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Savage: The Battle for Newerth

*Savage: The Battle for Newerth* (hereafter referred to as *Savage*) is a Real-Time Strategy Shooter, a unique online multiplayer war game, designed for Internet or LAN gameplay. It is a multiplayer game that requires teamwork, sharp combat tactics, and thoughtful strategy. Victory goes to the team that survives the enemy assaults and destroys the opposing team’s Stronghold. Only by destroying the Stronghold of an enemy can the Legion of Man, or the Beast Horde, be assured victory over the realm.

Before the game starts, players separate into teams of Humans or Beasts. Most players will assume the role of a Warrior for one of these two races as only one person per team can play as a Commander. Gameplay operates in Savage much like other first-person shooter games, except that players can also quickly switch into powerful melee attacks to fight close up battles in 3rd person. This gameplay is generally called Action Mode. Players in Action Mode can wield many unique weapons, fight as powerful units, and use specialized equipment in furious tactical combat.

Each side chooses one Commander to organize and lead the team to victory. The Commander will play an essential role in Savage. The Commander will be responsible for managing the team’s resources, building new structures, and researching new weapon technologies, new units, and equipment. As the Commander in RTS mode, you will tackle resource management, develop a robust tech tree, plan your assault, and lead real human players into battle.
Getting Started

This section will familiarize you with the basic requirements, installation and procedures to begin playing Savage. We recommend that you read through this section before beginning to play. However, if you want to get started right now, turn to the Quick Start section on page 12.

System Requirements

Minimum

- Windows 98®, Windows ME®, Windows 2000®, Windows XP®, or Linux
- Controls: Mouse and Keyboard
- CPU: 600 MHz processor
- Drives: 4X CD-ROM and 600MB Hard Drive space for installation
- Video: Geforce or Radeon series graphics cards
- Online Connection: 56k Modem

Recommended

- Controls: 3 button Mouse with scroll wheel and Keyboard
- CPU: 1000 MHz CPU or better (subject to change)
- Memory: 256 MB RAM
- Video: GeForce4 or better (or OpenGL compatible Video Adapter card with 64MB RAM)
- Online Connection: Broadband (Cable Modem, DSL, or better)

Windows Installation

Linux users, please see the INSTALL.linux file in the root directory on the Savage: The Battle for Newerth CD.

Installation

1. As a precaution make sure anti-virus software is temporarily disabled and no other potentially conflicting programs are running during installation.
2. Insert the Savage CD-ROM into your CD-ROM drive. CD AutoPlay will display an install menu. Click on the “Install Savage” button.
   
   \*Note: If your AutoPlay is not enabled, browse the CD manually using Windows Explorer. Click setup.exe to install the game.
3. You must read and agree to the End User Licensing Agreement to install or play Savage: The Battle for Newerth. Continue through the installation process until the program indicates it is installed.

4. Installation will copy files to your computer.

Starting Savage: The Battle for Newerth

1. Locate and click the Savage icon to launch Savage.
2. The game will automatically check for updates. If any are found they will automatically download and install.
3. You will be prompted to Enter your CD key, located on the back of this manual. Enter it carefully and click OK.
4. You will then be presented with the login screen. If you do not have an account, click the “Create New Account” button. Otherwise log in with your username and password. (Note: This account name and password is completely anonymous and is only used for tracking your personal game statistics.)
5. If you are creating a new account:
   
   a) Enter the username and password you want to use. Make sure to write them down! We cannot retrieve a lost username and password.
   
   b) Once you have chosen a user name and password click Login to move to the Main Menu.
The Main Menu

Once you're logged in, you will be presented with the Main Menu. You have the following options:

- Play Savage
- Options
- Change Login
- Exit Savage

*If you are a first-time player, select Options and:*

- Change your player name in the Profile section.
- Familiarize yourself with the controls.
- You can create a different keyboard setup or leave it as Default.
- Adjust sound settings.
- Select your connection speed.
- Adjust mouse sensitivity or video resolution if needed.
- Click Done to return to the Main Menu. Your changes are automatically saved. Click Cancel to return to the previous screen without saving changes.
- Click on Play Savage to go to Game Browser Screen.

The Game Browser Screen

The Game Browser Screen offers several options, and we recommend you familiarize yourself with them before playing Savage: The Battle for Newerth. However, if you want to get right to the action, turn to page 12 for a Quick Start guide.

On the Game Browser Screen, you will see options for starting or joining a game. The available options are:

- **Join Game Tab:** Displays the Join game panel and game list. This is how you connect to remote games.
- **Start Remote Game Tab:** Displays the Start Remote Game panel and lists available game slots. This is how you start a remote game in an empty game slot.
- **Host Game Tab:** Displays the host game panel with game settings. This is where you set up a game hosted on your computer.

*Note: The Join Game tab and the Start Remote Game tab are very similar, but the Start Remote Game will only show empty games waiting to be set up. The host tab will require other game setup options and will be self-explanatory.*

**Game List:** Displays all currently running games and their settings. You can click on the various categories to order the list.

**Main Menu:** Takes you back to the Main Menu.

**Refresh List:** Refreshes the current game list, displaying appropriate game options based on the current tab.

**Game Info:** Will display more information about the currently selected game.

**Favorites:** Allows you to make a list of favorite servers.

**Connect to IP:** Use this option to type in an IP address manually and attempt to connect to that address.
Filters: Filters allow you to customize the game list. For instance you can hide all games which are currently full or those that have a ping over a certain value.

Connect: Once you have selected a game from one of the lists, click on Connect to enter the game.

Chat and Buddy List

The lower half of the screen is the chat and buddy list interface.

You will be connected automatically to an IRC server where you can chat with other players and organize games.

Current Channel: Shows your current channel on IRC (such as #Savage).

Join / Create: Pops up a dialog window allowing you to join a room or create a new one.

Player Stats: This will open the stats panel with the currently selected player’s stats. If no player is selected it will just open the general stats window.

Private Msg: Send the currently selected player a private message.

Add Buddy: Select a player from the list and click Add Buddy to add him to your buddy list. If you click this without a player selected, it will open the general buddy list dialog.

Buddy List: Shows a current list of your buddies. Right-click on names for more options.

Joining and Starting Games

To join a game:

- Make sure you are in the Join Game tab
- Hit the Refresh button to refresh the current list.
- Choose a game that isn’t full, preferably with the lowest ping possible.
- Once you have selected a game, click the Connect button to be connected to the game. You will start out in the Lobby.

If for some reason you do not successfully connect to the current server, choose another and repeat the process.

To start a remote game:

- Make sure you are in the Start Remote Game tab.
- Refresh the list find an empty game with a low ping.
- Click the Connect button. This will take you to the game lobby. You will be designated as the Referee and will have the ability to change various game options.
- Now wait for players to join.

Tip: If there are more servers than players, sometimes you may have to wait a while. For this reason it is a good idea to try to organize a game beforehand using the chat.

To host a game:

- Click on the Host Game tab.
- Choose a map
- Choose races
- Select game settings
- Click the Launch button to start hosting a game on your system.

Unit Select

After connecting with the game, and before entering the action, you’ll see the Unit Select screen. Pick a unit type and a weapon, then click Spawn (or Command, if it is available and you want to be Commander). Note that at the beginning, you will only be able to pick the most basic unit and weapons, which are free. Later, on the battlefield, you can upgrade your unit and/or weapons in a stronghold or garrison. If you have enough money.
Quick Start

OK. You're a rookie recruit and you want to make Commander as soon as possible. Or you just want to become a killing machine. And you want to do it now! If you are looking for the fast track to success, here it is. Pay attention and learn.

To keep it simple, we'll train you on the Human side as an Action Player. Once you learn these lessons, you can join the Beast side if you prefer.

Note: this is based on joining at the start of the game. If you join in progress it may differ slightly. More units and weapons may be available.

1. When you first join a game, you'll have little to no gold, so you will start as a Nomad, which is a free unit. Select the free weapon (the Hunting Bow). Later, you'll be able to upgrade if you have the necessary gold and if other weapons have been researched by the Commander.

2. When you've chosen your class and weapon, click the "Spawn" button to enter the battle. You will appear in front of the Stronghold.

3. Use the W, A, S and D keys to move. Use the Spacebar to jump.

4. Roll the Scroll wheel or use the corresponding number keys to change between a 1st person shooter view with your ranged weapon, and 3rd person melee attack.

5. Aim with the Mouse. Left-click will attack in melee. When using the Hunter's Bow, hold down the left mouse button until the string is fully drawn on the bow, then release to fire.

6. In melee mode, right-click to block incoming blows or projectiles.

7. Notice the other players on your team. Some team members may look like you (a nomad unit) but others may have earned enough gold to purchase another type of unit.

8. You can gain gold and experience by killing creatures, enemy Action Mode players and by destroying enemy structures.

9. The easiest way to earn gold is to kill enemy beasts, or various other predators and prey found in the realm. Chiprels and Oschores are common creatures to hunt. Be careful, as more valuable creatures are also more dangerous.

10. Once you have enough gold coins, return to the Stronghold and press the "E" key to enter the Purchase screen. Pick out some better weapons or equipment by clicking on the named icons. You can also purchase a better unit if available. Note that weapons, equipment, and units are created by Commanders. If your Commander has not researched the item you want, you will be unable to purchase it. Also if the structure that is required for the weapon, item, or unit is destroyed, it may become unavailable as well.

11. Click to spawn. Notice that there may be other locations you can spawn on the realm map other than your stronghold.

12. Seek out the enemy, and organize attacks with your team mates. If you are wounded seek out an Officer who can slowly heal your unit by proximity.

13. Use advanced weapons, units, and demo packs to destroy the enemy Lair or Stronghold and win the game.
precious metals and even simple building blocks of stone escalated to the point that both sides became threatened with extinction. Humanity's isolated tribes, at times united under various war chiefs, remained so fragmented that their very existence was in question. The beasts and creatures also failed to unite in a common cause and continued to fight for their lives individually.

Out of this chaos arose a warrior of unmatched ability and leadership. His name was Jaraziah Grimm, son of the legendary brutal warlord, Harrin Grimm. Following the mysterious disappearance of his father, Jaraziah boldly reorganized the remaining nomadic tribes under a single banner called the Legion of Man. He created the Protocols of Grimm, laws which proclaimed man superior to the beasts and creatures of the world. He excelled in his new role as a leader and human commander. Under his banner and the Protocols of Grimm, he created a revolution of thought as well as military power. Through his influence, the human clans embraced common goals, such as the development of scientific knowledge and rekindling the lost art of warfare to regain their rightful place of dominance in Newerth.

During this time, the Legion of Man discovered ancient secrets of science and war and quickly applied them to engineering weapons of warfare. Long forgotten knowledge of chemistry, electricity, and magnetism resurfaced and ushered in a whole new understanding of science. Jaraziah's leadership, coupled with scientific advances, began an era of unprecedented success for the Legion of Man against the beast race. Victory followed victory as the Legion's influence was expanded dramatically. The Legion of Man's future as the dominant power on Newerth seemed assured.

Jaraziah's youngest sister, Ophelia, was a mere child during the renaissance of the Legion of Man. Even at an early age, she was unlike any legionnaire. Ophelia found peace in the outdoors amongst the untamed creatures of the wilderness. She discovered that she had a special gift with animals, an ability to communicate with even the most vicious of beasts. She was at first shocked at her special talent but soon enough learned to use it. Flower buds opened at her touch; even the most powerful beast was calmed by her presence and they would howl when she waved goodbye.
Reports further came in that the beasts were developing their own form of science that was unlike anything ever seen before, which human scholars could only describe in the old tongue as “magic.” Now the Beast Horde had crossed the human borders and was raiding and annihilating isolated settlements. There had been sightings of a human woman, proclaimed as the Beast Queen, leading the new army’s successes.

A waning moon heralded change and Jaraziah realized that a new savage age is dawning. It became clear under a blood red sky that the renaissance of the Legion of Man had ended and the days of uncontested human domination of the world were over.

The two armies are now in sight, the smell of battle is in the air, and the drums of war begin a dance of death. Victory or extinction, glory or defeat, the very hand of fate lies in the warrior grip of the Savage.
Commands & Interface

There are two sets of controls for Savage players. Most players will assume the role of Action Mode units (Warriors), while one player on each team assumes the role of Commander. The controls for the two styles of gameplay have important differences.

Playing an Action Unit

Teams need fighters to win the war. It’s all about teamwork, and the guys who get their hands dirty are the keys to success. This section deals with Action Unit commands and interface.

Action Mode Controls

The majority of a team is composed of Action Mode players who fight in 1st and 3rd person. These controls should be familiar to experienced First-Person Shooter players, but you can remap them on the Options screen, if you prefer.

General Controls

- **W**: Move Forward
- **S**: Move Backward
- **D**: Strafe Right
- **A**: Strafe Left
- **E**: Enter Stronghold or Garrison, Eject from Siege Weapon
- **Left Mouse**: Melee weapon attack, or fire Primary Weapon while in first person mode.
- **Right Mouse**: Melee weapon block, causes enemy attacker to be stunned for a brief moment. Beast units can lunge, instead of block, which is essentially a long jump that uses some stamina.
- **Middle Mouse**: Some weapons have a zoom feature. Press this button to zoom in.
- **Spacebar**: Jumping reduces your stamina, which is indicated on the sprint bar; however, when your stamina is zero, you can still jump.

On the sample map above, you can see some of the main features of a typical game map. Note that the structures shown are human structures. This map shows the most basic features of the game. Other maps may vary and may contain other features not shown here.
Action Mode Graphical Interface

(1) **Health Meter.** The health meter displays as a red bar and a numerical display on the left side of the screen and shows your current health. If your health reaches zero, you’ll die.

(2) **Level Progress Meter and Indicator.** The Level Progress Meter displays as a blue meter with a number above it on the right side of the screen. This meter shows your current level and also indicates how close you are to gaining the next level.

(3) **Sprint Meter.** The sprint meter displays as a green bar on the right side of the screen and indicates the amount of stamina available for sprinting or jumping. Stamina regenerates when you aren’t sprinting or jumping. The lower the sprint bar gets, the slower the regeneration, so try not to let it run completely out.

(4) **Gold.** The amount a player has earned is indicated in the upper right corner of the screen. The most a player can earn is 10,000 gold. This money is used to buy new units, weapons, and...
equipment. Note: A percentage of all money earned by a player is given to the Commander of the team as a tax.

(5) **Mini Map.** The mini map displays in the upper left corner and shows you a miniature version of the play field.

(6) **Aiming Reticule.** Most range weapons have a specific point the weapon will target when fired, which displays as yellow crosshairs. Weapon accuracy varies, however, so not all weapons will hit the mark indicated on the crosshair.

(7) **Ammo or Mana.** Ranged weapons and spells have limited ammunition/mana. This is displayed as a number at the bottom of the screen. Ammo and mana can be refilled by entering a friendly Stronghold or Garrison. Ammo and mana can sometimes be obtained by killing various players and NPC creatures.

(8) **Special Icons.** Special icons are small square icons that display on the right side of the screen. They indicate things such as Officer status, or special powers applied to your character.

(9) **Chat Messages.** Displays chat messages from other players, and scrolls automatically as new messages are received.

(10) **Game Messages.** Important game specific messages display in the upper middle of the screen. A variety of messages appear in this area, such as new technology developments, structures under attack or Commander orders.

(11) **Inventory.** The weapons and items you are carrying. Each slot is associated with a number, 1-5. Press that number to activate or use the associated item.

(12) **Waypoint Indicator.** Player units can receive orders from the team Commander. The Waypoint Indicator will appear, and a brief text description is displayed. Red waypoint beams indicate enemy locations, while green waypoint beams are used for all other commands. A distance is indicated at the base of the waypoint. This shows how far the target is from your location.

The screenshot on the previous page shows a ‘Move here’ command. The waypoint indicator is pointing towards the green waypoint 20 distance units away.

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**Playing the Commander**

Ok, you can’t win a war without soldiers, but somebody’s got to be the brains, see the big picture, run the show... So who wants to step up and take the lead? If you’re ready to take command, then it’s easy to do. Enter the stronghold or garrison to use the Unit Selection menu. If the command is available, click the Commander button to assume command of the team. From there, you’ll be able to direct your ground troops, manage resources, and, hopefully, lead your team to victory!

**Commander Controls**

*Note: These keys, unlike the Action Player keys, cannot be changed.*

- **(Arrow Up)** Move view up
- **(Arrow Down)** Move view down
- **(Arrow Right)** Move view right
- **(Arrow Left)** Move view left
- **Spacebar** Jumps your camera to the last game event, such as a building under attack, a worker spawned or research completed.
- **Scroll Wheel** Zoom in or out by rolling the Scroll Wheel. This raises or lowers the height of the top down view for more or less detail over the battlefield.
- **CTRL + 1-0** Allows the Commander to bind a number key to a structure or group of players. For example, select the structure or group, and press Control Key + 5. Double tapping the number 5 key will then select that structure or group.
- **X** Turns the view clockwise. This is useful for seeing around obstructions, or selecting hidden units.
- **Z** Turns the view counter clockwise.
- **I** Find next idle worker.
- **Tab** Displays the Unit List screen.
- **T** Chat to All players by pressing T, typing the message, and pressing enter when done. This messages everyone on both teams.
Y Chat to Team by pressing Y, typing, and pressing enter when done. Messages all of your team members.

/msg name Chat to Player privately. Initiate a chat message by any of the above means, and type /msg followed by their player name, and you can send a private message to a single player.

/re name If you are messaged privately, you can respond privately by typing /re and their name.

Commander Graphical Interface

(1) Gold. The current amount of gold is displayed in a yellow color font at the top left of the Commander screen. Gold is not only currency: it is used in advanced technologies and structures. Gold is obtained in two ways: by sending workers to extract it from a gold mine, or when Action Players kill enemies and creatures. When Action Players generate gold through mining or defeating enemies and creatures, some of the money earned goes to the Commander in the form of a tax.

(2) Red Stone. The current amount of Red Stone is displayed in a red font at the upper left of the screen. This is one of your major resources. You'll use it to build structures and to invest in research.

(3) Resources. This section lists the current quantity of the resource pools - chemical, electrical and magnetic for the Human side; entropy, fire and strata for the Beast side. The picture shows the Human side.

(4) Stronghold/Lair Health Meter. This shows the current status of your stronghold or lair. If this reaches zero, the battle is over.

(5) Worker Population. Shows the number of workers you currently have.

(6) Mini Map. Shows a miniature map of the battlefield. Note that it includes fog of war, so you can only see what your units can see.

(7) Chat Box. Where you will send and receive messages.

(8) Selected Info Box. This box shows any currently selected units or structures.

(9) Description Box. When you select a unit or structure, a description box will appear in the lower middle part of the Commander screen. An Action Player description box displays weapon, equipment, level, gold and any additional buffs given to the unit.

(10) Grid Menu. The grid menu is context sensitive, and shows appropriate options based on the currently selected unit. This is where you can select structures to build or upgrade, research technologies, etc..

(11) Command Options

Unit List. This option opens the unit list, where you can select and interact with specific units (see the Unit List section on page 26).

Requests. This is a window which displays any purchase requests that units make. If a player doesn’t have enough money he or she may Request equipment, which will display on the Commander's
Orders are issued by simply selecting a unit (or units) with the left mouse button and right clicking on a target. Orders are context based, meaning that wherever you right-click, an appropriate action order will be delivered. Action Players will hear an audio message and text orders will also appear on the player’s Game Message area.

For example:

The Commander left-click drags a selection box around a player or group, and then right-clicks into an open area. This relays a message to the player or group to travel to this location. A waypoint displays on the Commander’s screen.

The Action Mode player also sees a waypoint appear in the 3D world and hears audio saying, ‘Move here.’ As an Action Player, at the top of the screen you’ll see an indicator icon, showing that a waypoint order has been given to your unit.
Other orders and their messages include:

**Attack this target.** The waypoint appears red. Targets include NPC’s, enemy structures, and enemy units.

**Follow this unit.** Follows a selected friendly unit.

**Mine here.** Action Players can mine resources. Once the player has enough resources, the waypoint changes and points to the nearest Stronghold or Garrison to drop off the resources.

**Repair this structure.** Primarily the Workers carry out this order but Action Players at times may need to assist.

**Build this structure.** Primarily the Workers carry out this order but Action Players at times may need to assist.

Action Mode players receive 1 loyalty point for each order successfully carried out. In addition to that, Commanders may choose to promote the most loyal players to Officers or give them extra gold during Requests.

**Structure Capabilities**

Most structures have units, weapons, or equipment that can be researched by investing Blood Stone or Gold. To research specific upgrades select the associated building with a left click. Then find the icon for the upgrade, unit, weapon, or equipment in the Description Box. Click the icon to purchase the upgrade. The team must have sufficient Blood Stone and Gold for research.

**Construction**

Once construction is started friendly Action Mode players can help build friendly structures by attacking the structure with Melee swings. A green progress meter can be seen progressing. The green progress meter will vanish when construction is complete. Only when the structure is completed will the associated benefits of the structure activate.

**Demolish**

All created structures can be demolished by the Commander for Blood Stone, in case of emergency, to regain resources in cases where the team is desperate for building materials. This is very inefficient, and should be considered a last resort.

**Repairing**

All structures have a blue health meter above them. When this meter turns partially red, this indicates the structure has taken damage. When the bar becomes all red, the structure is reduced to zero, and the building is destroyed. Heavily damaged structures often have smoke and fire emanating from them, but subtle damage may be harder to see. All structures can be selected, and their numerical hit points are displayed in the Description Window of the Commander interface. Workers can be ordered to repair structures, as needed.
"Victory goes to the Commander who makes the second to last mistake, while doom is the harvest of fools."

- Jaraziah Grimm
Supreme Commander of the Legion of Man

Legion of Man

After surviving near extinction from the apocalypse millions of years ago, humans are reuniting under a common goal. Through the direction of Jaraziah Grimm, under the banner of the Legion of Man, nomadic human tribes are researching old forgotten technologies to help their economies and populations flourish. Just as described in the history books, as human populations grew in the past, so did waste and pollution. Fearing the coming of the apocalypse again, the animal species of the world (which has evolved to be more intelligent, thoughtful creatures) united under the Beast Horde to work together to bring down the rising Legion of Man. It is in this struggle that humans scurry to reproduce ancient technologies to drive back their enemy and again dominate the planet Newerth.

Using both melee weaponry and ranged weaponry, the humans use manufactured weapons created by their own hands to fight against their enemies. The Legion has many weapons: axes, swords, crossbows, electrical dischargers, magnetic coil rifles, and even primitive chemical rocket launchers. By resurrecting powerful technologies from lost sciences the Legion can create weapons capable of destroying even the mightiest Beast’s of the Horde.

Structures

Only the Commander can initiate construction of a new building. With enough Red Stone, and Gold, structures can be placed nearly anywhere and are built by workers.
**Arsenal**

*Research and supply new weapons.* The Arsenal is a central structure for researching weapons based on Archery, Chemical, Magnetic, and Electricity. This structure is essential to researching advanced weapons. Destruction of the arsenal will prevent the Legion from equipping new units with advanced weapons, or researching new ones.

**Research Center**

*Develop basic equipment, and advanced gear based on Chemical, Magnetic, and Electric technologies.* The Research Center is a structure that encompasses various kinds of technology research and equipment research. Basic equipment, and advanced Chemical, Magnetic, and Electrical gear can be developed here.

**Chemical Factorium**

*Research chemical-based weapons and equipment.* A Chemical Factorium provides refinement and processing of raw materials for chemical technologies. It provides essential materials for the Arsenal’s advanced chemical-based weapons, and the Research Center’s Chemical dependant equipment.

Each Factorium creates 100 chemical pool points, which can be used to boost the speed of friendly units using Adrenaline Boost.

**Electrical Factorium**

*Research electrical-based weapons and equipment.* An Electrical Factorium generates ample power for electrical technology research, raw energy for charging the related advanced weapons in the Arsenal, and Research Center electronic dependant equipment.

Each Factorium creates 100 electricity pool points, which can be used to boost the melee damage of friendly units using Electrify Weapon.

**Magnetic Factorium**

*Research magnetic-based weapons and equipment.* A Magnetic Factorium refines magnetic field energies and provides treated materials for production of advanced Magnetic weapons and related equipment.

Each Factorium creates 100 Magnetism pool points, which can be used to boost the defense of friendly units using Magnetic Shields.

**Arrow Tower**

*Basic defense structure.* Arrow Towers are defensive structures that fire arrows automatically at enemy units. They are useful in holding off ill equipped enemies. These towers are not resilient enough to withstand assault from advanced weapons or magic.

**Mortar Tower**

*Advanced chemical-based defense structure.* Mortar Towers are structural modifications that replace the Arrow Tower. The tower fires chemical-based glass bomb mortar rounds. This tower is much more durable and dangerous than the Arrow Tower.

**Shield Tower**

*Advanced magnetic-based defense structure.* Shield Towers are structural modifications that replace the Arrow Tower. The structure continually generates protective shielding through magnetic coils, creating massive magnetic repulsion fields capable of protecting nearby structures from damage.

**Shock Tower**

*Advanced electricity-based defense structure.* Shock Towers are structural modifications that replace the Arrow Tower. The structure detects and destroys incoming projectiles with focused electrical pulses.
Units

Worker
A maximum of 10 workers can be created and controlled by the Commander. Workers can gather resources, build and repair damage to structures.

Nomad
The Nomad is a basic fighter. Nomads are small, light and stealthy human warriors who fight for the Legion. Although they are not as strong or durable as other units, they can use any weapons or equipment available, and they are free to field. Quick attacks combined with average hit points make him a deadly adversary.

Savage
Stronger than Nomads, Savages are capable of both subtle attacks and frontal assaults. Effective against enemies and structures, Savages can rampage over lighter enemy units. Savages are strong fighters, and moderately expensive to field.

Legionnaire
Legionnaires are elite warriors. They are capable of smashing down structures and enemies with their great axes, and can withstand the sting of many arrows. They are unequalled in hand-to-hand combat, and are very expensive to field.

Garrison
Constructed spawn point and equipment re-supply structure. The Garrison is often constructed as a forward position for spawning reinforcements for the team. It is also a resource drop off point for Workers. The Commander can spawn workers from this structure. Players can re-supply weapons, ammunition, equipment, or change units inside.

Siege Workshop
Research siege vehicles to annihilate the enemy base. The Siege Workshop provides support for researching and developing advanced weapons capable of destroying enemy structures from great distances with devastating explosive projectiles.

Stronghold
The command center for the team. The Stronghold is where the human Commander gives his orders to workers, Action Players, and organizes his team. The stronghold is not replaceable, and its destruction ends the game.

Stronghold 2
Stronghold 2 is an upgrade, which provides a reinforced structure, and improved research capabilities for developing new weapons, units, and equipment technologies. The Commander can create the Savage unit. 2nd tier weapons and equipment become available.

Stronghold 3
Stronghold 3 is the final upgrade. Structure is reinforced again, and the most advanced (3rd tier) units, weapons, and equipment are made available.
Incinerator
Incinerators pump pressurized combustible liquids through a flaming port. This creates a massive burst of flame that jets out of the weapon, which is very useful at close range against structures and enemy units.

Catapult
Catapults are designed to destroy enemy structures. They launch explosive projectiles great distances, take a very long time to reload, and are extremely expensive to field.

Weapons

Hunting Bow
The Hunting Bow is a crude projectile weapon used commonly by nomad humans for hunting and resolving petty squabbles.

Crossbow
Crossbows are highly crafted mechanical bows that use multiple strings and pulley systems to increase power, accuracy, and reload speed.

Marksman Bow
Marksman Bows are the ultimate achievement in archery weapons. They are both powerful and accurate weapons that utilize a looking glass to magnify targets at a great distance. A preferred weapon of snipers, the bow is quiet and deadly accurate.

Launcher
Launchers fire highly explosive glass bombs using a fuel propellant to fly the explosive towards its target. The increased accuracy and explosive radius makes it effective against structures, and enemy units of all kinds.

Repeater
Repeaters fire metal slugs at a frantic pace. Using magnetic technologies, iron darts are accelerated along a magnetic rail system. Because of its high rate of fire, it is critical to conserve ammo.

Coil Rifle
Coil Rifles accelerate a single metal dart to incredible speeds. The weapon comes equipped with optical intensification, allowing the user to zoom in from long ranges. Very effective against enemies at a distance but with limited ammo capacity.
Scattergun

Scatterguns magnetically project a wide pattern of metal pellets. The fast moving spread of projectiles is deadly at close range, and makes it easier to hit fast moving enemies. The weapon is not very useful at long range.

Discharger

Dischargers are high voltage electrical weapons that channel immense electrical energy into a focused bolt. They charge slowly, but then unleash a focused energy stream that electrocutes a single enemy. The longer it is charged the more shocking power is built up.

Flux Gun

The Flux gun fires a series of electrical energy streams violently toward its target. The weapon has a higher rate of fire than the discharger.

Pulse Cannon

Pulse Cannons channel highly unstable electrical charges into a single powerful pulse. Enemies and structures hit by these pulses are disrupted by the violent energies. These pulses also dish out minor damage to anything within their impact radius.

Equipment

Basic Equipment

Med Pack

Medical Pack is a one use trauma kit for treating various injuries in the field. Its contents can be quickly consumed, even while in combat.

Ammo Pack

Ammo Pack stores extra ammunition for your weapon. This effectively doubles the ammunition you can carry. The Ammo Pack is not consumed; its benefit is automatic.

Electrical

Disrupter

Emits a powerful electric pulse that disables weapons and structures. This will also destroy Land Mines and Fire Wards.

Relocater

Using high frequency electrical interference, this opens a rift teleporting you instantly to your Stronghold.

Chemical

Land Mine

An explosive device triggered by the presence of an enemy. Good for defending key targets.
**Demolition Charge**
The Demolition Charge is a one-shot demolition bomb created from mixing two liquids in a violent chemical reaction. It is very effective against structures, however, it can be disarmed by shooting it before it explodes.

**Magnetic**

**Sensor**
The Sensor is a remote sensing device that senses the magnetic resonance of all things. Deploying these sensor devices can provide much needed information about enemy activities.

**Immobilizer**
The Immobilizer creates magnetic fields that paralyze metal and flesh. To toss one of these grenade-like devices, press the number associated with its inventory slot.

**Commander Powers**

**Adrenaline**
A momentary boost to a unit’s speed using synthetically produced adrenaline.

**Electrify**
Charges a unit with high voltage static electricity, making its melee weapon far more lethal for a short time.

**Shield**
Temporarily enhances the natural magnetic field of a unit to absorb damage.
"Only human stupidity and the universe are infinite. Therefore, never interrupt the humans when they are making a fatal mistake."

Ophelia, Beast Queen of the Horde

Beast Horde

Through eons of evolution the beasts and creatures of the world have survived extinction by evolving and adapting to the human destruction of their habitats. As mankind was busy destroying themselves through petty wars, the beasts adapted, grew in numbers, and learned. Over time mankind faded from prominence and the beasts rose as the likely inheritors of Newerth.

Just before the humans faded into history, the Legion of Man arose, saving the humans from extinction and plunging the natural world into terror. The slaughter began again. Beasts were hunted for food, as resources, or sport, and the world was the human's playground. The incredible abundance of beasts in the world seemed too much for the humans, and reckless conquest recovered the previously lost territories. The humans were recovering, and paving their roads with the blood of the world.

Amidst this chaos, a young human girl appeared, named Ophelia. Beasts who met her realized she was unlike any human, and soon all creatures knew her as a sorceress savant. She could speak with the beasts, and would teach them what she had learned from the humans, and from war. More importantly, she had discovered the un-harnessed powers of magic and could teach the beasts of the world how to tap this energy native to their being.

The beasts learned the mystical craft known as magic, and quickly excelled in the supernatural art. Complex structures arose from massive trees, and a Horde of warriors gathered for the coming battle. Their natural ferocity was enhanced through tapping into the natural powers of Fire, Entropy and Strata. Scavengers and predators poison their claws, and devastating magic became their salvation. Ophelia was chosen as their leader, and she proclaimed herself Queen of the Beast Horde, and liberator of Newerth. The beasts have learned to mimic the humans in war, and now with magic, can retake their home.

Will you join the Beast Horde's war of liberation?
Structures

Nexus
The Nexus harnesses natural energies, providing the Beasts with improved melee combat powers.

Arcanum
Mysterious relics are created. The Arcanum reveals the mysteries of magical relics. Beasts can equip these relics for use in combat.

Entropy Shrine
Channeling ambient energies from earth, stone and rock, Entropic Shrines focus their energy for use by the Horde sorcerers.

Fire Shrine
Channeling energy from the sun’s eternal flame, the Fire Shrine focuses destructive energy for use by the Horde sorcerers.

Strata Shrine
Channeling energy from the sky, wind, and rain, the Strata Shrine harnesses these powers for use by the Horde sorcerers.

Charm Shrine
This shrine fascinates the most powerful creatures, charming them into bloody service for the Horde.

Defensive Spire
Basic defensive structure. These magical spires fire bolts of raw magical energy. Useful at holding off poorly equipped enemies, the spire will not withstand attacks from advanced weapons or magic.

Entropy Spire
Entropy Spire is an advanced spire that regenerates other Beast structures around it.

Fire Spire
Fire Spires use fire magic in defense of the Beast Horde.

Strata Spire
Strata Spires use weather-related magic in defense of the Beast Horde.

Sub-lair
Sub-lair is a forward position. Horde reinforcements can spawn and re-equip from this location.

Lair
The Lair is where the Beast Horde Commander gives orders to workers, Action Players, and organizes his team. The Lair is not replaceable, and its destruction ends the game.
Lair 2
This is the first upgrade to the Lair. It features improved hardiness, more potent magic, and additional unit types.

Lair 3
This is the final Lair upgrade, which features the Beast Horde’s most powerful magic and unit types.

Units

Worker
By imbuing the foliage with a portion of Newerth’s spirit, the Horde creates a simple creature to mine, repair and summon structures.

Scavenger
Lightest of the beast warriors, wielding the bones of fallen prey.

Stalker
A skilled killer of feline ancestry.

Predator
The largest and toughest of the Horde’s standard warriors, these fierce combatants evolved from the ancient bears.

Summoner
The smallest of the beast’s warriors, this reptilian descendant is not much for physical combat, but wields powerful magic.

Behemoth
This enormous beast is descended from elephants. He is very slow but immensely powerful, wielding an uprooted tree.

Arcanum Relics
Note that, unless otherwise noted, relics provide automatic benefits, without requiring you to press an inventory number.

Basic Relics

Mana Crystal
The material of this crystal attracts the natural energies of Newerth. Wearing it will cause your mana to slowly replenish.

Frenzy
Allows a beast Warrior to channel their aggression and use it in battle. While active, your stamina will regenerate very quickly.
**Weapons**

**Melee Powers**

**Venomous**
Provides the innate ability to secrete poison from your claws, allowing your melee strikes to cause continuous damage after a successful hit.

**Carnivorous**
This power will let you recover health from injured foes with each strike.

**Rabid**
The blood of your prey fuels your rage; you recover stamina with each melee strike.

**Strata**

**Frost Bolts**
By chilling the air and creating a gust of wind, the wielder projects a cluster of ice crystals at his enemy.

**Tempest**
Focuses the power of a storm into a stream of lightning and hail.

**Lightning**
Allows the caster to call a devastating bolt of lightning down from the sky on his enemy. Powerful, but difficult to aim unless stationary.
Commander Powers

Gateway
The Beast Commander can open two portals through which his team can travel. The portals remain open for a limited time. This power requires energy points from the Entropy Shrine’s power pool.

Flame Shield
The Beast Commander can create flaming shields that surround his troops. Enemies take heat damage when using melee attacks against a beast protected by the flame shield. This power requires energy points from the Fire Shrine’s power pool.

Replenish
The Beast Commander can select and instantly restore health, mana and stamina to a unit. This power requires energy points from the Strata Shrine’s power pool.

Fire

Ember
Generates a small burning projectile that bursts into flames on impact.

Blaze
Emits a stream of devastating fire from the caster’s staff, engulfing everything in a short range.

Fireball
Lets the wielder produce explosive balls of fire. The longer this spell is charged before release, the faster and stronger the Fireball will be.

Entropy

Chaos Bolt
Emits a magical projectile that strikes out at any target it gets near.

Surge
Channels the destructive powers of nature through the caster and into a continuous stream of energy.

Rupture
By focusing on a particular point, the caster causes the ground itself to explode around his enemies.
Predators & Prey

Mundane creatures have evolved and adapted over millions of years to take their uneasy place among humans and beasts. Through evolution the simplest creatures have learned to fight for survival and to hunt all things that threaten them. Dangerous creatures of all kinds breed in the wild and threaten both man and beasts. Though they are unorganized as a military force they still pose a threat to the lone nomad, or beast scavenger. Both humans and beasts can fall prey to these lurking predators. As man and beast develop the lands these creatures take their places between them - they are both predator and prey.

The creatures we call 'predators and prey' are dangerous and too stubborn to join with either side. However, they are also resources, often dropping experience, gold or ammo when killed, and thus are 'fair game' to members of either the Legion or the Horde. The experience gained, and gold or other items obtained (such as ammo), vary with the threat posed by the creature. The more dangerous a creature, the more experience and gold you'll gain from killing it, and the better items you may collect.

You may find that some of these creatures will block access to critical parts of the map, and will defend their territory. Killing them will remove the obstacle, but in some cases, they may respawn. In others, they will stay gone...

Realm maps are not all the same, and you may find certain creatures on one, and not on another. There are different kinds of creatures, as well, and they vary from aggressive rock-throwing rodents called Chiprels, to semi-evolved creature that uses primitive weapons, such as the Monkits. You may even find new creatures appearing from time to time. Be cautious until you know your common enemy.
Troubleshooting

For current trouble shooting information visit the S2 Games support page located at: http://www.s2games.com

You'll find:

- Helpful Forums
- Trouble shooting FAQ
- Contact information
- Driver links
Credits

S2 Games

Corporate
Marc DeForest: Owner / Co-founder
Richard J. Bosch: CEO
Jesse Hayes: COO / Co-founder / Producer
Sam McGrath: CTO / Co-founder

Programming
Sam McGrath
Jason Morales
Jon Shiring

Art
Jesse Hayes
Travis Stringer
Trevor Stringer
Willie Real

Concept Art
Willie Real

Design Team
Marc DeForest
Jesse Hayes
Sam McGrath
Jason Morales
Jon Shiring
Travis Stringer
Trevor Stringer

Music
Sam McGrath

Business Development
Tim Innes

Additional Programming
Brian Long

Additional Art
Brian Jones

Sound Effects
Arney Secerkadic

Voice Actors
Glynnis Talken
Jim Ward

iGames Publishing
Richard J. Bosch - Chief Executive Officer
Jorie Waterman - Chief Operating Officer
Leila Pflegar - Director of Marketing
John Kauderer - Senior Designer

Distribution
TriSynergy
Tamra Nestler
Robin Frisby
Lisa Mandile
Shane Nestler

Public Relations
Zeitgeist Communications
John Foster
Alex Joseph

Production
S.P.A.
Debra Pugh
Marti Nagy

Manual Writing, Design and Layout
Rusel DeMaria - DeMaria Studio
Additional Thanks
DMA Holdings
Robert Engstrom
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Adam Baroody
Erick Gravel
Enrique Caballero
Chung Ho Kan
Jordan Hayes
Our Families
Lyra Harris
Art Insana
Trudy Marquardt
Chris Grant
Sam Robinson
James Roy Wilding
Jemima, Austin, Lee Stringer
Jesmin Stringer
Paul, Jackie, Ken
famy, hitman, drunkguy
All the Testers