





Warcraft III: Reign of Chaos

ORIGIN OF GAME



Warcraft III: Reign of Chaos is a real-time strategy video game created by Blizzard Entertainment and is the third part of the Warcraft series. In addition to continuing the story of the epic medieval World of Warcraft, it is distinguished from its predecessors by incorporating two important changes: the move to 3D graphics and the appearance of two new races.

The game basically consists of managing the available resources (gold, wood and food) to produce military units and develop an army to lead against the opponents until all their buildings are destroyed. The game provides various attack or defense strategies, and combat and production tactics are executed from four different types of civilizations, called "races", that feature in the game: humans, orcs, night elves, and undead. Each of these races is in turn commanded by three classes of heroes who lead and significantly support the battles against their adversaries. One of the elements

The most innovative of the game are these type units hero, capable of growing considerably in power and take items *distribuidos* in the scenes nars.



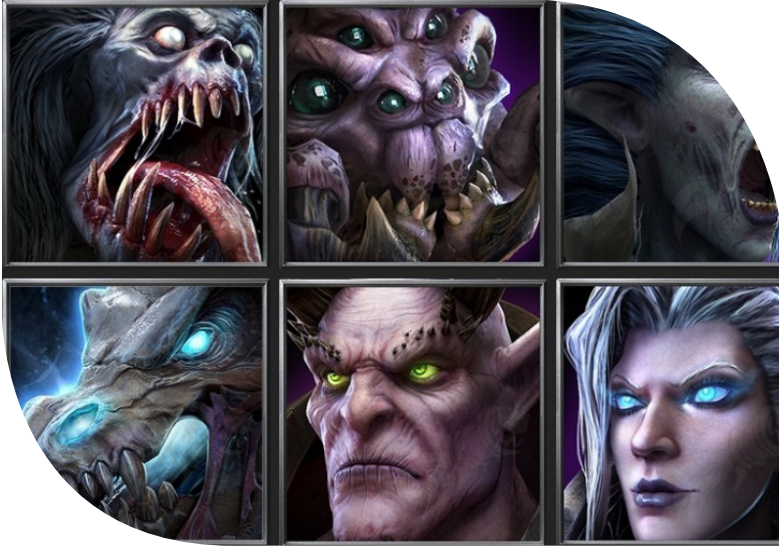


The game CD also includes a map editor that allows you to create new maps, units, play styles, etc. The tool allows for the creation of unlimited maps allowing players to modify every aspect handled by the designers of Warcraft III themselves.

In July 2003, Blizzard released the Warcraft III: The Frozen Throne expansion, which continues the story and introduces new unit types and strategies..

The game mode involves different variants which stand out 1v1, 2v2, 3v3, 4v4 where each player is provided with a few workers, the main building according to each race and a limited amount of resources. The objective of the game is to eliminate all the structures of the rival(s). You can play a single player against others controlled by the computer, or multiplayer connected in LAN.





It takes place in the fictional world of Azeroth. Several years prior to the events of the games, a demonic army known as the Burning Legion attempted to destroy Azeroth with the race known as the orcs, sending them through a portal to attack Azeroth. After several years of fighting, the orcs were defeated by a coalition of humans, dwarves, and elves known as the Alliance; the surviving fighters were herded into internment camps, where it seemed they would lose their lust for battle. Without a common enemy, a period of peace continued, but the Alliance began to fracture. The events of Warcraft III take place after Warcraft II.

playable races

The Alliance/Forsaken: it was created by humans, high elves and dwarves to fight the orcs. His heroes are:



Paladin: holy warrior, formerly they were priests of the Church of the Holy Light, but, believing that their help was not enough, Uther the Enlightened One decided to bless the knights with holy light, thus creating the first paladins of the Order of the Silver Hand, and his job is to destroy evil in this world and protect all living races on Azeroth. They are adept at ensuring the survival of their allies, and powerful enemies of the undead. The paladin can learn Holy Light, a powerful healing spell to keep allies alive or deal damage to undead, Divine Shield, which surrounds the paladin making you invulnerable for a period of time, Aura of Devotion, an aura that gives nearby units additional armor, and his ability

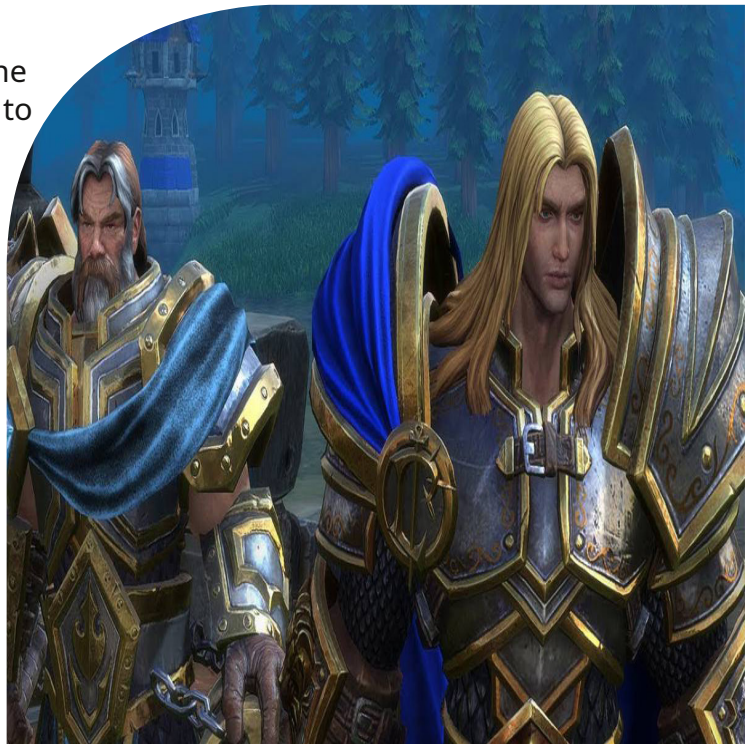
final, Resurrection, who returns to life at 6 units.
give allies to return to fight by your side.

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The game's plot is told all through cutscenes, with additional information to be found in the Warcraft III manual. The campaign itself is divided into five sections, with the first acting as a tutorial for just two scenarios, and the others telling the story from the point of view of the humans of Lordaeron, the Scourge of the Undead, the Orcs, and the Night Elves, in that order.

The game begins with the leader of the Orcs, Thrall, awakening from a nightmare that warned him of the return of the Legion of Fire. After a brief encounter with a man, he claims to have "lost his humanity a long time ago". He is known only as "the Prophet" and, fearing that his dream is more vision than nightmare, leads his forces in an exodus from Lordaeron to the forgotten lands of Kalimdor.

Meanwhile, the Paladin and prince of Lordaeron, Arthas, defends the village of Strahnbrad from demon-possessed Orcs. He enchants his warhammer by slaying Searinox, the black dragon, and one of King Deathwing's best warlords. He then teams up with Archmage Jaina Proudmoore, who helps him investigate a rapidly spreading plague that turns human victims undead. Arthas kills the plagues Kel'Thuzad, then purges the infected from the city of Stratholme. Jaina and Uther, refusing to commit such an act, even to see it,



Now a Death Knight, Arthas meets with the leader of the Dreadlords, Tichondrius, who assigns him a series of "tests". Arthas first exhumes Kel'Thuzad's remains and encloses them in a magical urn of his father's ashes, which was protected by Uther. Arthas kills him too, and then goes to Quel'Thalas, kingdom of the high elves. .

