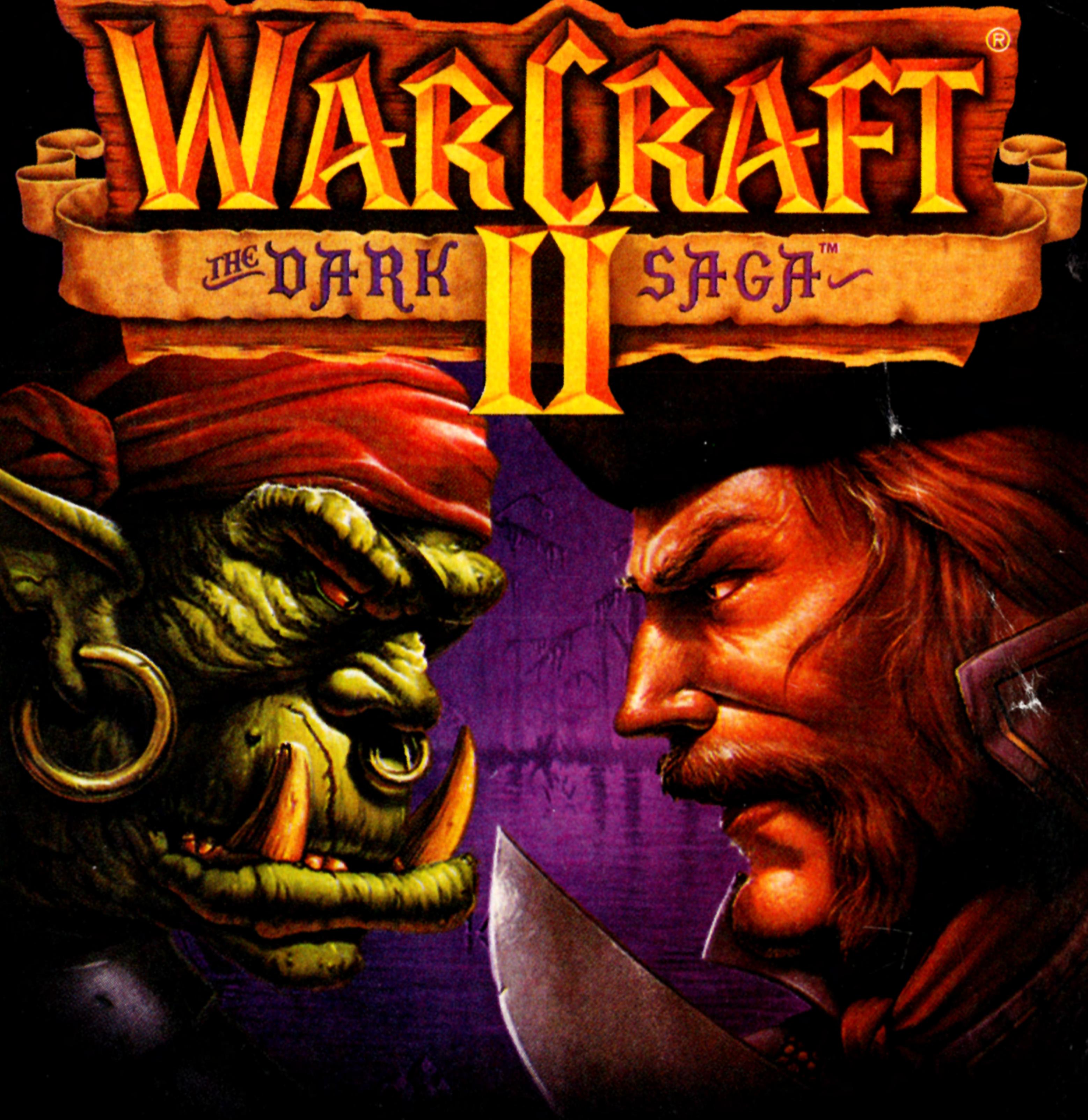




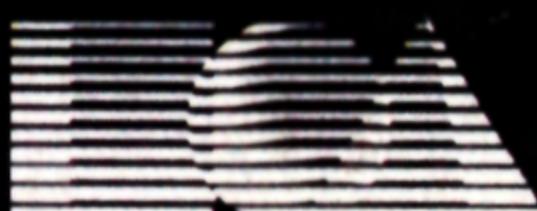
NTSC U/C

PlayStation<sup>TM</sup>



SLUS-00480

ELECTRONIC ARTS<sup>TM</sup>



in association with  
**BLIZZARD**  
ENTERTAINMENT



## **WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD Type. Otherwise, it may permanently damage your TV screen.

## **HANDLING YOUR PLAYSTATION™ DISC**

- ⌘ This compact disc is intended for use only with the PlayStation™ game console.
- ⌘ Do not bend it, crush it, or submerge it in liquids.
- ⌘ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ⌘ Be sure to take an occasional rest break during extended play.
- ⌘ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

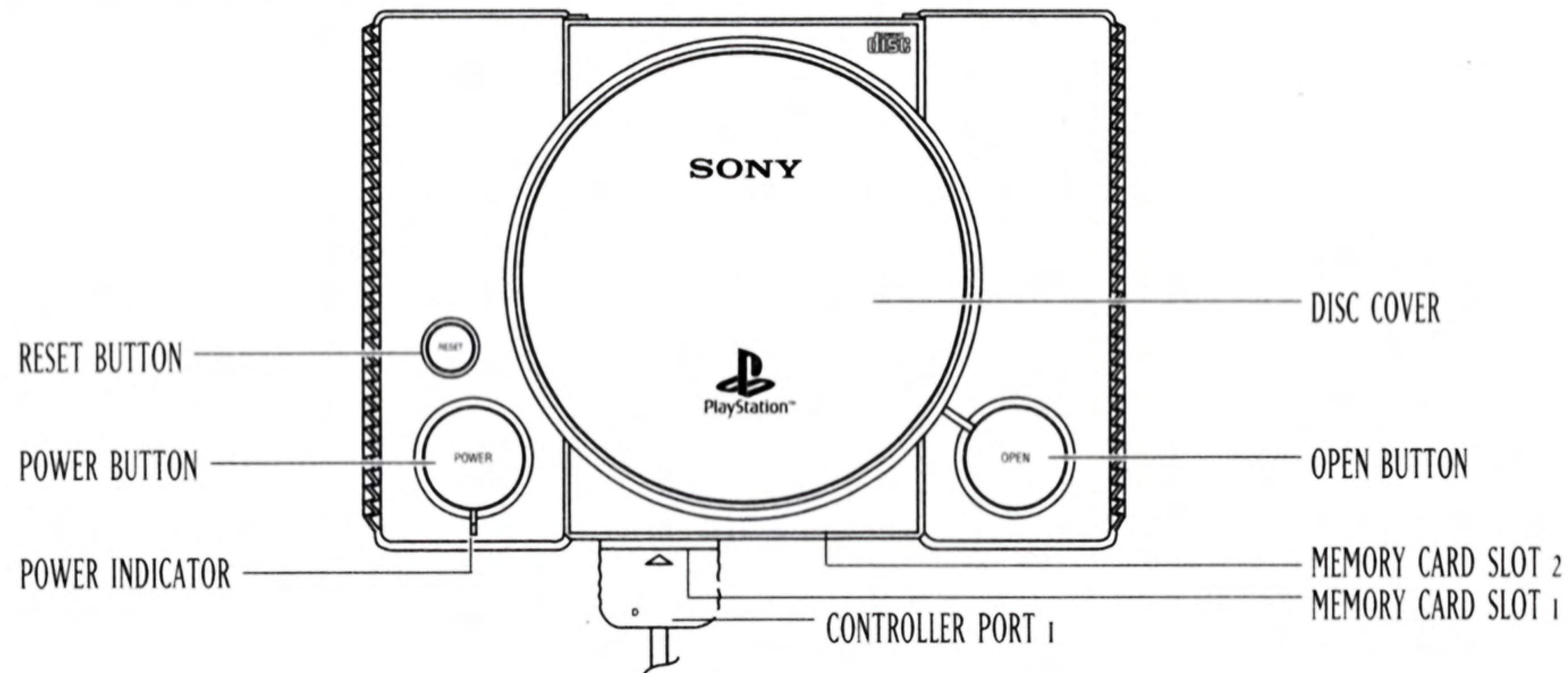


## CONTENTS

STARTING THE GAME .....	2
CONTROL SUMMARY .....	3
INTRODUCTION .....	5
GETTING STARTED .....	7
PLAYING THE GAME .....	11
UNIT DESCRIPTIONS .....	14
SPELL DESCRIPTIONS .....	16
BUILDING DEPENDENCIES .....	18
UNIT DEPENDENCIES .....	22
SPECIAL COMMANDS .....	26
SAVING AND LOADING .....	29
CREDITS .....	31



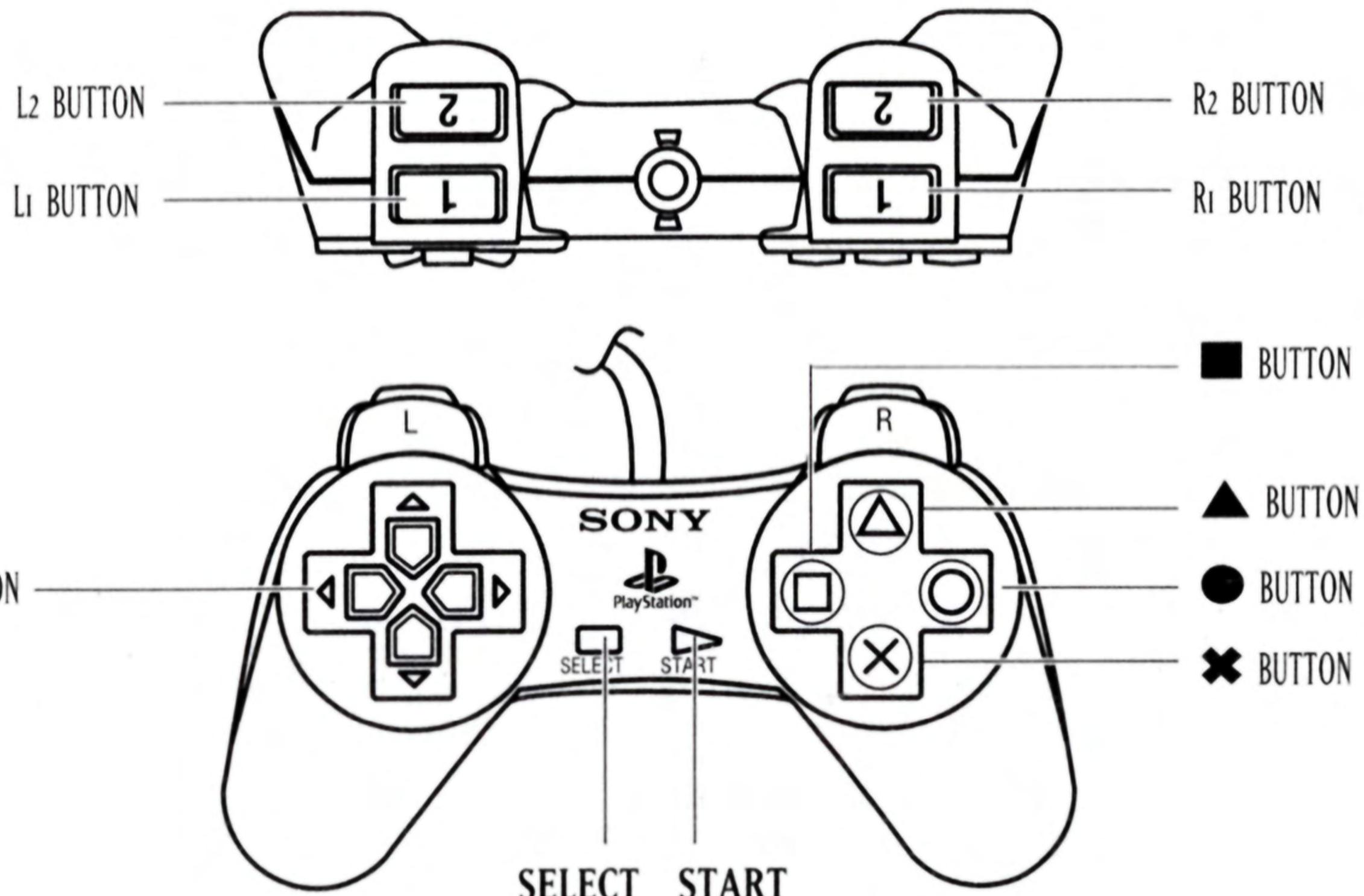
## STARTING THE GAME



1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.  
**Make sure the power is off before inserting or removing a compact disc.**
2. Insert the *Warcraft II: The Dark Saga*™ disc and close the Disc Cover.
3. Insert a game controller into Controller Port 1 and turn on the PlayStation™ game console.  
The Language Selection screen appears.
  - ✿ To select a language, D-Button ↔ to the flag representing the language you want and press ✖. The introduction sequence begins.
  - ✿ To skip the introduction sequence and title screens, press ✖. The Main menu appears. See *Main Menu* on p. 7.



## CONTROL SUMMARY



## MENU CONTROLS

Activate Help menu



Highlight menu items



Select highlighted item



Return to previous screen





## GAME CONTROLS

Pause	<b>START</b>
Move cursor	D-Button $\uparrow\downarrow$
Select unit/building	Place cursor over unit/building and press $\times$
De-select unit/building	●
Show Mini-Map	Hold <b>L2 + R2</b>
Move Mini-Map focus	Hold <b>L2 + R2</b> , and D-Button $\uparrow\downarrow$
Set map location 1/2/3	<b>L2 + ■, ▲, or ●</b>
Recall map location 1/2/3	<b>R2 + ■, ▲, or ●</b>
Center map on selected unit	Press <b>L2 + R2 + ■</b>

## UNIT CONTROLS

### A NOTE ON UNIT CONTROLS:

Each unit has a unique set of actions that they perform. When a unit is selected, these actions can be accessed from the pop-up menu. Some of these actions can be carried out automatically depending on the target of the action. For example: If you want a Peon or a Peasant to mine for gold, click on the gold mine when the Peon/Peasant is selected. Likewise, when you want a unit to attack an enemy, select the enemy unit/building while your unit is selected. For a list of unique actions, see *Special Commands* on p. 26.

## SELECTED UNIT/BUILDING CONTROLS

Activate pop-up menu	■
Select pop-up menu action	D-Button $\uparrow\downarrow$ and press $\times$ . A target cursor or another pop-up menu appears.
Cancel pop-up menu action	●
Select a target for your action	Move the cursor to the target you want and press $\times$ .



View unit/building status



Cancel current action

Select CANCEL icon.

Automatic functions

See *Special Commands* on p. 26.

Select building site

See *Special Commands* on p. 26.

## GROUP CONTROLS

Create a group

Hold **X** and move the cursor to create a 'box' containing the units you want in the group. Release **X** to accept.

Re-select group

Place cursor over unit in group and press and hold **R1 + X**.

Add/Remove unit to/from group

Select the group, move cursor over unit to be added/removed, and press and hold **L1 + X**.

## INTRODUCTION

### A BRIEF HISTORY OF THE FALL OF AZEROTH

The fall of Azeroth is seldom mentioned without the name of Aegwyn. The last of a great order of powerful magic users dedicated to sheltering mortal men from the mysteries of the Great Dark, Aegwyn came to Azeroth in search of a mortal to sire the heir of all her great powers. The great conjurer Nielas was found and fathered Aegwyn a son. He was named Medivh, and he indeed inherited the powers and knowledge gathered in the thousand years of his mother's life. On the eve of his thirteenth birthday the powers locked inside Medivh were revealed. Unable to deal with the cosmic energies surging within him, he suffered a massive psychic trauma that left him insensible for almost six years.

When Medivh awoke, it was apparent to Aegwyn that the wisdom and power that was his birthright had become malevolent and corrupt. The distant forces within the Twisting Nether had marked Medivh's soul. He set out then to test his powers and in time delved deeper into the dark abyss of evil madness and the forbidden arts of Necromancy. Pursuit of these black arts led him to spiritual contact with Gul'dan the Warlock—the mightiest of the rulers on the dark, red world that haunted Medivh's visions. In his pursuit



of power over Azeroth an unholy pact was written with Gul'dan and the Orcs that he ruled. The Orcs vowed to destroy Azeroth and in return were promised all of the spoils. Gul'dan was promised the vast power of an ancient wizard imprisoned in the great sea of Azeroth. Unnatural portals were opened between the world of Azeroth and the red world of the Orcs. The arrival of the Orcs tore the realm of Azeroth asunder for nearly five years. The once rich lands of the kingdom were razed and left fallow by the merciless Orc armies.

Medivh was slain in one of the countless battles that followed and did not live to see the fruition of his plans. The portal, however, remained open and continued to channel hundreds of Orcs into the Human lands every day.

## THE HISTORY OF ORCISH ASCENSION

Like an elemental force of destruction the Orcish Horde thunders through the lands of their enemies. Not a life is spared. No building is left standing. It has always been so with this kind. The savage, brutal tendencies of the masses are easily manipulated by those who hold true power—the real force that drives the great destructive machine that is the Horde. Thus, when they conquered the whole of their native world nothing was left upon which the great beast of war could feed. Tensions and violence among the clans began to rise. Minor disputes disintegrated into open battle and massive bloodshed.

New territories had to be found lest the clan destroy itself. It was at this point that Gul'dan, the mightiest warlock, was contacted by a dark force calling itself Medivh. Medivh promised the spoils of a kingdom for the Horde and incomprehensible powers for Gul'dan. An agreement was reached and a portal between the worlds was conjured. The kingdom of Azeroth, however was not as easy to defeat as they first seemed, and the old tensions between the Orcish clans begin to rise once more...

## THE AFTERMATH OF THE SECOND WAR

For long months the forces of the Alliance sought the renegade Orcs that had gone into hiding after the fall of the Dark Portal. Most of the clans were captured by the Alliance and herded into guarded reserves and prison camps. The Alliance leaders argued whether the imprisoned Orcs should be exterminated or sentenced to life in prison. As they argued the Alliance began to weaken and the remaining Orcs made plans to return to their home world.



On the eve of the summer of 606, the remnants of the Horde used a magic unknown in Azeroth to use the ancient portal once more to return home. Upon their arrival they were hailed as heroes for surviving some thirty years in enemy lands. The talents of these warriors were divided among the clans of the home world in order to put their new plans into action. For the Orcs had decided to retrieve certain artifacts from Azeroth, and planned to use them to open rifts into other worlds to take the Orcish Hordes to great victories beyond the Dark Portal...

## GETTING STARTED

*Warcraft II: The Dark Saga* includes the original Tides of Darkness missions, the additional Beyond the Dark Portal missions, and custom scenarios. Both sets of missions can be played from the Human Alliance or the Orcish Horde side. You start by beginning a new campaign as Orc or Human. At the beginning of each mission, objectives are listed during the Scenario Briefing screen. When you complete the mission objectives, you receive a ranking and move on to the next mission. The missions progress sequentially, becoming more challenging and complicated.

## MAIN MENU



To use the Quick Start function and go directly to a random scenario, hold **SELECT** and D-Button ↑.  
A random scenario begins.



## NEW GAME

Select a new Human or Orc campaign from the Tides of Darkness or Beyond the Dark Portal, or a custom scenario.

### To start a new campaign:

1. Select NEW GAME from the Main menu. The New Game sub-menu appears.
2. Select NEW CAMPAIGN. The New Campaign menu appears.
  - ✿ To select a campaign, D-Button  $\uparrow\downarrow$  and press  $\times$ . Introductory screens appear followed by the Scenario Briefing screen.
  - ✿ To skip introductory screens, press  $\times$ .
3. The Scenario Briefing screen explains your mission and lists objectives.
  - ✿ To exit the Scenario Briefing screen, press  $\times$ . The game begins.

### To start a custom scenario:

1. Select NEW GAME from the Main menu. The New Game sub-menu appears.
2. Select CUSTOM SCENARIO. The Custom Scenario screen appears.
3. Select CUSTOM SETTINGS to adjust scenario options, SELECT SCENARIO to choose your scenario, or START GAME to begin your game.

### To change custom settings:

1. Select CUSTOM SETTINGS from the Custom Scenario screen. The Custom Settings screen appears.
2. Highlight the option you want and press  $\times$ . An option sub-menu appears.
3. D-Button  $\uparrow\leftrightarrow$  to the selection you want and press  $\times$ .
4. Press  $\blacktriangle$  to exit the sub-menu. The Custom Scenario screen reappears.



### To select a scenario map:

- I. Select SELECT SCENARIO from the Custom Scenario screen. The Select Scenario screen appears.
  - To select from a list of larger/smaller maps, select MAP SIZE, then select the size you want from the Map Size pop-up menu.
  - To scroll through available scenarios, use the scroll bar.
  - To select a scenario, highlight it and press **X**.
  - When finished, press **▲**. The Custom Scenario screen reappears.

## LOAD GAME

See *Saving and Loading* on p. 29.

## ENTER PASSWORD

Use passwords to continue campaigns.



TO DELETE A LETTER, HIGHLIGHT THE  
LEFT ARROW ICON AND PRESS **X**.

TO ENTER YOUR PASSWORD,  
HIGHLIGHT THE CHECK MARK ICON AND  
PRESS **X**. YOUR SAVED GAME BEGINS.

To select a letter, highlight the letter and press **X**.



## OPTIONS

**NOTE:** Default options are shown in **bold** type.

Adjust game settings, view game tips, or view game credits.

### To adjust game settings:

- I. Select OPTIONS from the Main menu, then SETTINGS from the Options sub-menu. The Settings menu appears.
  - ✿ To adjust speed settings, select SPEED SETTINGS then use the scroll bars to set the levels of cursor and game speed that you want on the Speed Settings screen. When finished, press ▲. The Settings screen reappears.
  - ✿ To adjust audio settings, select AUDIO SETTINGS. The Audio Settings screen appears. See *Audio Settings* below.
  - ✿ To toggle the fog of war **ON/OFF**, highlight FOG OF WAR and press ✖. When set to OFF, areas that have been explored always remain visible. When ON, only areas that are currently occupied are visible.
  - ✿ To toggle the mini-map **HIDE/SHOW**, highlight MINI-MAP and press ✖. When set to SHOW, the mini-map is constantly displayed in the top left corner of the game screen.

## AUDIO SETTINGS

- ✿ To adjust music volume, highlight the music scroll bar and D-Button ↔.
- ✿ To adjust sound effect volume, highlight the sound effect scroll bar and D-Button ↔.
- ✿ To toggle unit speech **ON/OFF**, highlight UNIT SPEECH and press ✖.
- ✿ To toggle unit acknowledge (your units reply to your commands) **ON/OFF**, highlight UNIT ACKNOWLEDGE and press ✖.
- ✿ To toggle building sound effects (activities in and around buildings can be heard) **ON/OFF**, highlight BUILDING SFX and press ✖.
- ✿ When finished adjusting Audio Settings, press ▲. The Settings screen reappears.



### To view game credits:

1. Select OPTIONS from the Main menu, then SHOW CREDITS from the Options sub-menu. The credits are shown.
2. When finished viewing the credits, press **X**. The Options menu reappears.

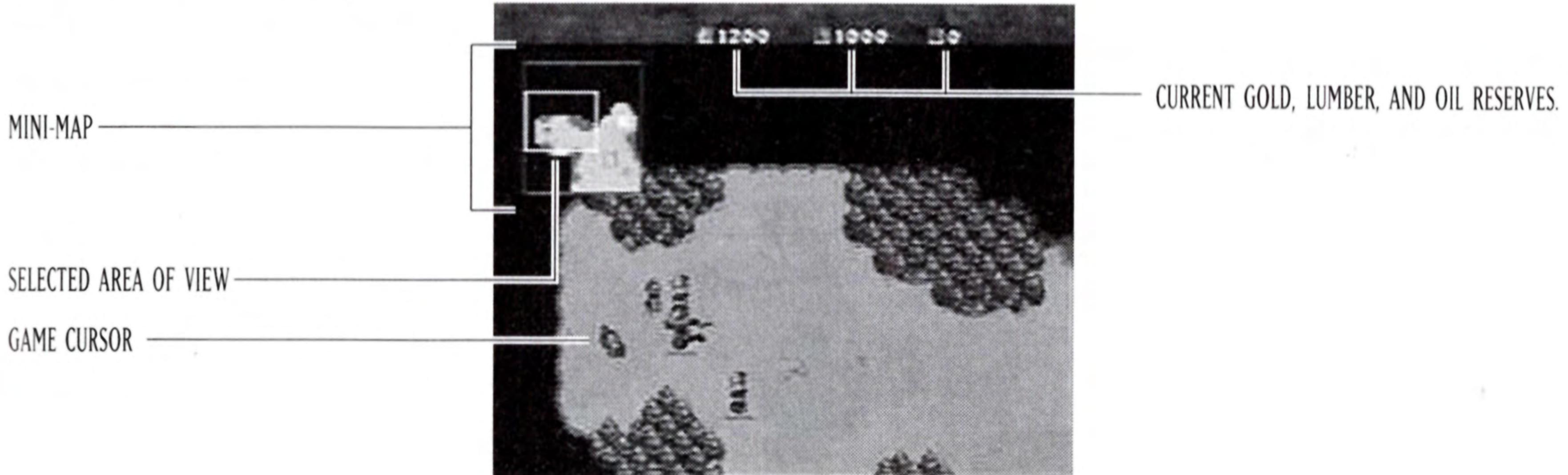
### To view game tips:

1. Select OPTIONS from the Main menu, then TIPS from the Options sub-menu. The Tips menu appears.
  - To scroll up/down the current tip, use the scroll bar.
  - To view the previous tip, highlight PREV and press **X**.
  - To view the next tip, highlight NEXT and press **X**.
  - When finished, press **A**. The Options menu reappears.
  - To view mission objectives, highlight objectives and press **X**. (Only available from the Pause menu within game.)

## PLAYING THE GAME

*Warcraft II: The Dark Saga* is an action/strategy game involving gathering resources, building up and defending your base, training various troops and sending them into battle. Your ultimate goal is the elimination of all opposition who stand in your way and the victorious completion of all your missions.

## GAME SCREEN





## RESOURCES OF THE LAND

### GOLD

Mined from the rich earth of Azeroth, this precious metal is commonly used in exchange for goods and services. Gold must be dug out from within established Gold Mines.

### LUMBER

Harvested from the abundant forests that inhabit all but a few regions in the realm, the uses for lumber are nearly infinite. Craftsmen use this raw material to build many different structures and ships, as well as certain weapons and machines of war.

### OIL

Large deposits of this valuable resource are found far beneath the surface of the sea. Special platforms must be constructed in order to drill deep enough to withdraw the oil. Dark, oily patches created by small geysers spewing modest amounts of oil into the surrounding waters serve as a beacon to Oil Tankers hunting for the rich black fuel. Although oil is most commonly used in the construction and powering of ships, it has also been utilized in the development of extremely powerful weapons and the upgrading of some structures.

## PAUSE MENU

- ★ To access the Pause menu at any time during a game, press **START**. The action comes to a stop, and the Pause menu appears.
- ★ To return to the game, press **START**.

## SAVE GAME

Go to the Save Game screen. See *Saving and Loading* on p. 29.

## LOAD GAME

Go to the Load Game screen. See *Saving and Loading* on p. 29.



## ENTER PASSWORD

Go to the Password screen. See *Enter Password* on p. 9.

## OPTIONS

Go to the Options screen. See *Options* on p. 10.

## END SCENARIO

Restart the mission, surrender, or quit to the Main menu.

- ✿ To restart the current mission, select END SCENARIO from the Pause menu, then select RESTART MISSION from the End Scenario pop-up menu.
- ✿ To surrender, select END SCENARIO from the Pause menu, then select SURRENDER from the End Scenario pop-up menu. If you are playing a campaign scenario, the Rankings screen appears, then you get another chance to complete the mission. If you are playing a custom scenario, the ranking screen appears followed by the Title screen.
- ✿ To quit and return to the Main menu, select END SCENARIO from the Pause menu, then select QUIT TO MAIN MENU from the End Scenario pop-up menu.

## SOFT RESET

- ✿ To initiate a soft reset, hold down **SELECT** and then press and hold down **START** for two seconds. The game returns to the title screen.



## UNIT DESCRIPTIONS

### THE ORCISH HORDE

#### GROUND UNITS

##### **PEON**

These slaves of the Orcish war machine toil tirelessly harvesting raw materials and building and repairing your defenses.

##### **GRUNT**

Barbarous fighters wielding giant axes who fearlessly wade into battle at your command.

##### **TROLL AXETHROWER**

Fast, quick, and accurate with throwing axes.

##### **TROLL BERSERKER**

A bloodthirsty sect of more fearsome trolls.

##### **OGRE**

These two-headed monstrosities are the strongest, fiercest warriors in the Horde.

##### **OGRE-MAGE**

Ogres bestowed with magical powers.

##### **CATAPULT**

Deadly siege engines launching explosive projectiles.

##### **DEATH KNIGHT**

Evil necromantic wizards capable of invoking powerful spells.

##### **GOBLIN SAPPER**

Diabolical goblins carrying potent explosives designed to demolish any obstacle in suicide raids.

#### AIR UNITS

##### **GOBLIN ZEPPELIN**

Unarmed flying scouts capable of detecting underwater enemies.

##### **DRAGON**

These winged creatures are the most powerful weapons in the Orcish arsenal.

#### NAVAL UNITS

##### **OIL TANKER**

Utility ships that build oil platforms and ferry oil.

##### **TROLL DESTROYER**

Fast, light warships.

##### **TRANSPORT**

Watercraft designed to carry and deliver ground units to enemy shores.

##### **OGRE JUGGERNAUGHT**

Gargantuan armored vessels with lethal cannons.

##### **GIANT TURTLE**

Armed submersible creatures that use stealth to carry out surprise attacks.



## THE HUMAN ALLIANCE

### GROUND UNITS

#### PEASANT

The hardworking denizens of Azeroth are always "ready to serve". Good for mining, building, repairing, and harvesting.

#### FOOTMAN

The first line of defense in the Human alliance. Armed with broadsword and shield, they defend the land with grim resolve.

#### ELVEN ARCHER

Elven allies with deadly bows as their weapon of choice.

#### ELVEN RANGER

The elite of the Elven Archers.

#### KNIGHTS

Courageous warriors armed with mighty war hammers capable of crushing the feistiest of foes.

#### PALADIN

Mounted warriors wielding magics as easily as weapons.

#### BALLISTA

Giant mobile crossbows capable of tremendous damage.

#### MAGE

Wizard warriors trained to unleash terrifying spells of defense and destruction.

#### DEMOLITION SQUAD

Kamikaze dwarfs able to demolish any obstacle.

### AIR UNITS

#### GNOMISH FLYING MACHINE

These far seeing unarmed flying scouts of the Alliance are capable of detecting underwater enemies.

#### GRYPHON RIDER

One of the most powerful warriors to command the skies.

### NAVAL UNITS

#### OIL TANKER

Utility ships that build oil platforms and ferry oil.

#### ELVEN DESTROYER

Swift, light Elven warships.

#### TRANSPORT

Watercraft designed to carry and deliver ground units to enemy shores.

#### BATTLESHIP

Humongous armored vessel with deadly cannons.

#### GNOMISH SUBMARINE

Designed by cunning gnomes, these submersible warships are designed for stealth and surprise attacks.



## SPELL DESCRIPTIONS

### THE ORCISH HORDE

#### OGRE-MAGE SPELLS

EYE OF KILROGG	Creates a free-floating apparition in the form of a disembodied eye that can be directed through the air to look down on enemy forces and encampments.
BLOODLUST	An enchantment used to instill an insatiable lust for blood into a fellow warrior, causing him to fall into a savage rage.
RUNES	Creates a stealthy trap that explodes when approached causing massive damage to anyone unlucky enough to be near.

#### DEATH KNIGHT SPELLS

TOUCH OF DARKNESS	A directed charge of the energy of evil essence that drains energy from its target.
DEATH COIL	A particularly potent variation of the Touch of Darkness, Death Coil transfers energy from target to caster.
HASTE	By magically increasing the speed at which a body generates vital energy, the caster may bestow great speed to any being.
UNHOLY ARMOR	This ancient Necromantic spell transforms a portion of the recipient's life force into an unearthly, phantasmal suit of armor.
DEATH AND DECAY	Conjures pestilent clouds that cause anything in their path to rot and decompose.
WHIRLWIND	This focusing of the winds of the underworld causes anyone caught within to be cast about with great force and violence.
RAISE DEAD	This dark magic can animate corpses of the freshly dead and then command these hideous embodiments to attack their enemies.



## THE HUMAN ALLIANCE

### PALADIN SPELLS

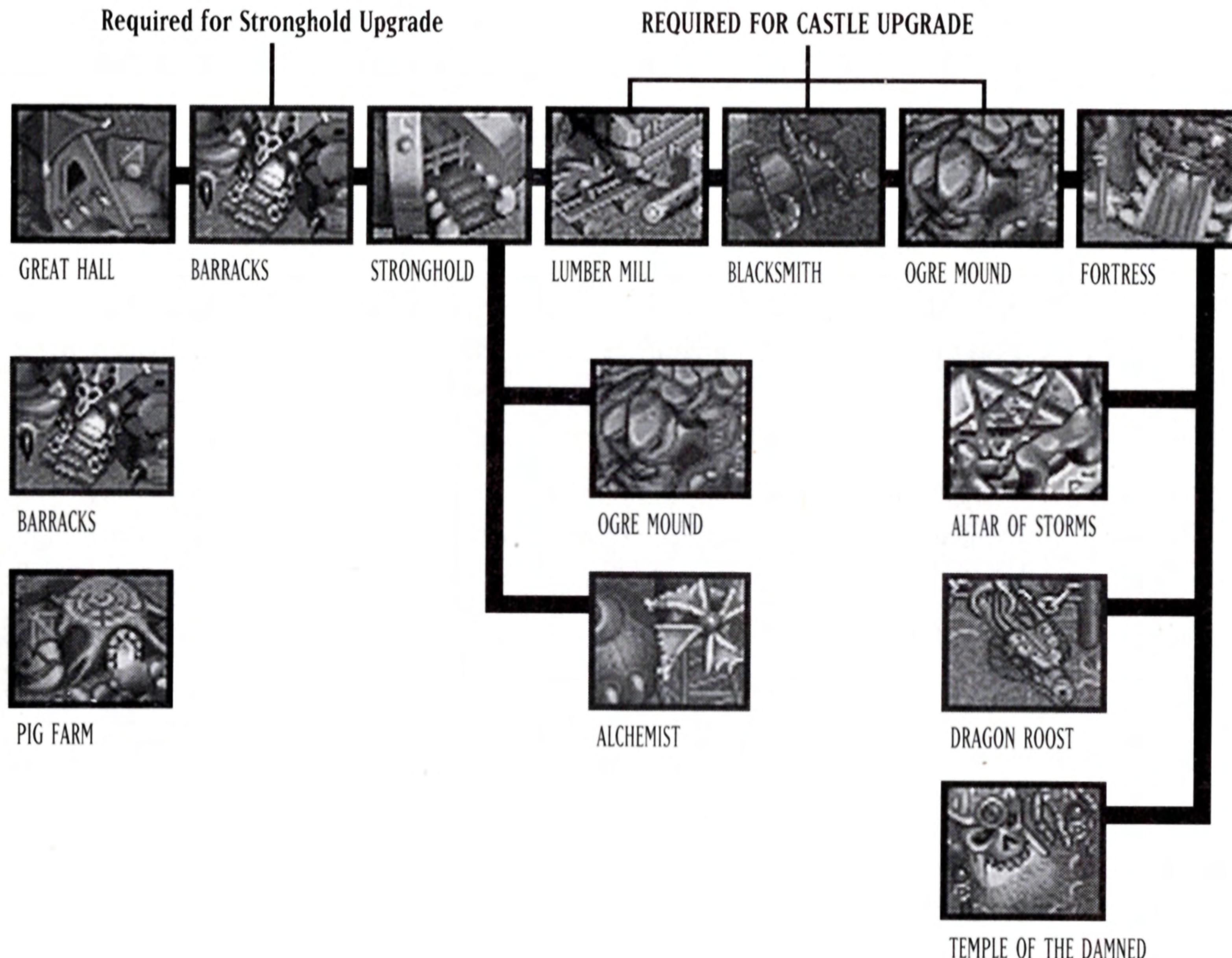
<b>HOLY VISION</b>	A spell granting vision of virtually unlimited range.
<b>HEALING</b>	Through the focusing of spiritual powers, this spell can heal those wounded in battle.
<b>EXORCISM</b>	Calling upon the forces of light and purity, the Paladin is able to dispel the walking dead that plague the lands of Azeroth.

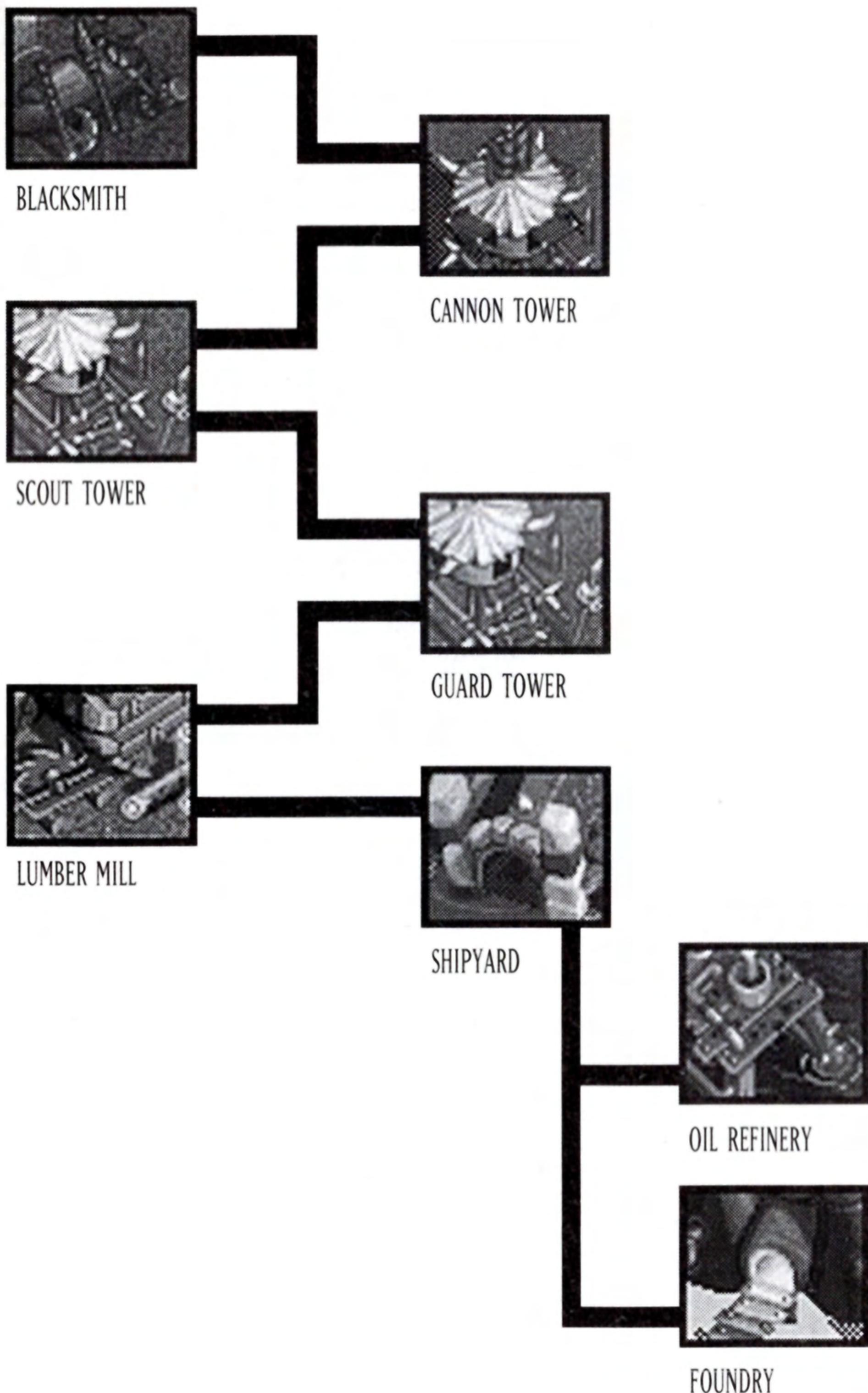
### MAGE SPELLS

<b>LIGHTNING</b>	Swift bolts of energy that rip through any armor to strike their victims.
<b>FIREBALL</b>	Invoking the cardinal elements of the universe, the fireball streaks across the battlefield slamming its fiery bulk into whatever stands in its path.
<b>FLAME SHIELD</b>	Both a weapon and a barrier, the Flame Shield is a binding of the chaotic force of fire to the aura of the chosen target.
<b>SLOW</b>	A warping of the very patterns of time that surround the target that brings the enemy's movement and reflex to a crawl.
<b>INVISIBILITY</b>	This spell grants the ability to cloud the perceptions of others so that they cannot perceive the physical existence of the target.
<b>BLIZZARD</b>	Summoning torrential storms from the frozen Mountains of Northeron, this potent spell calls down a fierce tempest of ice to assault enemies with a flurry of cold blades.
<b>POLYMORPH</b>	Alters the physical form of its target by changing man into beast, robbing him of reason and the will to fight.



# BUILDING DEPENDENCIES THE ORCISH HORDE







## THE HUMAN ALLIANCE

Required for Keep Upgrade

REQUIRED FOR CASTLE UPGRADE



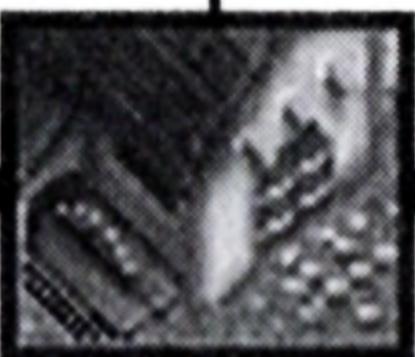
TOWN HALL



BARRACKS



KEEP



LUMBER MILL



BLACKSMITH



STABLES



CASTLE



BARRACKS



FARM



STABLES



CHURCH



INVENTOR



GRYPHON AVIARY



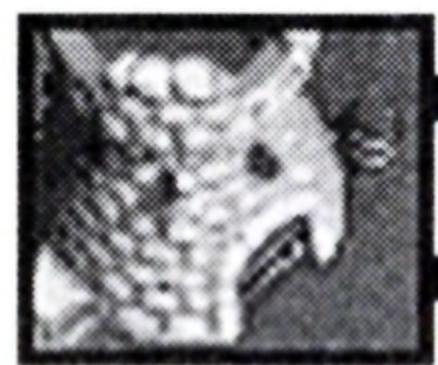
MAGE TOWER



BLACKSMITH



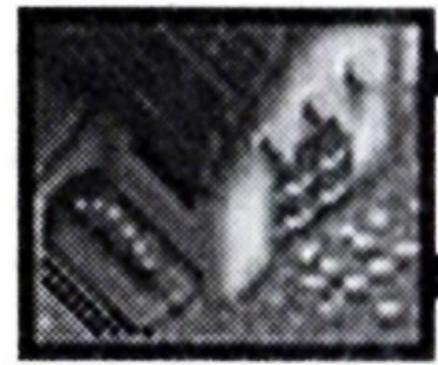
CANNON TOWER



SCOUT TOWER



GUARD TOWER



LUMBER MILL



SHIPYARD



OIL REFINERY



FOUNDRY



## UNIT DEPENDENCIES THE ORCISH HORDE



PEON



GREAT HALL



ZEPPELIN



GOBLIN ALCHEMIST



LUMBER MILL



GRUNT



BARRACKS



DRAGON



DRAGON ROOST



TROLL AXETHROWER

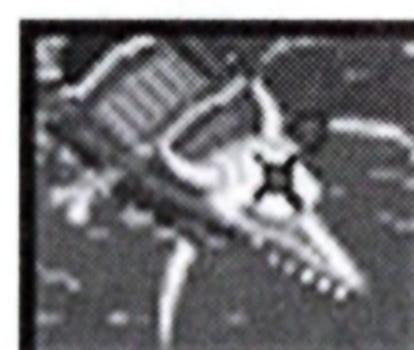


BARRACKS



LUMBER MILL

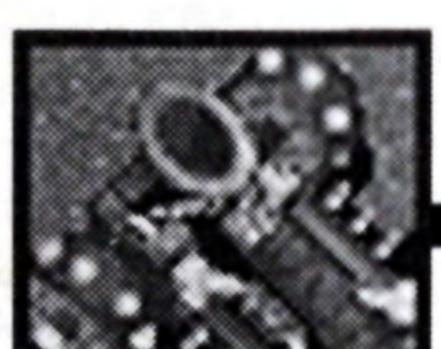
UPGRADE AT STRONGHOLD



OIL TANKER



SHIPYARD



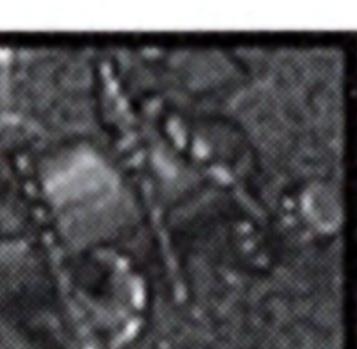
TROLL BERSERKER



BARRACKS



LUMBER MILL



BLACKSMITH



DESTROYER



SHIPYARD

CATAPULT

BARRACKS

LUMBER MILL



OGRE



BARRACKS



BLACKSMITH



OGRE MOUND



OGRE-MAGE



BARRACKS



BLACKSMITH



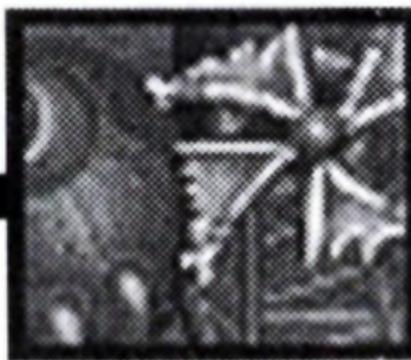
OGRE MOUND



UPGRADE AT ALTAR OF STORMS



GOBLIN SAPPERS



GOBLIN ALCHEMIST



TRANSPORT



SHIPYARD



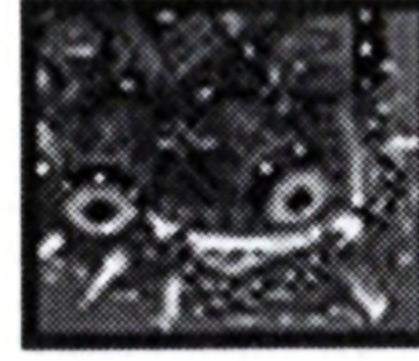
FOUNDRY



DEATH KNIGHT



TEMPLE OF THE DAMNED



JUGGERNAUT



SHIPYARD



FOUNDRY



GIANT TURTLE



SHIPYARD



GOBLIN ALCHEMIST



## THE HUMAN ALLIANCE



PEASANT



TOWN HALL



FOOTMAN



BARRACKS



ELVEN ARCHER



BARRACKS



LUMBER MILL



ELVEN RANGER



BARRACKS



LUMBER MILL



UPGRADE AT KEEP



BALLISTA



BARRACKS



LUMBER MILL



BLACKSMITH



FLYING MACHINE



GNOMISH INVENTOR



LUMBER MILL



KNIGHT



BARRACKS



BLACKSMITH



STABLES



OIL TANKER



SHIPYARD



DESTROYER



SHIPYARD

# WARCRAFT

DARK SAGA

25



PALADIN



BARRACKS



BLACKSMITH



STABLES



UPGRADE AT CHURCH

SQUAD  
DEMOLITION

GNOMISH INVENTOR



TRANSPORT



SHIPYARD



FOUNDRY



MAGE



MAGE TOWER



BATTLESHIP



SHIPYARD



FOUNDRY



SUBMARINE



SHIPYARD



GNOMISH INVENTOR



## SPECIAL COMMANDS

### PATROL

This command sets units in constant motion between two points. If an enemy comes by, your units attack them.

#### To use the Patrol command:

1. Select the unit/s you want to patrol.
2. Move the unit to one end of the area you want to patrol.
3. Select the Patrol command from the unit pop-up menu. A target cursor appears.
4. Place the target cursor on the other end of the area you want to patrol and press **X**. The unit continues to patrol until it detects an enemy or receives another command.

### FOLLOW

This command forces unit/s to follow another unit and is useful for moving groups.

#### To use the Follow command:

1. Select the unit that you want to be the follower.
2. Select the Move/Follow command from the unit pop-up menu. A target cursor appears.
3. Place the target cursor over the unit that you want to be the leader and press **X**. The unit/s follow the leader wherever he goes until it receives another command.

**SELECT BUILDING SITE** When a Peon/Peasant is used to select the build command, and a building is selected, a flashing overlay appears over potential sites for the building. If the overlay is green, the site is acceptable. If any portion of the overlay is red, the site needs to be moved.



### To select a building site:

1. To select a building site/move the overlay, D-Button  $\leftrightarrow \uparrow\downarrow$ .  
※ To cancel, press ●.
2. To begin construction, move the overlay to the site you want and press ✕.  
※ To cancel the construction in progress, select CANCEL from the building pop-up menu.

### USING MAGIC SPELLS

When a unit with magic spells is selected, its magic spells appear on the pop-up menu. Each spell requires a different amount of mana. If you choose a spell that you do not have enough mana to cast, an error message appears. Characters automatically gain/replace their mana over time.

### To cast a magic spell:

1. Select the unit you want to cast a spell.
2. Select the spell you want from the unit pop-up menu. A target cursor appears.
3. Move the target cursor over the target you want and press ✕. The spell is cast.

### BUILD OIL PLATFORM

This command is used exclusively for Oil Tankers and, once selected, functions in the same manner as in Select Building Site above. However, the construction overlay must be placed directly on an oil spot. Oil spots are randomly located in the water and are represented with a black circle.

### TRANSPORTS

These are utility ships to carry and deliver ground units over water.

### To load units onto a transport:

1. Select the unit/s (up to six) you want to load.
2. Move the cursor to the Transport and press ✕.



### To unload units from a transport:

1. Select the transport.
2. Select the unload icon from the pop-up menu. If the transport is adjacent to land, the unit/s unload, otherwise a target cursor appears.
3. Move the target cursor to the place on land where you want your units unloaded and press **X**.

### AUTO-BUILD

This command allows you to designate sets of building/training assignments. Assignments may contain as many different types of units as are available. The assignments are carried out as soon as the necessary resources are available.

### To set Auto-build assignments:

1. Select the building you want to give an Auto-build assignment.
2. Select AUTO-BUILD from the pop-up menu. An Auto-build pop-up menu appears.
  - ✿ To select the type of unit you want to build/train, D-Button ↑.
  - ✿ To select the number of units you want to build/train, D-Button ←→.
  - ✿ To continuously build the selected unit, D-Button ← until a "C" appears.
  - ✿ To accept building assignments and exit the Auto-build pop-up menu, press **X**.
  - ✿ To clear all building assignments, press **■**.
  - ✿ To put all building assignments on hold, press **●**.
  - ✿ To exit the auto-build menu, press **▲**.

### AUTO-UPGRADE

This command is used to automatically upgrade buildings as soon as the resources and requirements are met (see Building Dependencies on p. 18).

### To set a building on Auto-upgrade:

1. Select the building you want.
2. Select AUTO-UPGRADE from the pop-up menu.



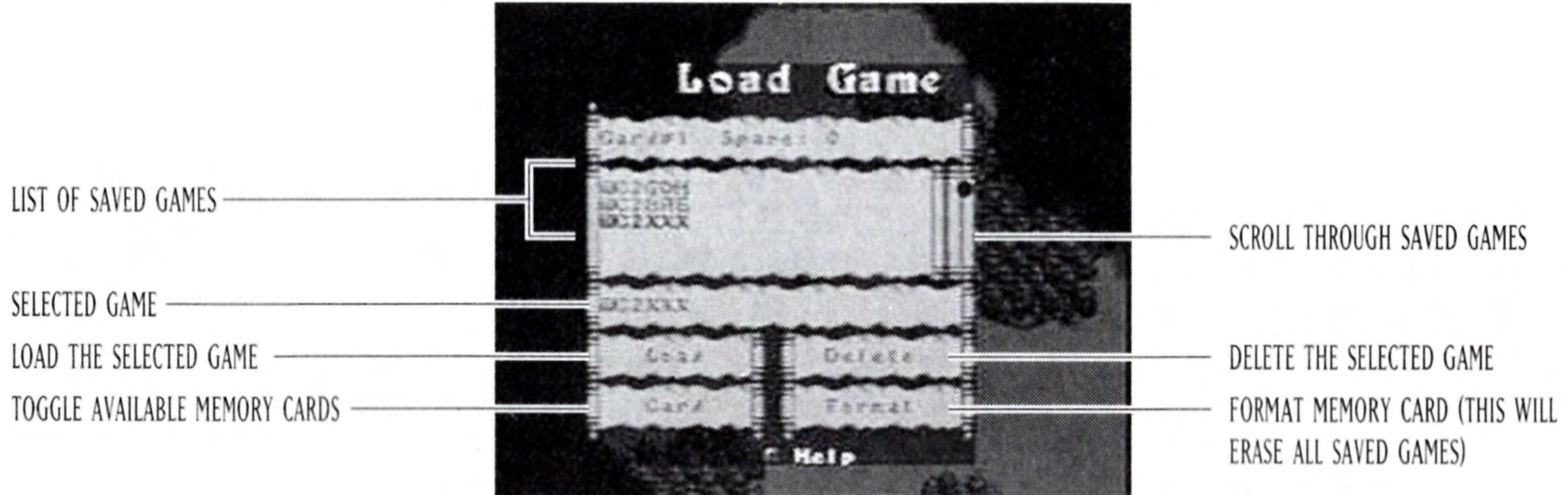
## SAVING AND LOADING

**NOTE:** Never insert or remove a memory card when loading or saving files.

### LOAD GAME SCREEN

The Load Game screen can be accessed from the Main menu or the Pause menu and can be used to return to a previously saved campaign or custom scenario game.

- ★ To access the Load Game screen, select LOAD GAME and press ✪. The Load Game screen appears.
- ★ To return to the Main or Pause menu, press ▲.



#### To load a saved game:

1. D-Button ↓ to the game you want and press ✪. The selected game appears below the selected games list.
2. Highlight LOAD and press ✪. The game is loaded.



## SAVE GAME SCREEN

The Save Game screen can be accessed from the Pause menu, and is used to save campaigns in progress as well as custom scenario games. The Save Game Screen functions identically to the Load Game screen (see *Load Game Screen* p. 29) except for the Save function detailed below.

- ★ To access the Save Game screen, select SAVE GAME. The Save Game screen appears.
- ★ To return to the Pause menu, press ▲.

### To save your game:

1. Select SAVE from the Save Game menu and press ✕. The Saving pop-up menu appears.
2. Create a name for your saved game:
  - ★ To highlight a character, D-Button ↑↔.
  - ★ To add a letter, highlight the character you want and press ✕.
  - ★ To delete a character, highlight the left arrow icon and press ✕.
  - ★ When finished, select the check mark icon and press ✕. A Saving Game message appears followed by a Save Successful message if the game was saved properly.
3. Press ✕ to return to the Save Game screen.



## CREDITS

### Original WarCraft II Game Design:

Blizzard Entertainment™

### Beyond the Dark Portal Development:

CyberLore Studios

## ELECTRONIC ARTS

**Executive Producer:** Steve Rechtschaffner

**Associate Producer:** Dennis Hirsch

**Assistant Producer:** Kevin Loh

**Senior Development Director:** Pauline Moller

**Production Assistants:** Wendell Harlow,  
Adrienne Travica

**Technical Director:** Mark Gipson

**Product Manager:** Peter Royea

**UK Marketing Manager:** Sean Ratcliffe

**Public Relations Manager:** Keith Dundas

## CLIMAX DEVELOPMENT TEAM

**President:** Karl Jeffery

**Executive Producer:** Tim May

**Vice President:** Chris Bergstresser

**Lead Programmer:** Steve Legg

**Programmers:** Steve Lamb, Tom Pinnock,  
Darren White, Dave Thorburn, Tony Mack

**Art Director:** Thor Hayton

**Artists:** Mike Baxter, Andy Oakley, Alan Weaver,  
Mike Oakley, Lewis Cooper

**Audio Lead:** Matt Simmonds

## ELECTRONIC ARTS QA

**QA Project Coordinator:** Rod Higo

**Lead Tester:** Josh Holmes

**Assistant Leads:** Gio Corsi, Trevor Allen

**Testers:** Jeremy Ferguson, Lorne Wilson, Dave  
Orne, Trevor Kerslake, Willie Loh, Lach  
Fergusson, Jeff Macpherson, Ryan Santos,  
Thomas Singleton, Derek LeClair, Rafael Erana,  
Tim Dale, Mike Little, David Ham, Jason DeLong

**Mastering:** Peter Petkov, Cary Chao,  
Jeff Hutchinson

**QA Database Support Guru:** Bob Purewal

**Thanks to the gang at Blizzard:** Shane Dabiri,  
Mike Morhaime, Joesay Hall, Patrick Wyatt,  
Bill Roper, Duane Stinnett, Paul Sams

**Special Thanks:** Don Mattrick, Paulette  
Doudelle, Steve Fitton, Julio Valladares, James  
Fairweather, Patrick Ratto, Sue Garfield, Louis  
Mutter (Davidson), Chris Yashimora (Davidson),  
Susan Wooley (Davidson), Kirby Leung

**Documentation:** Jason Armatta

**Documentation Layout:** Corinne Mah

**Package Design:** Mary Mitchell

**Package Illustration:**

Courtesy of Blizzard Entertainment, Inc.

**Package Art Direction:** Jennie Maruyama

**Quality Assurance:** Robert Luster



## ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

**LIMITATIONS**—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

### NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P. O. Box 7578, San Mateo, California 94403-7578, Attn: Customer Support.

**RETURNS WITHIN 90 DAY WARRANTY PERIOD**—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts' address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 75¢ per minute (95¢ for first minute).

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

**RETURNS AFTER WARRANTY**—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.



If you have warranty questions, you can also contact Customer Warranty via e-mail at [cswarranty@ea.com](mailto:cswarranty@ea.com).  
If you need technical assistance with this product, call us at (650) 578-0316 Monday through Friday between 8:30—11:45 AM and 1:00—4:00 PM, Pacific Standard Time.  
No hints or codes are available from (650) 578-0316. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.  
**EA Tech Support Fax:** (650) 286-5080

## HOW TO REACH US ONLINE

**Internet E-mail:** [support@ea.com](mailto:support@ea.com)

**World Wide Web:** Access our Web Site at <http://www.ea.com>

**FTP:** Access our FTP Site at [ftp.ea.com](ftp://ftp.ea.com)

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.  
P.O. Box 432  
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.  
P.O. Box 835  
Slough SL3 8XU, UK  
Phone (753) 546465.

**In Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE:  
1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM—8 PM.  
If you are under 18 years of age parental consent required.

WARCRAFT® II THE DARK SAGA™ Software © 1997 Electronic Arts, portions © 1995 Davidson & Associates, Inc. All rights reserved. Electronic Arts is a trademark or registered trademark of Electronic Arts in the U.S. and/or other countries. The Dark Saga is a trademark and Warcraft and Blizzard Entertainment are trademarks or registered trademarks of Davidson & Associates, Inc., in the U.S. and/or other countries.

Documentation © 1997 Electronic Arts. All rights reserved.

WARCRAFT® II THE DARK SAGA™ Software ©1997 Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404-2064, portions ©1995 Davidson & Associates, Inc. All rights reserved. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. The Dark Saga, Tides of Darkness, and Beyond the Dark Portal are trademarks and Warcraft and Blizzard Entertainment are trademarks or registered trademarks of Davidson & Associates, Inc., in the U.S. and/or other countries. 779505



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.