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CRYSTAL DYNAMICS™

THE HORDE™



SEGA SATURN™

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KIDS TO ADULTS

K-A™

AGES 6+

T-15909H

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

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.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ❑ The compact disc is intended for use exclusively on the Sega Saturn.
- ❑ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ❑ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ❑ Always store the disc in its protective case.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

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For more game hints for THE HORDE, call
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Presented by Crystal Dynamics of Palo Alto, California

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

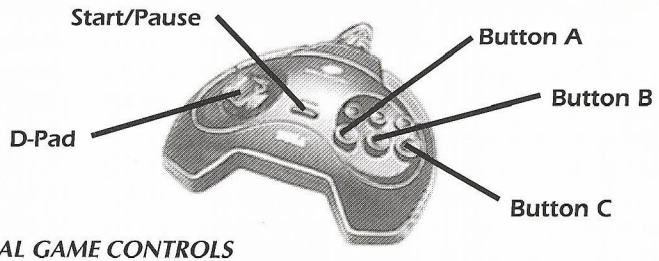
GETTING STARTED



1. Set up your Sega Saturn by following the instructions in its hardware manual. Plug in one or two controllers.
2. Turn on your TV or monitor, and then turn on the Sega Saturn by pressing the POWER button. Soon, the Sega Saturn logo will appear on screen, followed by the Sega Saturn on-screen control deck.

   If nothing appears on screen, turn the Sega Saturn OFF. Check the hardware manual to make sure the system is set up correctly, and then turn the unit ON again.
3. Open the CD tray by pressing the OPEN button. Place THE HORDE CD in the tray, label side up. Lightly press it into place. Close the tray lid by pressing it down gently.
4. Press the controller's **Start** button, and wait a short time while the game loads. In a few moments, you'll see the Sega Saturn planet icon, and then THE HORDE title screen.
5. Press **Start** again to begin.

TAKE CHARGE, CHAUNCEY!



GENERAL GAME CONTROLS

Start; pause/resume ..... **Start/Pause Button**
Skip video sequences ..... Any action button
Load a saved game ..... Highlight the game, then **Button A**

BUILDING A VILLAGE

Move around the map ..... **D-Pad** with map active
Set an item in place ..... **Button A** with map active
Activate/deactivate Toolbox ..... **Button B**
Cycle through items ..... **D-Pad** right/left with Toolbox active
Choose displayed item ..... **Button A** with Toolbox active
Return to map control ..... **Button B**
without changing Toolbox item
Toggle to Zoom or ..... **D-Pad** up/down with Toolbox active
Eagle's Eye map view
Slow time to half speed ..... **Button B**
when in Zoom view

BATTLING THE HORDE

Move Chauncey ..... **D-Pad** in any direction with map active
Use a weapon ..... **Button A** when controlling Chauncey
Activate/deactivate ..... **Button B**
Weapons Box
Cycle through items ..... **D-Pad** right/left with Weapons Box active
Choose displayed item ..... **Button A** with Weapons Box active
Return to Zoom map control .... **Button B**
without changing weapon
Toggle to Zoom or ..... **D-Pad** up/down with Weapons Box active
Eagle's Eye map view
Slow combat to half speed ..... **Button B** during combat
when in Zoom view

A PRINCELY REWARD

Chauncey always did his best . . . be it pouring the wine, passing the turkey, or clearing away the constant mess. After all, he was serving nobility, who live on a higher plane than most mortals.

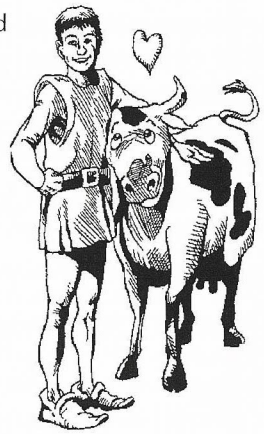
In fact, so entranced were the courtly eaters, stuffing their faces and entertaining the other guests with raunchy episodes from their noble lives, that no one was paying attention. So when King Winthrop, dazzled by yet another of the High Chancellor's windy war stories, started to huff and hack, it was Chauncey who darted to the rescue.

Chauncey quickly pounded the royal shoulders and squeezed the King around the middle in a Heimlich maneuver to match the King's size — that is to say, of epic proportions — until the unchewed morsel of turkey launched like a bounding boulder from His Majesty's throat, and the King was saved!

The lofty company was so shocked by the skirmish that the High Chancellor, in a burst of loyalty, yelled for Chauncey's arrest. But the King sputtered a proclamation, punctuated by flying turkey bits:

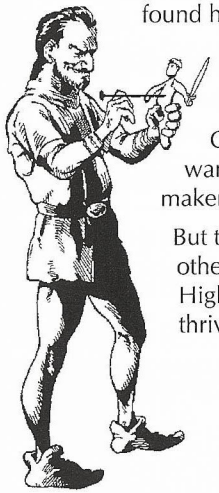
"He saved my life. He is . . . a hero."

And on the spot, King Winthrop the Good knighted the astonished Chauncey and handed over his mighty sword, Grimthwacker.



A KIND HERD OF WILD COWS

Now Chauncey, who moments before was nothing but a skinny serving boy with no family except the kind herd of wild cows who raised him, found himself to be Sir Chauncey the Brave, holder of vast tracts of land.



The bad news is . . . Kronus Maelor, the Evil High Chancellor, is a realm-snatching throne jumper who wants the King dead. Now this key-biting royal trouble-maker has to get rid of Chauncey, too!

But the good news is . . . with Grimthwacker and several other magical items, Chauncey may actually thwart the Evil High Chancellor's schemes and build his lands into a thriving community!

THE HORDE



But the even worse news is . . . Chauncey's lands are overrun with the Horde. These hulking, galloping mobs of loud, red, ravenous eaters perfume the air with a horrible aroma while gobbling cow flesh and anything else they can shove into their unflossed maws!

But the hopeful news is . . . Hordlings are pretty dang dumb! So there's still a chance that Chauncey can rid the land of the overwhelming, ever-chomping plague and become the most renowned hero in Franzpowanki history!

That is, if he can stop tripping over his sword!

BUILDING A VILLAGE

How kind of the Evil High Chancellor to hand over the title to your lands. It's time to take possession . . .

SEASONAL REPORTS

Like the farmer's wagon, the seasons start their roll. And like the farmer's almanac, the seasonal reports tell you what's up, including:

- Your tax bite in Crowns.
- How many hirelings (knights and archers) you've employed.
- The fees that your hirelings will charge next season.

RULES TO RULE BY

And how quickly those Crowns slip away. To make your village prosper, keep in mind these two tried and true rules:

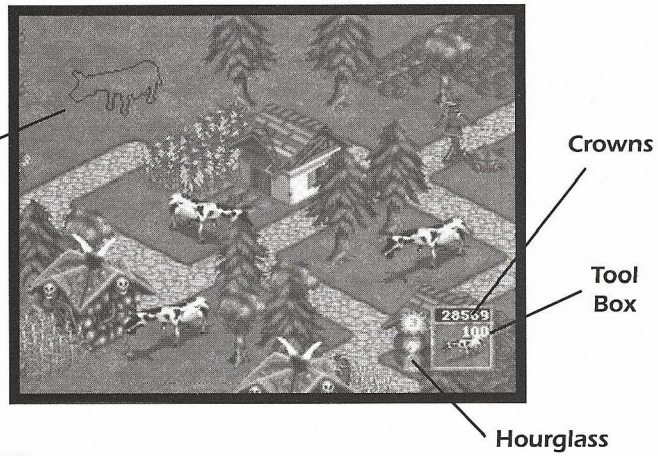
RULE 1: EARN MORE MONEY THAN YOU SPEND.

RULE 2: DEFEND YOUR HOLDINGS FROM THE HORDE!

CULTIVATING & DEFENDING THE LAND

Use the first part of each season to cultivate your village and set up defenses. Everything you need can be found in the Toolbox. Press **Button B** to activate the Toolbox. Use the **D-Pad** to select as many items as you feel you need or can pay for, and move them onto the village map.

VILLAGE MAP



ITEM OUTLINE

The outline is a silhouette of your selected item. Move it around, and press **Button A** to set items in place.

VILLAGE MAP

Your village enlarges with each passing season. You can toggle between Zoom and Eagle's Eye map views (**D-Pad** up/down when the Toolbox is active), and set items in place in either view.

CROWNS (READY CASH)

You'll spend some ready cash every time you use a tool. Buying cows and planting trees gets expensive. But the more tempting you make your village, the more villagers you'll attract. They like nothing better than to build huts, make roads and plant crops. Their constructive activities will earn profits for you at the end of the season.

HOURGLASS

Take advantage of two full minutes (real time) to plan, build and set your defenses. When the sands run out, the Horde attacks!

TOOLBOX

Pick out various tools and items for building up and defending the village.

TOOLS

To place an item on your land, select it from the Toolbox, move its silhouette onto the map, and press **Button A**.

- You can remove most items from the map by clicking on them once with any silhouette.
- You can replace an item by double-clicking on it with a different silhouette.
- Every time you use an item (that is, place it on the map), its cost is deducted from your Crowns. When you remove or replace an item on the map, its cost is added back. Exceptions: Water costs Crowns to build and Crowns to remove; pits give you no Crowns back and you must use DIG to remove them.
- If you can't afford an item, its picture will be grayed out.
- Most items have limits, which you will discover as you use them.

You start with only a few items. At the end of each year (four seasons) you can buy rights to additional items if you've earned enough Crowns.

DIG

DIG lets you expand and shrink channels of water, remove pits and rubble (may take several tries), pick up objects such as cows and trees, and eradicate kudzu.

Kudzu is a red fungus that can invade your land and destroy your crops. In Building mode, Chauncey can pick any item from the Toolbox and cover the weed to destroy it. He must use the DIG tool to remove the fungus. In Battle mode, Chauncey can destroy dangling kudzu weeds by walking over them.

DIG PIT

Spike-lined pits provide temporary obstacles to the drooling, chomping invaders.

PLANT TREE

With enough trees, you can transform an empty region into a woodland! Increase your wealth by planting saplings (cost: 1 Crown each) and then, later, removing the grown trees (return: 5 Crowns each).

BUY COW

Cows are just about the most valuable improvement you can make. They're expensive, but they earn back a goodly sum of Crowns. Wouldn't you know it, cows are also the Hordlings' favorite snack!

ERECT WALLS/FENCES

Extend a barrier of stone to hold out the enemy.

EMPLOY KNIGHT/EMPLOY ARCHER

Knights slash with spiked maces, and archers launch an avalanche of arrows to stop the greedy attackers. Once in place, your army will turn to face the onrushing waves of Hordlings. You will be charged every season for the services of your knights and archers.

END TURN

The hourglass gives you two minutes of peace to work on your defenses before the Horde's invasion. If you're ready sooner, or you run out of Crowns, you can "take the Horde by the horns." Select the running Hordling in the Toolbox to bring on those ravenous invaders!

POPPING THE HORDE

Hordlings live to eat! For the most part, they have a vocabulary of two words: "FOOD" and "EAT." They are extremely excitable, with the table manners of starving hyenas. Whenever they get the idea of FOOD or EAT, every other thought in their tiny brains is immediately driven out, and replaced by the chant "FOOD! FOOD! FOOD! FOOD! FOOD!" Then they all rush down and attack the village.

INVASION UPDATE

Just before the invasion, you'll get a battle order. Now you know how many Hordlings you must pop to stem the ravenous red tide for the current season.

Despite their supremely aggressive nature, Hordlings are as fragile as over-filled water bombs. Thwack them with Grimthwacker, and they burst in an explosion of red goo. When Hordlings are popped, they don't actually die. Shaman Hordlings can bring them back to life, wide-eyed and hungry.

DE RULES OF DEFENSE

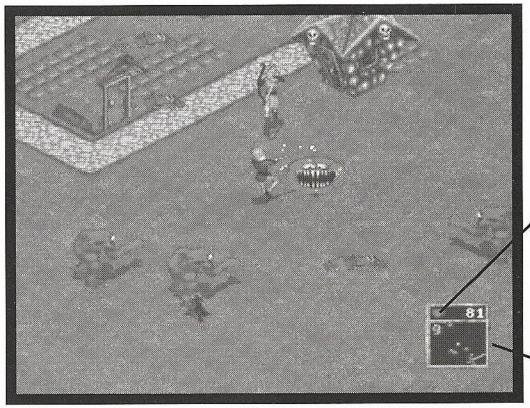
The best defense is a good offense. In your case, "de fence" might be a line of spiky pits, rock walls or moats. But those only slow down the invasion. Get in there with Grimthwacker or another weapon and start doing some damage.

RULE 1: POP HORDLINGS BEFORE THEY CHOMP YOUR PROPERTY.

RULE 2: DON'T GET DIZZY.

COUNTERATTACK!

BATTLEFIELD



BATTLEFIELD

Hordlings go wherever they want to. It's a good guess they'll head straight for the food. You can chase them around, or set up an ambush. Either way, when you pop them, they dissolve into red goo. It's grim!

Toggle between Zoom and Eagle's Eye views by pressing **Button B** to activate the Weapons Box, and then pressing the **D-Pad** up/down. Use Zoom for up-close-and-personal Horde popping. Use Eagle's Eye to spot the location of the next wave of invaders.

The battle rages on until you pop all the Hordlings, your village is destroyed, or Chauncey loses all his "heart." (Chauncey's health points appear in the Weapons Box.)

CHAUNCEY'S HEALTH

He's got heart! But when he's hurt, he loses some. Keep an eye on this counter, because if Chauncey turns "heartless," the game's over.

Chauncey spins when he uses Grimthwacker. Get him dizzy, and he'll have to come to his senses before he can strike again. In the meantime, Hordlings are happily chomping their way through your village.

WEAPONS BOX

Pick out various weapons and other items for defending your village. (Turn the page for a list of weapons.)

WEAPONS

GRIMTHWACKER
Your avenging blade, the gift of Good King Winthrop.

MYSTIC MORNINGSTAR
Spin around with this weapon, smashing all enemies in your path. Can be a dizzying experience!

FLAMETHROWER
Grilled Hordlings, anyone? Also grills your own stuff, so be careful where you light that fire.

RING OF TELEPORTATION
Zip from here to there through thin air.

BOOTS OF BOOGY
Beat feet to round up the Horde before they chomp your herd.

HAUNCH OF MEAT
The short-range aroma of this putrid bait can lure Hordlings to a gooey end. Make them cross a moat or spiky pit to get it.

BOMB
Walk to the bomb to kick it at a Hordling.

HEALING ROCK
Not an imitation! This naturally occurring antidote restores some of Chauncey's "heart."

ROSCOE
This magical beast gleefully torches all Hordlings around Chauncey. Caution: Roscoe often gets carried away! He's wild — and dumb — enough to torch everything, including huts, villagers and cows!

FLUTE OF SCHMEGU
Serenade the Hordling masses and lull them to a watery demise.

TRIDENT
Chauncey's "good news, bad news" doomsday weapon. The good news is that the Trident firestorms an entire section of the map, destroying everything in reach. The bad news is that it leaves behind a barren waste of rocks and rubble.

MORE FRANZPOWANKI FEATURES

TAXES

Kronus Maelor has no mercy! At the end of each year, he issues a tax bill, which is due immediately. You'll be reminded of your obligation to the realm every season, so plan ahead. Cough up the coin of the realm, or you'll wind up rotting in a debtor's dungeon. (Press **Button A** once to skip the countdown, and again to return to the game.)

TAX RULE: SAVE YOUR ASSETS, BECAUSE THE TAXMAN COMETH.

SHOPPING SPREE

The seasons will fly. At the end of every year (four seasons), it's time for your annual shopping spree. Get yourself over to Caerbran, King Winthrop's castle, where you can buy the rights to more Tools and Weapons than you've yet enjoyed. (Use your ATM — Automated Transfer of Mana — card.) Each item costs a certain amount of Crowns. You can buy anything you want, as long as you've got the cash. Move the highlight to choose, and press **Button A** to buy.

Each year, the number of items available to you will increase. After you buy an item, it will show up in your Toolbox or Weapons Box. Don't forget, you still have to pay to use it. Highlight LEAVE SHOPPE and press **Button A** to end your buying trip.

FNN



"All the news, in your face." That's the byline of the Franzpowanki News Network, the mouth organ of the kingdom. Broadcasting straight from the largest crystal ball in town, they tell you what's coming up, what's going down, and what's out of action. If there's no news, FNN will make something up!

PAUSING A GAME

Press **Start** to pause the action. Press it again to resume play.

SAVING & LOADING GAMES

You can save a game at the end of each year. While shopping, select the SAVE GAME item, and use its screen to save up to eight games.

You can load saved games from the Main Menu when you start up, or at any time during play. Press the **Z Button** during play, highlight the name of the game you want, and press **Button A**.

FOOD (HUMANS)



SIR CHAUNCEY THE BRAVE

Though genuinely good-hearted, Chauncey is gawky and kind of clumsy. We'll never know whether Chauncey would have been happy forever as the King's serving boy. A gagging royal has changed Chauncey's fate forever. Now this kind-hearted friend of cows is the boss of his own realm.



THE EVIL HIGH CHANCELLOR

Kronus Maelor, the King's Number One, is such a villain that everyone simply calls him "The Evil High Chancellor." This golfing politician always has a packed schedule of shady schemes. Since he must keep up appearances, he has his stupid henchmen do the dirty work.



GOOD KING WINTHROP

Fifty years ago, all the Hordlings were run out of Franzpowanki by the great hero, Bran the Barbarian. Bran became king, and with his bulging muscles and powerful blade Grimthwacker, he protected the kingdom from wrack and ruin.

Bran is still king, though he's changed his name to Winthrop (which has a less fiber-filled ring). But now the king is getting old. Too much ale and red meat have made him fat and sleepy. He and his royals prefer to laze around the banquet table and outdo each other's stories of conquest, than actually go out and do something!

HORDLINGS



ADOLESCENT HORDLINGS
(hordlingus adolescus eatemupium)

These critters are of average Hordling appetite and intelligence. In other words, they are voracious and as stupid as dirt. Some are just short and ugly; others are very short and very ugly. They all have wide gaping mouths, bulging eyes, tiny brains and a lumbering gait. They're most often seen charging down hillsides in vast numbers, intensely excited and ready to get swept away in a headlong frenzy for the tiniest reason, or no reason at all.



PIRANHA HORDLINGS
(hordlingium caninus biteum)

These enthusiastic fellas are the mutts of Hordlingdom. Constantly bounding back and forth, they bark and cavort, biting and swallowing amazons, barbarians, elves and everything they see. Their vise-like locking jaws chomp down firmly! An acute sense of smell puts them ahead of the pack at sniffing out tasty morsels that might be trying to hide.

SWAMP HORDLINGS
(gatorus albertasaurus)

Swamp Hordlings are slow on land but can swim rapidly. They snort a lot in a guttural, gulping, snarly way and leave behind the aroma of pastrami and mustard on rye left out in the sun.



FOREST HORDLINGS
(hordlingium pygmyus aggravatum)

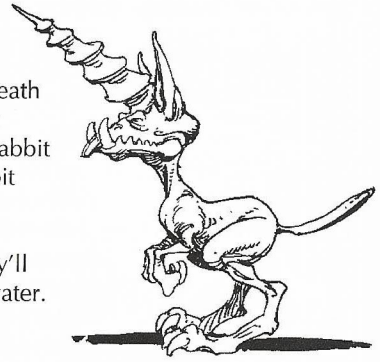
These Hordlings are a cross between highly irritating pygmies with blowguns, and highly irritating giggling leprechauns. Needless to say, their most consistent trait is that they are highly irritating. They're usually found near stands of trees, where they'll pop out with a funny waddle and shoot Chauncey with a plunger-like blowgun before swallowing a cow whole!



SHAMAN HORDLINGS
(hordlineum magicus irritatem)

Old, moldering Shamans move slowly, smell terrible and perform annoying feats of magic. For instance, they teleport, so they're hard to catch. They hurl fireballs better than the contestants in FNN's *Bowling for Farthings*. They hypnotize your hirelings, who then become useless until the spell fades. The main task of every Shaman is to reconstitute Hordlings from the gooey eyeballs dotting the landscape. So whatever you do, keep an eye out for these guys.

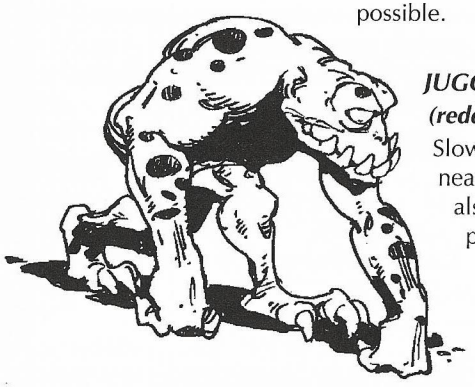
DESERT HORDLINGS
(biggus diggus)



These mole-faced Hordlings burrow beneath the sand, only to emerge when you least want them to. Then they hop like a jackrabbit and bray like a donkey. With their drill-bit heads, they're particularly threatening, because they can't be popped until they wiggle out of the sand. Though wild, they'll never be wet, because they can't cross water.

ICE HORDLINGS
(hordus freezus buttoffium)

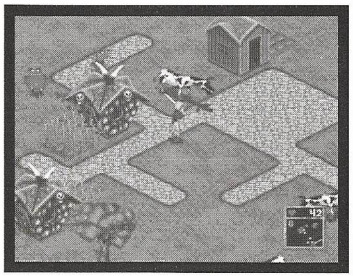
These frosty, snow-ball bopping Hordlings make words like "refined" and "civilized" obsolete. In other words, they are totally abominable and brutish. Their only concern is getting a hut, villager or cow into their mouths as quickly as possible.



JUGGERNAUT HORDLINGS
(reddus gigantiucus extradummus)

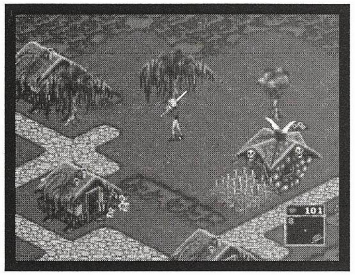
Slow and lumbering, these brutes are nearly invincible in battle. They are also one of the few creatures on the planet that can make Adolescent Hordlings seem intelligent. When they hit an obstacle such as a rock wall, they just keep trying to lurch forward until something breaks!

HABITATS



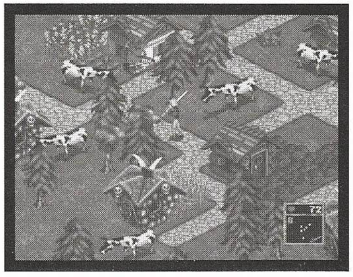
SHIMTO PLAINS

Adolescent Hordlings are a pervasive plague in Franzpowanki. You'll face them early on in the Shimto Plains, where elves and barbarians can't even grow pumpkins in peace without being hassled!



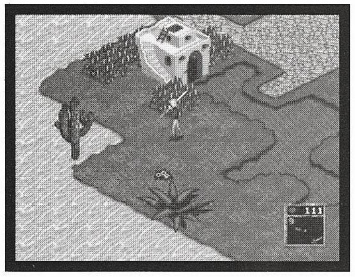
FETID SWAMPS OF BUUZAL

The Fetid Swamps of Buuzal are a murky territory with extremely fertile fields — if you can stand the stench. They're just the place for Hordlings with an odor problem.



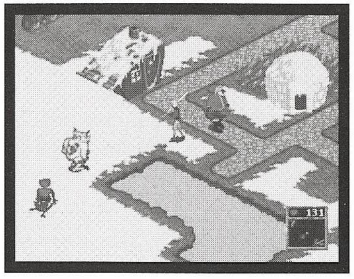
TREE REALMS OF ALBURGA

Wield your Flamethrower with caution; if one tree catches fire, a whole section of forest is liable to burn. It's a good way to toss a few more Hordlings on the BBQ.



KAR-NYAR DESERT

A nice place to tan, if you've got the time. But your job is getting crops to grow and workers to immigrate so you can pay your tax burden. Don't you hate it when you get sand everywhere?



FROZEN WASTES OF VESH

Ice Hordlings are only one of the obnoxious hazards in this arctic territory loaded with irritations. Add frostbite, tundra, permafrost, ice blindness and wet socks, and you'll just want to smash something!

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Sound Effects
Paul Reiche III

Additional Music
Dan Nicholson, Riku Nuottajärvi
Eric Berge

Starring
Kirk Cameron as Chauncey
Michael Gregory as Kronus Maelor
Michael McCarthy as King Winthrop
Henry Crowell Jr. as Herald,
FNN Newscaster,
Torture Victim & Narrator

Special Thanks
Cows Across the World
Eric Lindstrom, Dan Hite
Greg Johnson, Robert Leyland
Greg Hammond, Andy Mitchell
Dave "You Can Count on Me" Kirk
Greg Marques, Gregg Tavares
Muther's Recording Studio
Mark Ybarra

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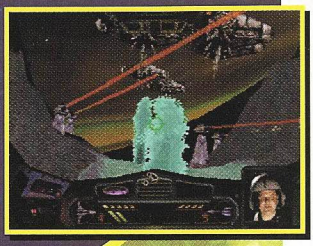
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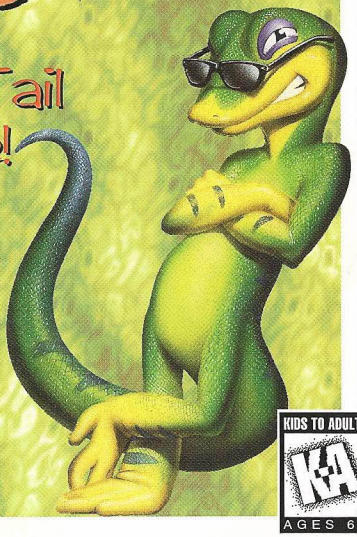
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