

Hordes of Orcs

Introduction

Eobet Repooc shot another desperate glance at the scattered papers on the table, took one last lingering look at the torch in his hand, and sighed heavily. His chin hit his chest as he tossed the torch toward the fireplace, eyes still on the floor. He missed.

As the curtains burst into flames, the council elder scooped up his cat and ran. Well, accidents do happen, he rationalized. He stole a look over his shoulder, watched his problems literally vanish in a puff of acrid smoke, and kicked open the front door with an agility that belied his eighty years of age.

Outside, he found a crowd beginning to form near the house. His wife stood at the front of the group, gardening trowel in one hand, dirt smeared across her face. "What have you done this time?" she shouted. Smoke had begun to pour from the windows.

"Beryth is solvent once more!" he announced, triumphantly raising both arms in the air. The cat, who knew when to abandon a dicey situation, seized her opportunity to run for the cool safety of the garden.

The crowd considered this news for a moment. "Does this mean we don't owe the king anything?" someone asked. "What happened to those bills you were shouting about during the last council meeting?" queried another, who had sat next to Eobet during said meeting. "Can we keep the treasure we've stockpiled in the town

square?" wondered a third.

"Yes; they're taken care of; and yes!" Eobet replied. He hadn't smiled like this since the night his wife told him that her mother had passed away.

"So now we can pay to brick up The Glowing Portal of Really Bad Things That We Should Have Bricked Up a Long Time Ago?" Eobet's fellow council elder asked.

"Sure! Why the—" His smile flipped and what color he had in his face drained away. The cat decided it was time to take up residence elsewhere.

In the distance, out by the windmill, The Glowing Portal of Really Bad Things That We Should Have Bricked Up a Long Time Ago had come to life. Something green-skinned and brutish emerged from the swirling vortex of energy contained within. And then another something. And another. And still even more.

Eobet decided that for once in his life, he should follow the cat's lead.

The Hordes Have Arrived

May the fates treat you better than they treated Eobet. Hordes of Orcs is a tower strategy game in which you must stop a marauding army of the brutes before 20 of them make it from one portal to another, at the other side of which lies an innocent village. Use walls to guide the orcs in specific directions and place different towers at the right spots to inflict maximum damage. Four spells help you when all else fails.

To install the game, simply insert the disc in your Mac and drag the Hordes of Orcs file to your Applications folder. Double-click it to start the orc-slaying action.

System Requirements Mac:

- Mac OS X version 10.3.9
- 1.83 GHz PowerPC G3 or Intel processor
- 384MB of RAM
- Intel GMA950 or better video card

System Requirements Windows:

- Windows XP
- 1.83 GHz Processor
- 384MB of RAM
- Intel GMA950 or better video card

Starting the Game



From the main menu, you can select one of six types of games, each with different levels of difficulty or different ways to play, as well as view your high scores, read the credits, and change the graphics, audio, and other options.

The game defaults to certain graphical settings depending on the hardware it detects, but you can change them any time. Choose from any available resolution, each of which, except the maximum resolution of the display, includes a windowed mode option, so you can switch between the game and other applications while playing. We'd hate for you to miss an important email while defending Beryth.

You can also select one of six visual quality settings, depending on your desire for the game to run as fast as possible or look as pretty as possible. In addition, you can enable glow, scenery, and projectile lights for the best graphical experience possible. If you find that the game runs poorly, try disabling one or more of those options or bumping down the visual quality and/or video resolution.

Don't forget to peek at the Other tab while in the Options/Setup window. All of those settings are self-explanatory, except participation in the +7 Balance Engine, which gathers your game data, compares it to other players' data, and modifies all participating copies of the game accordingly. The goal is to tweak the gameplay for the best possible strategy experience, but it changes variables very slowly, so that no aspect of the game goes too far in one direction too quickly. No personal information is ever gathered.



If you'd like to learn more about the +7 Balance Engine, please visit this Web site:
<http://www.plus7systems.com/>.

Playing the Game

When you begin a Hordes of Orcs session, a “How to Play” dialog box appears; you can check “Don’t show me again” if you’d rather not see it in the future.

Before the action begins, you’ll have a chance to peruse the game map and look over your options. You can place walls and towers at that time, and we recommend that you do so, before the orcs arrive.



In the top right of the interface, you can click to: pause the game (or press the “P” key); open the menu (or press the “M” key) to access the setup options or quit and return to the main menu; zoom in on the action (or press the “Z” key); and start the action (or press the spacebar). When you zoom in, the in-game camera will rotate and show you all the action from an orc’s-eye-view; we don’t recommend using it until you’ve set up adequate defenses and want to watch the carnage.

If you want to zoom in on a specific spot on the map, click a building or wall first. The camera won’t rotate when you do so.

To place a tower or wall segment, simply click it and then click the spot on the map where you’d like it to appear. That item stays active, so you can keep clicking to place more than one; to deselect the current item, press the Escape key or right-click anywhere.

To cast a spell, click it. Teleport, Bait, and Weaken require you to click somewhere on the map to activate them.

You’ll learn more about the game’s spells and towers in a later section.

Game Types

You begin each game with 100 mana and 100 gold pieces. The only exception is Pachinko, where you start with 100 mana and 500 gold pieces. Mana, which allows you to cast spells, regenerates at a rate of 1 per second. You replenish your gold supply by killing orcs.

When your game ends, you can try again, return to the main menu, or click "Taunt your friends," which opens your email client and allows you to send all the gory details about your latest deeds.

Open Warfare



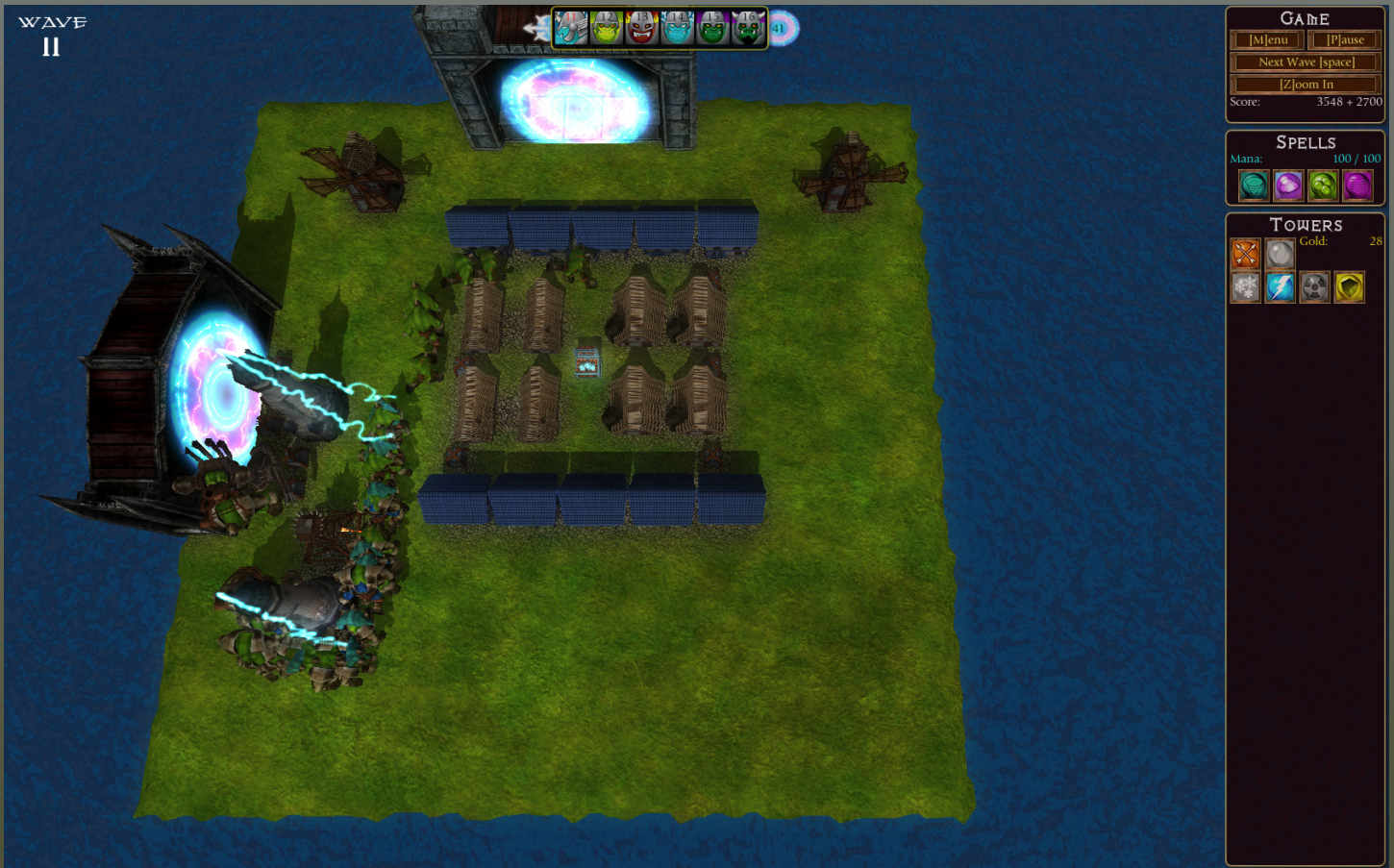
This is the basic game map, with an open plot of land, two portals, and five levels of difficulty: easy, medium, hard, impossible, and infinite. That last one literally has no end, but if you figure out a way to beat it, let us know.

Crossroads



This time, you're facing two armies of orcs simultaneously, with two pairs of portals on an open plot of land. You have four levels of difficulty to choose from: easy, medium, hard, and impossible.

Capture the Flag



Similar to the Capture the Flag mode found in most first-person shooters, Hordes of Orcs' version features a town with a treasure in the middle of it. If the orcs manage to carry your wealth to the other portal, you lose. This mode offers three options:

- Arak'nor: A small hamlet with just a few buildings.
- Beryth: A bustling village that's more crowded.
- Gra'em: A city with the most buildings, leaving you with very little room for placing towers.

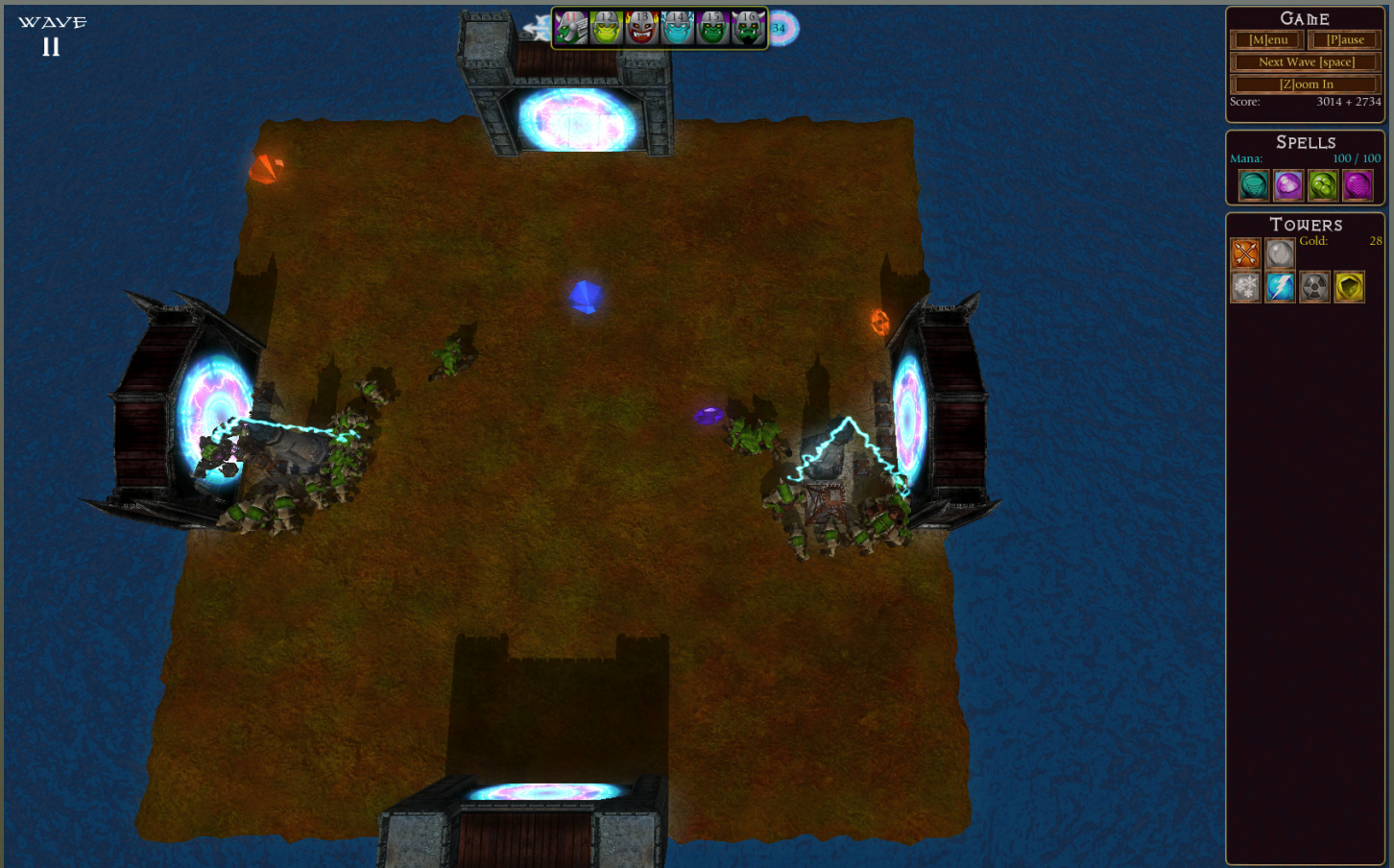
Maze Defense



Can you defeat the orcs without resorting to walls? Five types of mazes challenge you to stop the invasion by relying only on towers.

- Homage: A simple maze.
- 2nd Chance: A complex maze that gives each tower more one-on-one time with the orcs.
- The Grid: You only have six spots to place your towers, so plan wisely.
- The Island: You can only build your towers in one spot on the map.
- Crossover: Four sets of portals. Four marauding orc armies. And you need to stop all of them.

Gem Drop



The gods have bestowed random riches on the map, but if an orc grabs one of the gems and makes it through the portal with it, your game will end.

- Windfall: A basic session with one set of portals.
- Shiny!: Two sets of portals to contend with.
- Yes, I'll Marry You!: The orcs enter through just one portal, but they have three to choose from when escaping with your riches.

Pachinko



Similar to the Japanese gaming machine of the same name, in this mode the orcs pass through the map randomly. There are four portals they can enter through, and four where they can exit, and the map is laid out like a grid, with specific spots where you can place towers. You can't use walls, but you start with 500 gold pieces, rather than 100.

Pachinko offers four levels of difficulty. While the map layout is the same in each one, the first two feature 34 waves of orcs, while the third has 41 and the fourth throws 74 at you.

Buildings

During the game, click a tower to sell or upgrade it, as well as set its targeting strategy. Arrow, fire, and lightning towers include five targeting strategies; you can tell them to go after the first, last, strongest, weakest, or fastest orc they see. Ice towers can target either the fastest orc or the one with the most neighbors, while radiation towers are preset to only target orcs with the most companions around them, since an irradiated orc spreads damage to anyone nearby.

Walls take up a 1x1 space on the map, cost 4 gold, and return nothing to your coffers when you sell them. The sales prices of the other towers increase with their levels.

NOTE: Items in **RED** will change when the +7 Systems Balance Engine updates Hordes of Orcs.



Arrow Towers

No orcs are immune or resistant to the physical damage dealt by these towers, whose arrows move 12 spaces on the map per second.

ARROW TOWER

LEVEL	COST	NUMBER OF TARGETS	TIME BETWEEN SHOTS (IN SECONDS)	DAMAGE	ATTACK RADIUS
1	10	1	1	20	3
2	15	1	1	30	4
3	20	1	1	40	5
4	80	2	1	80	9
5	200	2	1	160	11



Radiation Towers

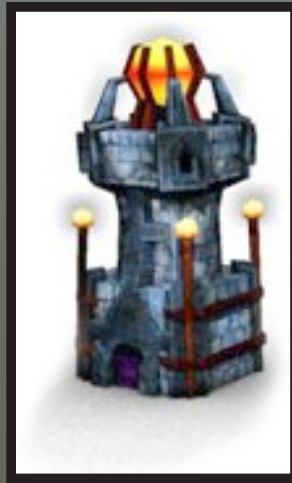
These facilities fire blobs of radiation that move 8 spaces per second, with secondary effects for afflicted orcs and their neighbors.

RADIATION TOWER

LEVEL	COST	NUMBER OF TARGETS	TIME BETWEEN SHOTS (IN SECONDS)	DAMAGE	ATTACK RADIUS
1	110	1	1	100	5
2	100	1	1	150	6
3	100	1	1	200	7
4	100	1	1	250	8
5	100	1	0.5	300	9

RADIATION SECONDARY

LEVEL	DURATION (IN SECONDS)	DAMAGE TO TARGET PER SEC	DAMAGE TO NEIGHBORS PER SEC
1	10	25	50
2	10	30	75
3	10	35	100
4	10	40	125
5	10	45	150



Fire Towers

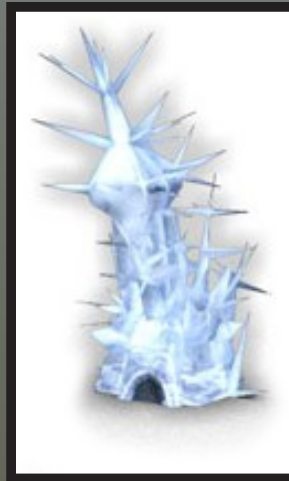
These buildings' fireballs move 10 spaces per second and inflict secondary burn damage that lasts ten seconds but also makes the target run faster.

FIRE TOWER

LEVEL	COST	NUMBER OF TARGETS	TIME BETWEEN SHOTS (IN SECONDS)	DAMAGE	ATTACK RADIUS
1	85	1	0.75	50	6
2	90	1	0.66	75	6
3	95	1	0.5	100	8
4	100	1	0.33	125	8
5	105	1	0.25	150	10

FIRE SECONDARY

LEVEL	DURATION (IN SECONDS)	DAMAGE TO TARGET PER SEC	SPEED INCREASE
1	10	10	10%
2	10	15	15%
3	10	20	20%
4	10	25	25%
5	10	30	30%



Ice Towers

These towers offer the opposite effects of fire towers: secondary damage that makes their targets slow down. Their snowballs move 9 spaces per second.

ICE TOWER

LEVEL	COST	NUMBER OF TARGETS	TIME BETWEEN SHOTS (IN SECONDS)	DAMAGE	ATTACK RADIUS
1	50	1	1	25	4
2	50	1	0.75	30	5
3	50	1	0.66	35	6
4	50	1	0.5	45	7
5	50	1	0.33	60	8

ICE SECONDARY

LEVEL	DURATION (IN SECONDS)	DAMAGE TO TARGET PER SEC	SPEED DECREASE
1	1	15	30%
2	1.5	30	40%
3	2	45	50%
4	2.5	60	60%
5	3	75	70%



Lightning Towers

These towers fire arcs of lightning that zap their targets until they move out of range. At the fifth level, lightning towers take 0.5 seconds between shots, but before then, they shoot continuously. However, a fifth level tower inflicts damage twice as fast as its fourth level counterpart, hitting orcs at a rate of 640 dps (damage per second), versus 160 dps.

LIGHTNING TOWER

LEVEL	COST	NUMBER OF TARGETS	TIME BETWEEN SHOTS (IN SECONDS)	DAMAGE	ATTACK RADIUS
1	25	2	N/A	20	3
2	30	2	N/A	40	3
3	80	3	N/A	80	4
4	160	3	N/A	160	4
5	200	4	0.5	320	5



Bait: Place this delicious gift basket of shitake mushrooms, moose dung, and the blood of innocents anywhere on the map and lure any orcs within range to it. When they eat the bait, they'll be stunned for eight seconds.

Fog: Covers the entire board and slows all orcs' movement by 30%.








Teleport: Returns orcs to the portal that spawned them. Grattantrons are coated in Teleflon®, which renders them immune to this spell.

Weaken: Reduces the target orcs' immunity to a type of damage by fifty points for the duration. For example, if an orc is 75% resistant to fire damage, it will be 25% resistant after you cast Weaken on it. You cannot cast this spell on orcs that are not resistant to some type of damage.

SPELLS

	MANA	EFFECT	CAST TIME [SEC]	DURATION [SEC]	COOLDOWN
BAIT	30	11 Spaces	3	10	N/A
FOG	35	ENTIRE MAP	2	20	28 SEC
TELEPORT	40	CURSOR	1	N/A	N/A
WEAKEN	20	CURSOR	1	90	N/A

Orc Types

Orc type:	Resistant to:
 Toxic	
 Electric	
 Fire	
 Frost	

The invading orcs comprise six classes, with the first five coming in four variants: Fire (immune to fire damage), Frost (immune to ice damage), Electric (immune to lightning damage), and Toxic (immune to radiation damage). In “Easy” skill settings, the beginning waves of the attack feature easier orc classes, with the tougher ones showing up later.

During the invasion, you can click on any orc and view its health, speed, resistance, immunities, and any spells or secondary effects it is presently under the influence of.

Normal: Moves one space per second. Nothing special about these simple brutes; they were C students at the Orc Academy.

Mini: These orcs arrive in swarms and move 1.2 spaces per second.

Brute: They move 0.8 spaces per second, but they’re tougher to kill than the others.

Hero: The toughest orcs you’ll face, they move 0.5 spaces per second.

Grattantron: They come in one variant: A big, tough orc-driven walking machine that’s immune to the Teleportation spell and is highly resistant (but not immune) to all special types of damage. They’re the slowest orcs, though, moving 0.45 spaces per second.

Coda

Eobet tossed aside the last small, greasy bone and stared into the fire. Very little tender meat, he thought irritably. Too much mousing.

He rose and walked to the front of the cave. In the distance, Beryth still burned. He was surprised the pillage had lasted so long. Six days, by his count.

A clanking sound interrupted his reverie. It was a mechanical noise he had never heard before. Eobet leaned forward, stealing a look down the mountainside.

The Grattantron blocked out everything when it appeared, towering above him. The orc at the controls grinned.