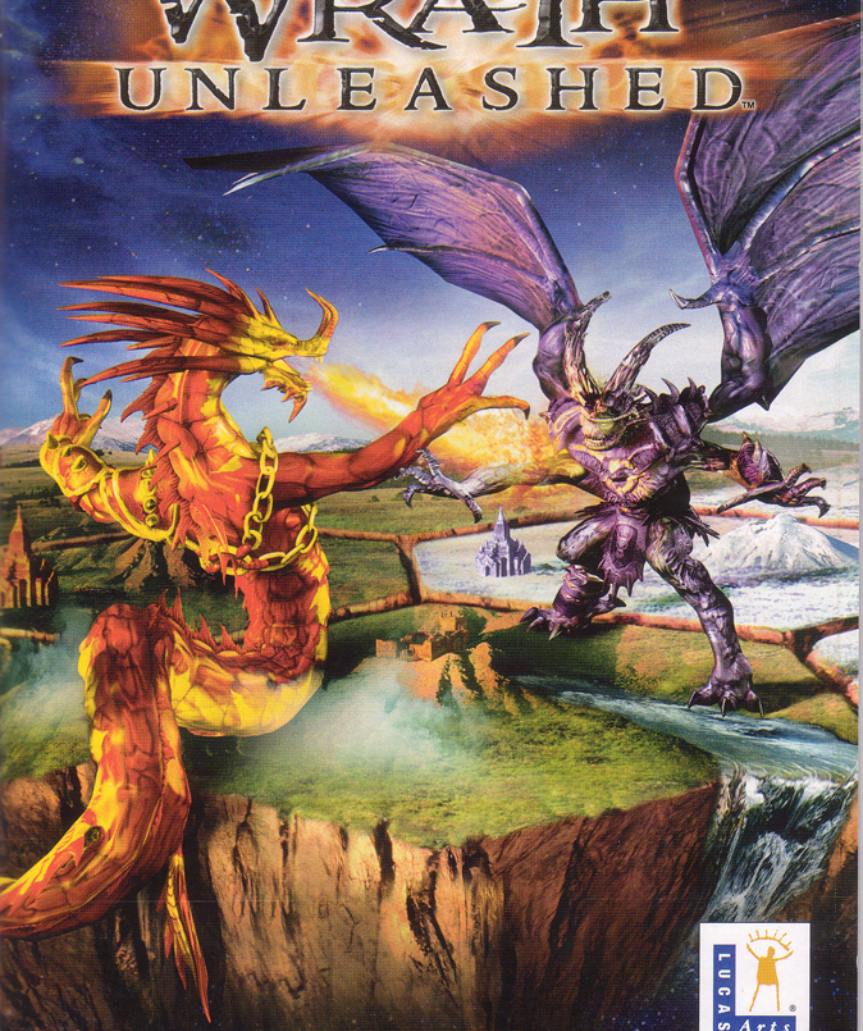


XBOX



WRATH UNLEASHED™



ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms including: light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause a loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- and rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played.

Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.


OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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*In the beginning,
there was only darkness...*

*Then light shone in the void and a new world was born.
A realm forged from the elemental forces of
Earth, Wind, Water, and Fire,
where myth and reality become one,
and Magic is the lifeblood of all creation.*

*The nexus of an eternal war waged between the forces of
Light and Darkness...between Chaos and Order,
which destroyed the world in a mighty cataclysm.
Unto this broken realm came the Overlords, powerful
beings drawing their might from the elements of creation.
The Overlords possess all the mortal passions: Rage... Jealousy...
Desire... and along with them, mortal weaknesses.*

*Beautiful Aenna, Goddess of the waters... the steadfast
purity of crashing waves and thundering waterfalls.*

*Fiery Epthos, Warrior of the rising sun...
volatile guardian of the sacred flames.*

*Devious Ourlock, Master of metals and Lord of stone...
keeper of the secrets of the earth.*

*And wicked Helamis, Queen of storms and chaos...
mother of hurricanes, leaving havoc
and destruction in her wake.*

*Now the mightiest of the Overlords
prepare for the ultimate confrontation.
The time has come for the
wrath of the gods to be unleashed!*

SETUP

USING THE XBOX VIDEO GAME SYSTEM

- 1 Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
- 2 Press the power button and the status indicator light will light up.
- 3 Press the eject button and the disc tray will open.
- 4 Place the Wrath Unleashed™ disc on the disc tray with the label facing up and close the disc tray.
- 5 Follow onscreen instructions and refer to this manual for more information about playing Wrath Unleashed.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

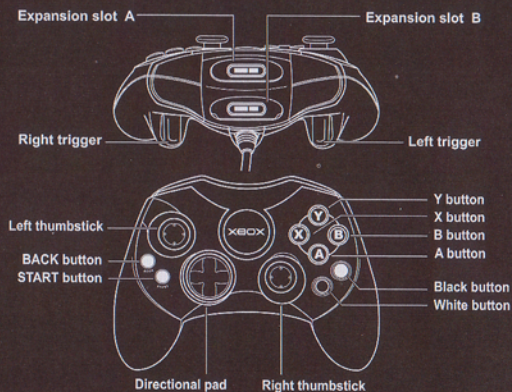
To avoid damage to discs or the disc drive:

- 1 Insert only Xbox-compatible discs into the disc drive.
- 2 Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- 3 Do not leave a disc in the Xbox console for extended periods when not in use.
- 4 Do not move the Xbox console while the power is on and a disc is inserted.
- 5 Do not apply labels, stickers, or other foreign objects to discs.

CONTROLS

USING THE XBOX CONTROLLER

- 1 Insert the Xbox controller into any controller port of the Xbox console.
- 2 Use the hard disk if you wish to save your progress.
- 3 Follow onscreen instructions and refer to this manual for more information about using the Xbox controller to play Wrath Unleashed.



BASIC GAME CONTROLS

WORLD MAP CONTROLS

- START BUTTON**
Pause/access options
- DIRECTIONAL PAD**
Press in any direction to move camera and cursor; press to move selected character
- LEFT THUMBSTICK**
Press in any direction to move camera and cursor; press to move selected character
- RIGHT THUMBSTICK**
Press to move the camera
- RIGHT TRIGGER**
Zoom camera in
- LEFT TRIGGER**
Zoom camera out
- Y BUTTON**
Toggles the Help Menu
- B BUTTON**
Cancel action/exit Help Menu
- A BUTTON**
Select highlighted creature
- X BUTTON**
Use Gates
- WHITE BUTTON**
Pass turn
- BLACK BUTTON**
Toggles the top-down map

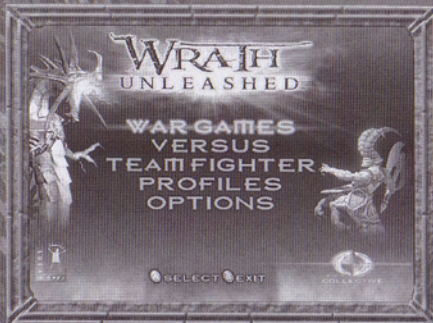
ARENA CONTROLS

- START BUTTON**
Pause/resume
- LEFT THUMBSTICK**
Press in any direction to move creature
- RIGHT TRIGGER**
Block/strafe
- LEFT TRIGGER**
Special magic attack
- Y BUTTON**
Heavy magic attack
- B BUTTON**
Light magic attack
- A BUTTON**
Light melee attack
- X BUTTON**
Heavy melee attack

TOP-DOWN MAP CONTROLS

- START BUTTON**
Pause/access options
- LEFT THUMBSTICK**
Move cursor
- DIRECTIONAL PAD**
Move cursor
- RIGHT TRIGGER**
Zoom in camera
- BLACK BUTTON**
Toggles World Map mode
- Y BUTTON**
Toggles the Help Menu
- B BUTTON**
Toggles World Map mode
- A BUTTON**
Select highlighted creature and switch back to the World Map
- X BUTTON**
After selecting a hex, press to see creatures within attack range

PLAYING THE GAME



Wrath Unleashed provides numerous play options: Battles, Versus, Team Fighter and Campaign. While each option provides unique challenges, there are two distinct gameplay modes within **Wrath Unleashed**: waging war on the World Map and fighting tooth-and-claw during arena combat.

On the World Map, players take turns moving their army of creatures in a bid to seize key structures, attack

the enemy or cast powerful magic spells (see World Map, page 16).

In arena combat, two creatures fight to the death using melee and magical attacks (see Arena Combat, page 24).

To save your progress in **Wrath Unleashed**, make sure you create a profile before playing. Select Profiles from the Main Menu, create a New Profile, and then save it to the hard disk or memory unit. You can play **Wrath Unleashed** without a profile, but you won't be able to save any games or custom armies. After a profile is created, select the type of game you want to play from the Main Menu.

WAR GAMES

Choose **WAR GAMES** to play individual battles, single-player campaigns, the tutorial mission, or to load a saved game or build custom army sets.

BATTLE

Select **BATTLE** to pit yourself against other players (AI or Human) on a map of your choosing.

- ☉ **Number of Players:** Determine the number of players.
- ☉ **Realm:** Select the realm for each player.
- ☉ **Type:** Select whether the player is Human or AI controlled (you can also choose the difficulty level of the AI player).
- ☉ **Army Size Limit:** Determines the number of points you can spend on creatures in your army (for creating custom armies).
- ☉ **Team Setup:** Use this option to choose teams (for 3- and 4-player games only).
- ☉ **Edit Profiles and Armies:** Access the Battle/Select Options menu to:
 - ~Load or create profiles
 - ~Load or create custom armies.

☉ **Modify Rules:** Select from the following to adjust rules and options for the game:

~ **Turn Limit:** Select a predetermined limit of turns for your game. When the turn limit is reached, the game ends and the player with the most Temple points wins.

~ **Turn Timer:** Select a time limit to make a move on the World Map. When the turn limit is passed, the player loses their turn.

~ **Arena Timer:** Select a time limit for arena combat. If the limit is passed and the creatures are still alive, "Sudden Death" occurs—bolts rain down from the sky until one or both creatures are killed.

~ **Mana:** Choose the rate of Mana accumulation.

~ **Arena Combat:** Choose to play all battles in arena combat, to play battles in arena combat only when human players are involved (Human vs. Human OR Human vs. AI), or automatically resolve all battles without going into arena combat. The last option determines the winner based on rank, current health and terrain.

~ **Overlord Killed:** The "Player Out" option means a player loses as soon as his/her Overlord is killed. The "Player In" option means a player will stay in the game even if the Overlord is killed, and the game must be won through other means, such as Temple point capture or the defeat of all creatures on a team.

Next, select OK to access the Battle/Select Map screen to choose a map from the available list. Information for each map can be seen on the lower-left corner of the screen:



~ **Number of Players**

~ **Difficulty**

~ **Temple Total:** Total number of Temple points available.

~ **Need to Win:** Total number of Temple points needed to win.

Once a map is chosen, select **BRIEFING** to view a synopsis of the map. Choose **START GAME** to play.

CAMPAIGN

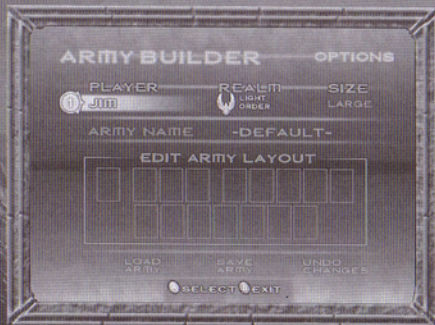
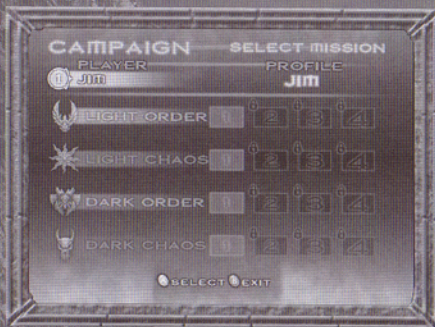
Select **CAMPAIGN** to play single-player campaign missions. Choose between the four different realms:

LIGHT ORDER: Play as the Light Order Demigod Aenna.

LIGHT CHAOS: Play as the Light Chaos Demigod Epothos.

DARK ORDER: Play as the Dark Order Demigod Durlock.

DARK CHAOS: Play as the Dark Chaos Demigod Helamis.



Each realm contains four missions. Completing a mission unlocks the next mission in the realm.

As you play deeper into a realm's missions, they become more difficult. Furthermore, the difficulty between realms becomes more challenging. For example, the Light Order realm is easier than the Light Chaos realm, and so on.

Once a realm and a mission are selected, you are taken to the Campaign/Overview screen to view the map for the upcoming battle. You can also choose to review the following:

- ~ **Objectives:** Preview features and objectives special to this mission.
- ~ **Briefing:** Select to read the story for this mission.
- ~ **Start Game:** Select to begin gameplay.

TUTORIAL

Select TUTORIAL to begin the in-game tutorial that will teach you the basics.

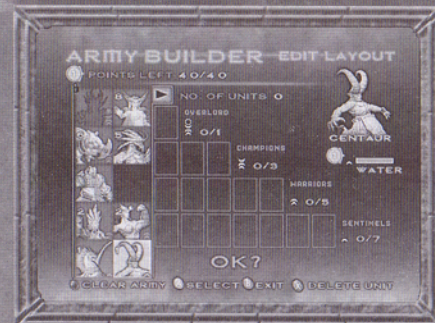
LOAD GAME

Select to load a previously saved battle (multiplayer game) or a previously saved campaign mission (single-player game).

ARMY BUILDER

Select Army Builder to create a custom army and choose the type and number of creatures you want, provided you don't exceed the amount for any particular class (see the chart on the following page for class limitations). You are provided the following options:

- ~ **Choose Army Realm**
- ~ **Choose Army Name**
- ~ **Choose Army Size:** This determines the maximum number of creatures in your army and the number of points you can spend on creatures.
- ~ **Edit Army Layout:** Takes you to the Army Builder/Edit Layout screen where you can build your army:
 - First, select a creature using the left thumbstick or directional pad, and then press the A BUTTON.
 - To delete individual units, press the X BUTTON.
 - "Max Units" means you can no longer add that creature type.
 - Points to spend on creatures are given based on army size:



SMALL	20 points
MEDIUM	30 points
LARGE	40 points

Class limits are set on all creature types:

CLASS	MAXIMUM IN ARMY
OVERLORD (DEMI-GOD, GOD)	1 (REQUIRED)
CHAMPION (DEMON, DRAGON, OGRE MAGE, ETC.)	3
WARRIOR (GENIE, GIANTFESS, DJINN, SPIRIT ARMOR)	5
SENTINELS (CENTAUR, UNICORN, CENTABRA, DARK UNICORN)	7

Example Army: Medium Light Order

You begin with 30 points. First, you must select an Overlord, which costs 8 points. That leaves you with 22 points (even though you have enough points remaining, you can only select one Overlord for your army). Next, you choose 7 Centaurs (each costing 1 point), which is the maximum number of Sentinel-class characters you can have, leaving you with 15 points to spend. You feel you need a backup spell-caster so you decide to select a Juggernaut, which costs 6 points, leaving you with 9 points left to spend. You now choose to round out the remainder of your army with four Genies, which costs 8 points, leaving you with 1 point left over. Since you selected the maximum number of Sentinel-class characters (in this case, Centaurs), there are no other creatures available. Now save your army and test it in battle.

VERSUS

Choose VERSUS to play arena combat only against another player, Human or AI.

TYPE OF PLAYER

Determine whether each player is Human or AI controlled. You can also choose the AI difficulty level.

WINS NEEDED

Select the number of rounds needed to win (from 1 to 5 or unlimited).

ARENA TIMER

Turns the timer on or off. If a time limit is chosen and no player has won when time expires, "Sudden Death" occurs and bolts rain down, damaging both players. The first player to die loses.

SELECT CREATURES

After setting the Arena Timer, select OK to access the creature-selection screen. Starting with

player one, press the left thumbstick or directional pad left/right/up/down to choose the Order/creature you wish to battle with, and then press the A BUTTON. Player two will then be able to select their Order/creature in the same manner once player one is finished.

After each player has selected a creature, player one chooses an available realm to battle in by pressing the left thumbstick or directional pad left/right/up/down, and then confirming the selection by pressing the A BUTTON. Select BEGIN BATTLE to engage in combat. Note: In the lower-right corner of each arena there are icons designating which Order or Orders have the advantage in battle. Some arenas grant advantages to more than one Order, while some arenas are considered neutral and grant no advantage to either team.

TEAM FIGHTER

Team Fighter is a variation of Versus where both players create a team of creatures and pit them against each other in a series of arena duels. Play continues until one player's team is completely wiped out.

TEAM SIZE

Select the team size for each player.

RANK LIMIT

If turned off, more than the usual limit of creatures can be chosen for each rank type, provided the player has enough points.

ARENA SELECT

Choose how arenas are selected during the game.

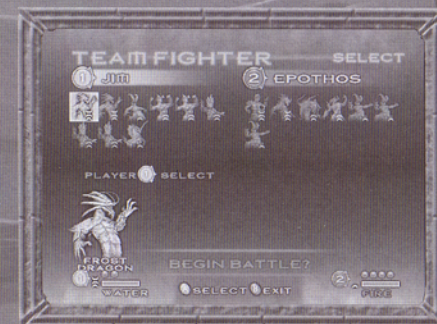
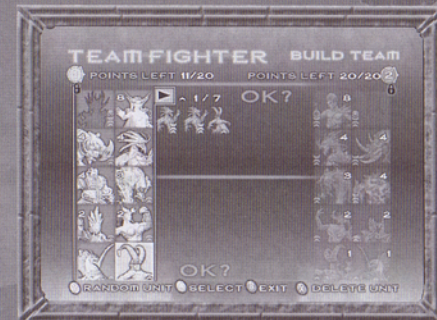
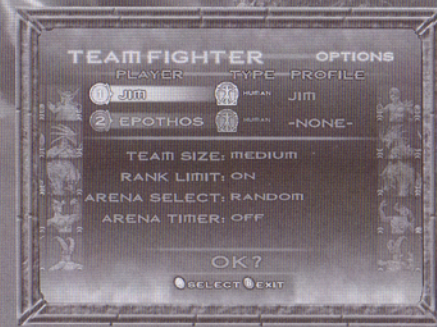
- RANDOM randomly selects a different arena for each duel.
- WINNER ADV selects an arena that is advantageous to the winner of the previous duel.
- NEUTRAL selects an arena that provides no advantage to either side.
- LOSER ADV selects an arena advantageous to the loser of the previous duel.

ARENA TIMER

Select the time limit for each battle, and then press the A BUTTON to confirm. This takes you to the Team Fighter selection screen where you can build your team.

BUILD TEAM

Each player is free to spend their points on any available creature, provided they have points remaining and haven't exceeded the rank limit (unless the rank limit has been turned off). For example, although a player may have enough points to pick 10 Centaurs, he/she is limited to a maximum of 7, based on the set allowance for the Sentinel class.



POINTS PER TEAM SIZE:

SMALL	5 points
MEDIUM	10 points
LARGE	20 points

CLASS LIMITS:

OVERLORD	1 max on a team
CHAMPIONS	3 max on a team
WARRIORS	5 max on a team
SENTINELS	7 max on a team

You are also limited to a maximum number of 12 creatures on a team, even if you still have unused points. If you want to remove a creature from your team, press the **X** BUTTON to deselect the creature. Press **OK** when ready. This takes you to the Team Fighter order screen.

Both players now choose the creatures from their chosen armies that they wish to battle with in the arena. When the duel is finished, players return to this screen, where the loser can choose the next creature from his or her team.

PROFILES

NEW PROFILE

Create a new profile.

LOAD PROFILE

Load a previously saved profile.

BATTLE RECORD

Find information and statistics on:

- War data
- Arena data
- Medals for the currently loaded profile



OPTIONS

CONTROLS

Select between different controller configurations, turn controller vibration on or off, and choose between Preset or Free camera modes on the World Map.

VIDEO

Brightness: Adjust the brightness level.

Creature Pedestals: Turns pedestals on or off on the World Map. When Auto is selected, the game decides when to turn them on.

Creature Portraits: Turns creature portraits on/off.

Subtitles: Turns subtitles on/off.

AUDIO

Effects Volume: Use this slider to adjust the volume of explosion, magic, and other ambient in-game sound effects.

Music Volume: Change the volume of the music that plays during the game.

Speech Volume: The volume of voices can be modified with this slider.

BONUS GALLERY

Earn bonus medals to unlock and view concept art of the awesome and fantastic creatures from *Wrath Unleashed*.

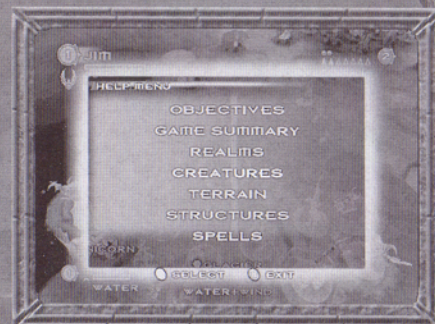
CREDITS

View the names of all the talented people who created *Wrath Unleashed*.

GAME REFERENCE

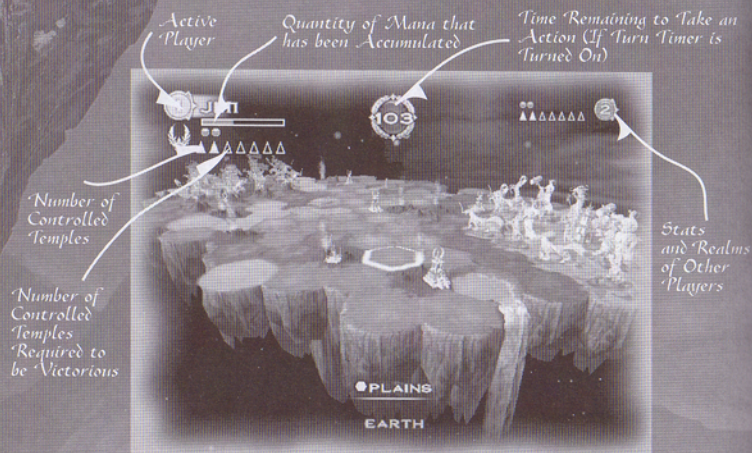
In battle games and campaign missions, an extensive Help menu is always available on the World Map. The Help menu is an important guide to information about creatures, structures, spells, and terrain types. Be certain to consult it frequently in your battles as a thorough understanding of *Wrath Unleashed* will help lead you to victory.

To activate the Help menu in the World Map mode, press the **Y** BUTTON, and then press the **A** BUTTON.



THE WORLD MAP

The World Map represents the land that the Overlords are fighting to dominate. Here, players devise cunning strategies, cast crucial magic spells and move creatures into favorable spots for battle. The main objective in the World Map is to win by capturing a specified number of Temple points, which are determined in the objectives screen, or by defeating the enemy Overlord.



MOVEMENT RANGE



When you select a creature, a region of the World Map is outlined. The area within this region represents the creature's movement range. The selected creature can move into any hex within this area; however, creatures cannot end their turn in a hex occupied by a friendly creature. Subject to the following rules, the selected creature can move into any hex within this area.

~ If a creature ends its turn in a hex occupied by an enemy creature, the game will transition to arena combat. The victor of that duel will then occupy the hex.

~ Walking creatures must move around all other creatures and cannot cross gaps.

~ Flying creatures can move over creatures (except enemy Sentinels) and cannot cross gaps.

~ Teleporting creatures can move through all creatures, cross gaps and ignore Sentinel Barriers.

~ Sentinels (Centaur, Centabras, Unicorns, and Dark Unicorns) have a special ability called the Sentinel Barrier.

An enemy creature must end its turn when it moves next to a Sentinel. This means that it will take an enemy two turns to attack a Sentinel: one turn to move next to the Sentinel, and another turn to move into the Sentinel's hex.

CASTING SPELLS ON THE WORLD MAP

Instead of moving a creature, you can use your Overlord or Adept to cast magic on the World Map, assuming you have enough Mana. These World Map spells have various effects on the game, such as transforming terrain, teleporting, healing, harming, or resurrecting units. Casting a spell counts as a turn.

To use a spell, select an Overlord or Adept and press the A BUTTON. Two selections are available, MOVE and CAST. Select Cast to access a list of spells. Use the directional pad or the left thumbstick to highlight a spell, and then press the A BUTTON to select it. Most spells require you to select a target hex or creature.

However, you can't cast a spell on a hex that contains a Temple or Citadel.

Note: The Wrath and Resurrect spells can only be cast by Overlords.



MAGIC SPELLS

Spell Cost Casters Description

SUMMON 2.5 ADEPT/
OVERLORD
ELEMENTAL Brings forth a being of pure elemental power to attack targeted creature in arena combat. The type of elemental will depend on the realm that summons it, but all possess greater combat strength than a warrior.

WRATH 3 OVERLORD
ONLY Only demigods and gods can cast Wrath, which allows them to deliver two health bars of damage directly to an enemy creature. If the damaged creature has two health bars or less, it will be destroyed.

BIND 2.5 ADEPT/
OVERLORD This spell binds an enemy creature to the terrain it occupies for 3 rounds. Bound creatures cannot move or cast spells but can defend themselves in arena combat if attacked.

**TRANSFORM
LAND** 2 ADEPT/
OVERLORD This spell changes the targeted terrain to the primary advantage type of the caster, and the adjacent terrain will also change to either primary or secondary advantage type of the caster. Ethereal tiles cannot be affected by this spell.

HEAL 2.5 ADEPT/
OVERLORD Cast on a wounded ally creature to fully replenish its health.

RESURRECT VARIABLE OVERLORD
ONLY Enables the caster to revive one of their creatures, and place it in adjacent terrain. The cost to resurrect depends on the type of creature. Higher ranking creatures cost more. Only gods and demigods can cast Resurrect.

Spell Cost Casters Description

**TRANSFER
HEALTH** 1 ADEPT/
OVERLORD This spell is used to transfer health from one of the caster's creatures to a wounded ally. The spell will drain as much health as can be spared from the donor without killing it.

TELEPORT 2 ADEPT/
OVERLORD This spell teleports one of your creatures to terrain that falls within the spell's range. The creature can be no further than five tiles away from the caster and can be teleported no farther than five tiles away from the caster. Casters can also teleport themselves. Creatures can be teleported directly into combat.

TERRAIN TYPES

Each hex on the World Map represents a different terrain type (mountains, desert, lava, etc.). The advantages provided by a terrain depend on the realm a creature is from.

PLAINS

Plains appear serene and natural on the outside, but they are teeming with dangers. Acid pools and acid vents can melt the hide from the strongest creature. Spore plants release a cloud of poison on any poor creature that remains within range for too long. Dark Order creatures thrive in this terrain: they take minimal damage, and receive combat magic energy from energy crystals two times faster than other creatures.



PRIMARY REALM ADVANTAGE: Dark Order

SECONDARY REALM ADVANTAGE: None

MOUNTAINS

Mountain terrain is rocky, rough, and hazardous. Scorched earth will hinder movement and attack speed, and exploding rocks inflict damage on any nearby creature. Dark Order and Light Chaos creatures have some resistance to this terrain. They receive only half damage from objects and aren't slowed by scorched earth. They also receive combat magic energy from energy crystals one-and-a-half times faster than other creatures, depending on their element: green energy crystals for Dark Order and red energy crystals for Light Chaos.



PRIMARY REALM ADVANTAGE: None

SECONDARY REALM ADVANTAGE: Light Chaos, Dark Order

DEAD

Dead terrain is barren wasteland eroded by extreme conditions. High winds create lightning tornados that can kill a creature almost instantly. Lightning pylons will zap the unwary creature that gets caught between them!

Dark Chaos creatures are naturally resistant to the wind element, so they take minimal damage here, and receive combat magic energy from energy crystals two times faster than other creatures.



PRIMARY REALM ADVANTAGE: Dark Chaos

SECONDARY REALM ADVANTAGE: None

GLACIER

Glacier terrain is frozen tundra covered in snow pits that slow movement, and snow storms that cloud vision and hurl creatures across the arena. Dark Chaos and Light Order creatures do well in this terrain. They receive half damage from objects, and aren't slowed by snow pits. They also receive combat magic energy from energy crystals one-and-a-half times faster than other creatures, depending on their element: purple energy crystals for Dark Chaos and blue energy crystals for Light Order.



PRIMARY REALM ADVANTAGE: None

SECONDARY REALM ADVANTAGE: Light Order, Dark Chaos

LAVA

This terrain is covered with active volcanic mounds and hot red lava rivers. Creatures must watch for deadly obstacles like lava pools, fire vents, and fireballs. Light Chaos creatures fare well here, taking minimal damage and receiving combat magic energy from energy crystals two times faster than creatures of other realms.



PRIMARY REALM ADVANTAGE: Light Chaos

SECONDARY REALM ADVANTAGE: None

DESERT

High winds and searing heat are a few of the things you will find in the barren desert terrain. Sandstorms that can pick up and hurl the biggest creatures and quicksand pits that slow movement and attacks can be found here as well. Both Light Chaos and Dark Chaos creatures have resistances to the dangers of the environment. They receive half damage from hazards, and aren't slowed by quicksand. They also receive combat magic energy from energy crystals one-and-a-half times faster than other creatures, depending on their element: red energy crystals for Light Chaos and purple energy crystals for Dark Chaos.



PRIMARY REALM ADVANTAGE: None

SECONDARY REALM ADVANTAGE: Light Chaos, Dark Chaos

SEA

This terrain can be perilous, and one must be wary of undertow pools that can slow movement, water vents that blast spouts of water, and solar strikes that rain down destruction from the sky. Light Order creatures, whose realm embodies light and water, receive minimal damage here, and receive combat magic energy from energy crystals two times faster than other creatures.

PRIMARY REALM ADVANTAGE: Light Order
SECONDARY REALM ADVANTAGE: None



SWAMP

This terrain consists of murky pools of stagnant water, mud pits that slow movement and attacks, and mud vents that spew steaming hot mud. Light Order and Dark Order creatures have some resistances to this environment. They receive only half damage from objects and aren't slowed by mud pits. They also receive combat magic energy from energy crystals one-and-a-half times faster than other creatures, depending on their element: blue energy crystals for Light Order and green energy crystals for Dark Order.

PRIMARY REALM ADVANTAGE: None
SECONDARY REALM ADVANTAGE: Light Order, Dark Order



ETHEREAL

Formed from pure magic, the turbulent ethereal terrain is of advantage to no one; it is completely neutral. Ethereal rifts redirect a creature's movement and combat magic attacks, and an occasional teleporter vortex will suddenly transport creatures across the arena. Ethereal terrain is the only terrain type that cannot be transformed by the Transform Land spell in the World Map.

PRIMARY REALM ADVANTAGE: None
SECONDARY REALM ADVANTAGE: None



WORLD MAP STRUCTURES

Six types of special structures also dot the land:



CITADEL

A citadel can be thought of as a sanctuary for its owner demigod/god. No spells can be cast onto terrain with a citadel. Citadels also provide double the amount of health and Mana regeneration per turn than a Temple. A player who wants to win by capturing Temple points may want to go for citadels since they are worth two Temple points.



TEMPLE

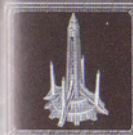
Temples are similar in function to citadels. Like citadels, spells cannot be cast onto temples. If a wounded creature occupies terrain with a temple, it will regain some health each turn. Temples also provide Mana each turn. The more temples you own, the more Mana you will accumulate. In many strategy maps, capturing a certain number of Temple points is a way to achieve victory. A temple is worth one Temple point.



GATE

A gate enables a creature to be teleported between other gates of the same color. If there are more than two gates of the same color, you can choose which gate to teleport to. Gates are very helpful in larger maps where you need to cover great distances. To use gates:

- ~ Stand on a gate hex and press the X BUTTON to open the gate.
- ~ Choose a destination gate using the LEFT THUMBSTICK or DIRECTIONAL PAD.
- ~ Press the A BUTTON to travel to the destination gate (or press the X BUTTON to deselect and close gate). Any remaining movement range will be indicated. **Note:** Pressing the B BUTTON at any point during your move undoes all movement and returns the creature to its original starting location.



MANA WAT

Occupy terrain with Mana wats to accumulate more Mana for spell casting. They provide more Mana than a temple each turn.

NEXUS POINT

To activate nexus points, your creatures must occupy all terrain with nexus points on them. In games with teams, only one player on a team can activate them, and only the activating player is rewarded. Rewards depend on the map.



MAGIC AMPLIFIER

Occupying terrain with a magic amplifier allows any creature to cast the same spells on the World Map that Adepts can cast. Once a creature moves off the terrain with the magic amplifier, it can no longer cast spells.



ARENA COMBAT

Combat is initiated when one side moves a creature into a hex occupied by an enemy creature. The view zooms in from the World Map into the arena. The two creatures are placed on opposite sides of the arena, with the attacking creature on the left side of the arena and the defending creature on the right.

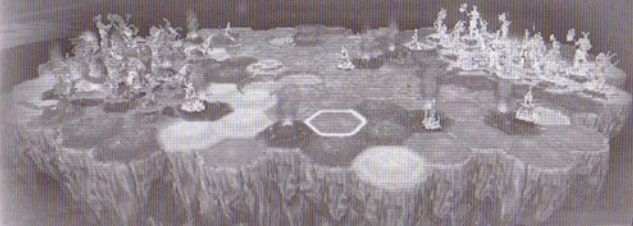
The winner of an arena battle is the first one to reduce their opponent's health to zero. The creature that wins will stay in the World Map hex and the loser is removed from the game. The combat in the arena can be timed; if the timer runs out during a battle, deadly strikes will rain down from the sky and hit both creatures until one is dead.

After combat, the winner remains in the hex with the same level of damage they had after the battle (i.e. units do not automatically heal after combat), but their energy is replenished.

There are two main things to keep in mind when fighting an arena duel: the type of creatures involved and the terrain of the hex in question.

A higher-ranking creature will generally win the majority of battles if both creatures are at full health and the skill levels of both players are equal.

What can change that equation is the terrain in that hex. If the terrain favors the weaker creature, that creature can do more damage than normal or even win the match outright. Therefore, it's important to first assess the terrain before initiating an arena duel.



LIGHT BESTIARY

LIGHT ORDER

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTAUR	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	BACK KICK
UNICORN	SENTINEL	1	1	2	THROW WEAPON	MAGIC BLAST	BLINK	MYSTIC HOOF STOMP
GIANTESS	WARRIOR	2	1	4	HAMMER CRASH	STUN HORN	HEAL	HAMMER SWEEP
GENIE	WARRIOR	2	1	3	MAGIC ORB	GRAB THROW	BLINK	WHIRLING BLADE
WATER ELEMENTAL	WARRIOR	2	2	SUMMON ONLY	MAGIC BEAM	MAGIC BLAST	DIVE	IMPACT WAVE
JUGGERNAUT ADEPT	CHAMPION	3	2	5	MAGIC ORB	GRAB THROW	RAM ATTACK	FORCE SWORD
FROST DRAGON	CHAMPION	3	2	5	MAGIC ORB	BREATH	DIVE	TUNNELING TAIL ATTACK
OGRE MAGE	CHAMPION	3	2	5	MAGIC ORB	TRAP	MAGIC SHIELD	PHANTOM BLADE
DEMIGOD	OVERLORD	4	3	5	MAGIC BEAM	MAGIC BLAST	MAGIC SHIELD	ICE WALL
GOD	OVERLORD	5	3	5	MAGIC BEAM	ETHEREAL PURGE	MAGIC SHIELD	ENERGY NOVA



DARK BESTIARY

DARK ORDER

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTABRA	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	LUNGING HEAD BUTT
DARK UNICORN	SENTINEL	1	1	2	THROW WEAPON	LIGHTNING BLAST	BLINK	ENERGY BOLT
SPIRIT ARMOR	WARRIOR	2	1	4	THROW WEAPON	SHIELD BLAST	MAGIC SHIELD	WHIRLING UPPER CUT
DJINN	WARRIOR	2	1	3	GROUND WAKE	STEAL LIFE	BLINK	WHIRLING BLADE
EARTH ELEMENTAL	WARRIOR	2	2	SUMMON ONLY	GROUND QUAKE	EARTH BLAST	DIVE	ELEMENTAL TWISTER
NIGHTMARE ADEPT	CHAMPION	3	2	5	GROUND WAKE	STEAL LIFE	SUMMON	ADEPT ENERGY SLASH
ARCH DEMON	CHAMPION	3	2	5	GROUND WAKE	EARTH BLAST	JUMP STUN	DUAL WING SLAM
IRON GOLEM	CHAMPION	3	2	5	GROUND WAKE	SHIELD BLAST	GRAVITY WELL	FLYING IRON CRASH
DEMIGOD	OVERLORD	4	3	5	GROUND QUAKE	EARTH BLAST	SUMMON	STAFF SLAM SPIKES
GOD	OVERLORD	5	3	5	GROUND QUAKE	GAIA'S RAGE	SUMMON	EARTH WALL SUMMON



LIGHT CHAOS

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTAUR	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	BACK KICK
UNICORN	SENTINEL	1	1	2	THROW WEAPON	MAGIC BLAST	BLINK	MYSTIC HOOF STOMP
GIANTESS	WARRIOR	2	1	4	HAMMER CRASH	STUN HORN	HEAL	POWER BASH
GENIE	WARRIOR	2	1	3	FIRE BALL	GRAB THROW	BLINK	1000 WHIRLWINDS
FIRE ELEMENTAL	WARRIOR	2	2	SUMMON ONLY	FIRE RIFT	FIRE BLAST	DIVE	IMPACT WAVE
JUGGERNAUT ADEPT	CHAMPION	3	2	5	FIRE BALL	GRAB THROW	RAM ATTACK	MAGIC WAVE ATTACK
BLAZE DRAGON	CHAMPION	3	2	5	FIRE BALL	BREATH	DIVE	SCORPION STINGER
FIRE GIANT	CHAMPION	3	2	5	FIRE BALL	FIRE BLAST	SUMMON	CANNONBALL
DEMIGOD	OVERLORD	4	3	5	FIRE RIFT	FIRE BLAST	SUMMON	POLE VAULT SMASH
GOD	OVERLORD	5	3	5	FIRE RIFT	MAGMA INFERNO	SUMMON	FIRE STORM WHIRLWIND



DARK CHAOS

NAME	RANK	HEALTH (# BARS)	ENERGY (# BARS)	MOVEMENT RANGE	LIGHT MAGIC	HEAVY MAGIC	SPECIAL MAGIC	SIGNATURE ATTACK
CENTABRA	SENTINEL	1	1	3	THROW WEAPON	TRAP	RAM ATTACK	LUNGING HEAD BUTT
DARK UNICORN	SENTINEL	1	1	2	THROW WEAPON	LIGHTNING BLAST	BLINK	ENERGY BOLT
SPIRIT ARMOR	WARRIOR	2	1	4	THROW WEAPON	SHIELD BLAST	MAGIC SHIELD	ENERGY EXPAND BLAST
DJINN	WARRIOR	2	1	3	BALL LIGHTNING	TRAP	BLINK	1000 WHIRLWINDS
WIND ELEMENTAL	WARRIOR	2	2	SUMMON ONLY	LIGHTNING ARC	LIGHTNING BLAST	DIVE	ELEMENTAL TWISTER
NIGHTMARE ADEPT	CHAMPION	3	2	5	BALL LIGHTNING	GRAB THROW	BLINK	WHIRLWIND HOOVES
CHAOS DEMON	CHAMPION	3	2	5	BALL LIGHTNING	LIGHTNING GAZE	JUMP STUN	DOUBLE ENERGY BLAST
CYCLOPS	CHAMPION	3	2	5	BALL LIGHTNING	STUN SMASH	RAM ATTACK	ROLLING CLAW SMASH
DEMIGOD	OVERLORD	4	3	5	LIGHTNING ARC	LIGHTNING GAZE	BLINK	KISS OF DEATH
GOD	OVERLORD	5	3	5	LIGHTNING ARC	SKY'S EMBRACE	BLINK	STAFF SEDUCTION BLAST



THE OVERLORDS AND THEIR REALMS



LIGHT ORDER OVERLORD AENNA



Aenna is the personification of equity and justice. She believes the universe is naturally moving toward an order that is divine and magnificent. She does everything in her power to insure the continued enlightenment of sentient beings by bringing order and peace to troubled peoples. She taught the fabled Ogre Mages mental techniques to focus and channel their feral natures into powerful magical abilities.

Despite her logical and ordered disposition, she is passionately in love with Epothos, the powerful and imposing Light Chaos Overlord. Even though Epothos has a chaotic nature, Aenna is sure his own enlightenment will eventually change him to embrace Order as the true path.

Aenna's archrival is Helamis. Helamis stands opposed to everything Aenna represents. Helamis is always on the lookout for ways to undermine Aenna and her worshippers.



LIGHT CHAOS OVERLORD EPOTHOS



Epothos believes that only those that have the will to help themselves deserve his benefaction. He is honorable to those that are honest and trustworthy, but the scheming and devious will suffer his wrath. Strength of character and the ability to withstand hardship in a chaotic universe are tests that the followers of Epothos embrace as trials of devotion.

Epothos despises the calculating machinations of Durlock. Durlock is everything Epothos hates and abhors, but Durlock's success on the battlefield cannot be ignored. Epothos has tried numerous times to destroy Durlock, whose escapades have allowed him to avoid death over the eons.

Epothos taught the Fire Giants to utilize the intense heat of the places they inhabit to construct powerful magical artifacts. In exchange for this knowledge, they serve as his champions and lawgivers.

Epothos is never far from his trusted servants.



DARK ORDER OVERLORD DURLOCK



Durlock's greatest success has been to trick everyone into thinking he is weak and ineffective.

Though he is cold and calculating, he is fascinated with Aenna. Her beauty and stability fuel Durlock's desire for her. She despises his methods, but often agrees with his goals. Aenna sees Durlock as a useful ally, but finds it hard to make gains without giving up much in return.

Durlock is a master of machinery, and constructed the perfect champions to lead his armies. Using forbidden arcane magic, he infused life into stone and created the pitiless Iron Golems to protect him and his holding. Deep inside the Golems are stone artifacts that can use metal to form powerful bodies. Golems are almost indestructible, but damage to the artifact in its center will reduce its magical ability until it can no longer manipulate the metal and it falls apart.



DARK CHAOS OVERLORD HELAMIS



Helamis believes that true gods are made divine through cruelty and psychopathic behavior. She often tells her worshippers, "A god's conduct should not be understood by mere mortals, understanding and manipulating the future would drive a mortal insane." She does everything in her power to cast her demented and twisted malice as cosmic acts simply not understood by the masses. She enjoys the torment of others.

Helamis is fascinated by Epothos. He has many of the same beliefs, but is not nearly as self-centered as Helamis. Helamis feels it would be possible to turn Epothos to the Dark side, but has not succeeded thus far.

Helamis created the mighty Cyclopes. These powerful creatures were used as slave labor in deep mountain mines and forges, but their champion aggressiveness allowed them to thrive. Helamis took back the most powerful and cruel Cyclopes to lead her armies into battle. They treat her as their mother, a fact she constantly reminds them of, and will fight to the bitter end for her.

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