NOW ON STEAM!

BATTLE FORGE

ARMY OF CARDS
A description of the unique gameplay

CRUSADE AGAINST TWILIGHT
Inside information about the Single Player and PvP modes

COMMUNITY FEATURES
Friend lists, in-game chat and mail, Auction House

THE OFFICIAL GAME MAGAZINE

CONTENTS

DEAR READERS,

We are pleased that you have downloaded the official magazine to delve deep into the world of BattleForge. While you are getting information about the gameplay, the trading cards, the game modes and much more, we are already working on further updates, features and in-game events.

BattleForge is a game without frontiers. We are constantly adding new contents and features to the RTS game so that the fun never stops. Many of these ideas have originated from you – the fabulous BattleForge community!
During the several months of the beta testing you provided us with tons of feedback and constructive criticism. We would like to use this occasion to thank you a lot for all of your commitment! Your opinion is very, very important for us. Keep your ideas coming!

Kind regards from Ingelheim am Rhein,
your EA Phenomic-Team

OUT NOW
FOR YOUR PC!

For the best experience while reading the magazine, we recommend Adobe Reader 9 and Flash Player 10.

In case of any questions or technical problems, send an e-mail to mail@eleven-media.com.

ABOUT BATTLEFORGE

Fresh and unique ideas, combined with a very popular genre: First of all we would like to explain in general what this Next-Gen PC game is about.

BattleForge – an impressive name for an epic PC RTS game played with virtual trading cards, which are the central gameplay element.

The cards represent combat units, buildings and spells. You start with a basic set of cards that you can expand by buying, trading or purchasing by auction. So, all players "forge" their own army and take them into battle.

By playing the BattleForge trading cards, you summon animated 3D units on screen which can be moved with the mouse and led into battle as is typical for the genre. Because of the individual set of cards, the battles are always different, depending on the game and the player.

In addition, Battle-Forge uses a new and pioneering way of playing – Single and Multiplayer modes are played entirely online. ■

WHO IS VOLKER WERTICH?

Volker is BattleForge's Creative Director and inventor. PC gaming enthusiasts should know this exceptional German developer from the "SpellForce" series he created. Prior to that, he had taught the diligent "Settlers" characters to bustle about.
"What I especially like about BattleForge is the chance to take your opponent by surprise with a new deck or a different strategy. I also like cooperative battles on difficult maps", says Volker Wertich.

FIND OUT MORE ABOUT EA PHENOMIC ON PAGE 23.

THE CARDS OF POWER

Red, green, blue and purple cards – these colors represent four different and mighty powers with individual attributes and ways of playing.

Let us start from the beginning: The four basic colors of the cards represent four different powers. Red stands for Fire, green for Nature, blue for Frost and purple for Shadow.

If you play the Fire cards, you summon aggressive units with offensive strength that can deal a lot of damage. Frost cards are the counterpart: they represent the defensive element and can take tons of damage. Nature cards are easily controlled – the troops are well balanced and can heal allies (vital-

ly important for multiplayer matches). Shadow cards symbolize risk. These infernal creatures put – in the true sense of the word – everything on one card by using dark magic.

Every card – be it green, red, blue or purple – has individual attributes: The size of the unit and its way of moving (on the ground or in the air), the attack value and hit points, as well as special abilities. All these information can be found on the face of the BattleForge cards. In addition to that, there are three different card types: units, buildings, and spells.

The collection factor and the desire for collecting that the cards bring about are usually caused by their rarity. Both attributes can be found in the lower right corner of every trading card. The symbol colors mean that a card is ▶

THE FOUR CARD POWERS
CLICK THE BUTTONS FOR MORE INFORMATION

CARD CHECK

Print and mark all 200 Twilight cards in PDF format

CLICK HERE TO DOWNLOAD

BATTLE FORGE

THREE CARD TYPES

WITHIN THE POWERS, THERE ARE …

UNIT CARDS

EXAMPLE: *Juggernaut
(Power: Fire)*
ABILITY: *Stampede*

Juggernaut 220
1 Beast Dominator
Stampede
XL 3750 XL 3550

BUILDING CARDS

EXAMPLE: *Stronghold
(Power: Frost)*
ABILITY: *Cannon,
Bombardment*

Stronghold 150
1 Fortress
Cannon Turrets
Bombardment
3600

SPELL CARDS

EXAMPLE: *Undead Army
(Power: Shadow)*
ABILITY: *Reanimate*

Undead Army 100
4 Arcane
Revive

A BATTLEFORGE CARD IN DETAIL

MOVE THE MOUSE OVER THE ITEMS TO GET MORE INFORMATION

common (bronze), uncommon (silver), rare (gold) and ultra rare (platinum). As a basic rule of thumb, the more sought-after a BattleForge trading card is, the more unique its attributes and abilities are, which can be an advantage in battle – provided that you use the coveted cards at the right time and

you know their characteristics down pat.

The Northguards are a perfect example for a "common" card. The "rarity factor" is represented by the colossal Juggernaut which also embellishes the BattleForge box.

POINTS FOR VICTORY!

BASIC KNOWLEDGE

You use the cards to "forge" your own army. The force is built up by using BattleForge points to buy expansion packs containing new trading cards.

If you buy BattleForge in a shop or via digital download, 64 different cards are already included. These trading cards are determined in advance for all games and contain 16 Fire, Frost, Nature and Shadow cards each. You get more cards by using the 3,000 Battle-Forge Points already included as a bonus in the purchase price. BattleForge Points are the official currency used in the RTS game, with ten points equaling ten U.S. Dollar cents or ten Euro cents. You can use these points for all kinds of card transactions.

With your 3,000-points coupon you can download twelve so-called Booster Packs – sealed virtual packages with eight random cards – via the Marketplace (see page 20). It is guaranteed that every pack contains either a "rare" or "extremely rare" trading card. You can also use the 3,000 free points to bid for single cards in the Auction House.

To make your force as powerful and versatile as possible, you can buy more Booster Packs at the Marketplace, visit the BattleForge Auction House or ▶

BATTLE FORGE

WHAT IS THE PRICE?*

AVAILABLE IN RETAIL

BATTLEFORGE FULL VERSION
Can be bought on DVD or downloaded from online
vendors (like EA store). **$ 49.99 / £ 34.99 / 49.99 €**

BATTLEFORGE POINTS BOX (NOT AVAILABLE IN THE U.S.)
Contains 2,000 points that you can use to buy six virtual Booster Packs plus one
additional free Booster Pack. The box contains a poster. **£ 15.99 / 19.99 €**

ONLINE

BATTLEFORGE POINTS
Buy 500, 1.000 or 2.000 BattleForge Points via the official Website.
1 BattleForge Point = 0.01 $ / 0.01 €

BATTLEFORGE DEMO
The demo can easily be converted into the full version by entering
a purchased retail key. **For Free**

IN-GAME

BOOSTER PACK
A downloadable virtual Booster Pack contains eight random cards.
250 BattleForge Points

TOME PACK
For the exciting Tome version in PvP mode you need six
unopened Booster Packs. **1,250 BattleForge Points**

** As of 26 March 2009 ** For using the BattleForge Points, you need the BattleForge Full Version,
a BattleForge account, and an Internet connection.*

trade your cards with other Battle-Forge strategists. This means that you get more BattleForge points by auctioning off cards to the highest bidder or selling them directly.
The Booster Packs and Booster Boxes, available on 26 March 2009, are all part of the Twilight Edition. You can recognize the series by the distinctive symbol (two planets, symbolizing light and darkness) in the lower right corner of the card and on the virtual package. The Twilight Edition contains 200 different cards. More Trading Cards will follow in the course of the next weeks and months. ■

Firedancer 75
Human Wizard
- Pillar of Fire
- Siege
500 410

BETA PLAYER BONUS CARD: *Firedancer*

BONUS CARDS:
ATTENTION, COLLECTORS!

1. Participants of the BattleForge Beta received a special and more powerful version of the Firedancer card as a reward.

2. If you pre-ordered BattleForge from certain retailers, you got a bonus of four pre-order cards plus one shop-exclusive card.

This is a regular card version with a two-level upgrade (see next page). You can recognize these trading cards by the golden star in the upper left.

PRE-ORDER-PACK: *Juggernaut, Lyrish Knight, Razorleaf, Harvester*

BONUS CARDS:
Construct, Swamp Drake

FULLSCREEN   QUIT

WELCOME ON „DECK"!

BASIC KNOWLEDGE

In the so-called "Forge" you build BattleForge armies from your trading cards and test them. You can also upgrade your cards in this place.

THE FORGE OF CREATION
CLICK THE BUTTONS FOR MORE INFORMATION

The Twilight Edition comprises 200 different virtual cards (120 units, 40 buildings, 40 spells). You should collect them all to build the perfect deck from the available cards. "Deck" is the term for your cards that your Battle-Forge army consists of. This contains a maximum of 20 trading cards from the familiar powers Fire, Frost, Nature and Shadow.
First you choose unit, building and spell cards from your stock of trading cards. Depending on your preferred playing style, the selected game

mode or the map, you then build an appropriate deck with a powerful army. Before going into battle, you test your deck in the "Forge". This arena is not only the central point in the game but also a place where you can try out new card decks. In a safe environment you can summon one or more units and let them stand up to computer-controlled creatures.
In this place you can safely find out about advantages and disadvantages of every card. You also have the chance to rehearse tactics and learn how the card powers interact and cooperate.

In order to be a clear winner of the RTS battles, you have to know your decks down pat and can assess the strengths and weaknesses of the cards/units. You need the know-how regarding the right powers, card ▶

MANUAL
Download the complete Manual in PDF format
CLICK HERE TO DOWNLOAD

BATTLE FORGE

STRATEGICALLY IMPORTANT CARD UPGRADES

EIGHT TUTORIAL VIDEOS WORTH WATCHING!
SIMPLY CLICK ON THE BUTTONS BELOW TO WATCH ALL VIDEOS

Besides the upgrade cards, you need gold to improve a BattleForge card, a resource that you obtain automatically while playing. The Harvester with the second upgrade matches the pre-order Harvester card regarding the improved attributes and abilities.

BattleForge Producer Sebastian Nell is your host in these tutorial videos. He enlarges upon all subjects presented on the previous pages. These informative instructional videos are a must-see!

HARVESTER

HARVESTER
1ST UPGRADE

HARVESTER
2ND UPGRADE

types or cards to have as an ace up your sleeve to dumbfound your computer-controlled or human opponent. In the "Forge" menu you improve the cards with a maximum of two upgrades. You get unit improvements in the form of trading cards as a reward for victory in battle. You receive the first upgrade in Single Player Mode,

the second one in PvP battles. If you take the Harvester as an example, this Shadow creature does 150 points more damage after the first upgrade and 290 points more after the second one. Its special ability "Summon Skeletons" is strengthened two times as well, which makes the Undead Army much more powerful.

" *IN THE FORGE YOU CAN SAFELY TEST YOUR DECKS AGAINST COMPUTER OPPONENTS.*

BASIC KNOWLEDGE

A NEVER-ENDING STORY

Let us take you on a journey through the BattleForge game universe. All game modes and missions are located on one single map. A sophisticated story and nearly endless fun await you!

After explaining the BattleForge cards and their use on the previous pages in detail, we are now going to take a closer and thorough look at the gameplay. BattleForge is entirely played online – both in Single- and Multiplayer mode. The use of the online services is free.

When you start the game, it establishes a connection to the BattleForge servers, and you are a Skylord in the "Forge of Creation". In this sky fortress, hovering high above the world of Nyn, you manage the complete game.

Nyn is divided into several areas where you can find all missions of the PvE battles. During the Single Player missions, you follow the story on a fixed path. The further you victoriously progress in the adventure with your BattleForge army, the more waypoints and branches appear on the world map. These markers lead you to new battles.

During the game you come across 2-, 4-, or 12-player PvE battles in ▶

THE STORY IN SINGLE PLAYER / COOPERATIVE MODE

Brannoc is the highest of all immortal Skylords. His strong will to resurrect his dead wife leads him to play with the dark powers. Eventually, the devious units of Twilight use him as means to an end to attack the world of the mortals.

As a Skylord you fight against Twilight in order to completely remove this scourge from the world of Nyn…

The world of Nyn as seen from above. On this map you control all PvE missions and the two PvP areas as a Skylord.

BATTLE FORGE

TRAILER

▶ PLAY ■ STOP

which you jointly fight against the CPU troops. This means that the Single Player campaign develops into a unique one-player cooperative crusade. BattleForge features three difficulty levels: Standard, Expert, and Professional. Depending on the selected level, the map contains different PvE scenarios in some regions.

With every won battle, you unlock another chapter of the extensive BattleForge chronicle, a book which narrates the story in great detail. You get a lot of in-depth information about the creation of the game world, the geography, the different regions, their native races and groups, and much more. In addition, the powers Fire, Frost, Nature and Shadow are explained. Besides that, a relationship to Twilight in terms of content is established. The name of this main enemy in the game was an inspiration for the first BattleForge trading card edition.

Furthermore, the player's role as an immortal Skylord and his residence, the "Forge of Creation", is thoroughly explained in the BattleForge chronicle. Skylords are the soldiers and assistants of the gods. They float above Nyn with their magic tools, watch the events, and summon creatures, buildings and spells (the trading cards). Interestingly enough, they can only reproduce things from the dreams of the mortals…

To conclude our tour, we are going to take a look at the island off the Nyn west coast, the home of all Player versus Player (PvP) battles. Besides the single player cooperative mode, this area represents an individual and really diverse game variety. In the north of the island, the sparring fights take place. Like in the "Forge", you can safely test your deck – not against the computer, but human players, so you are well prepared for PvP matches. You have the choice between 1-versus-1 and 2-versus-2 matches. A bit further south, the Skylords compete in ranking battles. See page 17 for more information on this subject. ■

GAMEPLAY

CRUSADE AGAINST TWILIGHT

The single player campaign is entirely played online. In addition to classic single player missions, you also fight 2-, 4- and 12-player cooperative battles to rescue the world of Nyn.

After you have compiled your deck (in other words: your army), you click on the globe symbol to see Nyn from the Forge of Creation.

In the role of a new Skylord you first take on an introductory mission with Skylord Moon giving instructions. After that, you go into battle against the Twilight-cursed creatures. BattleForge does not use any lengthy base building and ramified ability trees during the RTS battles.

Your deck, which contains a maximum of 20 cards, is the strategic pivot, since the gameplay is mainly determined by the power costs and required orbs indicated on the trading cards.

The power costs, which can be found in the upper right corner of the card, are used to pay for playing a trading card which you draw from your deck and put on the battlefield, summoning the 3D unit. The same goes for buildings and spells. In order to have enough points available, you claim more power wells with your units.

Building a power crystal for delivering the energy costs 100 Energy Points. The power wells deliver energy until they are depleted. So, for large-scale and lengthy battles, it is important to have enough power resources up your sleeve. You also use the energy to build magic orbs on the so-called monuments. The more of these sites you activate, the more energy is needed for activating the next one.

So, what are the orbs good for? On your trading cards they are listed as dots in the upper right corner below the power costs. If you choose a ▶

BATTLEFORGE DEMO

Free and without any obligation: All future Skylords can preview this unique RTS game, build armies with their individual card collection, summon 3D units and lead them into battle against the Twilight.

DOWNLOAD HERE

DETAILED SCREENSHOT

*MOVE THE MOUSE
OVER THE ITEMS
TO GET MORE
INFORMATION*

blue orb at the start of the mission, you can summon Frost units that have a blue dot on their cards. Should you have two blue orbs later on, you can summon Frost troops with two blue dots or less on their card etc. On top of that, all four powers include various cards that need two or more orbs – but not of the same of color.

These cards are recommended for decks that consist of two or more powers and naturally require orbs of different colors. Battle-hardened Skylords skillfully combine the unique characteristics of these units.

Finally, a small amount of power is replenished by the void power, which

is a part of the energy previously consumed for summoning units. When your troops are defeated, it is released and fed back into the cycle of power. Guarding your captured power wells and monuments (with towers, traps, units etc.) against the attacks that most of the time take place out of the blue is the first step towards victo- ▶

SEND TO A FRIEND

ry over the Twilight and other threats. After the tutorial, the campaign develops into a branched crusade. The RTS adventure comprises varied single player and multiplayer cooperative missions.

The latter are designed for two, four or twelve Skylords. Since Battle-Forge is played entirely online, there is a seamless transition between the scenarios.
The missions designated on the Nyn world map continue the overlying story arc that has previously been presented in the extensive chronicle and on-screen text (along with a narrator) during the short loading time as a preparation for the mission. ▶

MAGIC MISSION TRIO

The single player campaign is comprised of the following three scenarios:

1-PLAYER SCENARIOS

As a Skylord you lead your army into battle against the creatures doomed by the Twilight curse and other enemies. From time to time, you cooperate with computer-controlled characters and units. By achieving the mission goals, you advance through the BattleForge story.

2- AND 4-PLAYER SCENARIOS

You try to fulfill several tasks with one or three other Skylords. Sometimes everyone fights on their own, sometimes you have to unite the armies to get an especially powerful force.

12-PLAYER SCENARIOS

Twelve Skylords on three maps pursue one common goal by fulfilling tasks together and on their own in their territories. The maps are partially connected.

BATTLEFORGE RESOURCES

In BattleForge you do not have to build any bases. These following three elements are primarily used for ensuring and managing new supplies.

MONUMENT

Here you activate Fire, Frost, Nature and Shadow orbs to summon the corresponding units, buildings and spells on the battlefield.

POWER WELL

With the obtained energy you "pay" for your units, buildings and spells. You need a certain amount of Energy Points to summon a card.

VOID POWER

Defeated units feed a part of the energy used for their summoning back into the cycle of power, so you can quickly active new units.

TRAILER

▶ **PLAY**   ■ **STOP**

Escorting, defending, attacking, capturing – in the classic single player missions, the Skylord has to manage a number of tasks simultaneously. His army often has to be present at several focal points at the same time in order to make use of its offensive or defensive powers, depending on the situation.

The size of your BattleForge army is related to the cards in your deck. There is a maximum of 120 Unit Points available, so it is important to coordinate your deployed troops (in the sizes of S, M, L or XL) on the battlefield wisely: effectiveness, armor, and quantity have to accommodate each other. As said before, the fine

tuning for this is done in the „Forge". Of course, the limitation of units also occurs in all of the cooperative multiplayer missions, but there you face the threats along with one or three other Skylords and solve the problems together.

The two-player cooperative map "Sunbridge" is an excellent exam- ▶

DEFENDING HOPE

This is how you play the solo mission: As you can tell from the title, you have to defend two Soulstones in the city Hope to carry out a summoning ritual.

ple: Player 1 starts in the lower left corner of the map, player 2 in the lower right. Your goal is to defeat an insane god in the north. By way of a magic portal, you gradually direct Twilight hordes into the corridor of player 1, and after that into player 2's passageway. The defending player enables the other one to advance. So, both parties march towards the northern end of the map step by step. On the way, they capture more monuments and power wells in order to summon stronger units. After both players have destroyed one power shrine each in the north-west and north-east, the path to the rampant god is finally clear. The Skylords unite their armies and prepare their final strike together.

The large-scale battles with twelve Skylords basically work the same. Four Skylords each share one map and both cooperate with each other and the real-time strategists on the other two maps, working as a team to fulfill the tasks and reach the goal of the mission.

No matter if you play solo or cooperative missions – you will be rewarded lavishly for victories in all of the three campaign variations. For one, you get gold and upgrade cards needed for improving your trading cards. For another, you acquire experience points to advance in rank which you can proudly present to the community. ■

ON THE FIELD OF HONOR

GAMEPLAY

In the player versus player battles, the Skylords and their armies fight against each other. Every training and ranking battle is guaranteed to come out differently.

The Player-vs.-Player (PvP) mode does not directly take place in the empire of Nyn, but on an island in the west. Basically there are two types of PvP battles: Head-to-Head (one player versus another player) and Team-vs.-Team (two players versus two other players).

On the Sparring Grounds you fight online against friends or unknown BattleForge Skylords on the maps where the ranking battles take place. This is a good place to become familiar with the characteristics of the several environments, and you can also safely try out individual tactics and deck arrangements.
The second choice is the Duelling Grounds, where all ranking battles take place. No matter if you play Head-to-Head or Team-vs.-Team: ▶

UNITS OF MEASURE

Important values for PvP and PvE Skylords: Army units are divided into four classes. The bigger the creature, the more of the maximum of 120 Unit Points it requires.

II Skeleton Warriors	50
II Nox Trooper	50
II Shadow Phoenix	100
II Overlord	220

5x6 Undead Soldiers
⚑ Unholy Armor ★★
🗡 M 600   ♥ S 600

4 Human Archer
🗡 Nightfire ★★
⚑ Overload ★★
🏹 M 450   ♥ M 450

3 Demon Soldier
🗡 Crashdive
◈ Reincarnation
✦ 1500   ♥ L 750

1 Demon Crusader
⚑ Blood Share
◈ Flesh Feast ★★
🗡 L 4000   ♥ XL 4000

♥ S

♥ M

♥ L

♥ XL

SIZE S = 6 POINTS   *SIZE M = 3 POINTS*   *SIZE L = 5 POINTS*   *SIZE XL = 10 POINTS*

The outcome of a battle is not always determined by the strongest deck. It depends on the right tactics.

Thanks to a sophisticated system, only Skylords with similar skill levels compete with each other, resulting in the best possible degree in equal opportunities. The skill level is not determined by the deck level, but the ELO rating. With this objective rating system also used in chess worldwide it is possible to calculate the skill level of every PvP fighter.

In BattleForge there are a lot of heated PvP battles for power wells and monuments in order to be able to activate more orbs and as a result lead stronger units to the battlefield. After all, each Skylord wants to quickly gain the upper hand by cutting off or at least severely diminishing their opponent's power.

If you suffer heavy losses during these skirmishes, the void power comes into play. Because of the large amount of power released by the defeated units which is partially fed back into the cycle of power you have a lot of resources available within a short amount of time. Depending on the situation, you can use this for starting a counterattack or strengthening the defenses of active power wells and orbs. All in all, the void power plays an even more important part in the PvP mode than in the single player campaign. With the right strategy and a bit of luck it can turn the tide in battles that seemed beyond hope. The void power has another tactical use: If you want to replace ▶

THE TOME DECK

Besides the PvP duels with your own card collection which you can continuously refine, the Tome Mode (Head-to-Head and Team-vs.-Team) offers a second variation. To this purpose you need six unopened Booster Packs from the Marketplace. A complete Tome Deck costs 1,250 BattleForge Points.

Both opponents only use the cards from the six Booster Packs (with eight cards each) and build the best possible deck from these 48 cards plus eight additional common cards. Equal opportunities are guaranteed by the random contents of the Booster Packs that cannot be upgraded.

The rewards at the end of a Tome Deck battle are even more valuable than the ones received after regular PvP matches. A Tome Deck can be disbanded prematurely; otherwise it has a validity of 30 days. The Tome Deck cards become part of your regular Trading Card collection.

UPGRADE VIA PvP

If you are not lucky enough to be rewarded with the appropriate Upgrade Card you need for refining your deck, there is a second method at hand – provided that you are a successful Skylord.

> ❝ IN BATTLEFORGE THERE ARE HEATED PvP BATTLES **FOR POWER WELLS AND MONUMENTS.**

smaller units with bigger ones after building the monuments and power wells to quickly become ready for an attack, you "delete" the S-size units, for example. After that you immediately summon the bigger and more powerful troops using the void power which is fed back.

The rewards for winning PvP matches are completely different to those gained for clearing a solo adventure. Instead of gold and the classic experience points, you get ELO points (to determine the PvP level and title)

and a certain amount of Battle and Victory Tokens. If you concentrate on PvP matches, you can use the Tokens to systematically upgrade your cards (see box). This means that sole PvP strategists do not have to start a single player campaign against the Twilight to get the coveted upgrade cards.

By the way: The Honor Tokens will play a special part soon. Since BattleForge regularly offers new content, features and events, they will come into effect later. Just wait and see! ■

1. *For the first upgrade you need a Victory Token, 15 Battle Tokens and PvP Level 3, for example.*

2. *For the second upgrade of the same card you need 12 Victory Tokes, 40 Battle Tokens and PvP Level 9.*

BATTLE TOKENS:
You get these for playing PvP matches.

VICTORY TOKENS:
Are awarded for every PvP victory.

HONOR TOKENS:
Will be very important in the near future.

LAVISH SHOPPING

The Marketplace, found in the Skylord's "Forge", is always bustling with activity: Players buy, search, bid and watch.

BF-bay: The in-game Auction House has all the important features.

The Marketplace is both a shop and an auction house. In the online shop you can buy Booster Packs and Tome Packs with your BattleForge Points, the official currency used in the RTS game. You fill your account by buying Battle-Forge Points (see page 7) or auctioning and selling cards in the Auction House.

After winning an auction or directly buying a card, the players pay with their BattleForge Points. It is important to know that upgraded BattleForge cards cannot be listed in the Auction House. The Auction House features a convenient item search by card name, color, rarity, type, or orb level. Use this feature to find out the market value of a trading card or compare prices. In addition, there is a Watch List and the "My Auctions" category.

Since every card that does not fit into your deck could be needed by another Skylord who wants to upgrade one of his units to play it two or three times as often for example, there is a demand for all cards.

BATTLEFORGE POINTS
The official currency you can earn by auctioning off cards in the Auction House, for example. With your deposit you pay single trading cards, Booster Packs, Tome Packs or convert your demo to a full version. One BattleForge Point equals one Euro cent.

GOLD
Gold is awarded after successful PvE or PvP battles. You use it for paying card upgrades, auction fees or the small postage for sending an in-game mail.

Marketplace

| Store | Item Search | My Auctions | Watch List |

| | Color | Rarity | Card Type | Orb Level |
| Item Search | Nature | Ultra rare | None | 3 Orb |

Item	Time Left	Seller	Price	Actions
Enlightenment	Short	DerGRUNT	Enter your Bid: 945 / Buyout: 1700 / Current Bid: 900	Bid / Buyout / Watch
Enlightenment	Long	StarScreamHR	Enter your Bid: 1312 / Buyout: 1500 / Current Bid: 1250	Bid / Buyout / Watch
Enlightenment	Medium	NeoFighterEX	Enter your Bid: 1102 / Buyout: 1099 / Current Bid: 1050	Bid / Buyout / Watch
Enlightenment	Long	Mucharas	Enter your Bid: 1050 / Buyout: 1050	Bid / Buyout

Previous Page   67 Items found. Showing 1-67 (Page 3 of 3)   Next Page

CONVENIENT POSTAL SERVICE

`GAMEPLAY`

BattleForge turns an old proverb on its head: Speech is golden, silence is silver. The game features several ways of communicating, making it quite user-friendly.

BattleForge is a real-time strategy game, offering the convenience of a Massively Multiplayer Online Role Playing Game (MMORPG) in many respects. The method of communication is a perfect example for that. You socialize with people by adding cooperative partners, PvP team members or PvP opponents to your Friend List. After that you can see their current online status and location in the game.

The first way to converse with other people is by classic mail. New correspondences arrive in your mailbox and you can attach gold, BattleForge Points or trading cards. There is also a chat feature you can use to talk to the other Skylords before, during or after a battle. There are special channels for all important occasions. BattleForge newbies chat with each other, PvP teams plan their tactics on the battlefield, players trade cards, etc.

In the "Forge", the chats take place in two dialog windows next to each other. The left window is reserved for conversations in channels you have joined, on the right you can see system messages (like "Registered for a ranking duel") and the general exchange of information in the community. During the battles, both windows are put on top of each other and separated by a tab to provide more clarity in the fray (PvE and PvP).

The mail and chat feature directly links all BattleForge players thanks to the permanent online connection!

BATTLEFORGE ON THE WORLD WIDE WEB

WEBSITE

The official website is the information Mecca for all BattleForge strategists outside of the game. Use the forum to exchange thoughts and experiences with other fans.

The official Battle Forge Portal is the central point for all Skylords. On www.battleforge.com the developers from EA Phenomic give you all the latest news about the RTS game.

On the website you can see the online status of the BattleForge server or check for forthcoming updates and in-game events, for example. After all, BattleForge is a title that is continuously being refined and expanded with new game contents and events.

Fans can decorate their computer desktops with sleek wallpapers offered in several resolutions, or download the opulent website kit to design their own fansite.
And if you register on the homepage, you immediately become part of the incredibly active BattleForge Community, the heart of the portal. In the forum, continuously serviced by experienced and committed moderators, players talk about all subjects regarding the game, such as building the perfect deck, efficient PvE cooperative or PvP tactics, and trading cards.

From time to time, the developers themselves post in the forum to give you valuable advice or inside information about certain topics to provide exclusive insight into their creative work.
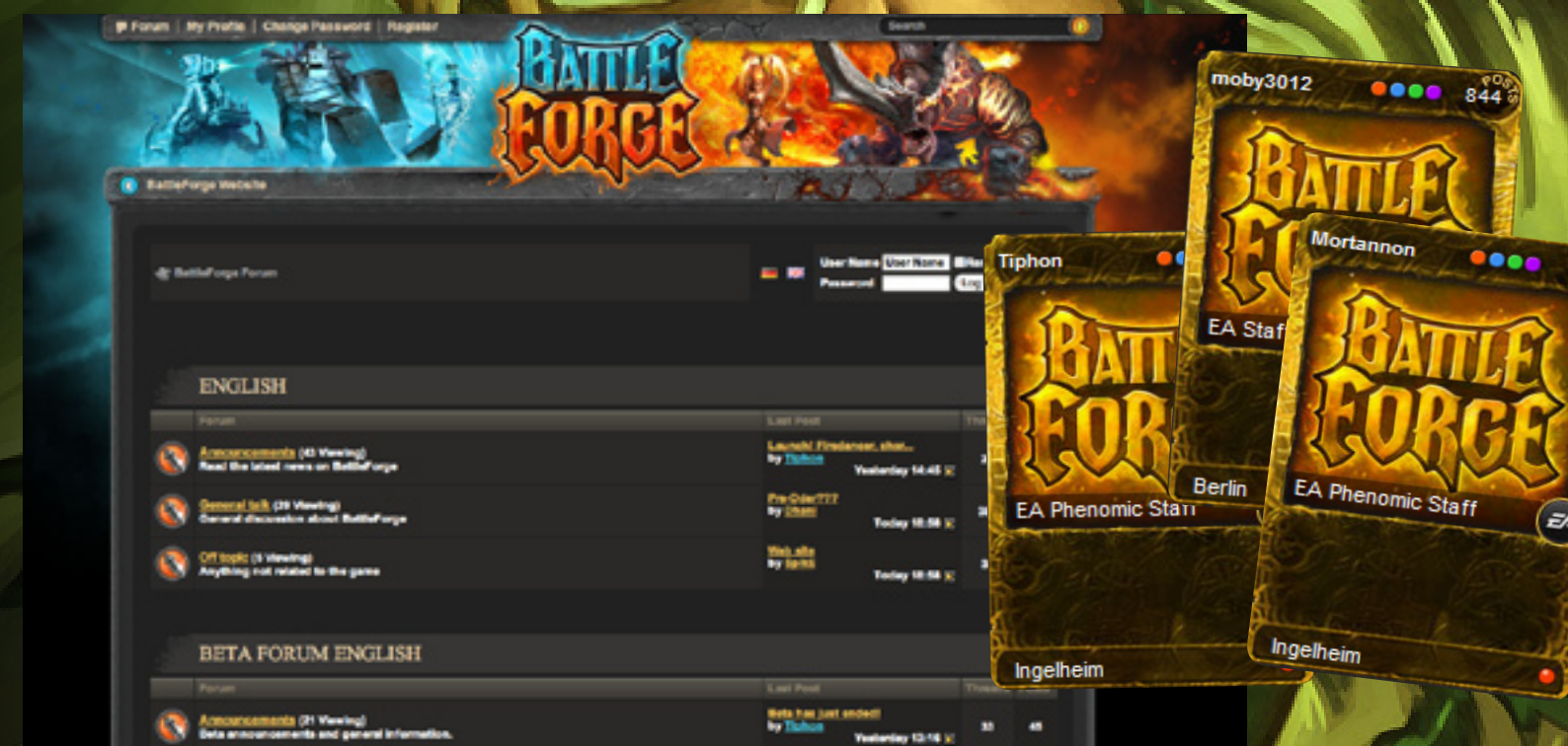
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facebook   twitter

EA PHENOMIC

THE BATTLEFORGE DEVELOPERS

A real-time strategy game "Made in Germany". More than 60 developers at EA Phenomic have worked on this innovative PC project for about three years.

Ingelheim am Rhein, Germany. This small town with its 26,000 residents is located about a 20 minutes' drive west of Mainz, on the left bank of the Rhine. It is well-known for its "Ingelheimer Spätburgunder" wine, large-scale fruit growing and its impressive history stretching back 2,000 years to the time of the ancient Roman Empire.

There is also a lot of industry in Ingelheim, like a global pharmaceutical company and the German developer EA Phenomic. To PC gamers it is still known under the old name of Phenomic Game Development. The studio was founded by the "Settlers" creator Volker Wertich and Martin Löhlein (Development Director for BattleForge) in 1997. Both were born in Ingelheim. The summer of 2006

saw cooperation with Electronic Arts and the studio made a name for itself with the "SpellForce" series. The innovative combination of real-time strategy and role-playing as well as the amazingly designed fantasy setting suited the taste of PC enthu- ▶
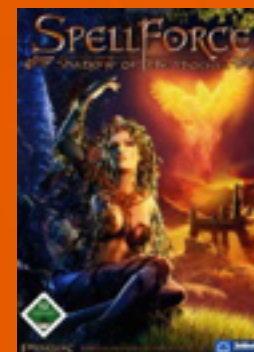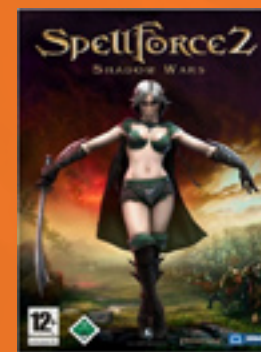
PHENOMIC GAMEOGRAPHY

2003 | PC
SpellForce: The Order of Dawn
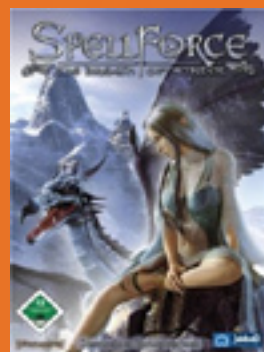
2004 | PC
SpellForce: Breath of Winter

2005 | PC
SpellForce 2: Shadow of the Phoenix

2006 | PC
SpellForce 2: Shadow Wars

2009 | PC
BattleForge

The PC hits by Phenomic Game Development, now EA Phenomic, as from 2000

BATTLEFORGE IS BASED ON THE PROTOTYPE OF AN ANALOG TRADING CARD GAME BY VOLKER WERTICH.

siasts. The studio produced several expansion packs and a second part which were led to rave reviews and awards by the gaming press.

All games bear the unmistakable trade mark of Volker Wertich, who had his first big successes with the construction and management simulation "The Settlers" and "The Settlers II" as a game designer and programmer in the 90s. For the "SpellForce" adventures, Volker became Creative Director – a responsible position he also holds for BattleForge.

The RTS game – along with a brand new graphics engine – has been developed at EA Phenomic since 2006. An especially interesting detail: The PC game was preceded by the prototype of an analog trading card game a long time ago, invented by mastermind Volker Wertich. In the development stage, this game served as an inspiration for the more extensive digital version.

FANTASTIC WORLD OF SOUND

THE SOUNDTRACK

Listen to this! The famous German composer Tilman Sillescu wrote the orchestral "BattleForge" music which matches the contents of your deck.

For PC and videogame enthusiasts, Tilman Sillescu is a household name. Construction simulation, beat 'em up or action – the college-educated musician has composed and produced soundtracks for many national and international games. If you do not know his name, you surely have heard his melodious tunes before.

Tilman Sillescu – or, to be more precise, his company Dynamedion (www.dynamedion.com) he founded with his business partner Pierre Langer eight years ago – has been awarded the renowned "Deutscher Entwicklerpreis" (German Game Developer Award) for many of his scores.

Since Dynamedion has successfully worked with Phenomic Game Development before, it seemed natural to let Tilman Sillescu and his company write the BattleForge soundtrack. The production process – from the first concepts to recordings to the final transfer to the game – took more than one year.

Tilman promptly decided to use a symphonic orchestra for the Soundtrack after he and his team had seen the first BattleForge screenshots: "We soon realized that we needed powerful mu- ▶

AUDIO SAMPLE
METALFORGE BONUS TRAX PACK

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METALFORGE	▶	■	DOWNLOAD*
VIRIDYA'S DEMISEX	▶	■	DOWNLOAD*

*FREE DOWNLOAD

VIDEO

Red, blue, green, purple: The orchestral BattleForge soundtrack matches the cards used in the deck.

▶ **PLAY** ■ **STOP**

ORIGINAL VIDEOGAME SOUNDTRACK

The soundtrack comprises 21 orchestral musical pieces in Hollywood blockbuster quality and can be purchased completely or by track from the following music portals (with audio samples):

EA TRAX

ITUNES

AOL

sic. A big orchestra, a big choir, lots of percussion – the music was supposed to draw the player into the epic battles with emotional but also noisy and archaic sounds from the first moment. "

Dynamedion took on several composers for the actual implementation. The plan: one artist writes the music for the card type Fire, the next one for Frost, and another one for Nature, resulting in an acoustic variety. This scheme is also used to accompany the appearance of the fractions with the appropriate melodies. So, what was the reason for this huge effort? The music

interacts with the events in Battle-Forge, that is the arrangement of the soundtrack is based on the cards in the player's deck. On top of that, there is a grading system that synchronizes the intensity of the music with the current situation in the game.

"Supposing that a player only uses Fire cards in their deck, they only get to hear Fire music", Bastian Seelbach, Audio Director at EA Phenomic, explains. "If they add some Nature cards, you can also hear pieces from the Nature soundtrack mixed into the Fire tracks." ■

WE SOON REALIZED THAT WE NEEDED POWERFUL MUSIC.

☐ FULLSCREEN ⊠ QUIT

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TEEN
T
Animated Blood
Fantasy Violence
Language
ESRB CONTENT RATING   www.esrb.org

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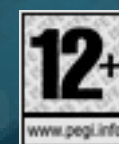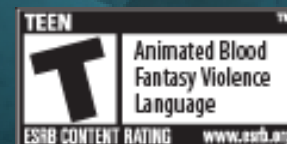
BattleForge.com

FACTS

System:	PC
Genre:	Real-time strategy
Developer:	EA Phenomic
Homepage:	BattleForge.com
OS:	Windows XP und Vista
Monthly fee:	none
Internet access:	required

SYSTEM REQUIREMENTS

OS:	Windows Vista/Window XP with SP2
Processor:	1.8Ghz XP or faster
RAM:	1GB Vista/512MB XP (1GB recommended)
Video:	DirectX 9.0c compatible; NVIDIA GeForce 6 series or ATI Radeon 9500 or better; 128MB
Sound:	DirectX 9.0c compatible
DVD-ROM:	4x DVD-ROM drive or faster
Hard Drive Space:	12GB of Free Space
Other:	512Kps or faster broadband connection required for online play

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