

BATTLE FORGE



INTERNET CONNECTION
REQUIRED TO PLAY



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

An electronic version of this manual is also available to registered users at:
<http://na.llnet.eadownloads.ea.com/uf/manuals/GAME-BATTLEFORGE/Manuals.zip>

INSTALLING THE GAME

NOTE: For system requirements, see the readme file.

To install (disc users):

Insert the disc into your disc drive and follow the on-screen instructions.

To install (EA Store users):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install (third party online users):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the START menu.

Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs (or All Programs)** menu.

After you launch the game, you will be presented with the main menu. The first step is to log into the *BattleForge*™ online service. To play online, you need to have an EA Account. If you already have an EA Account, you can go online immediately. To do this, enter your account name (your EA Profile E-mail address), password, and click PLAY BATTLEFORGE. If you do not already have an EA Account, you will need to create one (see Creating an Account).

CREATING AN ACCOUNT

Click CREATE ACCOUNT/RESEND PASSWORD to launch your default web browser and the EA Account login page. You can also access this page using the following link: <https://profile.ea.com/login.do>. Click on REGISTER to begin creating a new EA Account.

To create an EA Account, fill out the information in the form. The email address you enter will serve as your account name. Once you have entered the correct information, click on I ACCEPT to agree to the terms and conditions and create your new EA Account. If needed, go back and make corrections. If all the information is correct, click FINISH and you are taken to a confirmation web page and receive a confirmation email.

You can now use your EA account to login to play *BattleForge* online!

Enter the Email address and password you used to create your EA account, and click PLAY BATTLEFORGE. Once you are in *BattleForge*, you need to enter your license key, which you will find printed on the back of the manual.

After you have entered the license key into the text field, click ACCEPT to verify the ID. When the key is recognized as valid, you will continue to the Character Creation screen.

NOTE: The capital letters and hyphens must be entered for the license key to be recognized as valid.

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CREATING A CHARACTER



When you start *BattleForge* for the first time, you are prompted to create a character. Click on the text box and type in a name—be sure to choose one that strikes fear into the hearts of your enemies and make their knees weak at the mere sight of it!

Next, select a player portrait from the available options. You can scroll through them all by clicking on the arrows at the left and right.

There are two check boxes on this screen. The first is to skip the introduction map of the game, and the second is to skip the UI hints that are provided to new players. We recommend that you do not skip these options if you are new to *BattleForge*.

When you are satisfied with your selections, click ACCEPT to launch the game.

NOTE: You may create multiple player profiles if you wish, and you can select which one to use each time you start the game. But be aware that only Battleforge Points between characters via mail if they are on the same server.

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WELCOME TO BATTLEFORGE!

Awake, Lord of the Sky.

Fear not the dark corridors, or strange hum of distant machinery; you are inside the Forge of Creation, a fortress floating amidst the clouds. This strange artifact, vast as any city, is filled with magical creations that await your command. Other Skylords walk its beautiful halls and graceful sweeping bridges; all still marvel at this place. Like you, they were once mortal, great heroes of long past wars against the giants, rewarded for their epic deeds, gifted with immortality and entrance to the Forge.

Some say this place was created by the Gods, others that it arrived from some distant world. All we know for certain is it breathes life into dreams. Whatever was written as story or sung as song can be turned into reality if the Forge is given the magic power it needs. Should you command it, this place will resurrect ancient magical wonders, conjure up terrible storms and wildfires, or rain down saintly blessings and mystical healings. At your word, legendary creatures spring to life, great heroes draw breath once more, and spirits shaped of pure magic arrive to do your bidding. Even mighty structures and fortresses of old will rise from the earth, as long as you know their legend.

Below, on the surface of Nyn, sprawl our mortal brethren riddled with fear and pain and joy. They need us now for our Gods have left and the sun begun to die. We Skylords must discover what has happened and fight mightily for the mortals in this Age of Twilight. So awake, Skylord, and set the Forge to work.

COMPLETE CONTROLS

To do well on the field of battle, a good Skylord must first master all the controls at his command. Only then are you able to bring the full power of your destructive arsenal against your enemies!

SELECTION COMMANDS

Select a unit	Click
Select a group of units	Click and drag a box around the desired units
Create group	Click the Create Group icon or CTRL + 1 - 0
Select created group	Click the Group icon or press 1 - 0
Select all units in groups	`
Select all visible units	-
Select all units on map	=
Toggle select all units in groups	SHIFT + `
Toggle select all visible units	SHIFT + -
Toggle select all units on map	SHIFT + =

MOVE AND ATTACK COMMANDS (WITH UNITS SELECTED)

Move units or attack targets	Right-click, or Q
Stop	E
Hold	F
Activate special ability	Click the special ability icon, or Z, X, C, V for special abilities 1-4

SCREEN AND CAMERA CONTROLS

Open option menu	Click the  icon at top of screen, or ESC
Scroll the screen	Move mouse to edge or screen, or arrow keys
Scroll map	Right-click and hold, and move mouse, or W, A, S, D
Rotate map	Click and hold mouse wheel and drag mouse left/right, or press INSERT/DELETE to rotate left/right
Zoom camera in/out	Scroll mouse wheel up/down or PAGE UP/PAGE DOWN
Latest alert	SPACE
Next alert	SHIFT + SPACEBAR
Cycle Monuments	HOME or T
Reset camera	END

BUILD COMMANDS

Build Monument	Click monument and select orb color
Build Power Well	Click power station once to select it, then click the Build Power Well icon 
Build wall	Click wall outline, then click orientation
Repair all selected buildings	N or Numpad *
Repair structure	Click the Repair icon  at top of screen and then click the unit, or B
Destroy unit/structure	Click the Destroy Unit icon  at the top of screen twice, or press . twice.

MISC CONTROLS

Open chat window	Click the Chat icon  at lower left of screen
Chat reply	R
Set chat focus	ENTER
Selection focus forward	TAB
Selection focus backward	SHIFT + TAB
Toggle inventory	I
Place marker	M
Capture screenshot	SHIFT + O

CARDBAR CONTROLS

Cycle through cards	Mouse wheel up/down while card is selected
Select cards 1-10	F1 to F10
Select cards 11-20	Ctrl + F1 - F10

GAME SCREEN

This is The Forge with the news board open. This is the main starting screen that you see each time you launch *BattleForge*. You can do everything from here, including selecting and editing decks, trading cards with other *BattleForge* players, and creating and joining games.



MENU GUIDE



Opens your Inventory and allows you to browse your card collection, including boosters and card upgrades.



Opens the News window, which is open by default when you launch the game. You can find all the general information you need to know about *BattleForge* here.



Opens the Marketplace, where you can buy new cards in the form of booster packs. You can also find the auction-house here.



Chronicles the experiences of each of your characters in the game, tracking experience, achievements, card legends, and unlocks scenario plots and *BattleForge* history.



Enters the World Map, where you can choose a scenario (single-player or cooperative) or enter dueling grounds for player-versus-player matches.



Opens your Contacts lists, where you can add players to your friend list, check who is online, and form a group.



Shows your current Deck, which is used to play the next match. To modify your deck, pick different cards from your inventory.

THE FORGE



The Forge is open by default when you enter *BattleForge*. To see what a card in your deck or from your collection looks like and does in-game, click it and place it into the Forge. You can assemble armies from your decks and test them against waves of enemy AI from each of the Bandit, Stonekin, and Twilight armies using the Forge menu in the upper right of the game screen. Use the arrow keys to select which enemy you'd like to fight, and then click the unit you'd like to face.

Click either of the face icons to the left of the Forge menu to switch sides, and click the skull icon twice to destroy all selected units. You may click the reset icon in the bottom right of the Forge menu to reset the Forge at any time.

CONTACTING OTHER PLAYERS

To contact other players in the game, click on the CONTACTS button in the navigation bar. This opens your contact screen. In this screen, you can find the other players that you are looking for in the Search tab. Input the player that you are looking for in the search field. Once the player has been found, you can send the player a chat message by right-clicking the character's player banner and selecting the WHISPER TO option. You can also add the player to your friend list by selecting the ADD TO in the context menu. To ignore the player, add the player to your ignore list by selecting IGNORE in the context menu. To view the current players in the friend or ignore list, click the Friends or Ignore tabs in the contact screen.

To send another player an in-game mail, click the INGAME MAIL button in the navigation bar. This opens the mail screen with all the current mails that you have in the INCOMING tab. Click the READ button to view the highlighted mail. To write a new mail, go to the SEND tab.



WWW.BATTLEFORGE.COM

CARD GUIDE

Taking the time to study and learn all you can about all of the cards in your deck can make the difference between winning and losing a match. Click a card to view all of its vital stats, and place the mouse cursor over a special ability to view a pop-up description.



GETTING STARTED

Take a moment to familiarize yourself with *BattleForge*'s game interface, including the menu guide and card guide. Then, click the game icon in the menu to open the World Map. From there, select and launch the Introduction scenario. This starts a tutorial-based scenario that walks you through the basic game controls and deck mechanics.

BattleForge is unlike any real-time strategy game you may have played before. However, many of the controls may be familiar to you.

MAGIC POWERS



Four powers determine the balance in the world of *BattleForge*: Frost, Fire, Nature, and Shadow. Each of these powers has its own special abilities, strengths, and weaknesses. And each power is represented by an orb color in the game.

You may construct decks that focus on any one of these powers, or that strive for a balanced combination of two or more powers—the choice is up to you.

POWER CARDS



The cards represent your tools of war: units, buildings, and spells that are conjured directly onto the battlefield. Assemble the perfect fighting force before the battle, choosing from your ever-increasing collection, and lead it into the battle. Rare cards open up completely new tactics for you and are highly sought after for swapping at the in-game market place!

You may choose to have 20 cards in a deck. The first card edition, Twilight, contains 200 different cards. In addition to the ones that came with the box there are more cards available for purchase via booster packs through the Marketplace. A complete list of all the cards is provided on page 11.

RESOURCES

There are only two resources to worry about in *BattleForge*: orbs and Power Wells. You can play any of your cards at any time, as long as there is a friendly unit or structure nearby—and you have enough orbs and power. Monuments are structures that hold orbs, and Power Wells are structures that produce power. Capturing and holding more Monuments and Power Wells enables you to raise armies that contain more powerful units.



MONUMENTS



Monuments ultimately determine which of the game's four powers you may wield—and how advanced your mastery of each power is. Take control of a Monument by clicking it and then selecting the color orb that represents which of the four powers—Nature, Fire, Frost, and Shadow—you want the Monument to channel for you.

To play a specific power card, you must have at least one Monument with that card's corresponding magic orb. More advanced cards require more powerful magic and more orbs to play them. The most powerful units in your deck require you to hold up to four Monuments of a certain power. For example, to play a Nature card with a rating of three orbs, you need to hold at least three Monuments with Nature orbs. If your deck consists of Frost and Fire cards, you should focus on building Frost and Fire Monuments, while ignoring the other powers.

POWER WELLS



Power is the second resource in *BattleForge*. Each card costs a certain amount of power to play. The power costs—and orb requirements—are listed on each card in the upper right corner (see *Card Guide* for reference) in your deck. Therefore, you must also discover and build as many Power Wells as you can. To build a Power Well, click the structure and then the build icon that appears over it. Note that Power Wells deplete over time.

NOTE: You must have enough power stored to build it.

PLAYING THE GAME



The first thing you need to do is select a card from your deck to play. Each card represents a unit, building, or spell. Select a card by clicking it, and then click the map where you would like to play the card. Note the color of the cursor: it must be green to play the card at the cursor's location. You can only place your units near your buildings (Monuments, Power Wells) or friendly units.

Once you have assembled an army, you must use it to achieve the mission objectives while acquiring and protecting Monuments and Power Wells to unlock the more powerful cards in your deck. The deck you choose to start a game with is equally important as your strategy once the game starts, if not more so, so choose your cards wisely.

Again, make sure you play the Introduction map first, as this includes a tutorial that introduces you to all of the game mechanics.

DECK MANAGEMENT

There are several default decks provided for you to start the game with. Use these to get a feel for the game, and to understand the strengths and weaknesses of each of the four powers. Then start experimenting with building your own decks, making sure to test each fully against the AI in The Forge's Sandbox mode before playing your new decks online.



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CARD INVENTORY



Your current deck of cards is displayed at the bottom of the screen in the Cardbar, and the deck name is displayed in the deck management box at the bottom left of the screen. You may click **NEW** here to build a new deck from scratch, or click **DECKS** to open your card inventory and select a different pre-made deck.

NOTE: You may also access your card inventory by clicking the inventory button in the menu at the top of the screen.

DECK EDITING



You may also modify an existing deck by clicking the lock icon to open it for editing. You build your deck by dragging cards from your inventory to the Cardbar (or right-click and select **ADD TO DECK**), and you remove cards by right-clicking them. You may change the order of your cards by dragging and dropping cards in the Cardbar. To view a pop-up description of each card in your inventory, or in the Cardbar, place the mouse cursor over the desired card. You may create two types of decks: Collection Decks and Tome Decks.

A Collection Deck is a deck you make using all the cards in your collection.

Tome Decks are designed to challenge your deck-building skills. You begin with six booster packs, and you receive eight additional free random common cards. These 56 cards form your "Tome card pool." You can build any Tome Deck from these cards, and they can be used for up to four weeks in specific Tome tournaments—after which the cards are added to your card collection. You may also choose to disband your Tome card pool at any time and move the cards to your collection.

UPGRADING CARDS

You may improve the strength of your cards by upgrading them to a higher level. To upgrade your card, right-click that card in the inventory, and then select **UPGRADE**. This opens the card upgrade screen for that particular card. In this screen, you can click and check which upgrade option you want to apply to your card. The preview area shows you the result of the upgrade. Once you have decided to finalize the upgrade, click the **COMBINE** button to apply the upgrade.

ADDING BOOSTER PACKS

You can purchase additional boosters from the Marketplace section of the menu guide. Once you have purchased your new booster, the boosters are stored in the booster section of your inventory. Simply switch to the Boosters tab in the inventory to view the current boosters that you own. To open the booster, click the **OPEN BOOSTER** button on the booster. This opens the Open Booster screen where you can turn over each card individually or turn over all the cards at once.

FIRE UNITS



Boom Brothers



Emberstrike



Enforcer



Fire Dragon



Fire Stalker



Fire Worm



Firedancer



Giant Slayer



Juggernaut



Magma Fiend



Magma Hurler



Magma Spore



Strikers



Sunderer



Sunstriders



Moloch



Rageclaws



Scavenger



Thugs



Virtuoso



Vulcan



Scythe Fiends



Skyfire Dragon



Spitfire



Wrecker

BUILDINGS



Banner of Glory



Comet Catcher



Firebomb



Termite Hill



Tower of Flames



Voodoo Shack



Makeshift Tower



Morklay Trap



Mortar Tower



Aura of Pain



Backlash



Bloodthirst

SPELLS



Rallying Banner



Rocket Tower



Shrine of War



Earthshaker



Eruption



Fire Sphere

**FROST
UNITS**



Inferno



Lava Field



Mine



Avatar of Frost



Battleship



Construct



Ravage



Suppression



Wallbreaker



Defenders



Dreadnought



Frost Mage



Wildfire



Frost Sorceress



Ice Guardian



Imperials



Kobold Engineer



Lyrish Knight



Master Archers



Skyelf Templar



Tempest



Timeless One



Mountaineer



Northguards



Phalanx



Tremor



War Eagle



White Rangers



Silverwind Lancers



Skyelf Commander



Skyelf Sage



Winter Witch

BUILDINGS



Armored Tower



Cannon Tower



Construction Hut



Shrine of Martyrs



Stronghold



Worldbreaker Gun



Defense Tower



Frost Crystal



Ice Barrier



Area Ice Shield



Coldsnap



Frost Shard

SPELLS



Ice Shield Tower



Juice Tank



Kobold Laboratory



Glacier Shell



Glyph of Frost



Ice Tornado

**NATURE
UNITS**





Grove Spirit



Mana Wing



Mauler



Spore Launcher



Swamp Drake



Swiftclaw



Parasite Swarm



Primeval Watcher



Razorleaf



Thornbark



Timeshifter Spirit



Werebeast



Shaman



Spearmen



Spikeroot



Windweavers

BUILDINGS



Breeding Grounds



Fountain of Rebirth



Healing Gardens



Shrine of Memory



Tunnel



Wheel of Gifts



Healing Well



Lifestream



Living Tower



Creeping Paralysis



Curse of Oink



Enlightenment



Mark of the Keeper



Mindweaver



Primal Defender



Ensnaing Roots



Hurricane



Mind Control

SPELLS

**SHADOW
UNITS**



Noxious Cloud



Parasite



Ray of Light



Ashbone Pyro



Cultist Master



Darkelf Assassins



Regrowth



Revenge



Surge of Light



Death Ray



Dreadcharger



Executor



Thunderstorm



Fallen Skyelf



Forsaken



Harvester



Mutating Frenzy



Necrofury



Nightcrawler



Shadow Phoenix



Shadow Worm



Skeleton Warriors



Nox Trooper



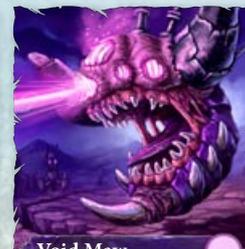
Overlord



Rifle Cultists



Unstable Demon



Void Maw



Wrathblades



Ripper



Shadow Insect



Shadow Mage



Wrathgazer

BUILDINGS



Altar of Chaos



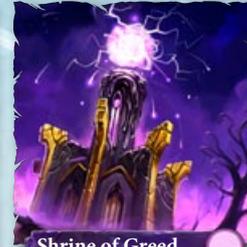
Altar of Nihil



Church of Negation



Resource Booster



Shrine of Greed



Stone of Torment

SPELLS



Decomposer



Embalmer's Shrine



Furnace of Flesh



Aura of Corruption



Blood Healing



Corpse Explosion



Lifestealer



Phase Tower



Portal Nexus



Infect



Life Weaving



Motivate



Nasty Surprise



Plague



Soulshatter



Undead Army



Unholy Hero



Unholy Power



Voidstorm

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
For NVIDIA video cards, visit www.nvidia.com to locate and download them.
For ATI video cards, visit www.ati.amd.com to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

This game uses the following TCP and UDP port(s) for Internet play:

TCP Port: 7399

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

TECHNICAL SUPPORT

If you have trouble with this game, EA Technical Support can help. The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

TO ACCESS THE EA HELP FILE (WITH THE GAME ALREADY INSTALLED):

Windows Vista users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

TO ACCESS THE EA HELP FILE (WITHOUT THE GAME ALREADY INSTALLED):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select **OPEN**.
4. Open the **Support > EA Help > Electronic_Arts_Technical_Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

<http://support.ea.com>
<http://help.battleforge.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

Telephone: US 1 (650) 628-1001.

NOTE: No hints or codes are available from Technical Support.

Website: <http://support.ea.com>

<http://help.battleforge.com>

Mailing Address: EA Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

LIMITED 90-DAY WARRANTY

NOTE: The following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions: US 1 (650) 628-1001

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

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TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support, 9001 N I-35 Suite 110, Austin, TX 78753

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