The sequel to Hordes of Orcs brings:

• An overhauled user interface.
• A new Railgun tower for wiping out more Orcs in record time.
• New, Undead enemies. If they aren't alive, how can you hurt 'em?!
• Improved, colorful and fun graphics!
• Better performance to get the most of your Hordes of Orcs experience.

To kill the Orcs, buy some Towers. Arrow Towers are cheap and weak, Radiation towers are expensive and deadly. Each Tower has its own unique abilities, and each tower can be upgraded to do more damage or to have more range. Click on a tower to see its stats and upgrade cost. Should you build lots of Arrow Towers? Or a few Fire Towers? Well, that's where the strategy comes in!

Each time you kill an Orc you'll get some cash... (like pinatas, Orcs are full of candy and money as everybody knows).

Remember, certain Orcs are resistant to certain Towers, (Fire can't hurt the Orcs in Red for example), so a combination of Towers is your best bet. Clicking on a marching Orc will show you that Orc's health and special properties.

Don't forget your Spells! You have four spells from which to choose:

Teleport: Sends the selected Orcs back to the starting Portal.
Fog: Slows all the Orcs down for a short while, giving your Towers more time to knock the candy out of them.
Bait: Creates an irresistible Orcish gift-basket of shitake mushrooms, moose dung, and the blood of innocents. They'll forget your village and head right for it.
Weaken: Makes the selected Orcs more vulnerable to all of your Towers.

You can only cast a Spell if you have enough Mana. So keep an eye on your Mana stat, and save it for emergencies!

Hordes of Orcs has five different game variations, so once you've mastered Open Warfare, you can try to stop the Orcs from making off with your treasure in Capture the Flag or stick to the path in Maze Defense.

Click the "Zoom" button if you've built all your Towers and you're just watching the carnage.