
PlayStation
NTSC U/C
PlayStation 2
WARCRAFT II
THE DARK SAGA
TEEN
T
AGES 13+
CONTENT RATED BY ESRB
SLUS-00480
ELECTRONIC ARTS
in association with
BLIZZARD ENTERTAINMENT



WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

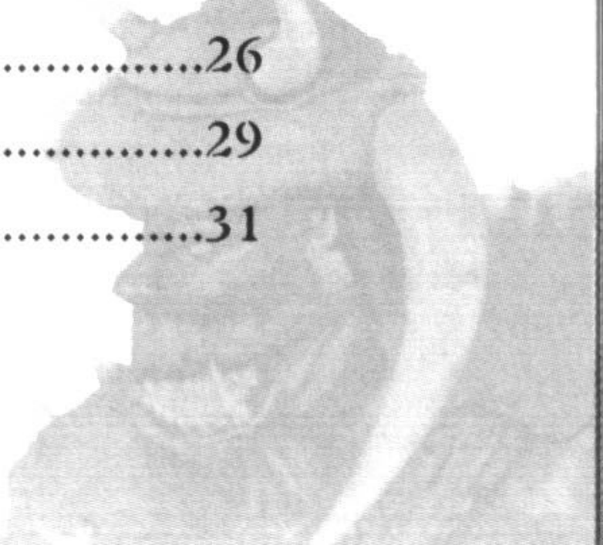
Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

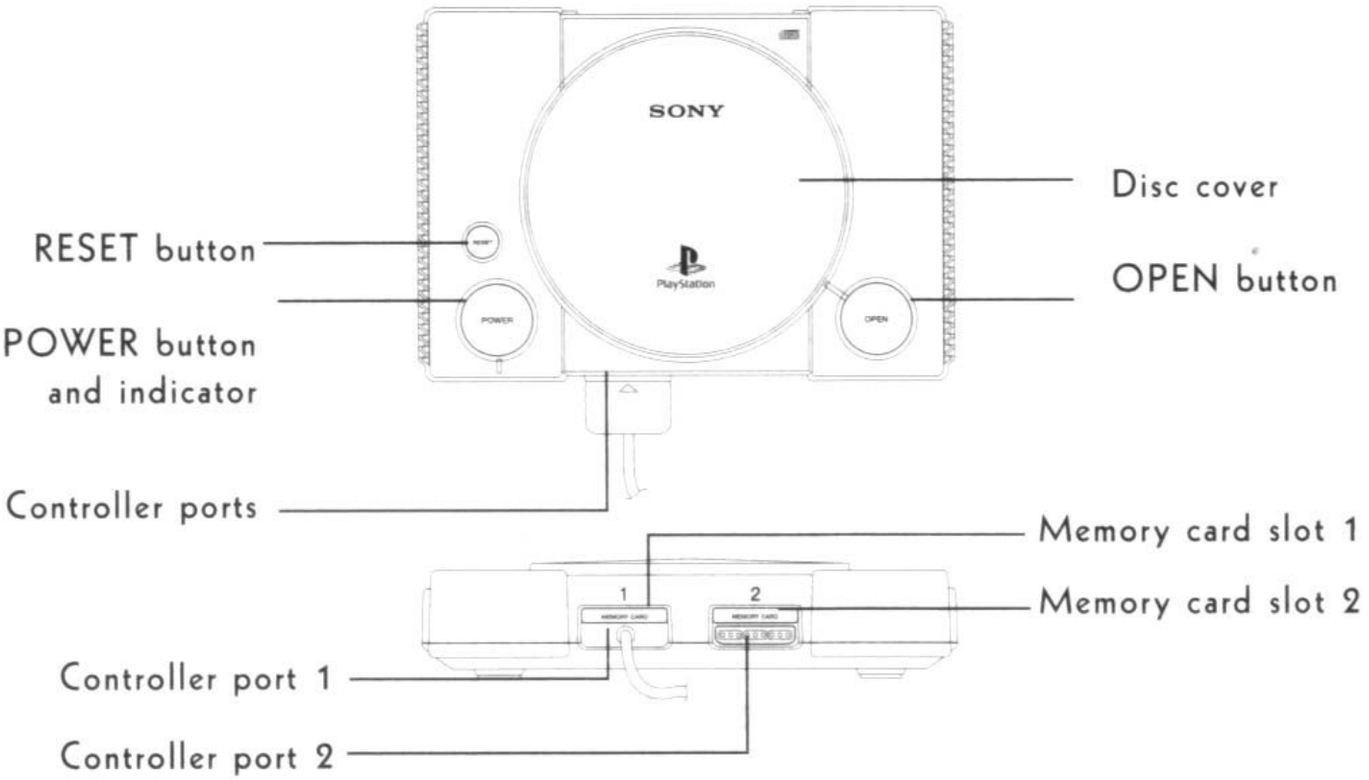


CONTENTS

Starting the Game 4
Control Summary 5
Introduction 7
Getting Started 9
Main Menu 9
Playing the Game 13
Unit Descriptions 15
Spell Descriptions 17
Building Dependencies: The Orcish Horde 20
Building Dependencies: The Human Alliance 21
Unit Dependencies: The Orcish Horde 22
Unit Dependencies: The Orcish Horde 23
Unit Dependencies: The Human Alliance 24
Unit Dependencies: The Human Alliance 25
Special Commands 26
Saving and Loading 29
Credits 31



STARTING THE GAME

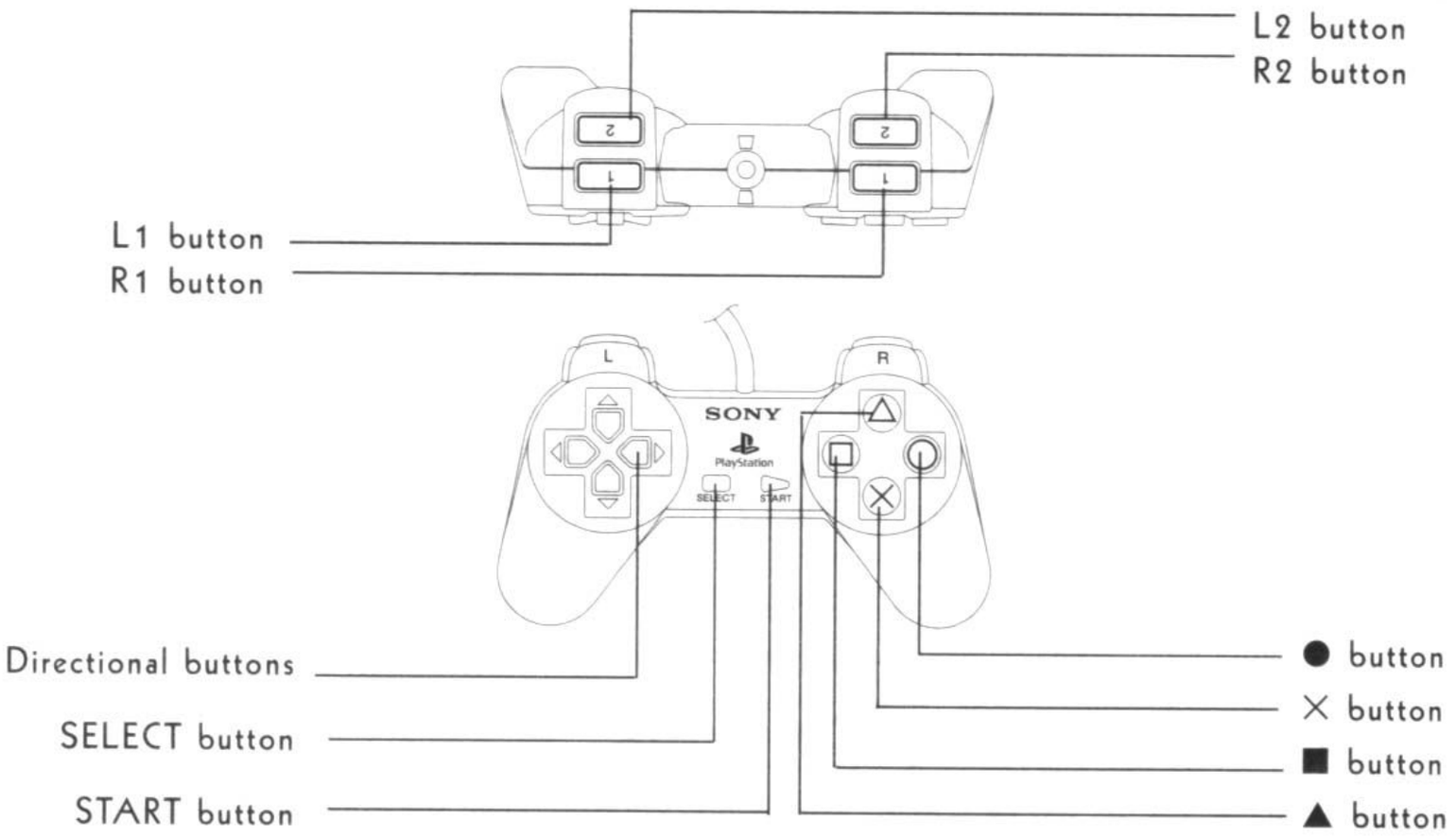


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.
2. Insert the Warcraft® II: The Dark Saga™ disc and close the Disc cover.
3. Insert a game controller into Controller port 1 and turn on the PlayStation™ game console. The LANGUAGE SELECTION screen appears.

- To select a language, Directional button **LEFT** or **RIGHT** to the flag representing the language you want and press the **X** button. The introduction sequence begins.
- To skip the introduction sequence and title screens, press the **X** button. The MAIN MENU appears. See Main Menu.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play.

CONTROL SUMMARY



Menu Controls

Activate Help menu	● button
Highlight menu items	Directional button **UP/DOWN**
Select highlighted item	× button
Return to previous screen	▲ button

Game Controls

Pause	**START** button
Move cursor	Directional button **UP/DOWN/LEFT/RIGHT**
Select unit/building	Place cursor over unit/building and press the × button

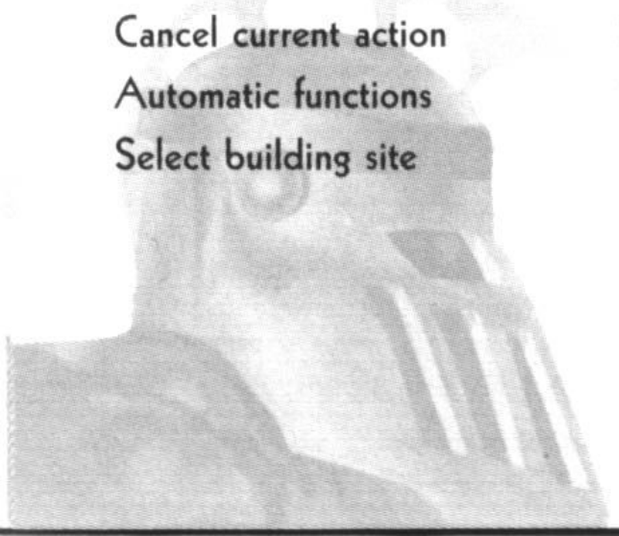
De-select unit/building	● button
Show MINI-MAP	Hold the **L2** button + the **R2** button
Move MINI-MAP focus	Hold the **L2** button + the **R2** button, and Directional button **UP/DOWN/LEFT/RIGHT**
Set map location 1/2/3	**L2** button + ■ button, ▲ button, or ● button
Recall map location 1/2/3	**R2** button + ■ button, ▲ button, or ● button
Centre map on selected unit	Press the **L2** button + **R2** button + ■ button

Unit Controls

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

Selected Unit/Building Controls

Activate pop-up menu	the ■ button
Select pop-up menu action	Directional button **UP/DOWN/LEFT/RIGHT** and press the ✕ button. A target cursor or another pop-up menu appears.
Cancel pop-up menu action	● button
Select a target for your action	Move the cursor to the target you want and press the ✕ button
View unit/building status	▲ button
Cancel current action	Select CANCEL icon
Automatic functions	See Special Commands
Select building site	See Special Commands



Group Controls

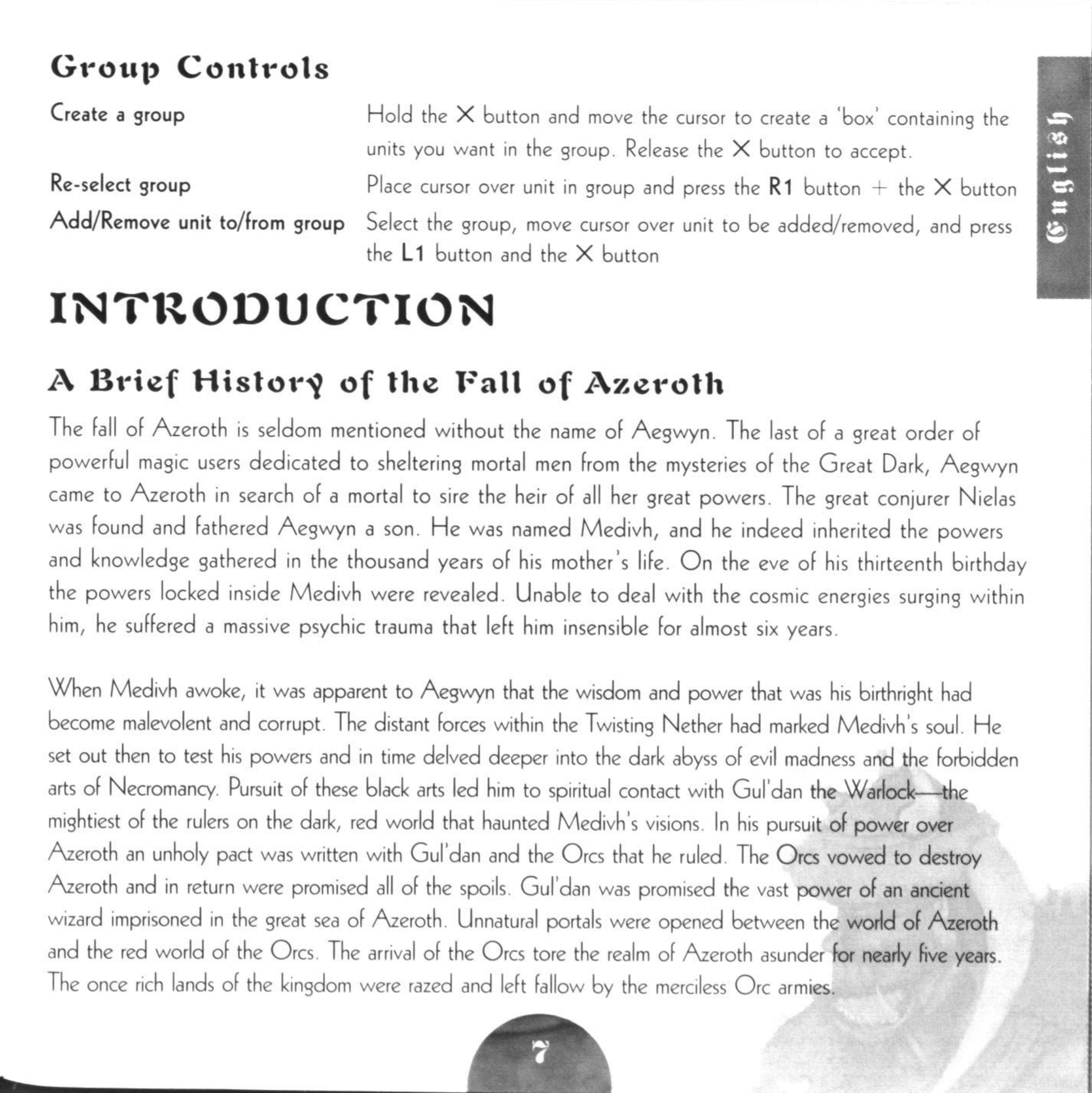
Create a group	Hold the X button and move the cursor to create a 'box' containing the units you want in the group. Release the X button to accept.
Re-select group	Place cursor over unit in group and press the **R1** button + the X button
Add/Remove unit to/from group	Select the group, move cursor over unit to be added/removed, and press the **L1** button and the X button

INTRODUCTION

A Brief History of the Fall of Azeroth

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

When Medivh awoke, it was apparent to Aegwyn that the wisdom and power that was his birthright had become malevolent and corrupt. The distant forces within the Twisting Nether had marked Medivh's soul. He set out then to test his powers and in time delved deeper into the dark abyss of evil madness and the forbidden arts of Necromancy. Pursuit of these black arts led him to spiritual contact with Gul'dan the Warlock—the mightiest of the rulers on the dark, red world that haunted Medivh's visions. In his pursuit of power over Azeroth an unholy pact was written with Gul'dan and the Orcs that he ruled. The Orcs vowed to destroy Azeroth and in return were promised all of the spoils. Gul'dan was promised the vast power of an ancient wizard imprisoned in the great sea of Azeroth. Unnatural portals were opened between the world of Azeroth and the red world of the Orcs. The arrival of the Orcs tore the realm of Azeroth asunder for nearly five years. The once rich lands of the kingdom were razed and left fallow by the merciless Orc armies.



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

The History of Orcish Ascension

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

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

The Aftermath of the Second War

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

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

GETTING STARTED

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

MAIN MENU



NEW GAME

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

To start a new campaign:

1. Select NEW GAME from the Main menu. The New Game sub-menu appears.
2. Select NEW CAMPAIGN. The New Campaign menu appears.

- To select a campaign, Directional button **UP/DOWN** and press the X button. Introductory screens appear followed by the SCENARIO BRIEFING screen.
- To skip introductory screens, press the X button.

3. The Scenario Briefing screen explains your mission and lists objectives.
- To exit the Scenario Briefing screen, press the X button.

  The game begins.

To start a CUSTOM SCENARIO:

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

To change CUSTOM SETTINGS:

1. Select CUSTOM SETTINGS from the Custom Scenario screen. The Custom Settings screen appears.
2. Highlight the option you want and press the X button. An option sub-menu appears.
3. Directional button **UP/DOWN/LEFT/RIGHT** to the selection you want and press the X button.
4. Press the ▲ button to exit the sub-menu. The Custom Scenario screen reappears.

To select a scenario map:

1. Select SELECT SCENARIO from the Custom Scenario screen. The Select Scenario screen appears.
2. To select from a list of larger/smaller maps, select MAP SIZE, then select the size you want from the Map Size pop-up menu.
3. To scroll through available scenarios, use the scroll bar (Directional button RIGHT when a map name is highlighted).
4. To select a scenario, highlight it and press the X button.
5. When finished, press the ▲ button. The Custom Scenario screen re appears.

Load Game

See Saving and Loading .

Enter Password

Use passwords to continue campaigns.

To select a letter, highlight the letter and press the ✕ button



To delete a letter, highlight the left arrow icon and press the ✕ button

To enter your password, highlight the check mark icon and press the ✕ button. Your saved game begins

Options

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

To adjust game settings:

1. Select OPTIONS from the Main menu, then SETTINGS from the Options sub-menu. The Settings menu appears.

- To adjust speed options, select SPEED SETTINGS then use the scroll bars to set the levels of cursor and game speed that you want on the Speed Options screen. When finished, press the ▲ button. The Settings screen reappears.
- To adjust audio options, select AUDIO SETTINGS. The Audio Options screen appears. See Audio Options .

- To toggle the fog of war ON/OFF, highlight FOG OF WAR and press the X button. When set to OFF, areas that have been explored always remain visible. When ON, only areas that are currently occupied are visible.
- To toggle the mini-map HIDE/SHOW, highlight MINI-MAP and press the X button. When set to SHOW, the mini-map is constantly displayed in the top left corner of the game screen.

Audio Options

- To adjust music volume, highlight the music scroll bar and Directional button **LEFT/RIGHT**.
- To adjust sound effect volume, highlight the sound effect scroll bar and Directional button **LEFT/RIGHT**.
- To toggle unit speech ON/OFF, highlight UNIT SPEECH and press the X button.
- To toggle unit acknowledge (your units reply to your commands) ON/OFF, highlight UNIT ACKNOWLEDGE and press the X button.
- To toggle building sound effects (activities in and around buildings can be heard) ON/OFF, highlight BUILDING SFX and press the X button.

To view game credits:

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

To view game tips:

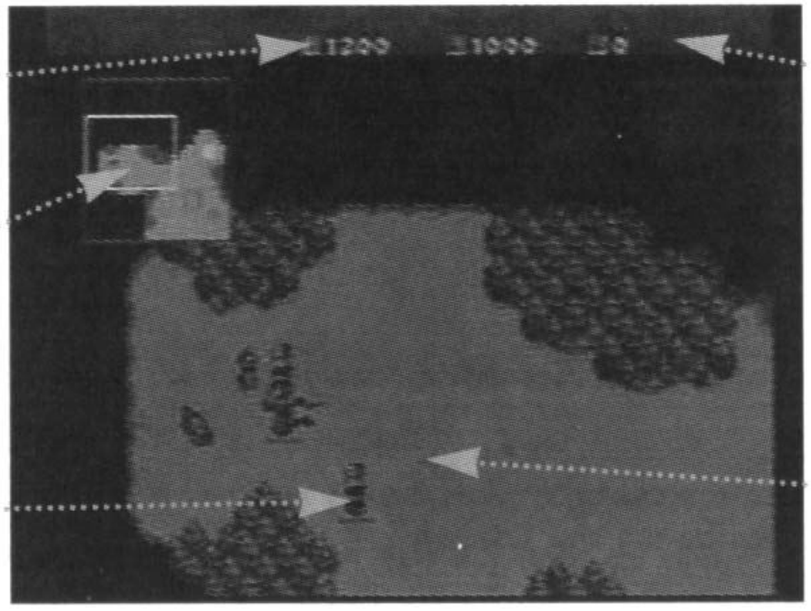
1. Select OPTIONS from the Main menu, then TIPS from the Options sub-menu. The Tips menu appears.

- To scroll up/down the current tip, use the scroll bar.
- To view the previous tip, highlight PREV and press the X button.
- To view the next tip, highlight NEXT and press the X button.
- When finished, press the ▲ button. The Options menu reappears.

PLAYING THE GAME

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

Game screen



Resources of the Land

Gold

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

Lumber

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

Oil

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

Pause Menu

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

Save Game

Go to the Save Game screen. See Saving and Loading .

Load Game

Go to the Load Game screen. See Saving and Loading .

Enter Password

Go to the Password screen. See Enter Password .

Options

Go to the Options screen. See Options.

End Scenario

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

- To restart the current mission, select END SCENARIO from the Pause menu, then select RESTART MISSION from the End Scenario pop-up menu.

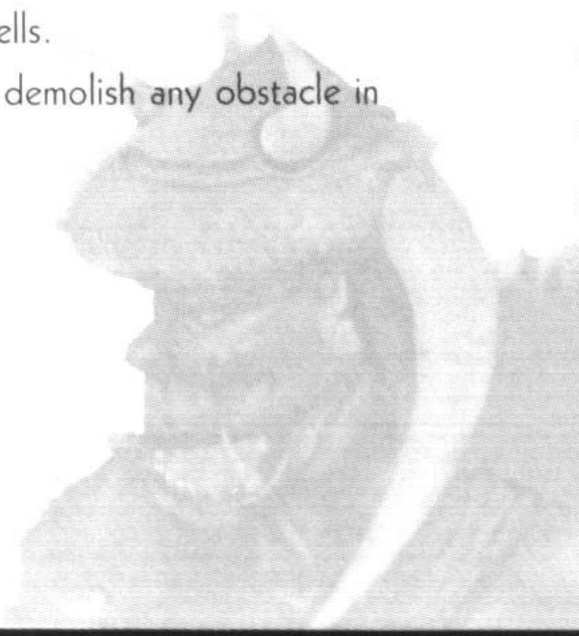
- To surrender, select END SCENARIO from the Pause menu, then select SURRENDER from the End Scenario pop-up menu. If you are playing a campaign scenario, the RANKINGS screen appears, then you get another chance to complete the mission. If you are playing a custom scenario, the ranking screen appears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

UNIT DESCRIPTIONS

The Orcish Horde

Ground Units

Peon	These slaves of the Orcish war machine toil tirelessly harvesting raw materials and building and repairing your defenses.
Grunt	Barbarous fighters wielding giant axes who fearlessly wade into battle at your command.
Troll Axethrower	Fast, quick, and accurate with throwing axes.
Troll Berserker	A bloodthirsty sect of more fearsome trolls.
Ogre	These two-headed monstrosities are the strongest, fiercest warriors in the Horde.
Ogre-Mage	Ogres bestowed with magical powers.
Catapult	Deadly siege engines launching explosive projectiles.
Death Knight	Evil necromantic wizards capable of invoking powerful spells.
Goblin Sapper	Diabolical goblins carrying potent explosives designed to demolish any obstacle in suicide raids.



Air Units

Goblin Zeppelin	Unarmed flying scouts capable of detecting underwater enemies.
Dragon	These winged creatures are the most powerful weapons in the Orcish arsenal.

Naval Units

Oil Tanker	Utility ships that build oil platforms and ferry oil.
Troll Destroyer	Fast, light warships.
Transport	Watercraft designed to carry and deliver ground units to enemy shores.
Ogre Juggernaught	Gargantuan armoured vessels with lethal cannons.
Giant Turtle	Armed submersible creatures that use stealth to carry out surprise attacks.

The Human Alliance

Ground Units

Peasant	The hardworking denizens of Azeroth are always "ready to serve". Good for mining, building, repairing, and harvesting.
Footman	The first line of defense in the Human alliance. Armed with broadsword and shield, they defend the land with grim resolve.
Elven Archer	Elven allies with deadly bows as their weapon of choice.
Elven Ranger	The elite of the Elven Archers.
Knights	Courageous warriors armed with mighty war hammers capable of crushing the feistiest of foes.
Paladin	Mounted warriors wielding magics as easily as weapons.
Ballista	Giant mobile crossbows capable of tremendous damage.
Mage	Wizard warriors trained to unleash terrifying spells of defense and destruction.
Demolition Squad	Kamikaze dwarfs able to demolish any obstacle.



Air Units

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

Gryphon Rider One of the most powerful warriors to command the skies.

Naval Units

Oil Tanker Utility ships that build oil platforms and ferry oil.

Elven Destroyer Swift, light Elven warships.

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

Battleship Humongous armoured vessel with deadly cannons.

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

SPELL DESCRIPTIONS

The Orcish Horde

Ogre-Mage Spells

Eye of Kilrogg Creates a free-floating apparition in the form of a disembodied eye that can be directed through the air to look down on enemy forces and encampments.

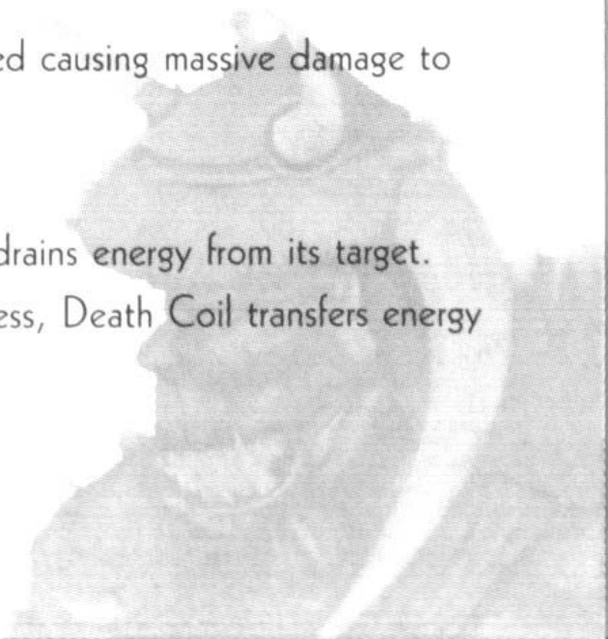
Bloodlust An enchantment used to instill an insatiable lust for blood into a fellow warrior, causing him to fall into a savage rage.

Runes Creates a stealthy trap that explodes when approached causing massive damage to anyone unlucky enough to be near.

Death Knight Spells

Touch of Darkness A directed charge of the energy of evil essence that drains energy from its target.

Death Coil A particularly potent variation of the Touch of Darkness, Death Coil transfers energy from target to caster.



Haste	By magically increasing the speed at which a body generates vital energy, the caster may bestow great speed to any being.
Unholy Armour	This ancient Necromantic spell transforms a portion of the recipient's life force into an unearthly, phantasmal suit of armour.
Death and Decay	Conjures pestilent clouds that cause anything in their path to rot and decompose.
Whirlwind	This focusing of the winds of the underworld causes anyone caught within to be cast about with great force and violence.
Raise Dead	This dark magic can animate corpses of the freshly dead and then command these hideous embodiments to attack their enemies.

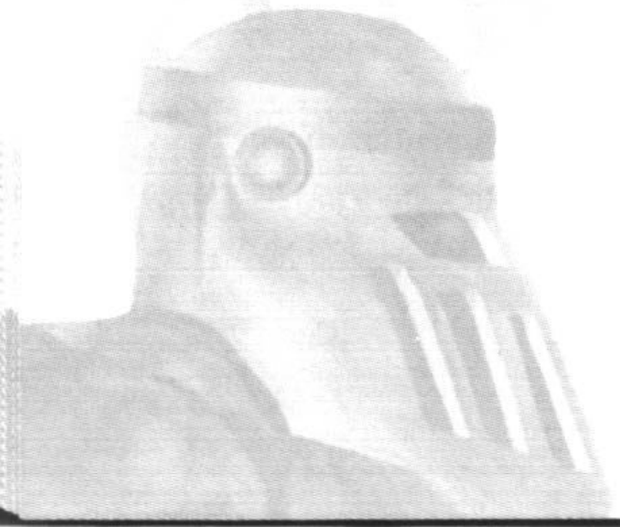
The Human Alliance

Paladin Spells

Holy Vision	A spell granting vision of virtually unlimited range.
Healing	Through the focusing of spiritual powers, this spell can heal those wounded in battle.
Exorcism	Calling upon the forces of light and purity, the Paladin is able to dispel the walking dead that plague the lands of Azeroth.

Mage Spells

Lightning	Swift bolts of energy that rip through any armour to strike their victims.
Fireball	Invoking the cardinal elements of the universe, the fireball streaks across the battlefield slamming its fiery bulk into whatever stands in its path.
Flame Shield	Both a weapon and a barrier, the Flame Shield is a binding of the chaotic force of fire to the aura of the chosen target.



Slow A warping of the very patterns of time that surround the target that brings the enemy's movement and reflex to a crawl.

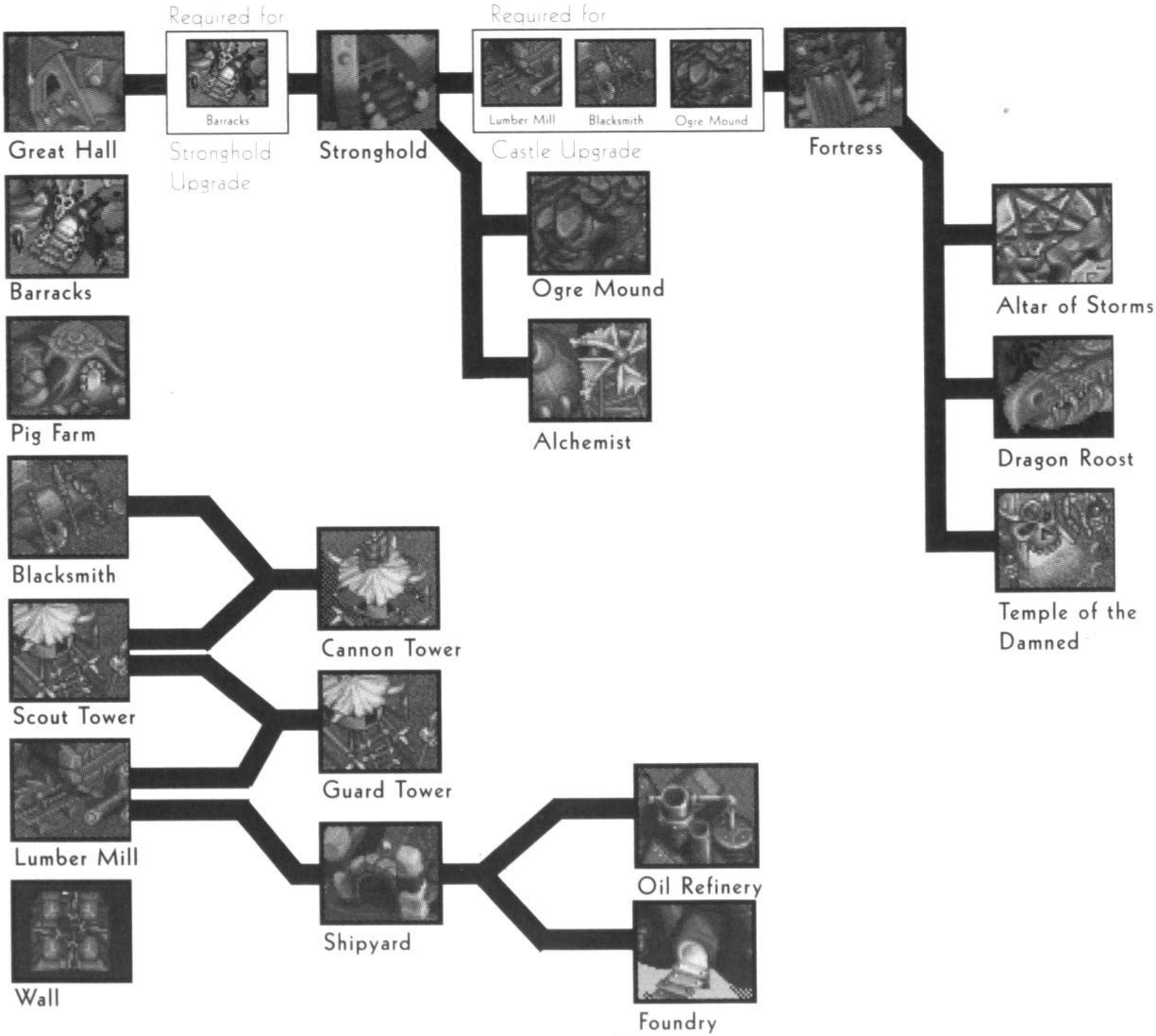
Invisibility This spell grants the ability to cloud the perceptions of others so that they cannot perceive the physical existence of the target.

Blizzard Summoning torrential storms from the frozen Mountains of Northeron, this potent spell calls down a fierce tempest of ice to assault enemies with a flurry of cold blades.

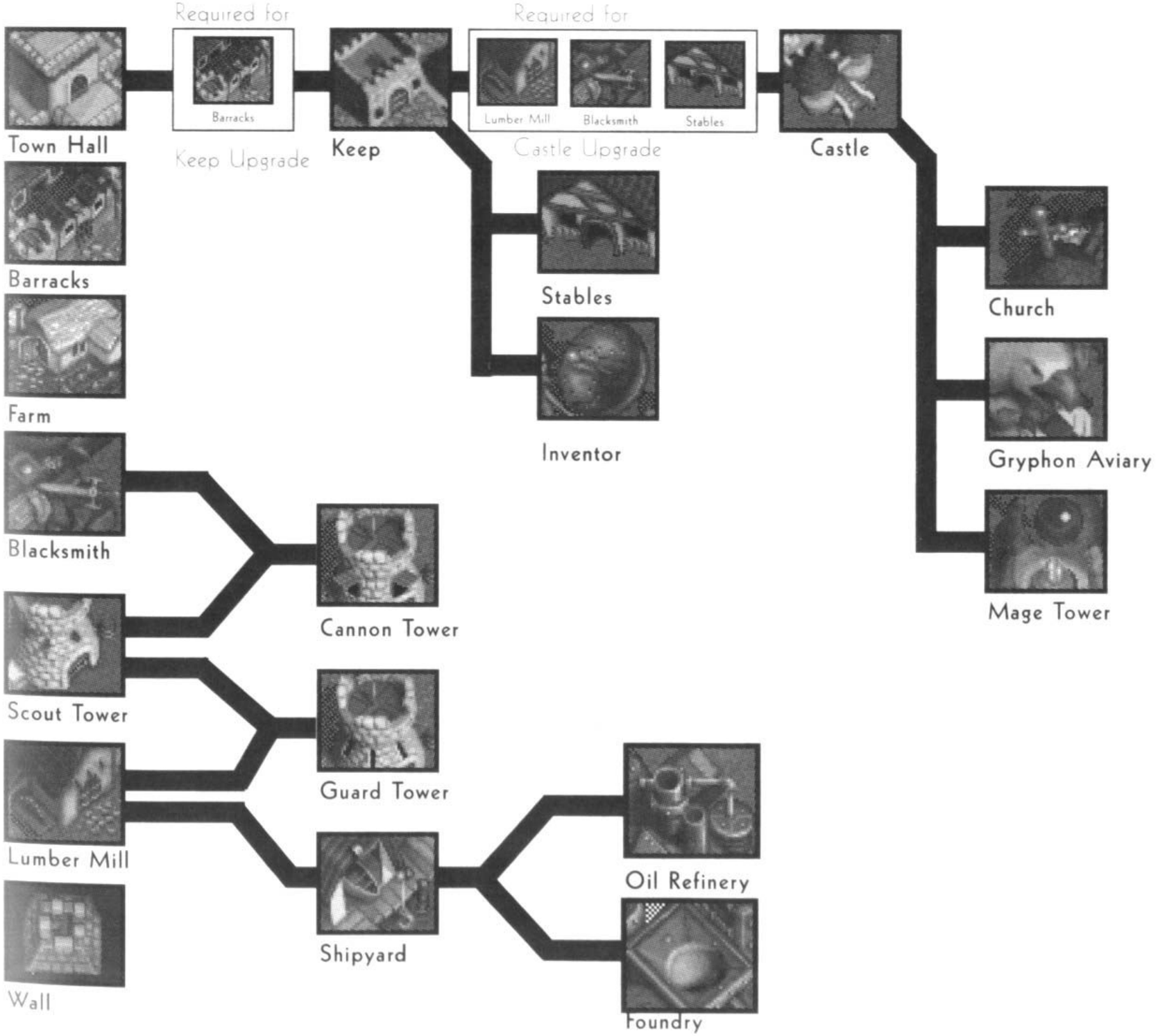
Polymorph Alters the physical form of its target by changing man into beast, robbing him of reason and the will to fight.



BUILDING DEPENDENCIES: THE ORCISH HORDE



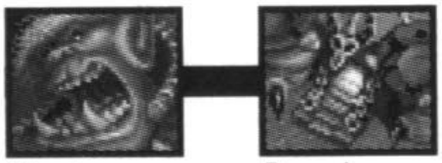
BUILDING DEPENDENCIES: THE HUMAN ALLIANCE



UNIT DEPENDENCIES: THE ORCISH HORDE



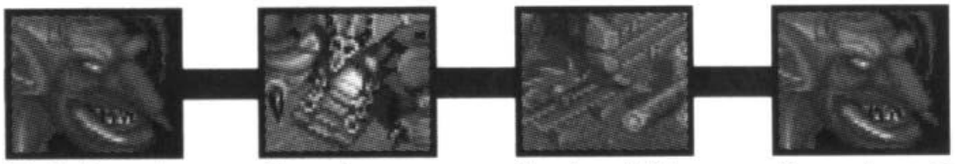
Peon — Great Hall



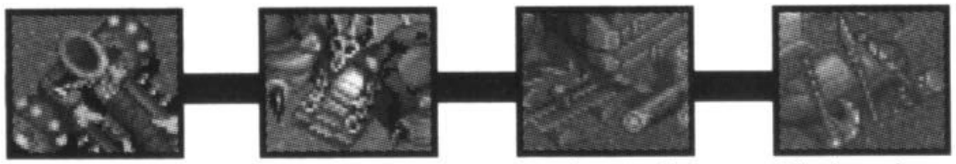
Grunt — Barracks



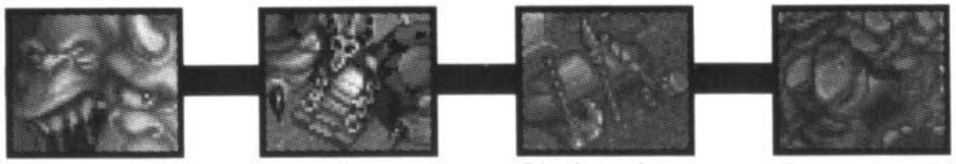
Troll Axethrower — Barracks — Lumber Mill



Troll Berserker — Barracks — Lumber Mill — Upgrade at Stronghold



Catapult — Barracks — Lumber Mill — Blacksmith



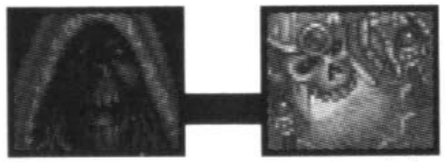
Ogre — Barracks — Blacksmith — Ogre Mound



Ogre-Mage — Barracks — Blacksmith — Ogre Mound — Upgrade at Altar of Storms

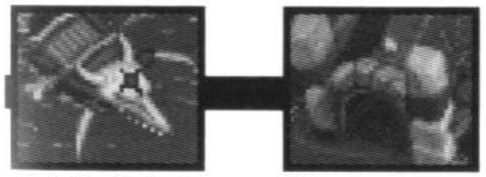


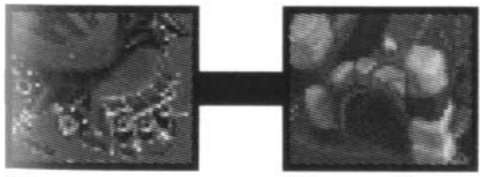
Goblin Sappers — Goblin Alchemist



Mage — Temple of the Dammed

UNIT DEPENDENCIES: THE ORCISH HORDE


Oil Tanker Shipyard

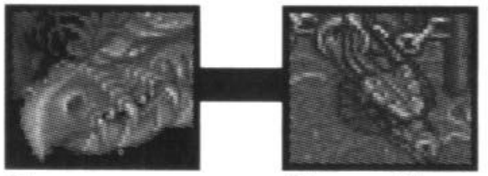

Destroyer Shipyard


Transport Shipyard Foundry

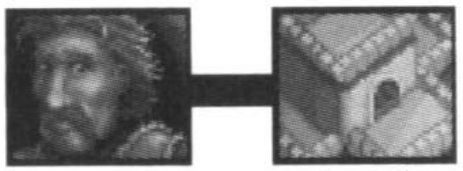

Juggernaught Shipyard Foundry


Giant Turtle Shipyard Goblin Alchemist

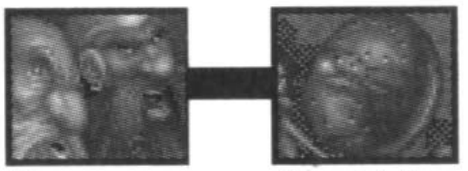

Zeppelin Goblin Alchemist Lumber Mill


Dragon Dragon Roost

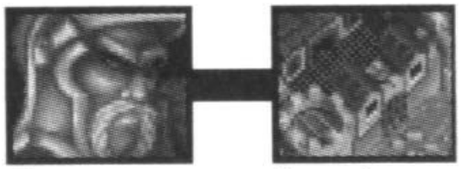
UNIT DEPENDENCIES: THE HUMAN ALLIANCE



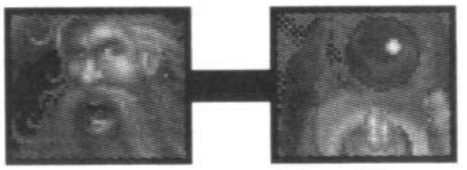
Peasant — Town Hall



Dwarven Demolistion — Gnomish Inventor



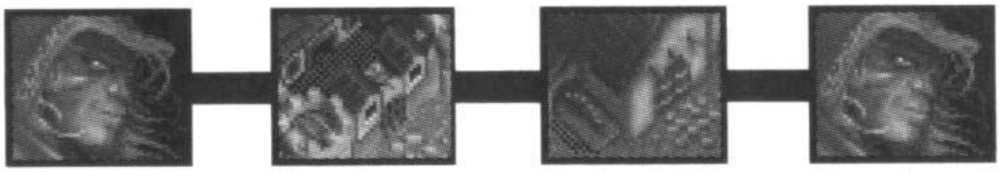
Footman — Barracks



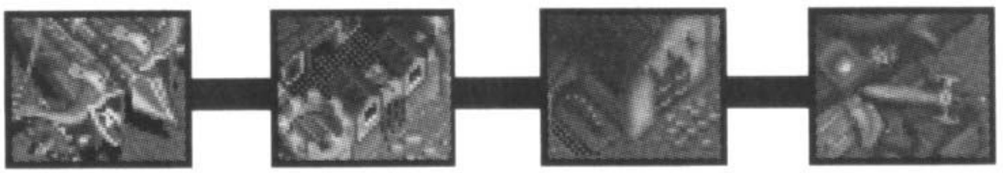
Mage — Mage Tower



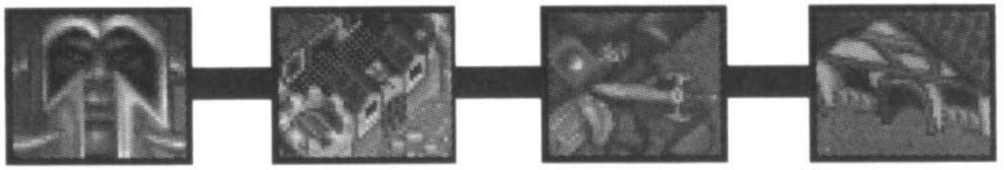
Elven Archer — Barracks — Lumber Mill



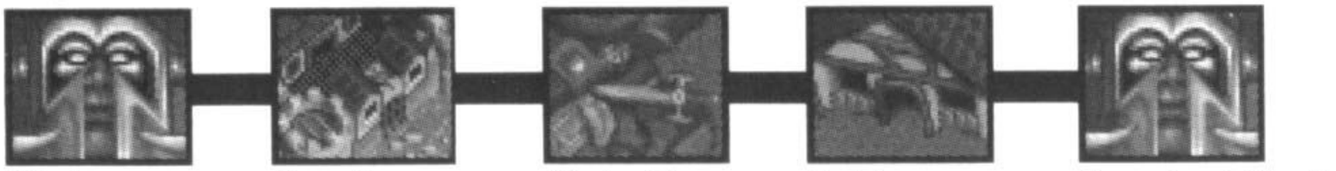
Elven Rangey — Barracks — Lumber Mill — Upgrade at Keep



Ballista — Barracks — Lumber Mill — Blacksmith

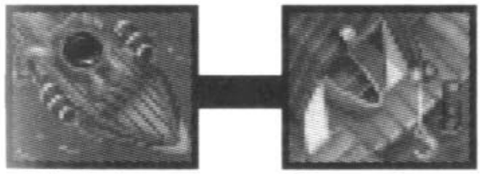


Knight — Barracks — Blacksmith — Stables



Paladin — Barracks — Blacksmith — Stables — Upgrade at Church

UNIT DEPENDENCIES: THE HUMAN ALLIANCE



Oil Tanker Shipyard



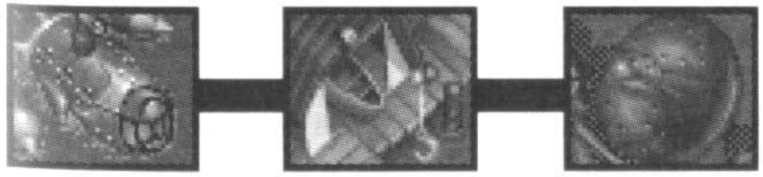
Destroyer Shipyard



Transport Shipyard Foundry



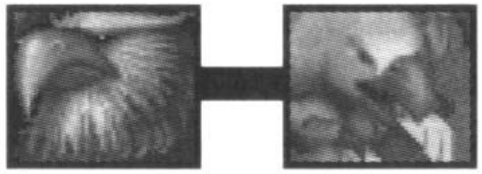
Battleship Shipyard Foundry



Submarine Shipyard Goblin Inventor



Flying Machine Gnomish Inventor Lumber Mill



Gryphon Rider Gryphon Avairy

SPECIAL COMMANDS

Patrol

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

To use the Patrol command:

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

Follow

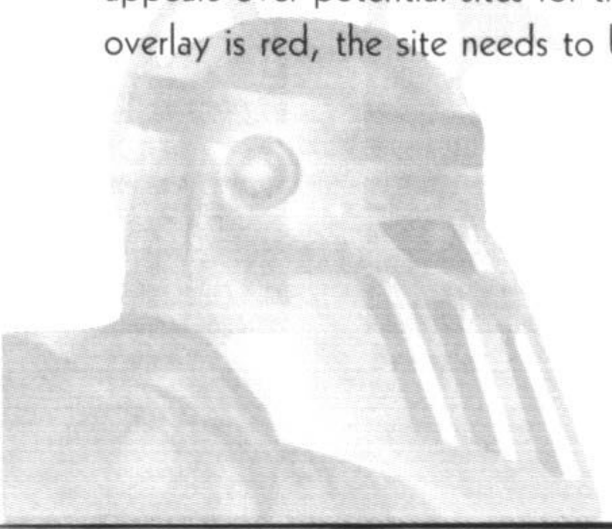
This command forces unit(s) to follow another unit and is useful for moving groups.

To use the Follow command:

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

Select Building Site

When a PEON/PEASANT is used to select the build command and then choose a building, a flashing overlay appears over potential sites for the building. If the overlay is green, the site is acceptable. If any portion of the overlay is red, the site needs to be moved.



To select a building site:

1. To select a building site/move the overlay, Directional button **UP/DOWN/LEFT/RIGHT**.

- To cancel, press the ● button.

2. To begin construction, move the overlay to the site you want and press the X button.

- To cancel the construction in progress, select CANCEL from the building pop-up menu.

Using Magic Spells

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

To cast a magic spell:

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

Build Oil Platform

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

Transports

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

To load units onto a transport:

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

To unload units from a transport:

1. Select the transport.



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

Auto-build

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

To set Auto-build assignments:

1. Select the building you want to give an Auto-build assignment.
2. Select AUTO-BUILD from the pop-up menu. An Auto-build pop-up menu appears.

- To select the type of unit you want to build/train, Directional button **UP/DOWN**.
- To select the number of units you want to build/train, Directional button **LEFT/RIGHT**.
- To continuously build the selected unit, Directional button **LEFT** until a "C"appears.
- To accept building assignments and exit the Auto-build pop-up menu, press the X button.
- To clear all building assignments, press the ■ button.
- To put all building assignments on hold, press the ● button.
- To exit the auto-build menu, press the ▲ button.

Auto-upgrade

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

To set a building on Auto-upgrade:

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

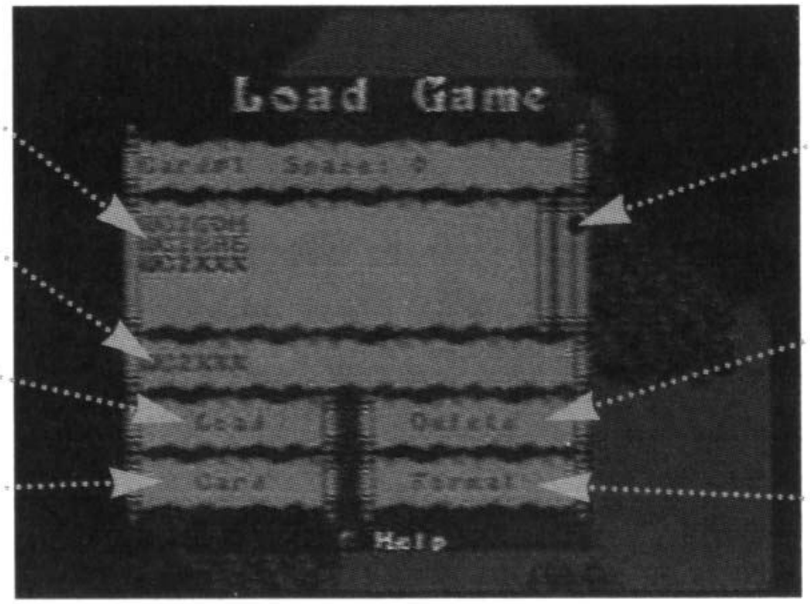
SAVING AND LOADING

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

Load Game Screen

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

- To access the Load Game screen, select LOAD GAME and press the ✕ button. The Load Game screen appears.



To return to the Main or Pause menu, press the ▲ button.

To load a saved game:

1. Directional button **UP/DOWN** to the game you want and press the ✕ button. The selected game appears below the selected games list.
2. Highlight LOAD and press the ✕ button. The game is loaded.

Save Game Screen

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

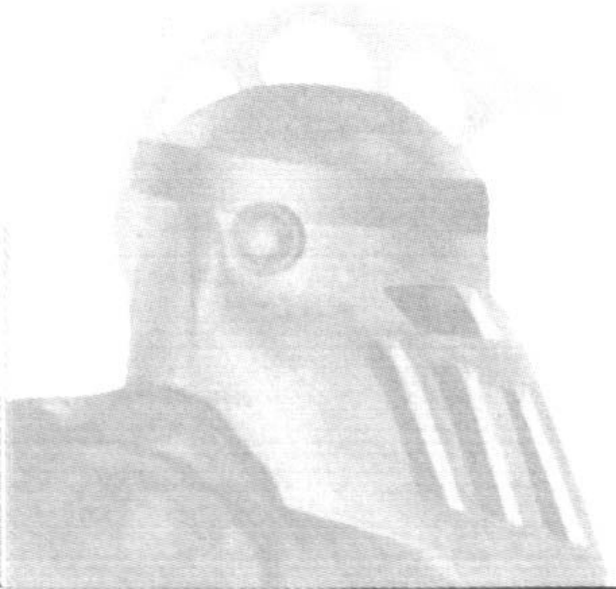
- To access the Save Game screen, select SAVE GAME. The Save Game screen appears.
- To return to the Pause menu, press the ▲ button.

To save your game:

1. Select SAVE from the Save Game menu and press the ✕ button. The Saving pop-up menu appears.
2. Create a name for your saved game:

- To highlight a character, Directional button **UP/DOWN/LEFT/RIGHT**.
- To add a letter, highlight the character you want and press the ✕ button.
- To delete a character, highlight the left arrow icon and press the ✕ button.
- When finished, select the tick mark icon and press the ✕ button. A SAVING GAME message appears followed by a SAVE SUCCESSFUL message if the game was saved properly.

3. Press the ✕ button to return to the SAVE GAME screen.



CREDITS

Original WarCraft II Game Design — Blizzard Entertainment

Electronic Arts

Executive Producer	Steve Rechtschaffner
Associate Producer	Dennis Hirsch
Assistant Producer	Kevin Loh
Senior Development Director	Pauline Moller
Production Assistants	Wendell Harlow, Adrienne Travica
Technical Director	Mark Gipson
Product Manager	Peter Royea
UK Marketing Manager	Sean Ratcliffe
Public Relations Manager	Keith Dundas
QA Project Co-ordinator	Rod Higo
Lead Tester	Josh Holmes
Assistant Leads	Gio Corsi, Trevor Allen
Testers	Jeremy Ferguson, Lorne Wilson, Dave Orne, Trevor Kerslake, Willie Loh, Lach Fergusson, Jeff Macpherson, Ryan Santos, Thomas Singleton, Derek LeClair, Rafael Erana, Tim Dale, Mike Little, David Ham, Jason DeLong
Mastering	Peter Petkov, Cary Chao, Jeff Hutchinson
QA Database Support Guru	Bob Purewal
Documentation:	Jason Armatta
European Documentation:	Rich Johnston
Graphic Designer & European Documentation Layout:	Anita K. Legg
Package Design:	Mary Mitchell
Package Illustration:	Jennie Maruyama
Quality Assurance:	Chris Chaplin

Climax Development Team

President	Karl Jeffery
Executive Producer	Tim May
Vice President	Chris Bergstresser
Lead Programmer	Steve Legg
Programmers	Steve Lamb, Tom Pinnock, Darren White, Dave Thorburn, Tony Mack
Art Director	Thor Hayton
Artists	Mike Baxter, Andy Oakley, Alan Weaver, Mike Oakley, Lewis Cooper
Audio Lead	Matt Simmonds
Thanks to the gang at Blizzard	Shane Dabiri, Mike Morhaime, Joeray Hall, Pattrick Wyatt, Bill Roper, Duane Stinnett, Paul Sams
Special Thanks	Don Mattrick, Paulette Doudelle, Steve Fitton, Julio Valladares, James Fairweather, Patrick Ratto, Sue Garfield, Louis Mutter (Davidson), Chris Yashimora (Davidson), Susan Wooley (Davidson), Kirby Leung
Package Art Direction:	Courtesy of Blizzard Entertainment, Inc.

