

Créer des jeux vidéo est un beau métier. Donner vie, voix, formes et couleurs à des rêves de pixels et d'algorithmes est une grande aventure. Notre génération a découvert un nouveau véhicule – l'imaginaire, et si nous empruntons tout aux histoires et archétypes immortels de l'humanité, nous avons le privilège de "rééciter" dans une langue nouvelle. Ces mondes interactifs que nous créons se situent à la croisée du spectacle et du possible: vous en êtes à la fois les spectateurs et les héros. Ils vous attendent, vous mettent à l'épreuve, vous distraient et, nous l'espérons, savent aussi vous mouvoir. Le but que nous nous sommes fixés est de vous surprendre chaque fois en vous offrant des voyages inattendus, des paysages improbables et de nouveaux draps d'vision. Et parce que la première responsabilité du conteur est de rassembler autour du feu, nous espérons que nos histoires auront toujours suffisamment de vie et de cœur pour vous donner envie d'y pénétrer un peu de votre soif d'imaginaire.

Nous remercions les auteurs et artistes qui nous ont déjà prêté leur talent dans cette aventure: Paulo Coelho, Möbius, Claude Laydu, Philippe Duillet, Charlotte Rampling, Santa Berger. C'est aussi grâce à eux que nous trouvons l'inspiration et l'élan pour nous renouveler. Voilà, il nous reste à vous souhaiter un bon voyage. L'équipe de production.

Creating video games is a wonderful job. Giving life, voice, shapes and colours to dreams of pixels and algorithms is a great adventure. Our generation has discovered a new vehicle for the imagination, and if we borrow everything from the immortal stories and archetypes of humanity, we have the privilege of telling these tales in a new language. These interactive worlds that we are creating are at the crossroads of spectacle and what is possible: you are both spectator and hero. They await you, put you to the test, distract you and, we hope, also move you. The goal we have set ourselves is to surprise you each time by offering you unexpected voyages, improbable landscapes and new fields of escape. And since the prime responsibility of the storyteller is to gather round the fire, we hope that our stories will always have enough heart and soul to make you want to get up a bit your craving for the imaginary.

We wish to thank the authors and artists who have already contributed their talents to this adventure: Paulo Coelho, Möbius, Claude Laydu, Philippe Duillet, Charlotte Rampling, Santa Berger. It is also thanks to them that we find the inspiration and impetus to renew ourselves. There you have it. All that's left is for us to wish you a bon voyage. The Production Team.

Das Erstellen von Videospielen ist ein schöner Beruf. Es ist sehr spannend, den Tieren aus Pixeln und Algorithmen Leben, Stimme, Form und Farben zu verleihen. Unsere Generation hat einen neuen Weg zur Welt der Fantasie gefunden, und wenn wir aus den Geschichten und unsterblichen Archetypen der Menschheit schöpfen, genießen wir das Privileg, diese in einer neuen Sprache zu "erzählen". Diese von uns geschaffenen interaktiven Welten existieren dort, wo sich Schauspiel und das Mögliche begegnen. Sie sind gleichzeitig Zuschauer und Held der Geschichte. Diese Welten warten auf Sie, sie wollen Sie prüfen, unterhalten und – so hoffen wir – auch bewegen. Wir haben uns zum Ziel gesetzt, Sie jedes Mal mit einer unerwarteten Reise, unwahrscheinlichen Landschaften und neuen Traumwelten zu überraschen. Da die Hauptaufgabe des Erzählers darin besteht, die Zuhörer um sich zu versammeln, hoffen wir, dass Ihnen unsere Geschichten einen so großen Anreiz liefern, dass Sie sich in diese Abenteuer der Fantasie eröffnen lassen.

Wir danken den Autoren und Künstlern, die uns bei diesem Abenteuer mit ihren Talenten zur Seite standen: Paulo Coelho, Möbius, Claude Laydu, Philippe Duillet, Charlotte Rampling, Santa Berger u.a. Auch ihnen verdanken wir immer wieder die Inspirationen und Denkanstöße für neue Ideen.

Nun bleibt uns nur noch eins: Wir wünschen Ihnen eine gute Reise! Unser Team.

Creati videogiochi è un bel lavoro. Dare vita, voce, forma e colori a sogni fatti di pixel e algoritmi è una grande avventura. La nostra generazione ha scoperto un nuovo mezzo di espressione dell'immaginario e, se attingiamo alle storie e agli archetipi immortali dell'umanità, abbiamo il privilegio di "recitare" in una lingua nuova. I mondi interattivi che noi creiamo si situano al punto d'incontro tra lo spettacolo e il possibile: voi ne siete al contempo gli spettatori e i protagonisti. Vi aspettano, vi mettono alla prova, vi distraggono e, come speriamo, sanno anche emozionarvi. L'obiettivo che ci siamo prefissi è di sorprendervi ogni volta, di fienarvi viaggi imprevedibili, paesaggi surreali e nuovi spazi di evasione. Dato che il primo compito di un narratore è di riunire tutti attorno al fuoco, ci auguriamo che le nostre storie conservino sempre un'anima e un cuore sufficientemente grandi per invogliarvi a viverle liberando la vostra passione per il fantastico. Ringraziamo gli autori e gli artisti che hanno già messo a nostra disposizione il loro talento in questa avventura: Paulo Coelho, Möbius, Claude Laydu, Philippe Duillet, Charlotte Rampling, Santa Berger. E anche grazie a loro che troviamo l'ispirazione e lo slancio per rinnovarci.

Con questo, non ci resta che augurarvi buon viaggio. Lo staff

PRIMUMBKB

# PRIMITIVE WARS

## Jurassic Era



This product has been extensively tested for compliance with major configurations.  
If you encounter a problem or need assistance, please contact your local dealer or :  
¥Consult our web page to obtain a local phone number for assistance  
<http://www.primitivewars.com>  
¥Send us an Email: [hotline@axel.com](mailto:hotline@axel.com)

For a better service, do not forget to return the enclosed warranty card.

Become a member of the Tribe and make the most of the exceptional advantages we reserve to our customers. To do so, simply send back the guarantee card or fill in the registration form on our site at [www.axeltribe.com/register](http://www.axeltribe.com/register).  
Enjoy our promotions on Axel Tribe products on <http://shop.axeltribe.com>

#### PRIMITIVE WARS PC UK

##### **Minimal Configuration :**

Pentium 266Mhz MMX, 8X CDRom, 64 Mb of RAM.  
16 bits-800x600 Video card, SoundBlaster™ 100% certified sound card.  
800 Mb of Hard disk space.  
Windows 95/98/2000/ME.  
DirectX8a. Compatible mouse & keyboard.

##### **Recommended Configuration :**

Pentium 550 Mhz, 8X CDRom, 128 mb of RAM.  
16 bits-800x600 video card, Soundblaster™ 100% certified sound card.  
800 Mb of hard disk space.  
Windows 95/98/2000/ME  
DirectX8a. Compatible mouse & keyboard.

Sound & video cards must be 100% DirectX certified.  
DirectX8a minimal version required.

##### **For local network games :**

- Ethernet network card fully installed & configured,
- TCP/IP protocol or IPX compatible installed.

##### **For Internet/Online games :**

- Internet provider compulsory ,
- 56K modem or ADSL/Cable modem installed,
- TCP/IP protocol & Dialup networking installed,
- FIREWALL not supported.

#### **INTRODUCTION**

1. The Legend of the Primitive Island .....	4
2. Installation and Running the Game.....	5

#### **PART ONE : HOW TO PLAY**

I - SCREEN COMPONENTS .....	6
1. Main Menu.....	6
2. Single Play Menu.....	6
3. Multi Play Menu.....	7
4. Game Menu.....	7
5. Basic Gaming Screens.....	8

II - BASIC PLAY.....	11
1. Creating Basic Units .....	11
2. Gathering Resources .....	11
3. Constructing .....	11
4. Producing Units .....	11
5. Hunting .....	11
6. Combat .....	11
7. Special Abilities .....	12
8. Raising Levels of Units.....	12
9. Naming a Unit/Building .....	12

III - SHORT CUT KEY LIST .....	12
--------------------------------	----

#### **PART TWO : MULTI PLAY**

I - INTERNET PLAY (TCP/IP).....	13
1. Connection .....	13
2. Waiting Room .....	13
3. Creating a Room .....	13
4. Entering a Room .....	14
5. Exiting a room .....	14

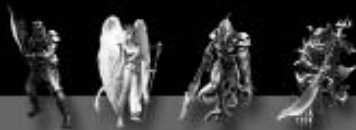
II - LAN PLAY (IPX) .....	14
1. Creating a game .....	14
2. Joining a game .....	14

#### **PART THREE : THE WORLD OF PRIMITIVE WARS**

I - BACKGROUND OF PRIMITIVE WARS .....	15
--	----

II - THE GEOGRAPHY .....	15
1. Map of the Primitive Island.....	15
2. Tribes of the Primitive Wars .....	15
Primitives.....	15
Elves .....	18
Tyranos .....	22
Demons.....	25

III - ITEMS .....	30
-------------------	----



## INTRODUCTION

### The Legend of the Primitive Island

The eight tribes of Kumbas, created his stage during life after the

But when he died, he was reborn again into a world of distrust of the tribe. At the zenith, the Stuma, the tribe, as the magic-user

Despite his darkness, Stuma is a desperate man who seeks harmony, to take power from the tribe of Ruwata, Chief. Your struggles continue.



### Installation and Running the Game

#### 1 - System Requirements

Refer to the back of the game's pack to know the minimum and recommended system requirements to run *Primitive Wars*.

#### 2 - Precautions

Close all other running programs.

Insufficient memory can lead to slower game speed, or inability to run the game.

#### 3 - Installation

Put the *Primitive Wars* installation disk into the CD-ROM drive. The auto-installer will be activated. Enter the user name and Serial Number that is included in the registered game. Select a directory and path for the folder you wish to install the program in, and press confirm. If the Serial Number is correct, the installation will begin. If not, the program will not install the game. To run the game, use PLAY CD.

#### 4 - F.A.Q. (please see also FAQ at [www.primitivewars.com](http://www.primitivewars.com))

Q : An error message appears while executing the installation.

A : It is probably a problem with DirectX. Primitive Wars requires DirectX 8.0a or higher, so install the most recent version and then install the game.

Q : There is no sound.

A : Check your sound card to make sure it is Sound blaster compatible. Also check to make sure the speaker wires are connected properly, and check the volume settings.

Q : I can't connect to the online servers.

A : Check to make sure that your internet connections are working properly. If you use a modem, check the connections to the Internet; if you use a network, check to see if you're logged in correctly, or if the network is working properly.

Q : IPX play is not working.

A : Check to see if the IPX protocol is set right in the network. In Win98, go to Registry, Network, and check the IPX protocol settings. Once the protocol is set, you can have normal IPX play.

Q : Can't Modem users directly play together?

A : No they cannot. You need also Internet access to play in Peer to Peer mode.





## PART ONE : HOW TO PLAY

### I - SCREENS COMPONENTS

#### 1 - MAIN MENU



Single Player  
Begin Single Play

Multi Player  
Begin Multi Play

Replay Intro  
Watch the Opening Intro

Credits  
See credits of the development Team

Quit  
Exit the Game

#### 2 - SINGLE PLAY MENU



#### 3 - MULTI PLAY MENU



Wizard Soft Net  
Connect to our official server  
to play

LAN  
Play with other players via your  
LAN environment

Peer to Peer  
Connect directly to an IP address  
to a computer to play

#### 4 - GAME MENU

During the Game, PRESS the *F10* Key to access the Menu.



Save Game (F2)  
Save the game you're currently  
playing

Load Game (F3)  
Load a Saved Game

Option (F4)  
Control the options for the game

Mission Objectives  
See the Mission Objectives

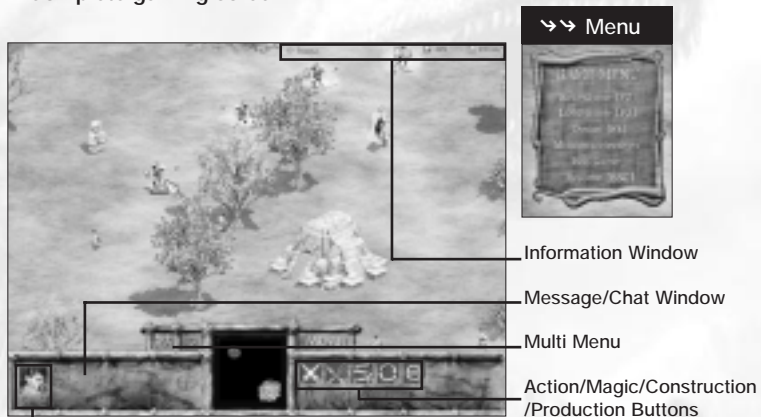
End Game  
Finish the game you're currently  
playing, or restart the current mission

Resume (Esc)  
Continue your game



## 5 - BASIC GAMING SCREENS

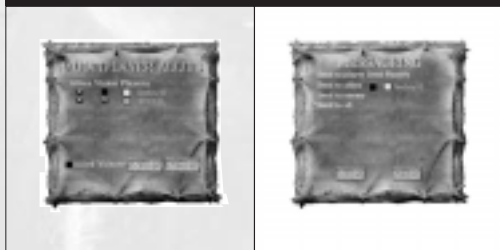
### 1. Complete gaming screen



Unit's Face or Building Icon

- **Left Interface Menu** : Selected Unit, Information Window, Building Production Indicator.
- **Right Interface Menu** : Icon of Possible Constructions, Action Icon, Magic or Special Abilities Icon.
- **Menu** : Opens the Game Menu (short-cut : *F10*).

### → Multi menu : Menu Button for Each Tribe



- **Allies** : Forge an Alliance during Multi Play.
- **Message** : Send Messages to selected Players during Multi Play.

## 2. Interface

### Left interface 01



Select a unit  
Lower Right shows level

### Left interface 03



Select a Building  
Shows the Building Icon

### Right interface 01



Unit ability  
Magic, Building, or Special Abilities  
that the unit can use or build.

### Action Icons :

- Attack
- Hunt
- Patrol
- Guard
- Stop

### Left interface 02



Select multiple units  
Lower Right shows level

### Left interface 04



Creation of units and Buildings  
Building Icon can reserve up to 5  
units to be produced

### Right interface 02



Select multiple units  
Action Icons Special Abilities  
(Magic or Build).

If the units you've selected  
contains a unit that cannot build,  
the Build Icon is not shown.



## Right interface 03



### Select a Building

Shows Productions that are possible. Upgrade Icon.

## 3.Information Screen

**Berries and Population** : This shows the current amount of berries and the population (current/total possible). If you don't have berries, you can't create any units or buildings. If your current population is equal to or greater than the total possible, you can't create more units. Pay attention to these two screens as you play.

## 4.Cursors



**Basic (Menu, Interface)** : This is the cursor used in all Menus or Interfaces. You can use this cursor to select a unit, building, or command in the interface windows or menus.



**Basic (Game)** : This cursor can be used to select units and buildings in the game or to move them. Friendly units or enemy units within range of sight can be selected. Friendly or Allied units are highlighted in green, Neutral units are highlighted in yellow, and Enemy units are highlighted in red. The Hit Points of the unit is displayed below the highlighted unit.



**Scrolling** : This cursor appears when the Basic cursor is placed near the edge of a screen. It will change into a Basic cursor, when it is moved toward the center of the screen.



**Targeting** : This cursor is used to target Special Abilities. Once you click the mouse, the Special Ability will be used/cast at the selected area or unit.



**Attack** : This cursor appears when a unit is given an attack command. To attack, left click if you've just ordered an attack, or right click if you have units selected.

## II - BASIC PLAY

### Creating Basic Units

Basic Units (workers) create or recall buildings, gather supplies, and are the fundamental building blocks of the game. If you don't have enough workers, gathering supplies becomes difficult, and will impact production greatly.

### Gathering Resources

If you bring a cursor close to the trees with fruits on them, you will see the amount of berries left on that tree. Select a worker and right click on the berries to gather them.

### Constructing

Once you select a worker, the right interface menu will show the Build Icon, a Special Ability of the workers. Once you click on the Build Command, Icons of the buildings that the worker can build will appear. Selecting a structure will show the size of the building. If there is a red highlight on this projected space, you can't build on that area.

### Producing Units

If you click on a structure that can create units, Icons of the units that can be produced will appear. Mouse the pointer to a unit, and you will see the cost of berries and the amount the population will increase by creating that unit. If you have enough berries, and the population does not exceed the maximum after creating the unit, you can produce it. You can create and reserve up to five units at a time (including the one being created at the time).

### Hunting

There are Dinosaurs across the whole Primitive Map. Dinosaurs will raise levels, and are one of the main food supplies in the game. All Combat units can take food supplies from the Dinosaurs that they've hunted, and use the supplies to heal from damages. All units can hunt Dinosaurs by right clicking on them (like against enemies) or clicking the Hunting Mode.

### Combat

If you a combat unit is given the attack command during movement, it will fight the nearby enemies while advancing, and if multiple units are assigned one target, then all units will attack that single target. When there are important targets such as a hero or a chief, or when there is a mass combat, careful use of strategy becomes important for attaining victory.



## Special Abilities

One of the main characteristics of Primitive Wars is the capacity to use several Special Abilities at once. If there are different units selected in a group, all the possible Special Abilities will appear on the interface window. Clicking on one of these abilities will make the units with that ability use it. During Mass Combat, having the Special Abilities of the Strong units available for use can be very helpful in taking the victory.

## Raising Levels of Units

Primitive Wars has integrated the Level system, and distinguishes its various units. Each time a unit kills an enemy or dinosaur unit, that unit will gain experience accounted for raising levels. By raising a level, a unit can gain unique abilities, greater combat power, and other such advantages against a newly created unit.

## Naming a Unit/Building

Primitive Wars allows you to name your units/buildings for a more personalised game.

### KEY

#### Naming your character(s) :

Select the unit you want to name. Press [Enter] to open a message window. Type '!' and the name you want, then press [Enter] again to register it. Your unit will appear with the name you've given it. You can also name multiple units (or buildings) the same name by selecting many units at once.

## III - SHORT CUT KEY LIST

### Combat

<b>F1</b>	Help
<b>F2</b>	Save Game
<b>F3</b>	Load Game
<b>F4</b>	Options
<b>F10</b>	Game Menu
<b>+</b>	Increase Game Speed
<b>-</b>	Decrease Game Speed
<b>Space Bar</b>	Go to the last event
<b>Ctrl+#</b>	Assign Group
<b>Alt+#</b>	Call Group
<b>Shift+Command</b>	follow commands in order
<b>Arrow Keys</b>	Scroll Map
<b>Enter</b>	Open message window

### Control

<b>A</b>	Attack
<b>B</b>	Build
<b>H</b>	Stop or Continue
<b>P</b>	Patrol
<b>T</b>	Build Advanced
<b>W</b>	Produce Worker Unit/Combat Unit/Structure
<b>Z</b>	Hunt

## PART TWO : MULTI PLAY

### I - INTERNET PLAY (TCP/IP)



#### 1 - CONNECTION

Once you connect to *Wizard Soft Net*, you will find a Login Screen. If you're new, create an account by clicking on **New Account**. Once you make an account, you will log in automatically. You should be careful while installing the game; during log in, the serial number you've entered for installation will be checked. You can't log in from different computers with the same serial number.



#### 2 - WAITING ROOM

Once you log in to *Wizard Soft Net*, you will automatically enter the Waiting Room. You can converse with other users that are online here. You can change waiting rooms, and use functions such as whisper or check profiles. Find an appropriate opponent and join the game.



#### 3 - CREATING A ROOM

Press **Create Game** from the waiting room, and follow instructions. Once enough players have entered, a **Start** button will appear. Note that you can't have two rooms with the same name.





#### 4 - ENTERING A ROOM

Press **Join Game** from the waiting room to see the list of game rooms. Once you press the **Join** button, there will be a password confirmation, if there is any. If the room is full, or the password is incorrect, you will not be able to join.

#### 5 - EXITING A ROOM

Pressing Quit will bring you to the Main Game Screen.

### II - LAN PLAY (IPX)

The first time you enter the LAN Menu, you must enter a name. Once you've input your name, you will see the waiting screen.

#### 1 - CREATE A GAME

Select LAN in the Multi Player list from the Main Menu. You can create a game or join a game from here. Press **Create Game**, and input the game name, map, and password, if any. Once there are enough players, press **Start Game** to begin.

#### 2 - JOIN A GAME

Select a game from the waiting room. Press **Join Game** to enter the game. Once enough players enter the game, there will be a count-down as the host begins the round.



## PART THREE : THE WORLD OF PRIMITIVE WARS

### I - BACKGROUND STORY OF PRIMITIVE WARS

The setting for Primitive Wars is around 901 years in the Primitive Age. Deka becomes a vegetable after a 1-on-1 combat with Atamanta. Deka sells his soul to Satan and gains great power. (You can spot Deka in black and white during the Demon scenarios.) Deka starts to plan a revenge against Atamanta, dreaming of mass genocide. The Primitives move away from the barren continent into the Jurassic Island....

### II - THE GEOGRAPHY

#### 1 - GENERAL MAP



#### 2 - TRIBES OF THE PRIMITIVE WARS

##### 1.1 Primitives / Structures



**Sanctuary** : The Sanctuary is an important spiritual symbol for the Primitives. This is where Buildmen, those who are capable of creating structures, are produced. Once the structure is upgraded to a certain point, it can train the Primitives' strongest unit, the Chief.

##### Units Produced

Buildmen  
Chief – requires Sky Increaser, Blacksmith

##### Upgrades

Improve Gathering amount  
Improve Stone Tower Detection  
Develop Chief Fallout  
Reduction Level Up EXP





**House** : The house is where the Primitives live. By building this structure, the Primitives can create more fighting units.



**Stone Tower** : Create them to stop unwanted intrusions by the other races, the Stone Tower can expose even hidden units that come near it.



**Power House** : This building creates fighters that fight land battles, and hunt dinosaurs with ease. This structure also allows the creation of the Land Increaser, and is a necessity to make a strong ground force.

**Units Produced**      Powermen  
Giant – requires Land Increaser



**Soldier House** : This building allows the training of special soldiers that have superior dexterity and riding skills. It helps create a force that moves fast on land, capable of attacking sky units.

**Units Produced**      Soldier  
Knight – requires Blacksmith



**Sky House** : This structure is important from the simple fact that it allows Primitives to exist in the sky. Likewise, it also is the prerequisite for building a Sky Increaser.

**Units Produced**      Squadron  
Flat-top – requires Sky Increaser



**Blacksmith** : The Blacksmith creates flying units capable of transporting ground units, as well as weapons capable of targeting flying units. The Primitives can increase the variety of attack modes by this structure.

**Units Produced**      Revolver – A transport unit for the Primitives  
Bow Machine



**Land Increaser** : This structure, built as a symbol of the Primitives' hope to increase their influence, increases the strength of the land units.

**Upgrades**      Increase Powerman Movement Speed  
Improve Ground Primitive Weapon  
Improve Ground Primitive Armor  
Improve Bow Machine Weapon  
Improve Bow Machine Armor



**Sky Increaser** : This structure is similar to the Land Increaser in purpose and function. It increases the strength of the air units.

**Upgrades**      Increase Squadron Movement Speed  
Improve Revolver Transportation  
Improve Primitive Air Machine Weapon  
Improve Primitive Air Machine Armor



**Trap** : This is an improvement of the smaller traps the Primitives used for hunting. Placed on a path, it lies hidden to most units that pass by it, and awaits with a deadly attack on anything that walks on it.

## 1.2 Primitives / Units



**Build Man** : These units can create buildings and gather resources. They cannot participate in combat, and are responsible for the upkeep of structures. Build Men can create special Traps to ward off intruders.



**Power Man** : Most Primitives are born with the fate to fight and die in combat. The only way for the lower caste Power Men to increase their status is by earning merit in combat. Power Men are strong and capable in combat.



**Giant** : Cold Murderers. They spend most of their time drinking to conquer their aching conscience. In combat, their blood-thirst appears plainly. They throw poisonous pouches that spreads damage to multiple units.



**Soldier** : These units train in hunting and marksmanship. They are capable of attacking both ground and air units, and take victory with a calm, precise demeanour.



**Knight** : These are war heroes with excellent horsemanship. The elite class of the tribes, their bravery and humanity gives them strong faith; they are used to guard Temples.



**Revolver** : This device is used during the war to transport units and increase field of vision. The Revolver allows incursions deep into enemy territory.



**Bow Machine** : Capable of spraying fire to multitudes of targets and reducing attackers to corpses. However, they are as weak in melee combat as much as they are powerful in long-range combat.



**Squadron** : Flies using the wind, moving at the speed of the current wind. Is the fastest moving unit, and useful in guerilla tactics. Careful : can only tolerate very little damage.



**Flat Top** : The strongest flying unit of the Primitives, the Flat Top boasts fire-power against both ground and air units.



**Chief** : The leaders of the Primitives. They receive orders from the Temple Gods, and lead their men into battle. They are also the only Primitives capable of casting spells, as the chosen ones of the gods. Their mere presence increases the morale of nearby units.

**Special abilities** : Fall Out – reduces hit points of the engaged enemy to 1  
Morale – Increases the Attack and Defense of nearby friendly units.

## 2.1 Elves / Structures



**Heaven** : This emblem of the Elves, a structure dedicated to Utopia, is a sacred area in which the best magicians of the Elf are concentrates. Only beings with magic-casting abilities can enter the area. Wizards with attacking capacity are created from Heaven, and these characters help build structures for the Elf Tribe.

**Units Produced** Wizard  
Angel Elf – requires Library  
**Upgrades** Study Gathering amount  
Study Bubble Detection  
Reduction Level Up Exp



**Elf Tree** : Elves do not consume normal food; they absorb the life-fruit of the Elf-tree, and get recalled to it. In order to create more Elves, you must plant Elf-trees, since its shortage will reflect in your not being able to create more units.



**Bubble** : The peaceful Elves have sentries called bubbles installed near approaches to their villages. Bubbles cannot attack, but sprout water droplets that paralyse the enemy.



**Red Hall** : It is the symbol of fire, one of the four elements that protect the Elves (fire, water, earth, air). Fire is a symbol of fury and destruction; likewise, the Red Hall can house Red and White Elves, that have great anger stored for combat.

**Units Produced** Red Elf  
White Elf – requires Red Library



**Blue Hall** : As a symbol of the Earth, this structure creates and helps attune animals (horses) to the elves, and can create Rangers, Elves with the ability teleport things on the ground. Cavalier Units created in the Blue Hall have the highest mobility and rush capacity.

**Units Produced** Ranger  
Blue Elf – requires Blue Library



**Mana Hall** : It is an area with a high concentration of Mana that the Elves use. This structure can create Faeries, and Mana Spreads that can provide Mana to elves on the Battlefield.

**Units Produced** Pixie  
Unicorn  
Mana Spread – requires Mana Library



**Sky Hall** : This Hall creates and upkeepes Dragons, units that the Elves use in the air. Dragons and Phoenixes, as well as Elfings, can be trained from this facility.

**Units Produced** Elfing  
Dragon – requires Mana Library  
Phoenix



**Elf Library** : This building helps enhance the abilities of the units created in Red Halls and Blue Halls. Blue Elves can move stones as needed, and Elves in general can fight with more fierceness, once research is completed in this structure.

**Upgrades**

- Study Elf Weapon Secret (3 levels)
- Study Elf Armor Secret (3 levels)
- Study Blue Elf Movement Secret



**Sky Library** : As a research center for sky units, this structure enhances the abilities of the Dragons and Phoenixes. By the production of this building, the Dragons and Phoenixes become powerful instruments of air combat.

**Upgrades**

- Study Divine Being's Weapon Secret
- Study Divine Being's Armor Secret
- Study ElfRing Movement Secret



**Mana Library** : This building helps the control of Mana among the Elves. The Mana Library can move on land, and allows for better transfer of Mana among Elves. It also provides Unicorn with the ability to cast illusions.

**Upgrades**

- Upgrade Mana Porion
- Study Meteor
- Study Fake Magic

## 2.2 Elves / Units



**Wizard** : They have been retrained to help serve the Elves better.



**Red Elf** : These are women magicians, who lived near the Primitives and lost their husbands in battle. They can use Thunderbolts in their combat and hunts. **Special Abilities** : Thunderbolts (2 levels).



**White Elf** : White Elves go through intense hunts and meditation to learn protective magic spells. **Special Abilities** : Shield (2 levels) increases the defense of a targeted unit ; Mass Temper (4 Levels) increases the defense of units.



**Ranger** : Rangers attack without thinking about defence. When their body is in danger, they teleport their opponents into an unknown, distant area. They can also teleport themselves deep into enemy territory instantaneously to perform scouting duties. **Special Abilities** : Teleportation, Jump Portal (3 levels) sending an opponent to a different location.



**Blue Elf** : These Dryads use horses to attack and move throughout the land. The Dryad-Cavaliers are lacking in magic use. However, they can still control stones to lift and hurl against opponents. **Special Abilities** : Drop Stone (2 levels).



**Unicorn** : They have been summoned to help healing the Elves damaged in combat. Although Unicorns have no direct attacks available, they can create illusions to confuse the enemy. **Special Abilities** : Fake enemy.



**Pixie** : Although only about 30cm in height, they have high intelligence and can converse with humans. They can fly with their wings, but not very fast. They love to sing and dance...



**Mana Spread** : These devices are mobile and help the Elves regain their Mana quickly. Although incapable of attack, the Mana Spread can self destruct and home in Meteor showers from the sky to where its form collapses. These units can help greatly during large battles or hunts. **Special Abilities** : Meteor Self-destructs, calling meteor showers from the sky.



**Dragon** : Their scales are tougher than steel, their claws can crush people with a stroke, and their slithering tongues are forked menacingly. The fireballs they unleash from their mouth can cause damage around a target.



**Phoenix** : Rumored to never die, these beings are surrounded by a scorching, blinding halo of flame. They play an important role with the Dragons in securing the Elves' territories.



**Guardians of the Elven Utopia** : Their appearance marks Elven victory, and can resurrect Elves to pursue Utopia. **Special Abilities** : Resurrect Can recover a dead unit to full strength.



**Elf-Ring** : These magical orbs that can fly in the skies transport Elves. The Orb moves according to the volition of the Elf inside it, without need for devices. Their Shields secure the safety of the passengers.





## 3.1 Tyranos / Structures



**Tyrano Nest** : These are temples dedicated to the Pica-Tyrano. The Nest is the reason and purpose of Tyrano existence. These temples infest all Tyranos with destructive and pillaging nature.

**Units Produced**     Dinos  
Tyranos – Land Nisdos, Sky Nisdos, require Nest Upgrade

**Upgrades**            Upgrade Gathering Amount  
Develop Ascomid Detection  
Disguise  
Reduction Level Up Exp



**Nest** : The nest refreshes the dinosaurs that come back from battle. If there aren't enough nests, the dinosaurs lose morale quickly. Lack of these nests also means that no training is possible.



**Ascomoid** : As an aftermath of the creation of the mutant Tyranos, these carnivorous plants appeared nearby. Although they attacked any creatures that passed by, Chief Asuh controlled and bred them to become an important defensive structure for the Tyranos.



**Egg Nest** : These create and harvest Tyrano Eggs. It can also create a wide range of Tyrano variants. The key to Tyrano victory is the balance of the Egg, and other Nests.

**Units Produced**     Masos  
Velocis  
Dilopos – requires Nest  
Trices – requires Land Nisdos  
Ramphos – requires Sky Nest  
Pteras – requires Sky Nisdos



**Land Nest** : The structure that controls the permutations of Land Dynos, it allows dinos that carry greater combat skills than Masos or Velocis.

**Upgrades**            Upgrade Ground Dinos Weapon (level 1-2)  
Upgrade Ground Dinos Armor (level 1-2)



**Land Nisdos** : The creatures built here can destroy their enemy with one strike. If you ring the Temple bell with the Sky Nisdos, the Pica-Tyrano incarnate appears.

**Upgrades**            Upgrade Ground Dinos Weapon (level 3-5)  
Upgrade Ground Dinos Armor (level 3-5)



**Sky Nest** : Home of the pterosaurs, dinos created from this Nest moves according to Asuh's commands. The attack and defense capacities for the air dinos are also controlled here.

**Upgrades**            Air Dinos Weapon (level 1-2)  
Air Dinos Armor (level 1-2)



**Sky Nisdos** : This structure further adds to the air dino combat levels. This is also a prerequisite to creating Tyranos of the strongest power.

**Upgrades**            Air Dinos Weapon (level 3-5)  
Air Dinos Armor (level 3-5)



**Throw Nest** : A working place for the engineers and craftsmen, this is the only place where egg throwers can be produced. The egg throwers move slowly, due to ineffective design of the wheel.

**Units Produced**     Egg Thrower  
Dsungari



**Upgrade Nest** : This building toughens the skin of all Tyranos and increases the power of all their weapons. The strongest dinos on the field can attack in combat as the Pica-Tyrano does.

**Upgrades**            Dilophos Running Speed  
Trices Running Speed  
Mutant Morphosis

## 3.2 Tyranos / Units



**Dinos** : Followers of the Pica-Tyrano. They sacrifice everything for the Pica-Tyrano, and their loyalty is the basis for the spreading of the Tyrano tribe.



**Masos** : Although they are not very strong in their attacks, their speed in movement and strike is noteworthy.



**Velocis** : The Velocis are two creatures capable of uniting into one large dino. Intense in their attacks, they hardly move to defend themselves. Once Velocises are combined into one, they ride a velociraptor, and are stronger.  
*Special Abilities* : Unify and become Velociraptor.



**Dilopos** : After mutations, they can secrete poisonous substances in their glands. They can attack both land and air units, and are best in supportive positions.



**Rhamphos** : The mutations have given these creatures arms, and a better air combat ability. Combining two Rhamphos can also create a weaker, but faster scout, capable of flying higher altitudes and detecting enemies in farther areas. *Special Abilities* : Unify Rhamphos Used to combine 2 units, not a skill.



**Pteras** : A synthesis of powerful dinosaur and mutated intelligence, Pteras can fly fast and attack enemies at a distance using tools, striking fear and gracefulness into the hearts of their foes.



**Trices** : These creatures use boomerangs made of bones of fallen enemies to compensate for the dinosaurs' limitations of the attack formations. The boomerang can be enhanced to kill more enemies at a throw.



**Egg Thrower** : The best invention of the mutated dinosaurs, it moves at a slow speed. It can strike long distances, and are useful in destroying defensive structures with its powerful charge that crushes buildings in a blow.



**Dsungari** : They can transport dinos after getting baskets from the Thrower Nest. Dsungari's have increased in size from the original height, and can throw enemies into panic as they circle encampments.



**Mutant** : Their mere appearance is enough to put the heartiest warriors into a state of uneasiness. Mutants have all the advantages of the incorporated dinos, and are strong enough to destroy all but the Tyranos. They can attack both air and land units.



**Tyranos** : They move according to the will of Asuh, their summoner, and are mutated forms of the Tyranosaurus. They crush and destroy with cruelty that makes even the dinosaurs tremble.

## 4.1 Demons / Structures



**Demon Den** : This is the source of all the evils of the Demons. The cryptic sigils on the walls of the structures cause panic to all other creatures.

*Units Produced*      Insects  
Deca – Dirty and High Portals required

*Upgrades*      Learn Gathering Amount  
Learn Volcano Detection  
Reduction Level Up Exp



**Tomb** : Demons use tombs to regain their drained strengths.



**Volcano** : Demons use lava from the depths of hell itself to protect themselves. Volcanos will spray lava against all enemies within striking range and can attack both air and land units.



**Death Den** : This is where victims of swamps and marshes are raised back as warriors of the undead. The corpses rise as skeletons, and the spirit of the dead are implanted into piles of mud.

*Units Produced*      Skeletons  
MudMen – requires Dirty Portal



**Fly Den** : This is where the remains of dead air units are kept. The eyes of the dead are taken out and placed in Demon patrol units. This is where the bats of darkness are summoned.

*Units Produced*      Death Eye  
Dark Bat – Requires Dirty Portal  
Phantom



**Magic Den** : This is a portal that can control magic, and borrows the strength of Satan to summon spell-casting Demons. Demons summoned from this structure can cast magic that can cause havoc against multiple units.

*Units Produced*      Kelpa  
Warlock



**Hell** : The strongest Demon warriors can be summoned. Already desensitised to the pains of hell, these Demons fear nothing.

**Units Produced** King Demon  
Gargoyle – requires High Portal



**Dirty Portal** : The strength of Demons are increased by the evils in the hearts of men. The Demons increase their own strength as they spread confusion and chaos to nearby men.

**Upgrades** Learn Ground Demon Weapon Skill  
Learn Ground Demon Armor Skill  
Learn Air Demon Weapon Skill  
Learn Air Demon Armor Skill



**High Portal** : The Demons near the Portal are given special powers by Deca.

**Upgrades** Expand Death Eye Sight  
Increase Phantom Movement  
Increase Skeleton Attack Range

## 4.2 Demons / Units



**Insect** : The basic workers for Demons.



**Skeleton** : As a revenge against the Primitives, Deca has raised the corpses of Primitives to attack their own. These creatures without spirit or soul cannot be affected by mind magic, and are resistant to stabbing / slashing weapons. Blunt weapons must be used to crush and grind the bones to pieces, lest they come back.



**Mudman** : The lowerlings of the Demons, created from the depressing mud near the Dream Lake. Mudmen are immune to normal weapons, crumbling, falling apart, and coming back together. Magical weapons or magic will defeat them, however.



**Death Eye** : These units are just that : one eyeball. Their small size allows stealthy patrolling in enemy territories, and what the Death Eye sees is reflected in the Demon Den, to be telepathically broadcast to other demons.



**Gargoyle** : Gargoyles are very agile, and attack friend or foe to the death.



**Phantom** : Once at the destination, the phantom releases the spirit, whereupon the units incorporate into physical form.



**Kelpa** : A gaze from their eyes will petrify creatures. They also attack with blasts of flame to burn their enemies.

**Special Abilities** : Stone Curse (level 2), petrifies the opponent facing them.



**Warlock** : Warlocks can cause addiction in multiple targets, and can self-destruct if the situation traps them in enemy hands. Each kill they gain, they can create earthquakes. Earthquakes will change a temperate zone into a swamp of confusion, and all creatures on land will fall into the pits of hell.

**Special Abilities** Noxious Gas Creates a gas that addicts its victims  
Suicide Blows up, damaging all those nearby  
Quake (level 2), destroys enemies by summoning a quake



**King Demon** : These used to be a Primitive, but ran away from their tribes. They disguise themselves as a Demon to hide themselves from the Primitives. They are as evil as their name, and will kill people relentlessly.



**Dark Bat** : Bats with 10 meters' wingspan. They send ultra-sonic waves to confirm their position and can fly around to patrol or map distant areas. The Ultra-sonic waves can also be used as a form of attack. Relatively weak when alone, Dark Bats travel in packs.



**Devil** : The strongest Demon unit. As a servant to Satan, they have the ability to summon zombies from the battlefield.

**Special Abilities** : Raise Death Calls forth the dead to fight for the Devil.



**R-Zombie** : Corpses that have been raised by Devils. R-Zombies move very slowly. They are thus unable to attack enemies with swift attacks. However, they cannot feel pain, and can be persistent in their combat. The only way to fell an R-Zombie is to dismember it piece by piece.

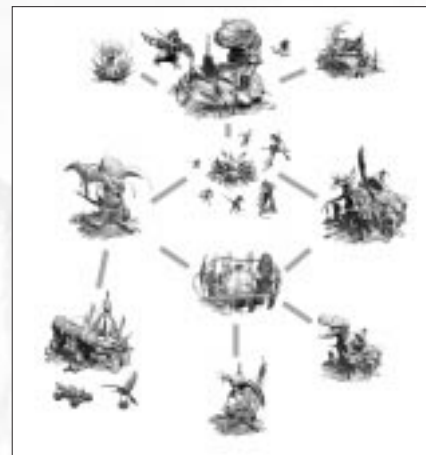




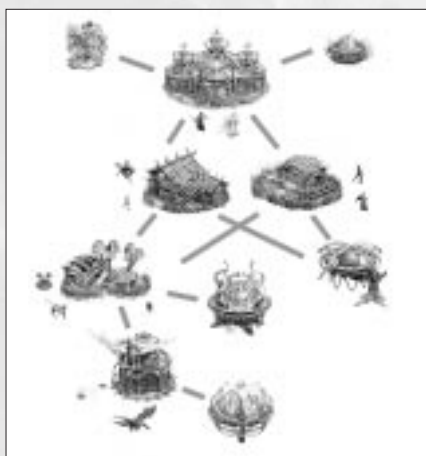
Primitives : building construction phase



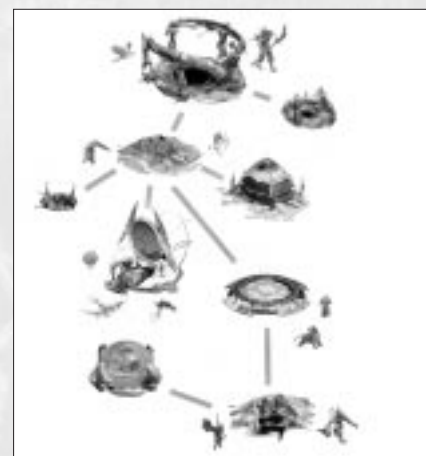
Tyranos : building construction phase



Elves : building construction phase



Demons : building construction phase





### III - ITEMS

Items are categorised into Single or Multi player items. They are further classified into Attack or Defence Items.

#### Single Player Items

The Celestial Blade	Increases Attacking Power
Volcanic Spear	Increases Attacking Power
Lunar Shield	Increases Defence Power
Eye of the Tyrano	Increases Attacking Power

#### Multi Player Items

Food Small	Disposable, Recover Health
Food Middle	Disposable, Recover Health
Food Large	Disposable, Recover Health
Food Big	Disposable, Recover Health
Soldier's Fire Bow	Increase Attack Power (Primitives only)
Soldier's Poison Bow	Increase Attack Power (Primitives only)
Knight's Spear	Increase Attack Power (Primitives only)
Dino's Fang	Increase Attack Power
Power Man's Shield	Increase Attack Power
Medical Plant	Disposable, Recover Health
Medical Herb	Disposable, Recover Health
Dragon's Pearl	Increase Attack Power (Elves only)