

“Orcs Must Die!”™

Defenses Info Sheet

June 2011

Defenses

The War Mage has over twenty weapons, spells, and traps at his disposal to assist him in Orc slaughtering. He can place devious traps on floors, walls and ceilings. Allied Archers or Paladins can be summoned to aid the War Mage in his defense. The War Mage can even use magical trinkets to shock, freeze, burn or blast the Orcs in to oblivion. Below is a sampling of the many defenses featured in Orcs Must Die!

Crossbow

One of the signature weapons of the war mages, the crossbow is accurate at long range and has a rapid rate of fire. Experts learn to pace their shots and aim for the head for maximum orc-killing efficiency. The crossbow can also fire a special bolt that stuns small groups of enemies.

Floor Spikes

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Elven Archer

Allies of the Order for centuries, the elves stand ready to come to the aid of fortresses under attack by the orc mob. Deadly accurate with their bows, elven archers are able to fire a volley of arrows in the blink of an eye. If they fall in battle, the power of the rifts will heal them when there's a break in the action. Just tune them out if they start yammering about birds and plants and “all living things” and the rest of that treehugger nonsense.

Arrow Wall

Who doesn't like a bunch of arrows to the face? Orcs, that's who! Place these deadly beauties at the end of fortress corridors to cover an unguarded approach, or stick two across a hall from each other to shred a whole legion of enemies in a devastating crossfire.

Boom Barrel

Boom goes the dynamite! Drop these tasty explosive treats in tight corridors, light them up with your crossbow, then sit back and watch orc giblets paint the walls red. For maximum kill-streaky goodness, wait until large groups of enemies are clustered around a boom barrel before pulling the trigger.

Wind Belt

Harness the power of the wind and kill orcs the eco-friendly way! Shove, push, and launch them into the sharpest, pointy-est, boiling-est spots in the fortress. No matter where you blow them, you can't go wrong!

Spring Trap

Use the cheap and effective spring trap to launch pesky enemies through the air. Where they land is up

to you - a pool of lava, a pit full of acid, or even straight into another trap! Beware heavier enemies such as ogres who prevent the spring trap from firing.

Fire Bracers

Prefer your orcs rare or medium-well? Too bad! The fire bracers can only cook an orc one way - well done! But you won't care how overdone the meat is when an entire wave of enemies stumbles through a fire wall or burns up in a fireball's explosion. You'll be too busy basking in the warm glow of success.

Steam Trap

Take orcs for the ride of their (short and miserable) lives with this low-cost floor trap. Blasts of warm, soothing steam not only send your enemies sky-high, but also soften up those rough orc hides just in time for a crossbow bolt to punch straight into the tender organs underneath.

Pounder

What's the best cure for an orc's migraine? Keeping hitting him on the head until he's dead! The pounder gets the job done at a highly reasonable price. Throw a few tar traps or a decoy underneath; by the time the orcs think to look up, it'll be too late.

Ring of Lightning

Show the orcs what it's like to live (briefly) in their own miniature version of Tornado Alley. Send bolts of chain lightning through four orcs at once, or conjure up a powerful storm over the heads of an entire mob and watch the sparks fly!

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