

<http://www.replacementdocs.com>



Requires full version of Warcraft III to play



## Welcome to Warcraft III: The Frozen Throne

Thank you for purchasing this expansion to Warcraft III. In The Frozen Throne, every race has received an additional Hero and new units. In addition, a new neutral building, the Tavern, introduces five unique neutral Heroes that can be used by any of the races.

The adventures of Warcraft's Heroes now continue across five new realms: *Sunken Reins*, *Oakland*, *Icecrown Glacier*, *Dalaran Reins*, and *Black Citadel*. These new environments – along with a more powerful World Editor that allows you to edit abilities, doodads, and create custom campaigns (among other things) – give you the power to continue the legacy of Warcraft for years to come.

We hope that you will also play through our single-player campaign, which continues the story of the Warcraft world. Much of Azeroth's past will be revealed, and its future will become clearer as you step into the shoes of old and new Heroes and help them carve their paths into history.

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# Getting Started

## General System Requirements

**Computer:** 400 MHz Pentium II or equivalent, or a 400 MHz G3 processor or better.

**Operating Systems:** Windows 98, Windows ME, Windows 2000, or Windows XP. Warcraft III requires Mac OS® 9.0 or higher, or Mac OS X® 10.1.3 or higher.

**Memory:** Warcraft III requires 128 MB of RAM. Virtual Memory should be enabled on computers running pre-Mac OS X versions of the Mac OS®.

**Controls:** A keyboard and mouse are required.

**Drives:** A hard drive with at least 550 MB of free space (in addition to your Warcraft III: Reign of Chaos installation), and a 4x speed CD-ROM drive are required for installation and play.

**Video:** 8MB 3D video card (TNT, i810, Voodoo 3, Rage 128 equivalent or better) with DirectX 8.1 support. For Mac OS® systems, a video card consisting of an ATI Technologies or nVidia chipset with at least 16 MB of memory is required.

**Sound:** A DirectX-compatible 16-bit sound card is recommended. Warcraft III will work with the built-in sound features of the Mac OS®.

## Multiplayer Connectivity

Access to Blizzard Entertainment's online gaming service, Battle.net, requires a low-latency, active Internet connection rated at 28.8 Kbps or faster. Multiplayer games played over a LAN require an active connection to a TCP/IP network.

## Recommended System Requirements

**Computer:** 600 MHz processor or better

**Memory:** 256 MB of RAM

**Video:** 32 MB 3D Video card

# Installation Instructions

**NOTE:** Be sure that *Warcraft III* is already installed correctly on your system, using a valid *Reign of Chaos* CD Key. Installing *Warcraft III: The Frozen Throne* will update your existing game files. You must possess a valid CD version of *Warcraft III: Reign of Chaos*.

Place the *Warcraft III: The Frozen Throne* CD into your CD or DVD drive. The *Warcraft III: The Frozen Throne* menu will automatically appear on the screen. Follow the on-screen instructions to install on your system.

If the menu does not appear, select the drive containing the *Warcraft III: The Frozen Throne* CD. Double-click on the "Install" icon and continue as above.

## Expansion and Classic Play

**After Warcraft III:** The *Frozen Throne* is installed, the game can be run in either Expansion or Classic mode. Clicking *The Frozen Throne* icon from the Start menu, clicking *Play Warcraft III - The Frozen Throne*, or double-clicking the *War3.exe* file from your install directory will run the game in Expansion mode.

In order to play the game in Classic mode and access the *Reign of Chaos* campaign, you will need to click the *Warcraft III* icon from the start menu. The Classic version of *Warcraft III* allows access to the original *Reign of Chaos* campaign but does not contain the new expansion units, abilities, or expansion specific balance changes. For information about Classic and Expansion mode, please reference *The Frozen Throne* readme on the CD.

**GAME HINTS:** If you are seeking game tips, hints, or additional game information for *Warcraft III*, please visit <http://www.battle.net/war3>



# Contacting Technical Support

## Web Support

The Blizzard Entertainment Technical Support web site has solutions to the most common game questions and problems. This free service is available 24 hours a day, 7 days a week. You can find our Technical Support web site at <http://www.blizzard.com/support>

For updated information about protecting your computer and Battle.net account, along with answers to commonly asked questions, go to <http://www.blizzard.com/support/information/warning.shtml>

## Email Support

You can email our Technical Support department at any time. Under normal circumstances, you will receive an automated reply within 15 minutes detailing solutions to the most common problems. Typically, within 24 to 72 hours, you will receive a second email containing a more detailed solution to your particular problem or question.

For PC support, email [support@blizzard.com](mailto:support@blizzard.com)

For Macintosh support, email [macsupport@blizzard.com](mailto:macsupport@blizzard.com)

## Phone Support

For automated phone support, call (949) 955-1382. Select option two when prompted. This service is offered 24 hours a day, 7 days a week, and has an 80% success rate addressing the most common questions.

For live phone support, call (949) 955-1382. This service is offered Monday through Friday 9 A.M. to 6 P.M. PST (except on U.S. holidays).

## Additional Support Services

You can also contact Blizzard Technical Support via fax at (949) 737-2000 or through mail at

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# Chronicle

Many months have passed since Archimonde and the Burning Legion were defeated at the Battle of Mount Hyjal.

The stalwart night elves, led by the Arch-Druid Malfurion Stormrage and the Priestess Tyrande Whisperwind, have vanished back into the shadows of Ashenvale Forest, intent on healing the ancient lands that were scarred by the Legion's vile corruption.

The battle-weary orcish Horde, led by the idealistic Warchief Thrall, has settled in the harsh eastern hills of the Kalimdor Barrens. Finally able to claim a homeland of their own, the orcs work tirelessly to found and protect their new nation of Durotar.

The human survivors of Lordaeron, under the command of the Sorceress Jaina Proudmoore, have also settled along the eastern coast of the Barrens. The island citadel of Theramore was erected to safeguard the ragtag remnants of the failing human Alliance.

And Arthas, the newly crowned king of Lordaeron, has driven the undead Scourge to eradicate the last vestiges of resistance to his iron rule. His kingdom, the once-proud bastion of human might and nobility, has become a plagued realm of death and sorrow. Now, driven by haunting visions of the Frozen Throne of Icecrown, Arthas plans to tighten his grip over the rest of the world.

*Still, one dark soul remains at large. For in some shadowed corner of the world, the wayward creature known as Illidan Stormrage plots... and waits.*

# New Orc Hero



## Shadow Hunter

A cunning Hero, adept at healing magics and voodoo curses. Channeling the spirits of their dark gods, the Shadow Hunters walk the line between darkness and light in the hope of salvaging the future for their savage brethren. Attacks land and air units.



### Healing Wave

Calls forth a wave of energy that heals a target and bounces to nearby friendly units. Each bounce heals less damage.



### Hex

Temporarily transforms an enemy unit into a random critter, disabling special abilities.



### Serpent Ward

Summons an immobile serpentine ward to attack the Shadow Hunter's enemies. Attacks land and air units.



### Big Bad Voodoo (Ultimate)

Turns all friendly units invulnerable in an area around the Shadow Hunter. The Shadow Hunter does not turn invulnerable. This is a channeling spell.



# New Orc Units



## Troll Batrider

Light flying unit with incredible perception. Good at destroying buildings. The fire obsessed Troll Batriders are often used as reconnaissance for the Orcish Horde. Attacks land units.



## Unstable Concoction

Causes a powerful explosion that deals damage to nearby enemy air units.



## Liquid Fire

Flings a volatile liquid that causes buildings to take damage over time. Buildings that are currently taking damage from Liquid Fire cannot be repaired, and the attack rate of affected enemy towers is reduced. This is a passive ability.



## Spirit Walker

Mystical Tauren caster with Ethereal Form, which allows him to avoid physical damage. Believed to be the ill omen of a coming age, white Tauren are held in near reverence by their people, often becoming reclusive priests who wander the land in search of kindred spirits. Attacks land and air units.



## Spirit Link

Links the spirits of several friendly units together so that damage to one unit will be shared to some extent by all the units linked to it.



## Disenchant

Removes all buffs from units in an area, and deals damage to summoned units.



## Ancestral Spirit

Allows a Spirit Walker to resurrect dead non-Hero Tauren

# New Orc Buildings



## Voodoo Lazing

A shop from which any unit that has an inventory can purchase items. The items available are dependant upon what level of upgrade your Great Hall has (Great Hall, Stronghold, or Fortress) and what buildings you have. Heroes can also sell unwanted items to any item shop.

# New Orc Upgrades



## Troll Berserkers

Troll Headhunters may now be upgraded into Troll Berserkers, which are tougher and have the Berserk ability. Like Headhunters, Berserkers benefit from Troll Regeneration.



## Reinforced Defenses

Upgrades Orc Burrows and Watch Towers to have Fortified armor.



## Barring Oil

Drenches Demolisher ammo in burning oil, causing Demolisher attacks to light the ground on fire and burn enemy units.

# New Human Hero



## Blood Mage

A mystical Hero, adept at controlling magic and ranged assaults. Though still members of the Alliance, the Blood Elves have begun to turn to the darkest parts of magic, abandoning the water and frost spells of the Kirin Tor for the fire and heat of what some people fear to be Demonic magic. Attacks land and air units.



### Flame Strike

Conjures a pillar of fire, which damages ground units in a target area with its initial combustion, then deals damage over time for a short duration after.



### Banish

Turns a unit ethereal and slows its movement speed. Ethereal creatures cannot attack, but they can cast spells, and certain spells cast upon them will have a greater effect.



### Siphon Mana

Leeches the mystical energies of a target enemy unit over time. This is a channeling spell.



### Phoenix (Ultimate)

Summons a heavy flying unit composed entirely of flame. This fiery creature burns with such intensity that it damages itself and nearby enemy units. Has Spell Immunity and Resistant Skin. When a Phoenix dies, it creates an egg that will hatch into a new Phoenix. Attacks land and air units.

# New Human Units



## Spell Breaker

Elven warrior trained to disrupt and contort magical energies. These Blood Elven warriors, fresh from the destruction of their homeland, have turned a new eye towards the dying land of Lordaeron. Can it possibly remain their home? Has Spell Immunity. Attacks land units.



## Spell Steal

Steals a positive buff from an enemy unit and applies it to a nearby friendly unit, or takes a negative buff from a friendly unit and applies it to a nearby enemy unit. This is an auto-casting spell.



## Feedback

Spell Breaker attacks destroy a target enemy caster's mana with every hit. The mana combusts, dealing damage to the attacked unit. This is a passive ability.



## Control Magic

Takes control of a target summoned enemy unit. The mana cost to control a summoned unit is based upon its hit points.



## Dragonhawk Rider

Swift flying unit mounted by an Elven warrior. The fierce warriors of the Dragonhawk battalions are often the first into combat, picking apart the enemy ranks and surrounding enemy towers with dense fog so that reinforcements can strike unhindered by enemy defenses. Attacks land and air units.



## Cloud

Creates a small cloud that stops buildings with ranged attacks from attacking. This is a channeling spell.



## Aerial Shackles

Magically binds a target enemy air unit so that it cannot move or attack. This is a channeling spell.

## New Human Buildings



### Arcane Vault

A shop from which any unit that has an inventory can purchase items. The items available are dependant upon what level of upgrade your Town Hall has (Town Hall, Keep, or Castle) and what buildings you have. Heroes can also sell unwanted items to any item shop.



### Arcane Tower

Magical defensive tower with the Reveal and Feedback abilities. Attacks land and air units.

## New Human Upgrades



### Barrage

Upgrades Siege Engines, giving them Barrage, a passive rocket-like attack versus air units.



### Flak Cannons

Upgrades Flying Machine attacks to add area-effect damage versus air units. This is a passive ability.



### Fragmentation Shards

Increases the area-effect damage of Mortar Teams. This is a passive ability.



## New Undead Hero



### Crypt Lord

A warrior Hero, adept at summoning insect minions and crushing enemies. Betraying the Nerubian people, the Crypt Lords have sacrificed the lifeblood of thousands to bolster the Undead armies of Ner'zhul, winning an eternal life of servitude in his name. Attacks land units.



### Impale

Slams the ground with the Crypt Lord's massive claws, shooting spiked tendrils out in a straight line and impaling enemy ground units in their wake.



### Spiked Carapace

Encloses the Crypt Lord in barbed layers of chitinous armor that increases defense and returns damage to attackers. This is a passive ability.



### Carrion Beetles

Produces a Carrion Beetle from a target corpse. This is an auto-casting spell. These creatures use their fierce mandibles to rip the flesh from the Crypt Lord's foes. Carrion Beetles summoned at higher levels of skill can burrow into the ground, losing their attacks but providing stealthy vision that can be placed strategically. Unlike most summoned units, Carrion Beetles are permanent until slain. Attacks land units.



### Locust Swarm (Ultimate)

Creates a swarm of angry locusts that bite and tear at nearby enemy units. As they chew the enemy flesh, they convert it into a substance that restores hit points to the Crypt Lord.

## New Undead Units



### Obsidian Statue

Fortified statue that can regenerate the health and mana of nearby friendly units. Can research Destroyer Form. Believed to be gifts granted by Ner'zhul, the Obsidian Statues are often used as figureheads at the forefront of many Undead armies, inspiring awe and fear in the enemy ranks. Nothing can prepare the enemy for what this unfathomable statue could become. Attacks land and air units.



### Essence of Blight

Restores health to nearby friendly units. This is an auto-casting spell.



### Spirit Touch

Replenishes the mana of nearby friendly units. This is an auto-casting spell.



### Destroyer

Large flying unit that must consume magic to sustain its mana. Breaking free of the obsidian stone that holds them, these monstrous creatures roar into battle, swallowing magic to feed their insatiable hunger as they move between battles and rain destruction down upon their foes. Has Spell Immunity. Attacks land and air units.



### Devour Magic

Consumes all magical buffs from units, and damages summoned units in an area. Each unit that is devoured of magic restores some health and mana to the Destroyer.



### Orb of Annihilation

Gives the Destroyer a more powerful attack that delivers splash damage. This is an auto-casting spell.



### Absorb Mana

Takes all mana from one of your units and gives it to the Destroyer.

## New Undead Buildings



### Tomb of Relics

A shop from which any unit that has an inventory can purchase items. The items available are dependant upon what level of upgrade your Necropolis has (Necropolis, Halls of the Dead, or Black Citadel) and what buildings you have. Heroes can also sell unwanted items to any item shop.



### Nerabian Tower

A Ziggurat can now be upgraded into this tower, which deals cold damage and slows enemy units. Attacks land and air units.

## New Undead Upgrades



### Burrow

Crypt Fiends may now learn the Burrow ability. Allows Crypt Fiends to burrow into the ground, become invisible, and regenerate hit points at a faster rate. While burrowed, Crypt Fiends cannot attack.



### Exhume Corpses

This upgrade allows Meat Wagons to generate corpses like a Graveyard. A new corpse is generated every few seconds and is placed inside the Meat Wagon.



### Skeletal Mastery

Once Skeletal Mastery has been researched, one of the Skeleton Warriors spawned by the Raise Dead spell will be a Skeletal Mage. These Mages fire piercing bolts of negative magic from their hands, enhancing the versatility of the Undead army. Like Skeleton Warriors, Skeletal Mages can benefit from Skeletal Longevity. Attacks land and air units.

# New Night Elf Hero



## Warden

A cunning Hero, adept at entering and escaping combat. Set apart from the militant Sentinels, Wardens are usually employed as jailors, assassins, and bounty hunters. Attacks land units.



## Fan of Knives

Flings a flurry of knives at multiple enemy targets around the Warden.



## Blink

Teleports the Warden a short distance, allowing her to move in and out of combat.



## Shadow Strike

Hurls a poisoned dagger which deals large initial damage, and then deals damage over time. The poisoned unit has its attack and movement rate slowed for a short duration.



## Vengeance (Ultimate)

Creates a powerful Avatar of Vengeance that summons invulnerable spirits from friendly corpses to attack your enemies. The Avatar is bent on avenging the death of fallen comrades. Immune to magic. Has Resistant Skin, and can use Spirit of Vengeance, an auto-casting spell, to summon invulnerable spirits from nearby corpses. Attacks land and air units.



## Spirit of Vengeance

Temporarily raises an invulnerable feral spirit from a corpse. The spirit's life is linked with the Avatar that raised it. Attacks land and air units.

# New Night Elf Units



## Mountain Giant

Slow moving melee unit that can take incredible amounts of punishment. Crafted epochs ago by the Titans from massive sections of stone, these creatures seek to protect the natural environment from any who would cause it harm. Attacks land units.



## Taunt

Causes nearby enemies to switch their attack towards the Mountain Giant.



## War Club

Picks up a tree to give Siege damage and increased attack range to the Mountain Giant.



## Hardened Skin

Gives Mountain Giants increased resistance to attack damage. This is a passive ability.



## Resistant Skin

Reduces the duration of negative spells and renders the Mountain Giant immune to certain spells. This is a passive ability.



## Faerie Dragon

Small, quick flying unit, effective against enemy casters. Though not actual Dragons, these mystical looking creatures police the Emerald Dream from magic. As such, they are immune to magic. Attacks land and air units.



## Phase Shift

Causes this unit to shift out of existence whenever it takes damage, temporarily avoiding further damage. This is an auto-casting spell.



## Mana Flare

Causes the Faerie Dragon to channel negative magical energies that damage nearby enemies when they cast spells. This is a channeling spell.



# New Night Elf Buildings



## Ancient of Wonders

A shop from which any unit that has an inventory can purchase items. The items available are dependant upon what level of upgrade your Tree of Life has (Tree of Life, Tree of Ages, or Tree of Eternity) and what buildings you have. Heroes can also sell unwanted items to any item shop.

## New Night Elf Upgrades



### Well Spring

This upgrade increases Moon Well mana capacity and mana regeneration rate.



### Mark of the Claw

Allows Druids of the Claw to cast Roar while in Bear Form.



### Mark of the Talon

Allows Druids of the Talon to cast Faerie Fire while in Storm Crow Form.

## Neutral Buildings

### Marketplace

A store for purchasing goods. As creeps are killed, the items they drop will influence the array of available merchandise.

### Tavern

A place to hire neutral Heroes.

### Goblin Shipyard

This bustling yard full of Goblins is eager to sell you a transport ship capable of carrying units over water.

## Other New Features

- All races now have a **Backpack** upgrade that allows certain non-Hero units to carry items. In addition, you can now sell items you don't want to any item shop.
- Advanced World Editor & **Campaign Editor**. See the readme file on The Frozen Throne CD for more information regarding what has changed in World Editor. Please note that the World Editor is an unsupported feature of Warcraft III.
- **New Battle.net features** – Clans, automated tournaments, improved custom game filters, and a streamlined matchmaking feature that allows chatting while searching for games. For more information on tournaments, go to <http://www.battle.net/ladder.shtml>

## Neutral Heroes



### Naga Sea Witch

A mystical Hero, adept at ranged combat. These scaly denizens of the ocean have often been associated with the coming of prodigious storms, but few have actually seen them rise from the sea and lived to tell the tale. Attacks land and air units.

- **Forked Lightning** – Calls forth a cone of lightning to engulf a target enemy unit, as well as other enemy units nearby.
- **Frost Arrows** – Adds a cold effect to each attack, slowing a target enemy unit's attacks and movement.
- **Mana Shield** – Activates a shield that uses the Sea Witch's mana to absorb damage.
- **Tornado (Ultimate)** – Creates a fierce Tornado that slows all enemy units and damages enemy buildings over time. This is a channeling spell.



## Pandaren Brewmaster

A warrior Hero, exceptional at absorbing damage and melee combat. The Brewmasters of Pandaria have emerged from the bamboo forests of their ancestors to bring their unique fighting style (and robust ales) to the highest bidder. Attacks land units.

- **Breath of Fire** – Breathes a cone of fire at enemy units, which deals damage. Units that have Drunken Haze on them will ignite and take burn damage over time.
- **Drunken Brawler** – Gives the Brewmaster a chance to dodge attacks and deal additional damage. This is a passive ability.
- **Drunken Haze** – Drenches a target enemy unit in alcohol, reducing its movement speed and giving it a chance to miss on attacks.
- **Storm, Earth, And Fire (Ultimate)** – Splits the Pandaren Brewmaster into elements, forming 3 specialized warriors. If any of them survive until the end of their summoned timer, the Brewmaster is reborn.



## Beastmaster

A warrior Hero, able to call forth the creatures of the forest to serve him. These lone wandering forest dwellers come from all backgrounds and cultures, seeking the essence of combat through the mimicry of wild beasts. Attacks land units.

- **Summon Bear** – Summons a fierce bear to defend the Beastmaster.
- **Summon Quillbeast** – Summons an angry quillbeast to the Beastmaster's side.
- **Summon Hawk** – Summons a proud hawk to scout for the Beastmaster.
- **Stampede (Ultimate)** – Whips a herd of beasts into a panicked frenzy, sending them galloping toward the targeted area. Any enemy ground units who get in the way of the stampede will take damage.



## Dark Ranger

A cunning Hero, adept at manipulating opponents. Forcibly raised from the dead, the former Rangers of Quel'Thalas enjoy nothing more than sowing dissension and hatred within the enemy ranks. Attacks land and air units.

- **Silence** – Stops all enemies in a target area from casting spells for a short duration.
- **Black Arrow** – Adds extra damage to attacks. Enemy ground units killed while under the effect of Black Arrow will turn into skeletons. This is an auto-casting spell.
- **Life Drain** – Siphons health from the target to the Dark Ranger for a period of time or until the affected unit moves out of range. Life Drain cannot be dispelled. This is a channeling spell.
- **Charm (Ultimate)** – Takes control of a target enemy unit. Charm cannot be used on Heroes, or on creeps who are too powerful.



## Pit Lord

A warrior hero, exceptional at weakening enemies and melee combat. These massive Demons take sadistic pleasure from instilling crazed terror, and then slaughtering their enemies. Attacks land units.

- **Rain of Fire** – Calls down waves of fire that damage units in an area and deal damage over time.
- **Howl of Terror** – The Pit Lord lets loose a terrifying howl that reduces the attack damage of nearby enemy units.
- **Cleaving Attack** – The Pit Lord strikes with such force that he damages multiple enemies with his attack. This is a passive ability.
- **Doom (Ultimate)** – Robs a target unit of its ability to cast spells and damages the unit over time until it dies. Upon its death, a powerful Demon will spawn from its corpse. Doom cannot be dispelled or cancelled.

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