

Spellforce 2

SHADOW WARS



MANUAL

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DEEP SILVER

Homepage JoWood: www.jowood.com

Homepage „SpellForce 2 - Shadow Wars“: www.spellforce.com

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Epilepsy warning

Some people may experience epileptic seizures or loss of consciousness
when exposed to certain light patterns or flashing lights. Some types of
graphics and computer game effects may induce an epileptic seizure or
loss of consciousness in these individuals. Certain conditions may induce
previously 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 doctor before playing this game.

If you experience any of the following symptoms while playing the game – dizziness, loss of awareness, eye or muscle twitching, fainting, disorientation, any involuntary movement or convulsions – turn off your equipment IMMEDIATELY and consult your doctor before resuming play.

Technical Support

If you have any problems installing this software please log on to our online technical support website at:

www.softwarehelpdesk.co.uk

Here you will be able to either browse through our Frequently Asked Questions (FAQs) section where the most common problems are usually identified. Or alternatively contact us directly from this site.

Before you do so please make sure your operating system (Windows) and device drivers (video card, sound card & motherboard) are fully up to date, as this is usually the main problem when experiencing software difficulties. Please also make sure you have read the installation instructions fully.

When submitting a fault via our helpdesk please include the following information:

- Exact error message if any.
- Steps taken to reproduce the error/fault.
- Details of programs running at time of fault, including Anti-Virus and firewall applications.
- Most importantly, email us a DirectX Diagnostic report. Do this by following the below instructions:

Click the START button on your Windows task bar, and then click RUN and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the „Save All Information“ button at the bottom. This will save a text file called „DxDiag“, which you can just attach to any email correspondence.

This information will best assist us in resolving your query as quickly as possible.

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1 Introduction

The morning rose with thunderstorm. The breath of the wind was heavy with blood and ashes, a black maelstrom rising up from the battle to devour the sky. As far as the eyes could see the bodies of the Malar were undulating.

Hirin spurred his horse on, away from the circle of light that the hammer of his brother Niethalf cut with wide sweeps into the hordes of the Malar. Hirin's goal was the source of the stream of bodies. The god of death and dreams pressed his black mount through the enemies to mete out justice at last and to take the life of the human whose madness was the reason for all this.

Under the steaming hooves of his steed the Malar scattered to ashes and the heavy axe of the god swung left and right through the bodies of the monsters like a pendulum of inevitability. The steed climbed up a hill, stemming like a cockle boat against the wave of creatures. Behind the rider the storm, pierced by the lightning of his stormsister Elen, surged uphill and whipped the cloak of the god of death like a black flame around his armored body. When at last the steaming mount of the god pierced the crest of the wave Hirin looked into the face of Janus Malacay, the human who once used to be the High Alchemist of the Hyboric Emperor and who now declared himself to be the master over life and death of the whole world.

The gaze of the man was lost in reverie, while bloodmagic gushed from his wide-spread arms, forming one Malar after the other and filling them with life only to have them die under the axe of the deity moments later. Hirin pressed his horse on towards the man in whose eyes the mockery with which he had disobeyed the gods and the laws of life still gleamed.

Out of the maelstrom of the sky the dragon Ur descended on Hirin, ready to defend his master. But Elen's lightning hit the beast and cast it a mile away, where it crashed into the sea of creatures like a meteor and for the first time Hirin saw a trace of fear in Malacay's eyes. The lips of the alchemist seemed to form words as if he wanted to explain and appease. But the axe of the grim god rose high up into the black sky and came crushing down mercilessly, cutting deep into the flesh of the blasphemer.

And then the Malar started screaming.

They reared their hideous visages to the sky and shouted out the pain of their master, a scream coming from a sea of mouths with a sound as if the whole world would be burst asunder. And when the bloodmagic fell apart,

the Malar fell apart too. They dissolved into bloody pieces and were carried away in the whirling storm along with the dying echo of their screaming.

Silence fell on the field of battle. Elen's storm died down and a cold wind scattered the black clouds to lay bare the remains of the battle to the sun's face.. The gods stood in a circle around the dying man, whose blood-covered lips were distorted in a derisive sneer.

"All the gods of Eo are needed to bring me down! So I can die in peace as I know now that your creation will always bear my mark! The mortal human who stole the secret of life! Even on the River of Souls my mocking of you shall be heard!"

"No, Janus Malacay", said Ereon, the Wise. "You shall not experience the mercy of eternal sleep. Beyond the threshold of death your true punishment will wait for you, and it will be much crueller than your sick mind is capable of imagining. You shall never rest in peace!"

And then the gods heard the breath of the dragon Ur who, hurt and weak as he was, tried to reach his master's side. Hirin menacingly stepped closer and lifted his axe, when the voice of his brother Ereon sounded again.

"Stop, brother! This first-born has simply fulfilled his bloodoath. Let the disgrace be punishment enough for him!"

This is how the gods left Malacay and the dragon Ur behind. The old dragon lay still and listened to the last breaths of his master and with each gasping breath a heavy burden seemed to be lifted from his heart. But then Malacay's hand reached out for him.

"Listen to me! We are both still alive and you are not yet freed of your bonds!"

And again the alchemist smiled his dying smile.

"You are to take a last oath for me! An oath that will preserve my work and the bloodline I created forever! Now listen carefully..."

2 Installation & Start of Game

2.1 System Requirements

Minimum

Intel Pentium® IV 1.5 GHz

512 MB RAM

3D graphics card with 128 MB RAM (compatible with GeForce 4 Ti or higher)

Windows® 2000, XP, Vista 32Bit

5 GB free hard drive space

DVD drive

DirectX®9.0c

Recommended

Intel Pentium® IV 2.5 GHz

1 GB RAM

3D graphics card with 256 MB RAM (compatible with GeForce 6600 GT or higher)

Windows® 2000, XP, Vista 32Bit

5 GB free hard drive space

DVD drive

DirectX®9.0c

2.2 Installation

Open your DVD drive and insert the *SpellForce 2 – Shadow Wars* DVD. Close the drive. If “Autoplay” is activated on your computer, the setup assistant will start automatically. If you haven’t activated “Autoplay”, you can open the content of the DVD by opening “My Computer” or “Windows Explorer” and doubleclicking the DVD icon. Then doubleclick on the file named “SpellForce2SW-Setup.exe” to start the setup assistant.

Now follow the instructions on the screen in order to install *SpellForce 2 – Shadow Wars*.

2.3 Start of Game

After the installation there are the following possibilities to start the game:

- Doubleclick on the “SpellForce 2” shortcut on your desktop.
- Click on the “Start” button, go to the “Programs” folder, “SpellForce” and “SpellForce 2”. Then click on the “SpellForce 2” icon.

- Open “Windows Explorer” or “My Computer” and go to the folder “SpellForce 2”. Then click on the “SpellForce 2” icon.

After a few seconds the game will be loaded. You are then asked to enter your DVD key that you can find either on the backside of this manual or on the DVD package. Entering the key takes you to the main menu.

3 Game Play

Welcome to the world of *SpellForce 2 – Shadow Wars*! You will meet humans, dwarves, elves, orcs, trolls, barbarians, dark elves, gargoyles, shadows and other creatures. You will build and destroy settlements and send troops into the battle against the evil. You will learn to employ magical powers. You will find new friends – and new enemies.

This manual will help you find your ways around *SpellForce 2 – Shadow Wars*. It explains the different actions you can take and how to use them in the game.

In the following we always refer to the left button of your mouse, when we use the terms “click” and “doubleclick”. If the right mouse button is being used, it will be explicitly mentioned in the text.

If during the game you are uncertain which action is triggered by a certain button, just hover over it with the mouse pointer and a text appears explaining the functions of the respective button.

4 First Steps

The quickest way to learn all about *SpellForce 2 – Shadow Wars* is to play it. *SpellForce 2 – Shadow Wars* contains a tutorial with all the necessary information.

To play the tutorial, start *SpellForce 2 – Shadow Wars* as described in section 2.3.

After you have started the game, you get to the main menu. Click on “Single Player” and then on “Campaign”.

Now you can choose which avatar (your representation in the game) you want to play.



Click on “Male” or “Female” in order to set the gender of your avatar. With the help of the little arrows to the left and right of the word “Head” you can choose from the different heads available for your avatar. Now enter a name for your avatar in the field “Name” and then press the “Start Game” button.

Just follow the instructions of the game and you will learn everything you need to know about the navigation of *SpellForce 2 – Shadow Wars*.

5 Game Modes

SpellForce 2 – Shadow Wars offers three different game modes: The Single Player Campaign, as well as the Free Game and the Skirmish Mode. These different modes will be explained in more detail in the following chapter.

5.1 The Single Player Campaign

Here you can experience the story of *SpellForce 2 – Shadow Wars* in an epic campaign. You create an avatar (your representation in the game), with whom you will live through many adventures.

5.1.1 Start a New Campaign

To start a single player campaign, first choose the button “Single Player” in the main menu and then the button “Campaign”.

In case you have already started the campaign, click on the “New” button.

Now you can choose which avatar (your representation in the game) you want to play. Click on “Male” or “Female” to set the gender of your avatar. With the help of the arrows to the left and right of the word “Head” you can choose the head of your avatar then enter a name for him / her in the field “Name”.

On the right side of the screen you can set the difficulty level for the campaign as well as the settings for the tutorial.

If you don't need any explanations on how to play *SpellForce 2 – Shadow Wars*, switch the tutorial switch to “Off”. When playing *SpellForce 2 – Shadow Wars* for the first time, we recommend however to have the tutorial switched on, even when you have already played previous versions like *SpellForce – The Order of Dawn*. The tutorial also contains important information about the numerous improvements in *SpellForce 2 - Shadow Wars*.

Press “Start Game”, as soon as you have chosen all the settings.

5.1.2 Continue a Campaign

If you have already started a campaign, you can continue in two different ways.

You can either click on “Continue Campaign” in the main menu directly and the latest savegame of the campaign will automatically be loaded. But you can also load a different savegame instead or change to another avatar. To do that, click on “Single Player” and “Campaign” in the main menu. If you already have savegames for different avatars, you can choose the avatar you want with the help of the arrows underneath the avatar portrait. On the right side of the screen you can then choose the savegame of the respective avatar.



Press “Start Game“ to load the selected savegame.

5.2 Free Game

In this mode you can either have your avatar experience numerous adventures on your own or join together with up to two other players. Though there is a campaign story in the free game where the main goal is to develop your avatar to become as powerful as possible. Learning new skills and gathering items are vital in this mode.

5.2.1 Start a Free Game

If you want to try this mode on your own, click on „Single Player“ in the main menu and then on „Free Game“.

Now choose the gender and the appearance of your avatar for the Free Game and choose a map you want to play. In the field “Faction” you can also set the faction you want to play with on the selected map.

In the Free Game you can play the maps in any order you like. However each map is based on the level range it is designed for. In case your avatar

does not have the right level, this map might be too easy or too difficult for you to play. Your avatar's current level is displayed underneath the avatar portrait.

We recommend to start playing the “Westguard” map first. There you will get loads of information and quests that will come in handy on other maps.

Click on “Start Game” to load the selected map.

5.2.2 Continue a Free Game

Contrary to the single player campaign you cannot save in the Free Game. The avatar will however be automatically saved when you leave the map. How you leave the map does not matter: Be it by victory, defeat or just by quitting the game.

Even if you have been defeated on a map, you won't have any disadvantages. Your avatar is always alive at the end of a map and keeps all the items and experience points gathered in the meantime.

To continue playing with an already existing avatar, click on “Single Player” in the main menu and on “Free Game”. Now pick the avatar you want with the arrow buttons, select a map you want to explore and click on “Start Game”.

5.2.3 Free Game with Several Players

Section 8 “Playing on the Internet” and section 9 “Playing on LAN” explain how to start a game in the internet or LAN, or how to join such a game respectively.

Keep the following special features in mind when you are playing a Free Game with several players:

- When a player picks up an item, the team members will receive the same item too.
- When a quest is completed, **only** the players that have accepted the quest before, will also get the accompanying reward.
- The more team members are on a map, the more numerous and powerful the enemies will be.

5.3 Skirmish Mode

In this mode you can either play against the computer or against your friends on the internet or LAN. The goal is to destroy the opponent's base and units. You can either use the default avatars or avatars you created in the Free Game mode, as long as they have already reached the highest level (level 30).

5.3.1 Special Rules for Skirmishes

Skirmishes greatly differ from the single player campaign and the Free Game:

- A player has lost, when he /she has no buildings, no avatar, no heroes and no titan any more.
- The avatar and the heroes are not on the map right from the start. To call them to your side, an "Altar of Life" has to be built first. Only in this building the heroes and the avatar can be called upon in exchange for resources.
- When an avatar or hero dies, he or she can be brought back to live by other heroes/ avatars, provided there is no enemy in the vicinity. The game is not lost, if the avatar / hero has not been brought back to live in the given time limit. To call upon the hero /avatar again, resources have to be offered at an "Altar of Life" however.

5.3.2 Start a Skirmish against the Computer

To start a skirmish choose the button "Single Player" in the main menu and then click on the button "Skirmish".

To select a default avatar, click on "Templates" and choose the template you want with the arrow buttons underneath the avatar portrait. To select one of your own avatars, click on "Avatars" and use the arrow buttons.

Choose the map you want to play on and click "OK". Note that the different battlemaps allow a different maximum number of opponents.

Next you get to the battle preparation screen.

You can now choose a faction and specifically assign factions to the computer opponent or the factions will be chosen at random.



To reduce the number of computer opponents, you can set the entry for the respective computer opponents in the column “Players” to “Closed”.

Click on “Start Game” to start the skirmish.

5.3.3 Skirmishes with Several Players

Section 8 “Playing on the Internet” and section 9 “Playing on LAN” explain how to start a game on the internet or LAN, or how to join such a game respectively.

6 Game Navigation

This paragraph provides information on the advanced features of *SpellForce 2 – Shadow Wars*. To get the basic information on the navigation, please play the tutorial first. See also section 4, “First Steps.”



6.1 Main Navigation Elements

Equipment Window

Here you can equip the avatar and heroes with different items, select currently active spells and learn skills.

Click&Fight Actions

When a character or building is selected, here you can see the different actions the avatar or the heroes can apply to this object (spells, special skills).

Behaviour of the Units

- Hold position
- Follow
- Patrol (selected units patrol between the marked waypoints)
- Scout
- Storm (attack each opponent on the way)

Detail View

Shows the selected units or objects, allows subsections and gives detailed information.

Select idle workers

Produce military units

Produce workers

Produce titans

Teleporter

Here you can send the avatar from any place to your activated journey stones, even when they're on different maps.



Produce workers for certain raw materials.
When produced these workers look for the raw materials on their own and start gathering

Resources

Stone, Silver, Lenya

Groups

Here groups defined by the player are displayed. Click&Fight also works here.

Current number of military units and current unit limit.

Current number of workers

Time of Day

Menu

Save, Load, Options...

Level-up

When the avatar or the heroes have risen in level, new skills to be learned are shown here.

Log

Shows all previous messages and dialogues

Toggle Production Buildings

Selects the different buildings where units are produced.

Overview Map

Shows friendly and enemy buildings, quest-relevant locations, merchants, journey stones and signals for different events

Position camera on place of latest signal.

Upgrade building

Destroy own unit or own building.



6.2 The Inventory

Avatar portrait

Shows player's character, the most powerful game character

Choose party member that is to be equipped

Equipment Slots

Open inventory

Open spellbook

Open skill trees

Health points, Mana, and Armor class

Efficiency of the unit in melee combat

Efficiency of the unit in ranged combat (without spells)

Health points and mana of the selected unit

In case the avatar is selected:

Gathered experience relative to the rise into the next level

Heroes

A little weaker than the avatar. Player can also equip and influence them in their development.



Spells of the selected hero or avatar

Companions

Can be called upon and be brought back to life, but they cannot be equipped or influenced in their development.



Currently active spells of the selected character

All spells available for the selected character



Sort Inventory

Sorts the inventory according to item type and stacks identical items in stacks of 5.

Drop Item

Drag the item to this button and click to drop it from your inventory.
ATTENTION: Once dropped the items are permanently gone from the game.

6.3 The „Click & Fight“-System

In *SpellForce 2 – Shadow Wars* you can of course move into battle in the classical way. Choose your own units first, then select the kind of attack and rightclick the opponent.

But you can also make use of the “Click & Fight” system. Just click on an opponent and action symbols will appear underneath the portrait buttons of avatar, heroes and created groups that you just have to click on in order to assign the kind of attack to the according portrait. A sword symbols the fight with the currently equipped weapon, other icons signify spells or special abilities. So during a battle you can change tactics with just a few clicks and without having to select the friendly units first.

The “Click & Fight” system also offers you the actions that are appropriate for the current selection. This is why, when you select a friendly unit, only support or healing actions and spells are shown underneath your avatar or hero.

To quickly select an opponent in the vicinity and effectively fight him/her with the “Click & Fight” system, press the “Tab” button on your keyboard. Now you can trigger whole attack waves with just a few clicks. Press the “Tab” button several times to toggle the visible enemies.

6.4 Merchants

In the world of *SpellForce 2 – Shadow Wars* you will meet merchants that very often have interesting pieces of equipment to offer. Here you can also sell items you no longer need.

Merchants are marked by a shield and weapon symbol above their heads. To speak to a merchant, select your avatar and rightclick on the merchant. Now your inventory as well as the inventory of the merchant opens up.

To buy an item, just click on the desired object in the inventory of the merchant on the right side of the screen and then put it in your own inventory.

To sell an item, just click on the object in your inventory and then click into the inventory of the merchant.



Please note that the merchant will offer you less money for an object than he would charge you. However, as long as you don't close the merchant window, you can rebuy items you sold before for the same price. Just click on the "Rebuy" button in the upper right corner of the merchant window to do that.

Also note that there are items that are important for the course of a campaign. These items cannot be sold and thus not be put in the merchant's inventory.

6.5 Key Controls

Chase View

Cursor up or "w"	Walk forward
Cursor down or "s"	Walk backward
Cursor left or "a"	Turn left /walk left when right mouse button is pressed
Cursor right or "d"	Turn right /walk right when right mouse button is pressed
Keep right mouse button pressed	Change direction of view
"Page down"	Increase camera distance
Space bar	The avatar attacks the selected enemy. (If no enemy is selected, an opponent is automatically selected and attacked.)



Isometric View

Cursor-buttons or "w", "a", "s", "d" buttons or keeping right mouse button pressed	Move viewing area
"Del"	Turn viewing area to the left
"End"	Turn viewing area to the right
"Page down"	Increase camera distance
"Page up"	Reduce camera distance

General Camera Controls

Click mouse wheel or "Ins"	Change perspective
Mouse wheel downward or "Page down"	Increase camera distance
Mouse wheel upward or "Page up"	Reduce camera distance
"t" or "Pos1"	Change to default view

Menus

"i"	Open Inventory
"q"	Open Quest Book
"m"	Open Journey stone map
"l"	Open log

Selection and Focus

Leftclick	Select
SHIFT- Leftclick	Add or remove from selection
CTRL-Leftclick or doubleclick	Select all units of a type
Backspace	Jump to the place of the latest alarm
TAB	Select next opponent
Ctrl-"0" to Ctrl-"9"	Define group

“0” to “9”

Select group, on second press of button focus group

F1-F8

Select avatar/hero/companion

“r”

Select free worker, then add more free workers

“~”

Select all defined groups

“^”

Selects all your own fighting units on the screen

“=”

Selects all your own fighting units

Commands

Rightclick

Send selected units to target /
Perform default action on target

Double rightclick or “c” and then leftclick on an opponent

Force attack
Even selected healers and magicians without Mana will attack the target in melee combat

Ctrl-Rightclick

Send selected units to target, attack opponents on the way

SHIFT- Rightclick

Place waypoints

ALT- Rightclick

Place patrolpoints

“h”

Hold position

“f” and then leftclick on a unit

Follow

Other

“p”

Pause game

F9

Quicksave

F12

Quickload

ENTER

Chat in multiplayer games

SHIFT-ENTER

Team-Chat in multiplayer games

7 Options

You can get to the options screen via the main menu or via the “Menu” button during the ongoing game. Please note that certain settings influence the speed of performance. Learn more about that in the following paragraphs.

7.1 Game

Border Scrolling

Move the viewing area by placing the mouse at the edge of the screen.

Hidden Units

When this option is activated, units covered by objects are shown with unicoloured plains.

Display Damage

When this option is activated, the damage done to a unit on the screen is shown by a hovering number.

7.2 Graphics

Quality of Shadow

Of all the parameters, the shadow quality has the highest influence on the graphics performance.

- **Off:** Only shadows from landscape on landscape are shown.
- **Low:** Additionally, objects, characters and plants throw a shadow on the landscape and on grass.
- **Medium:** Additionally, shadows are cast on characters and objects.
- **High:** Additionally, shadows fall on trees.
- **Very High:** Additionally, the shadow is smoothed at the edges and thus seems softer.

Quality of Texture

Generally, a higher texture quality means that the surface of all objects in the game seems sharper and shows more details. A lower quality means shorter loading times and higher graphics performance on quick view changes.

For graphics cards with 128MB you should choose the setting “High” at the most. The setting “Very High” is only suitable for graphics cards with at least 256 MB.

Range of Vision

The visibility indicates up to what distance to the camera objects are shown in the chase view. The game is optimized for a visibility of 100m, which corresponds to the setting “Normal”. A higher visibility lowers the graphics performance, especially with quick view changes and high texture quality.

Shader-Model

With some older graphics cards a limitation of the pixelshader model to version 1.1 can remarkably speed up the performance. With pixelshader 1.1, however only the lowest quality settings for shadow and water are chooseable.

Clouds

Activates or deactivates the depiction of clouds.

Auto Adjust Brightness

If the automatic brightness adjustment is activated, the game simulates an opening and closing of the lens, depending on the incoming light. Thus the picture always attains the optimal brightness, no matter if you are looking into the sun or into the shadow of a mountain. This way light refractions are especially well displayed.

On some systems this feature however leads to a reduction in graphics performance, even when a powerful graphics card is installed.

Grass

On middle class graphics cards the depiction of grass has a strong influence on the graphics performance, especially when in chase view and with high shadow quality.

Anisotropic Filtering

Activate this feature to improve the display quality of textures. On older graphics cards this can lead to a speed reduction.

Resolution

The screen resolution has a high impact on the performance. In case you are using a flat screen, we recommend using the native resolution of your screen for highest display quality. Otherwise the resolution 1024x768 offers the ideal compromise between graphics quality and performance.

Water Quality

Depending on the quality settings, the depiction of water can have an influence on the performance.

- **Normal:** The water shows fine surface structures and light reflections.
- **High:** The water mirrors. As the calculation of the mirroring is very complex, it can lead to a loss in performance speed. Please note that not all the water in the game is clear enough to mirror. So even when this feature is activated you will not see mirroring in all the water in the game.

Glow

When this feature is activated, extremely bright screen areas will also reflect on the surrounding areas. Thus strong light reflections appear even brighter or a glow becomes more realistic. The whole picture becomes smoother with the activation of this feature.

This feature can generally be activated with middle class graphics cards without a dramatic loss in performance.

7.3 Sound

Music Volume

Adjusts the music volume.

Effect Volume

Adjusts the volume of spells, walking and fighting sounds as well as environmental sounds.

Voice Volume

Adjusts the volume of the voice overs.

Message Volume

Adjusts the volume of signals such as alarms, warnings, as well as all clicking sounds triggered by pressing buttons.

8 Playing on the Internet

8.1 Requirements for Playing on the Internet

To play *SpellForce 2 – Shadow Wars* on the internet, you need an internet connection and at least a 56kbits/s modem. The internet connection can cause additional fees.

Your operation system, i.e. your firewall has to allow *SpellForce 2 – Shadow Wars* to use the internet. Depending on the configuration of your computer that either happens automatically or it has to be set manually. You will find more information on that in section 8.6. "Handling of Connection Problems"

8.2 Creating an Account

To play *SpellForce 2 – Shadow Wars* on the internet, you have to create an account. Click on "Internet" in the main menu in order to do so.



Now enter a name under which you want to play on the internet. Then you have to enter a password and your email –address. You are allowed to create several accounts with just one address.

8.3 The Internet Lobby

After logging into your account, you get to the internet lobby. Here you can take part in games, host your own games or chat with other players.

The following information on the ongoing games is displayed in the upper left corner:

- **Host:** Here the name of the games appears.
- **Map:** The name of the map that is to be played.
- **Type of Game:** Shows whether it's a Free Game or a Skirmish.



- **Player:** Shows how many players can take part in the game and how many have already joined in. If the maximum number of players has been reached already, you cannot join the game any more.
- **Status:** Shows whether you can still join the game.

In the lower left window you can select a chat channel. On the lower right you can see all the players that are currently in the chat. The lower middle window shows the messages in this chat channel. Here you can also send your own messages.

8.4 *Joining an Internet Game*

To join an internet game, click on one of the games that are marked with the status "Open" in the internet lobby.

Now on the upper right of the lobby screen choose the avatar who is supposed to represent you in this game.

If you have chosen a Free Game, you can choose between the avatars you already created in the Free Game mode or create a new avatar.

If you have picked a Skirmish, there are several template avatars at your disposal. Alternatively, you can also use your own avatars from the Free Game mode, as long as they have already reached level 30.

Once you have chosen a game and an avatar, click on „Join Game“.

Now you get to the game preparation screen.

In a Free Game you have to choose the faction you want to play. If you picked a Skirmish, you can also choose the team you want to play with besides the faction. The team then decides which other team members you play with.

When you have chosen all your settings, you only have to switch your status in the last column to “Ready”. The game begins, as soon as the host (the player opening the game) starts it.

8.5 *Hosting an Internet Game*

To host a game, click on “Host Game” in the lower right corner of the internet lobby.

You will then get to the setup screen.



First choose the type of game and then pick a map.

Then in the upper right corner of the setup screen select an avatar who is supposed to represent you in this game.

Follow the steps described above under "Join an internet game".

Click on „OK“ to confirm your selection and to offer your game in the lobby.

Now you get to the game preparation screen.

Now choose the faction you want to play. If you selected a Skirmish, you can also choose the team you want to play with besides the faction.

To start the game, all the slots in the column „Player“ have to be taken. In case there aren't enough team-mates, you can set these slots to "Closed" or let the computer take over this slot.

As soon as all players have set their status to „Ready“, you can start the game by clicking on „Start Game“.

8.6 Handling of Connection Problems

In case you encounter problems joining a game or you find out that other players have difficulties joining a game you are hosting, please check whether the following ports are enabled and if so, enable them manually.

SpellForce 2 – Shadow Wars establishes connections to the following ports: 30140, 2802, and 2803. In case you want to host games, the port 2802 must be accessible from outside.

However, the enabling of ports poses a security risk. For details see the instructions of your router, respectively your firewall.

Please keep in mind that each of the players needs to have his own copy of *SpellForce 2 – Shadow Wars* installed.

9 Playing on LAN

To play in a local area network, click on "LAN" in the main menu and enter the name you want to use in the local network.

The hosting and joining of games works just like when playing on the internet. See description in section 8 "Playing on the Internet".

10 The Factions

In *SpellForce 2 – Shadow Wars* the units and buildings of three different factions are at your disposal. Each of these factions has its individual strengths and weaknesses.

You can also see the data of the units and buildings in the game. Just select the desired object and hover with the mouse over the info window at the bottom left of the screen to see a tool tip with all the important information.

The values in the following text apply to units of the level 1. The health points, Mana, armor and damage values of a unit with a five times higher level are accordingly multiplied with the same factor.

The damage a unit effectively causes is calculated by the damage it would cause on an unprotected unit minus the armor value of the target unit. With units causing direct damage, the armor value of the target unit is ignored.

10.1 The Realm

After the end of the Rune Wars, that led to the final destruction of the Circle, for the first time order seemed to return to the old kingdoms. While in Nortander the five royal lines are still fighting for power, the human kingdom of Highmark in the South already has a new sovereign. Despite of the harsh conditions after the Convocation, the new kingdom is thriving, but at the same time it has to defend its wealth against the Iron Storm Clans and the Dark Elves from Lar. But even with their proud castles and well-armed knights, the Highmark has to remind itself of the old bond of the Peoples of the Light, if it wants to stand fast against these enemies.

Since the Convocation the elves of the white tree of Finonmir have cut off all contact to other nations. But their banned sisters, the fighting Morhir living on the remains of the sunken elven fortress of Dun Mora, still recognize the old bond. Strengthened by the everlasting fight against the swamp and its demons, the Morhir fight for the Light in a wild but determined way.

Far away from their brothers in Windholme and constantly threatened by mountain orcs and demons from the depths the dwarves of the Middle Mountains add more than just their craftsmanship to the Realm. Not only heavily armed axefighters and famous blacksmiths are coming from the mines of Underhall and the Fireforge, but also the sieging machines of the Realm.



Units of the Realm

Symbol	Name	Health Points	Mana	Armor	Damage	Speed	Range	Price: Silber	Price: Lenya	Characteristics
	Craftsman	100	100	5	5-15	1,3s	-	20	0	
	Soldier	120	120	8	5-25	1,5s	-	40	0	
	Crossbowman	150	150	5	12-24	2,5s	14m	60	0	
	Mounted Crossbowman	250	250	7	5-15 direct	2,0s	17m	80	0	Very fast unit
	Paladin	300	300	12	20-30	2s	-	60	60	Very fast unit , 75% resistance against Black Magic Can resurrect units
	Magician	300	300	10	10-30	2,2s	20m	40	120	Flying unit Shock Spell
	Ranger	150	250	6	8-28	1,5s	20m	60	30	+100% damage against flying units



Symbol	Name	Health Points	Mana	Armor	Damage	Speed	Range	Price: Silber	Price: Lenya	Characteristics
	Druid	150	250	5	10-20	2s	- 30	90		Healing Spell
	Treat	500	200	10	15-30	2s	- 50	150		Defenceless against Fire, Immune against ice, Overall Attack, Detects Shadow units, Slow Unit
	Defender	200	120	15	10-20	1,5s	- 80	0		Attracts enemies to himself
	Elite Warrior	240	150	9	15-35	1,5s	- 80	40		Extra damage for some hits 75% resistance against fire
	Dwarven Catapult	240	0	10	5*50+30 Area Damage	3,5s	10-32m	200	0	Slow unit Area Damage
	Titan	2000	1000	9	15-40	2,5s	- 800	1200		Area Attack, Divine Bolt, Scatter Magic, Triple Hit on primary target

Buildings of the Realm

Symbol	Name	Price	Function	Upgrade
	Stonemasonhut	70 Stone	Collection building for stone Stone production + 20%	
	Smeltery	70 Stone	Collection building for silver Silver production + 20%	
	Alchemist	70 Stone	Collection building for Lenya Lenya production + 20%	
	Blacksmith	100 Stone	Activates soldier	Workshop: (150 Stone): Activates crossbowman
	Farm	100 Stone	Raises limit of units by 5	Cattle Farm (70 Stone): Raises limit of units by 10
	Tower	170 Stone 60 Silver	Defense Tower Armor 6	Humans (60 Stone): Improved range, more damage Elves (60 Lenya): Healing Spell Dwarves (60 Stone): Armor +6
	Castle	250 Stone	Produces all human units Activates Order Stronghold	



Symbol	Name	Price	Function	Upgrade
	Order Stronghold	300 Stone	Activates Paladin	Citadel of Wisdom (400 Stone); Activates magician
	Elven Fortress	250 Stone	Produces all elven units Activates Elen Shrine	
	Elen Shrine	250 Stone	Activates Druid	Eldar Grove (400 Stone); Activates Treant
	Warrior Guild	250 Stone	Produces all dwarven units Activates Dwarven Forge	
	Dwarven Forge	300 Stone	Activates Elite	Master Armory (400 Stone); Activates Dwarven Catapult
	Altar of Life	500 Stone	Summons fallen heroes	
	Headquarters	500 Stone	Collection building for all raw materials Produces craftsmen, soldiers, crossbowmen	Humans (300 Stone); Activates Castle Elves (300 Stone); Activates Elven Fortress Dwarves (300 Stone); Activates Warrior Guild

10.2 The Clans

After the Dark Ones were defeated in the War of the Six Nations, their armies scattered and the survivors founded enclaves all over Fiara. While the Dark Elves founded a new empire called Lar and the Sharok orcs occupied the large glacier in the North, the orcs and trolls in the East and South of Fiara were less lucky. They eked out a meagre existence as small, marauding gangs, always fleeing from the Army of Light.

But then the Iron Lord appears, an Orc. As the first one ever he managed to unite the wild southern clans under his command, if necessary with the help of a few axe blows. In a long march he leads them along the Black Coast and through the grasslands of the Green Sea up to the Gate of Swords. Between the ruins of former strongholds of the High Elves he and his followers found a shelter.

That's where they met other wanderers, Barbarian tribes that had to flee from their old homelands, the Middle Mountains. Now they were meandering among the elf ruins without a leader and without a goal. The Iron Lord brought them the faith in Zarach, the blood drinker, and gave them a new banner and a new task.

Thus the Iron Lord created a new empire for all the tribes descending from Zarach and looking for new homelands. Some of the tribes kept their own names and their leaders, but from then on the banner of the Iron Storm, the largest clan of the South, was attached to their battle sign.



Units of the Clans

Symbol	Name	Health Points	Mana	Armor	Damage	Damage Speed	Range	Price: Silver	Price: Lenya	Characteristics
	Worker	110	70	0	5-15	1,3s	-	30	0	
	Archer	100	60	5	5-20	2,5s	14m	30	0	
	Mercenary	120	80	8	4-20	2,5s	-	50	0	All damage received does return damage to the attacker
	Shaman	300	150	5	5-20	1s	-	60	60	Very fast unit Fireball Spell
	Veteran	240	120	10	5-65	2,5s	-	120	0	+50% damage vs. mounted units
	Totem	250	150	9	10-90	1,5s	-	80	40	Flying unit, Detects Shadows 50% resistance against ice
	Hurler	300	100	8	10-25	3s	-	80	40	Rock projectiles Gains 40 hit points from enemies killed

**Devastator**

400 150 3 20-35 3s - 150 0 +200% damage on buildings
Area Attack

**Fire Catapult**

240 0 10 60+ 3s 10m-32m 150 50 Slow unit
90 Area Fire damage on area

**Axeman**

220 180 8 5-15 direct (melee) 1,8s 4-16m 80 0 75% resistance against ice
5-35 direct (ranged) 2,5s ranged

**Spiritist**

200 160 8 10-25 2,2s - 50 100 Flying unit
Ice Comet Spell

**Berserk**

220 180 10 20-40 2,5s - 80 40 Enemy is hypnotized briefly if hit
Reflects 75% of any magic damage received

**Titan**

2200 800 7 10-25 + 10- 3s - 800 1200 Area Attack, Fireball
20 Fire Scatter Magic Triple Hit on primary target



Building of the Clans

Symbol	Name	Price	Functions	Upgrade
	Stonemasonhut	50 Stone	Collection building for Stone Stone production + 20%	
	Smeltery	50 Stone	Collection building for Silver Silver production + 20%	
	Alchemist	50 Stone	Collection building for Lenya Lenya production + 20%	
	Bowyer	100 Stone	Activates Archer	Armory: (200 Stone): Activates Mercenary
	Farm	80 Stone	Raises the limit of units by 5	Pig Farm (60 Stone): Raises the limit of units by 10
	Tower	150 Stone 60 Silver	Defense Tower Armor 4 Fireball Spell	Orcs (80 Lenya): Stronger Fireballs Trolls (80 Stone): Enemies in vicinity have less armour Barbarians (80 Stone): Melee Combat attackers receive damage
	Field Camp	200 Stone	Produces all Orc units Activates Arena	

**Arena**

400 Stone Activates Veteran

Zarach Temple (500 Stone):
Activates Totem**Troll Lair**200 Stone
Produces all Troll units
Activates Mace Carver**Mace Carver**

400 Stone Activates Devastator

Eldar Grove (500 Stone):
Activates Fire Catapult**Fighting Pit**200 Stone
Produces all Barbarian units
Activates Shrine of Wrath**Shrine of Wrath**

400 Stone Activates Spiritist

Shrine of Blood (500 Stone):
Activates Berserk**Altar of Life**

500 Stone Summons fallen heroes

**Headquarters**400 Stone
Collection building for all raw
materials, Produces workers,
archers and mercenariesOrcs (400 Stone): Activates Field Camp
Trolls (400 Stone): Activates Troll Lair
Barbarians (400 Stone): Activates Fighting Pit

10.3 The Pact

The heart of the Pact are the Dark Elves, the people of the nightgod Nor, calling themselves the Norcaine. The culture of the Norcaine has always been shaped by the fight between the two largest castes, the warriors of the Dracon and the sorcerers of the Archons. While the warriors are striving for an honourable life in the fight against the Light, the Archons show a ruthless greed for power. With the ambition of his mother Sorvina, Toth Lar was made High Archon and as such forged a bond with the Shadows. He gave a part of his people's power of life to the Shadows and in return got the invisible assassins who killed his antagonists in the warrior caste in only a very short time. The honour of the Norcaine died along with these warriors.

But the Dark Elves have been dragged out of their paralysis that was caused by this inner conflict and now they are ready for new campaigns.

The new allies of the Norcaine, the Shadows, are invisible in their normal form and only become visible when they want to or when their lethal blow hits its target. It is known that they came to Eo from another world, but nobody really knows their goals and plans.

The gargoyles are no real members of the Pact. They are bloodthirsty demons from the inner centre of the world that have been given a form by magic. Grateful for their new bodies and happy to quench their blood thirst at last they throw themselves into battles for their masters. Sorvina's knowledge as an alchemist of the Silver Hand enabled her to join these creatures into the army of the Pact.



Units of the Pact

Symbol	Name	Health Points	Mana	Armor	Damage	Speed	Range	Price: Silver	Price: Lemya	Characteristics
	Slave	80	120	0	5-20	2s	-	30	0	
	Shadow Blade	180	220	7	6-24	1,5s	-	50	0	
	Sorceress	180	220	5	4-16	2s	-	60	0	Pain Spell
	Death Knight	250	300	10	14-28	2s	-	100	20	Very fast unit Lifestealing on attacker upon being hit
	Necromancer	180	220	6	5-25	2s	-	50	100	Lifestealing, Summon Undead
	Arachnis	300	360	8	15-30	2s	-	100	100	Calls on spiders for help
	Fire Gargoyle	220	220	10	10-30	2,2s	-	50	50	Flying unit, 75% resistant through ice +100% damage from fire Freeze Spell



Symbol **Name** **Health Points** **Mana** **Armor** **Damage** **Speed** **Range** **Price:** **Characteristics**
 Silver **Lenya**



Frost Gargoyle 220 220 10 10-30 2,2s - 40 80 Flying Unit, 75% resistant against fire +100% damage from ice Fireball Spell



Stone Gargoyle 400 200 14 20-40 direct 2,3s - 180 0 75% Resistant against projectiles



Assassin 150 250 7 5-25 1,5s - 60 40 Shadow creature Strong attack against ground units when leaving the shadow world



Nightmare 170 280 6 5-30 2,2s - 60 60 Flying unit, Shadow creature Strong attack against flying units when leaving the shadow world



Ravage 200 300 8 10-30 2,3s - 100 60 Shadow creature Strong attack against buildings when leaving the shadow world



Titan 2500 1200 5 20-55 3s - 800 1200 Area Attack, Pain Spell, Scatter Magic Triple Hit on primary target

Buildings of the Pact

Symbol	Name	Price	Function	Upgrade
	Sonemasonhut	90 Stone	Collection building for Stone Stone production + 20%	
	Smeltery	90 Stone	Collection building for Silver Silver production + 20%	
	Alchemist	90 Stone	Collection building for Lenya Lenya production + 20%	
	Training Grounds	100 Stone	Activates Shadow Blade	Academy: (100 Stone): Activates Sorceress
	Farm	120 Stone	Raises the limit of units by 5	Beetle Breeder (80 Stone): Raises the limit of units by 10
	Tower	200 Stone 60 Silber	Defense Tower Armor 8 Pain Spell	Dark Elves (40 Lenya): Stronger Pain Spell/Magic with higher range, Gargoyles (40 Stone): Melee Combat attackers paralyzed for a short time, Shadows(40 Stone): Drags the enemy Shadow creatures out of the shadow world



Symbol	Name	Price	Function	Upgrade
	Black Fortress	300 Stone	Produces all Dark Elf units Activates Onyx Temple	
	Onyx Temple	200 Stone	Activates Necromancer	Zarach Temple (300 Stone): Activates Arachnis
	Tower of Faces	300 Stone	Produces all Gargoyle units Activates Bloodfire	
	Bloodfire	200 Stone	Activates Fire Gargoyle	Magma Forge (300 Stone): Activates Stone Gargoyle
	Shadow Crystal	300 Stone	Produces all Shadow units Activates Tower of Negation	
	Tower of Negation	200 Stone	Activates Nightmare	Shadow Cathedral (300 Stone): Activates Ravage
	Altar of Life	500 Stone	Summons fallen heroes	
	Headquarters	600 Stone	Collection building for all raw materials, Produces Slaves, Shadow Blades, Sorceresses	Dark Elves (200 Stone): Activates Black Fortress Gargoyles (200 Stone): Activates Tower of Faces Shadows (200 Stone): Activates Shadow Crystal

Additional Features and Options in the Game

There are a number of buttons that have been integrated just before printing in order to improve playability.

New ingame buttons:

Follow Avatar: (next to "Journey Stone" button). By activating the  -button or by pressing the "**G**" button, you can easily make your heroes and companions automatically follow the avatar. This feature is especially useful in 3rd person view.

Note that your heroes and companions will still follow your orders. As soon as they have accomplished their given tasks, they will come back to you even over long distances. This is different from the normal "Follow" command that you give units with the [Follow] button however, as the latter will be interrupted as soon as another "Go to" order is given.

Next Opponent: (Above the "Idle Worker" -button) With a leftclick on the  -button or the **Tab** button, you can automatically select an enemy target. In isometric view the most powerful visible enemy is selected, whereas in 3rd Person view the nearest enemy in the line of sight is selected. Every additional click moves you on to the next enemy. This feature is especially helpful to quickly pick enemy targets for Click & Fight actions.

With a rightclick on the  -button or the spacebar the avatar attacks the currently selected enemy at once. If currently no enemy is selected, one is automatically selected if there is one visible. This feature is especially useful in chase view.

Military Units: (below "Idle Worker" -button) With a leftclick on the  -button you can select all your own military units on the screen. A rightclick on the same button selects all your military units on the whole map.

Offensive /Defensive (in the inventory, underneath the 3D depiction of the avatars and heroes) With the  -button in the inventory, you can determine the combat behavior of your avatar and your heroes. As *SpellForce 2 – Shadow Wars* allows a free character development, there is no clear separation between a mage and a fighter. The options depend on the current equipment of the avatar /hero:

a) **Melee combat weapon(s) equipped**

Here offensive behavior is the default. If you change to defensive behavior, the avatar /hero only moves close to the enemy, but does actively not enter melee combat. This is especially useful, if you want to use the avatar /hero for spell casting primarily and the equipped melee combat weapon is mainly intended for defense.

b) Wand equipped

Here defensive behavior is the default. If you change to offensive behavior and the wand does not allow direct aggressive actions against the enemy (for example a healing wand), then the avatar /hero enters melee combat.

c) Ranged combat weapon

A ranged combat fighter usually always tries to attack the enemy from a certain range with the ranged combat weapon, so there are no other options here.

BTW: With a "Force Attack" Order (double rightclick on the target) even a defensive unit can be ordered into an immediate direct attack.

Worldmap:

You get to the worldmap by clicking the -button or pressing the "M" on the keyboard. All the areas where you know at least one journey stone, will be shown with their name and can be selected. To travel to a certain place, doubleclick the according journey stone on the right side. If the name of a journey stone appears in red, then because of your current task you cannot travel to that particular island.

Automatic distribution of Skill Points:

This feature allows you to activate /deactivate the automatic distribution of your heroes' skill points. When the skill point distribution is activated, the heroes automatically distribute the skill points by themselves.

Heroes with a calling

Many heroes follow a calling and thus can only be freely developed in certain intervals, even when the skill point distribution is deactivated:

- In the campaign the heroes Bor, Lya, Shae and Mordecai follow a calling and thus choose 12 skills automatically, as soon as they are available.
- In the "Free Game" mode all heroes of the "experienced and balanced hero" group follow a calling.

Heroes without a calling

- In the campaign Jared can be freely developed.
- In the "Free Game" mode the "group of inexperienced adventurers" has to be developed by the player. The automatic skill point distribution is not available here.

Automatically select abilities and spells:



If this function is activated, after each rise in levels the hero automatically chooses up to three abilities and spells for his spell memory. If you'd prefer to choose them yourself, deactivate this function.

Inventory:

Comparison of items:

If you hover with the mouse pointer over an item in the inventory, the tooltip also shows you a direct comparison to the item the avatar /hero depicted on the left is currently equipped with. The item being compared is highlighted with a golden frame. So you can easily toggle the heroes with the mouse wheel to also compare the selected item with the items they wear.

Fast Equip:

If you rightclick on an item in the inventory, then the currently shown hero /avatar on the left will be equipped with it immediately, if possible.

Auto Equip:

If in the inventory you drag & drop an item on the large picture of the hero /avatar or if you click the picture with an item attached to the mouse, then the hero will be equipped with this item if possible.

If you have an item attached to the mouse and rightclick on one of the small portraits in the inventory, then the hero /avatar will be equipped with this item if possible.

Additional Options:

3rd person view auto attack:

With this option you can set the automatic behavior of the avatar in 3rd person view.

- a) **Do not move:** The avatar only acts from the current position, but never performs any movement commands without player intervention.
- b) **Short Distance:** If the avatar is equipped with a melee combat weapon, he/she automatically chooses melee combat targets in a range of up to five meters and moves to attack them.
- c) **Long Distance:** The avatar moves automatically even over distances of 20 meters. This corresponds to the behavior in isometric view.

Damage Values:

With activated damage values you can see how much damage your avatar, the heroes and the companions take and cause. Red numbers stand for the damage received. Green numbers stand for the damage inflicted.

Change of perspective:

Here you can choose between the new SpellForce 2 controls (change of perspective by click on mouse wheel or « Ins » button) or the classical SpellForce 1 Controls (change of view by zooming).

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