (generisk)	B
Kalla på Marryn	M
Kalla på Bastion	B
Kalla på Kael	K
Kalla på Amathor the Seer	S
Kalla på felix jaggernaut	P



## Snabbtangenter för ödlor

BYGGNADSKOMMANDON	
Beastkins lya	L
Bog-lya	D
Gravplats	B
Stenkummel	C
Drakrelik	G
Pteranadon-pinne	R
Övervakare	S
Utlopp	Y
Kamparena	F
Häxdoktor	W
Modervarelse	M
SKAPA ENHET	
Skapa kapten (generisk)	B
Kalla på RedFang	R
Kalla på Wowen	W
Kalla på Silverblade	S
Kalla på Black Claw	B

## Umbragenspecifika snabbtangenter\*

BYGGNADSKOMMANDON	
Arkanumpassagen	A
Blodbad	C
Obsidian-grav	O
Stygian-arkiv	S
Solfritt valv	V
Skuggornas altare	H
SKAPA ENHET	
Skapa kapten (generisk)	B
Kalla på Satros	T
Kräv tystnad	S
Kalla på Blodsdrotningen	B
Kalla på Orobos	O

\* Enbart spel för flera deltagare.

Du hittar mycket mer i spelets instruktionsbok...

## PORTUGUESE QUICKSTART

### PARA COMEÇAR O Ficheiro ReadMe

O DVD-ROM do jogo *Dragonshard™* tem um ficheiro ReadMe onde podes consultar o Acordo de Utilização e informação actualizada sobre o jogo. Recomendamos vivamente que leias este ficheiro para poderes beneficiar das alterações efectuadas depois de o manual ter sido impresso.

Para veres este ficheiro, faz um duplo-clique na directoria *Dragonshard* que encontrarás no teu disco rígido (usualmente em *C:\Programas Files\Atari\Dragonshard*). Também podes ver o ficheiro ReadMe clicando primeiro no botão Start na tua barra de tarefas do Windows®, depois em *Programas*, em seguida em *Atari*, depois em *Dragonshard*, e finalmente no ficheiro *ReadMe*.

### CONFIGURAÇÃO E INSTALAÇÃO

Inicia o Windows® 98/Me/2000/XP.

1. Introdz o DVD-ROM Disco 1 do *Dragonshard™* na tua unidade de DVD-ROM.
2. Se o AutoPlay estiver activado, deverá aparecer um ecrã do título. Se o AutoPlay não estiver activado, ou se a instalação não começar automaticamente, clica no botão Start na barra de tarefas do teu Windows®, depois em *Executar*. Escreve *D:\Setup* e clica em *OK*. Nota: Se a tua unidade de DVD-ROM tiver atribuída uma letra diferente de *D*, substitui essa letra.
3. Segue as restantes instruções do ecrã para concluíres a instalação do CD-ROM do jogo *Dragonshard™*.
4. Logo que a instalação esteja completa, clica no botão Start na barra de tarefas do Windows® e escolhe *Programas/Dragonshard/Dragonshard* para começares o jogo.

**Nota:** Para jogares, terás que ter o Disco 1 do *Dragonshard™* na tua unidade de DVD-ROM.

### Instalação do DirectX®

O DVD-ROM do jogo *Dragonshard™* necessita do DirectX® 9.0c ou superior para funcionar. Se não tens o DirectX® 9.0c ou superior instalado no teu computador, clica em "Yes" para aceites o Acordo de Utilização do DirectX® 9.0c. Isto fará arrancar o programa de instalação do DirectX® 9.0c.

## Menu Multi-jogador



Quando seleccionas a opção **Multi-jogador** a partir do Menu Principal, aparecerá uma janela que te permitirá escolher um tipo de ligação, seja GameSpy ou Rede Local.

Se seleccionares **GameSpy**, ser-te-á pedido que introduzas o teu Nome de Utilizador e a Palavra-passe ou que crie um novo Nome de Utilizador e palavra-passe. Depois de iniciares a sessão, irá aparecer o ecrã de Entrada do Jogo (vê abaixo) que apresentará uma lista de jogos Online disponíveis, aos quais te podes juntar. Se seleccionares Rede Local, o ecrã de Entrada aparecerá apresentando uma lista de jogos na Rede Local, nos quais poderás entrar.

## TECLAS DE COMANDO

### Comandos da Unidade Básica

#### Clique esquerdo

Para seleccionares uma unidade ou edifício, faz um clique esquerdo sobre o objecto. Para seleccionares um grupo de unidades clica e mantém premido o botão do rato e desenha por arrastamento uma caixa em redor das unidades que pretendes seleccionar. Para retirar uma unidade da selecção, prime a tecla [Shift] e faz um clique esquerdo sobre essa unidade.

Também utilizas o botão do rato para seleccionar opções de construção como sejam treinar uma nova unidade ou fazê-la subir de nível, e opções de menu.

#### Clique direito (opcional)

Usa o botão direito do rato para efectuares auto-comandos às tuas unidades. Se seleccionares uma unidade ou grupo de unidades e depois efectuares um clique direito sobre uma unidade, edifício ou local, o jogo emitirá automaticamente o comando que for mais relevante para a unidade ou unidades seleccionadas.

Se efectuares um clique direito numa unidade inimiga, as tuas unidades seleccionadas irão aproximar-se automaticamente e atacar.

Se fizeres um clique direito sobre um local, as tuas unidades irão mover-se automaticamente para esse local.

Se tiveres um edifício seleccionado e fizeres um clique direito sobre um local, quaisquer novas unidades treinadas a partir desse edifício irão mover-se automaticamente para esse ponto quando ele estiver construído. Será colocada uma bandeira de ponto de reunião para marcar o local.

#### Pontos de Orientação e Ordens Múltiplas

Para emitires múltiplos comandos automáticos, prime e mantém premida a tecla [Shift] e faz um clique direito. As tuas unidades irão mover-se através de múltiplos pontos de orientação, atacar múltiplos alvos ou executar quaisquer outras ordens pela ordem especificada.

#### Fazer deslizar o Mapa

Para fazeres deslizar o ecrã principal de observação, usa as teclas das setas ou move o teu ponteiro do rato de forma a dirigires-te para a orla do mapa. O ecrã irá mover-se na direcção para onde estiver virado o teu ponteiro do rato.

#### Notificações

O jogo proporciona notificações visuais e auditivas sobre os acontecimentos importantes do jogo. Quando as tuas unidades estiverem debaixo de ataque, ocorrerá uma notificação de combate. Se premires a [Barra de Espaços] irás centrar a visão de jogo no ponto da última notificação. Podes também fazer um clique no ícone da notificação para centrares a tua visão de forma adequada.

#### Comandos da Câmara

A roda do rato pode aproximar ou afastar a tua visão. Podes também premir as teclas [8] e [2] para aumentares a imagem.

## Teclas de Comando por Defeito

COMANDOS DOS EDIFÍCIOS	
Aumentar o Nível da Unidade	U
Cancelar a Construção / Confirmar	Esc
Demolir	Del
Cancelar o Aumento de Nível da Unidade	Retracemento
Reparar Edifício / Parede	I
Melhorar a Parede	W
Construir Parede	W
Criar Ponto de Reunião	Clique direito
Cancelar a Produção da Unidade	Retracemento
COMANDOS DO JOGO	
Historial dos Diálogos	Alt + D
Unidade de Acompanhamento da Câmara	Ctrl + L
Reinicialização da Câmara	Núm. 5
Rotação da Câmara no sentido retrógrado	Page Down
Rotação da Câmara no sentido dos ponteiros do relógio	Page Para Cima
Scroll Para Baixo	Seta Para Baixo
Scroll Para Cima	Seta Para Cima
Scroll Para a Esquerda	Seta Para a Esquerda
Scroll Para a Direita	Seta Para a Direita
Inclinar a Câmara Para Baixo	Núm. 9
Inclinar a Câmara Para Cima	Núm. 3
Aproximação da Câmara	Núm. 8
Afastamento da Câmara	Núm. 2
Alerta no Mini-Mapa	ALT + Q
Ver o Menu de Jogo	Esc
Pausa	Pausa
Alternar entre Masmorras / Superfície	[~]
Alternar entre os Medidores de Vitalidade	\
Gravação Rápida	Ctrl + Q
Carregamento Rápido	Ctrl + W
Centrar a câmara no último alerta	Barra de Espaços
Seleccionar todas as unidades no ecrã	Ctrl + C
Percorrer os edifícios	PONTO
SOM	
Ligar / Desligar o Som	Ctrl + S
Ligar / Desligar a Música	Ctrl + M
Baixar o Volume	[-]
Aumentar o Volume	[+]
COMANDOS DE CONVERSAÇÃO	
Iniciar Conversação (equipa)	Enter
Iniciar Conversação (todos)	Shift + Enter
Activar a conversa por defeito	Alt + [-]

COMANDOS DAS UNIDADES	
Movimento de ataque	A
Patrulhar	P
Guardar	G
Atque em Força	F
Segurar a Posição	H
Activar Capacidade 1	F1
Activar Capacidade 2	F2
Activar Capacidade 3	F3
Activar Capacidade 4	F4
Activar Capacidade 5	F5
Activar Capacidade 6	F6
Percorrer as unidades seleccionadas	Tab
Matar a Unidade	Delete
Comandos de movimentos sequenciais	Shift + Para a Direita [Para a Direita o quê?]
Grupos de Comando	Ctrl + Núm. 1 - 9
Reunião	R
Seleccionar / Centrar a câmara no campeão	C

## Teclas de Comando específicas da Aliança

COMANDOS DE CONSTRUÇÃO	
Templo Arconte	T
Guilda dos Artífices	A
Ordem do Arco	O
Ferreiro	B
Forte	K
Forte do Conhecimento	L
Ordem da Chama	S
Lugar dos Anciãos	P
Taberna	T
Campos de Treino	G
A Forja da Guerra	W
Torre dos Feiticeiros	R
CRIAÇÃO DE UNIDADES	
Criar Capitão (genérico)	B
Invocar Marryn	M
Invocar Bastion	B
Invocar Kael	K
Invocar Amathor o Vidente	S
Invocar a força da fénix	P

## Teclas de Comando específicas dos Lagartos

COMANDOS DE CONSTRUÇÃO	
O Covil da Besta	L
A Caverna do Pântano	D
Cemitério	B
Monumento Funerário	C
Relíquia do Dragão	G
O Poleiro do Pteranodon	R
Vigilante	S
Afluente	Y
Arena de Combate	F
Médico Feiticeiro	W
Rainha Mãe	M
CRIAÇÃO DE UNIDADES	
Criar Capitão (genérico)	B
Invocar RedFang	R
Invocar Woven	W
Invocar Silverblade	S
Invocar Black Claw	B

## Teclas de Comando específicas dos Umbragen\*

COMANDOS DE CONSTRUÇÃO	
Passagem do Arcano	A
Cabala de Sangue	C
Túmulo Vulcânico	O
Arquivos Satânicos	S
Abóboda Sombria	V
Altar das Sombras	H
CRIAÇÃO DE UNIDADES	
Criar Capitão (genérico)	B
Invocar Satros	T
Invocar Silêncio	S
Invocar Rainha Sangrenta	B
Invocar Orobus	O

\* Apenas Multi-Jogador.

Descobre muito mais no manual completo...

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