

# ORCS MUST DIE!!



Buttenga 2011





# ORCS MUST DIE!

ORCS MUST DIE!™ IS A GAME THAT CHALLENGES PLAYERS TO DEFEND FORTRESSES UNDER SIEGE. WITH A WIDE VARIETY OF TRAPS AND WEAPONS TO CHOOSE FROM, ORCS MUST DIE! DARES PLAYERS TO FIND THE BEST WAYS TO HACK, LAUNCH, FLATTEN, GIBLETIZE, AND INCINERATE AN ENDLESS ARMY OF FILTHY ORCS AND THEIR VILE ALLIES. ORCS MUST DIE! FEATURES A VIBRANT LOOK, ADDICTIVE GAMEPLAY, AND A BLATANT DISREGARD FOR THE WELFARE OF ORCS.

AND THIS IS HOW THE STORY BEGINS...

PENCILER  
BART TIONGSON

STORY  
DAVID LEARY

COLORIST  
ARON LUSEN

**robot**™  
entertainment  
[www.RobotEntertainment.com](http://www.RobotEntertainment.com)



FOR ALL OF WRITTEN HISTORY, THE RIFTS HAVE EXISTED. THEY ARE THE PRIMARY SOURCE OF MAGIC IN OUR WORLD - MAGIC THAT HAS BECOME CENTRAL TO OUR WAY OF LIFE. WHEN THERE WAS DROUGHT, THE MAGES SUMMONED GREAT STORMS. WHEN THE SOIL FROZE, IT WAS MAGIC THAT THAWED OUR CROPS...

KRRAAACK!!!

TODAY, THE RIFTS ARE COMMONPLACE, EVEN TAKEN FOR GRANTED. BUT IT WAS NOT ALWAYS SO.

AGES AGO, PARTIES OF BRAVE - OR STUPID - EXPLORERS STEPPED THROUGH THE RIFTS. FEW RETURNED.

THOSE THAT DID WERE NEVER THE SAME. THEY SPOKE OF A RAVAGED WORLD ON THE OTHER SIDE - A DESTROYED LANDSCAPE POPULATED BY DROOLING, BLOODTHIRSTY MONSTERS.





IN CASE I'M NOT BEING CLEAR, THESE WERE SOME REALLY MEAN CREATURES... AND UGLY.

ARRGGGGG  
MY BEAUTIFUL  
FACE!!!!



BURP

BLAAAAA

GRRAAR

OUR LAND HAD NEVER SEEN SUCH UNSPEAKABLE HORRORS. EVIL HAD A FACE, AND IT WAS REALLY UGLY. WE NAMED OUR MURDEROUS, NOXIOUS, UGLY ENEMY 'ORC' AND MADE A PACT -



ARMIES OF THESE MONSTERS STEPPED THROUGH THE RIFTS INTO OUR WORLD AND THE RIVERS RAN WITH BLOOD.





...ORCS MUST DIE!

THOSE WHO COULD TAP INTO THE POWER OF THE RIFTS FOUGHT ON THE FRONT LINES, DRIVING THE ORCS BACK INTO THEIR WORLD. WHEN THE ENEMY HAD BEEN PUSHED BACK, THE WAR MAGES ESTABLISHED THE ORDER AND DEDICATED THEIR LIVES TO PROTECTING THE RIFTS AND THE PEOPLE OF OUR WORLD.

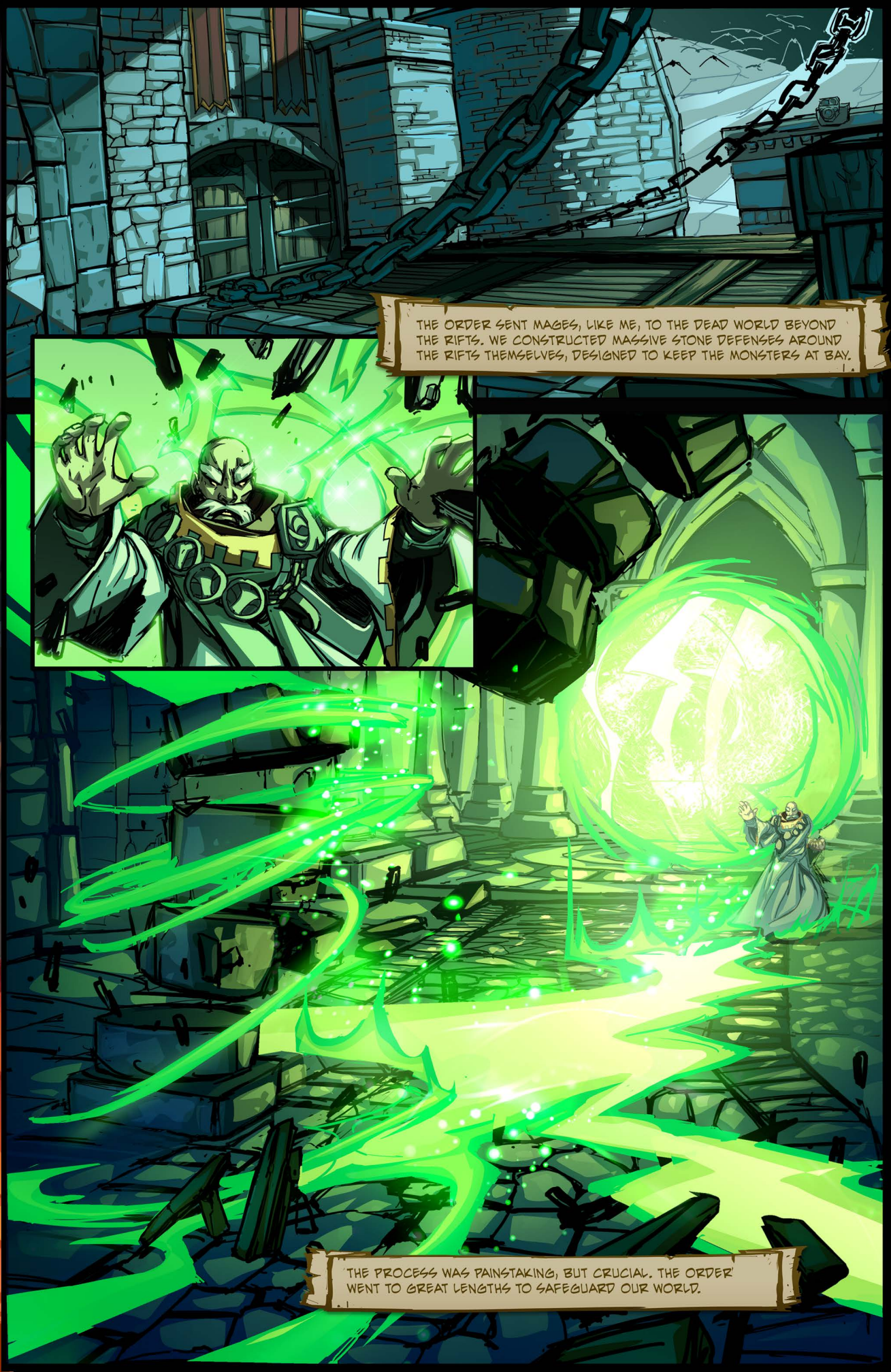




THE MAGES ARE NOT ALONE. THE WEAVERS ARE THE SCHOLARLY BRANCH OF THE ORDER, EACH MANIFESTING THE POWER OF THE RIFTS IN HER OWN SPECIAL WAY TO SUPPLEMENT THAT OF THE MAGES.



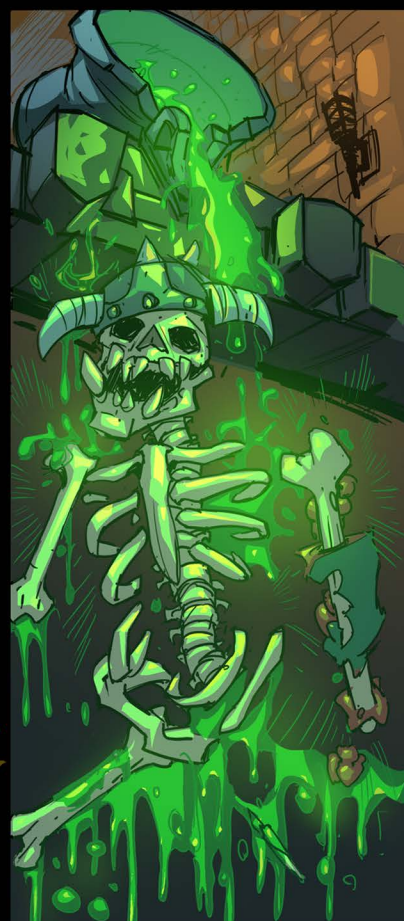
NON-MAGICAL BEINGS ALSO SERVE THE ORDER - LEGIONS OF PALADINS AND ELVEN ARCHERS STAND AT ARMS, READY TO BE PULLED INTO BATTLE AT A MOMENT'S NOTICE.



THE ORDER SENT MAGES, LIKE ME, TO THE DEAD WORLD BEYOND THE RIFTS. WE CONSTRUCTED MASSIVE STONE DEFENSES AROUND THE RIFTS THEMSELVES, DESIGNED TO KEEP THE MONSTERS AT BAY.

THE PROCESS WAS PAINSTAKING, BUT CRUCIAL. THE ORDER WENT TO GREAT LENGTHS TO SAFEGUARD OUR WORLD.





EACH FORTRESS WAS FILLED WITH TRAPS DESIGNED FOR NO OTHER PURPOSE THAN TO KILL ORCS. THEY WERE CRUDE AND MERCILESS, BUT THEY WORKED EXCEPTIONALLY WELL - SOMETIMES, A LITTLE TOO WELL. CLEAN-UP WAS A NIGHTMARE.

ARE YOU LOOKING FOR SWAG THAT'S WORTH DYING FOR?



STOP BY THE ROBOT ENTERTAINMENT STORE.  
<http://store.robotentertainment.com>



**robot**  
 entertainment  
[www.RobotEntertainment.com](http://www.RobotEntertainment.com)



BUT THE FORTRESSES AND TRAPS WERE JUST THE BEGINNING. THE ORDER CONTINUED TO EVOLVE. WAR MAGES WERE GIVEN APPRENTICES SO THAT THEY MIGHT PASS ON THEIR MASTERY OF THE RIFT MAGIC.



ALL OF THE OTHER WAR MAGES WERE GIVEN STUDENTS WITH DISCIPLINE AND LIMITLESS POTENTIAL. I...



Go ahead!  
Pull my  
finger!



...WAS GIVEN HIM.

THE BOY WAS A FOOL. HE HAD SOME POTENTIAL, BUT HE ALSO HAD THE BRAIN OF AN OGRE. HE WAS UNFOCUSED AND UNTEACHABLE.



I'VE NEVER BEEN THE MOST PATIENT OF THE MAGES. I SUSPECT THE ORDER SENT HIM TO ME FOR THAT VERY REASON - TO TEACH ME. OR TO PUNISH ME. I'VE NEVER BEEN QUITE SURE WHICH.

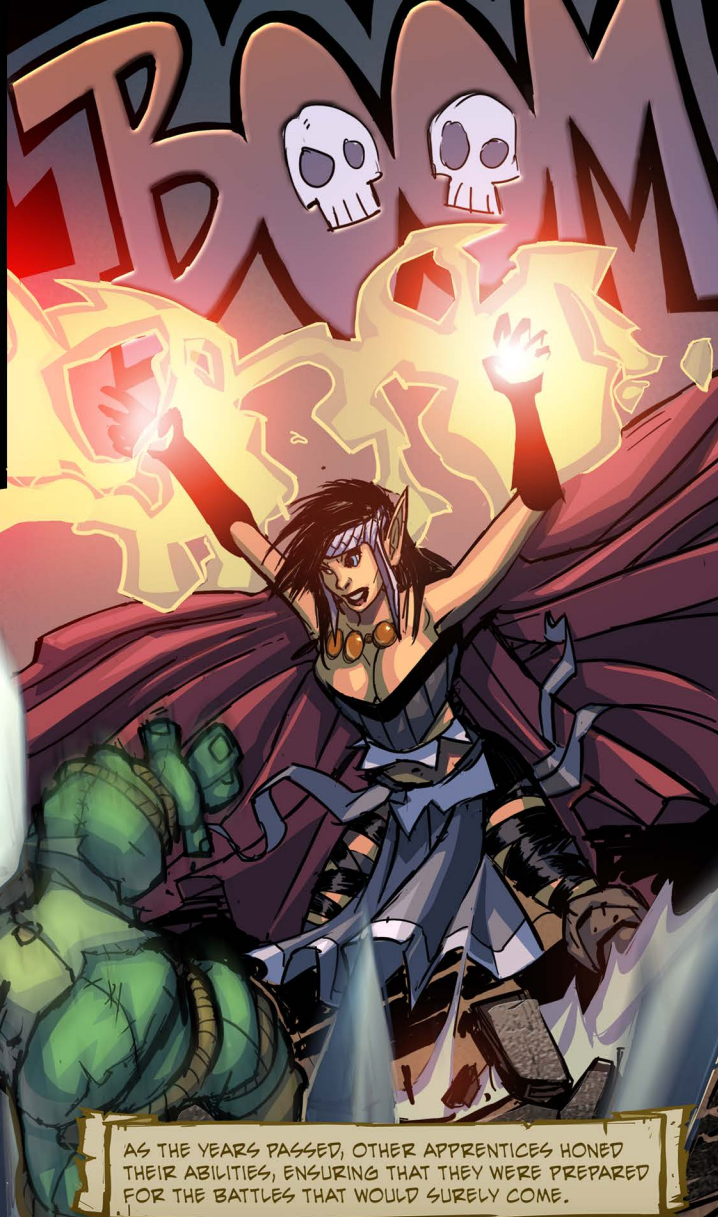


BOY, YOU HAD BETTER LISTEN  
WHEN I SPEAK TO YOU!!!



AWWWWW MAN!  
HERE WE GO AGAIN!





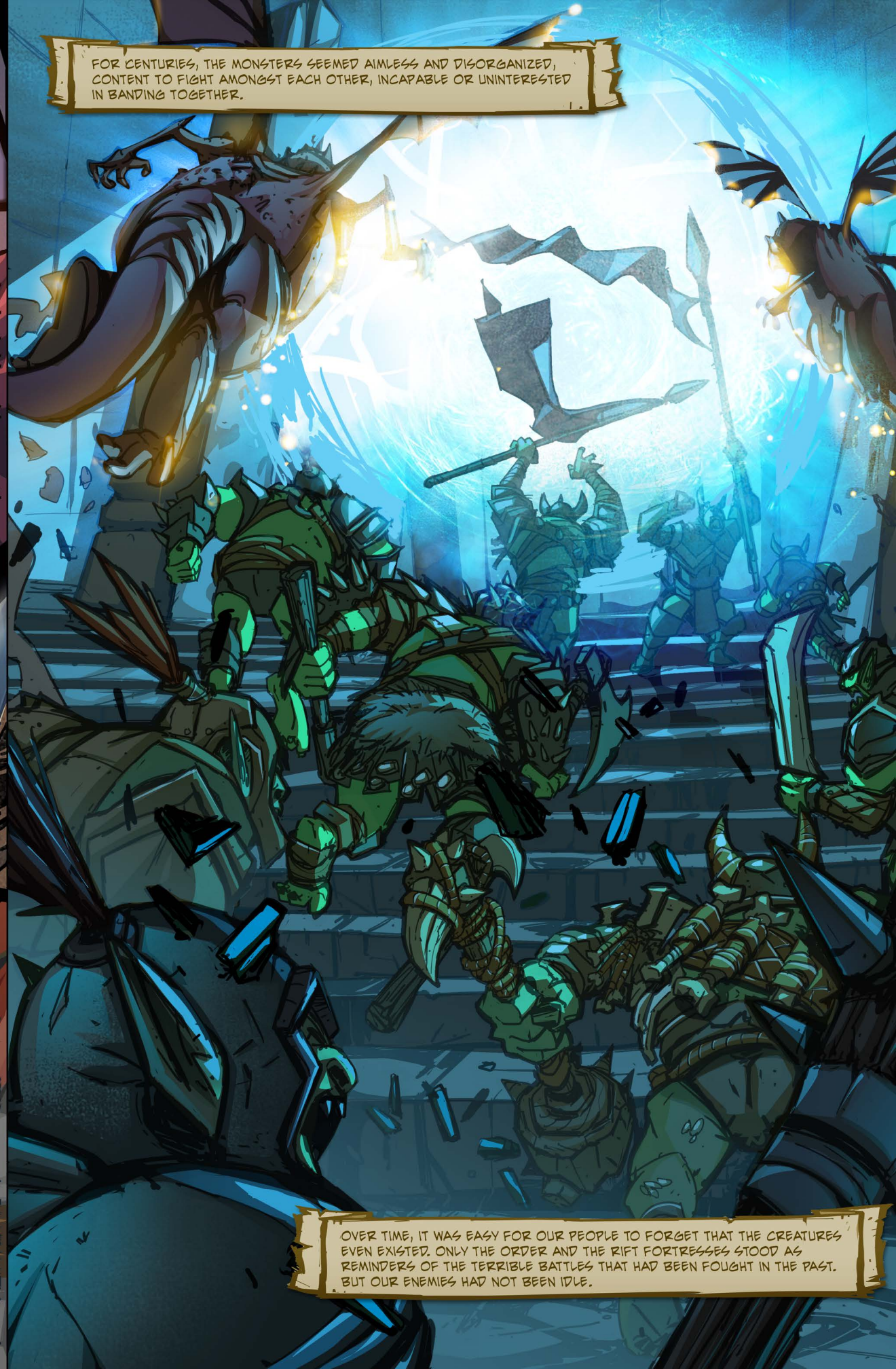
AS THE YEARS PASSED, OTHER APPRENTICES HONED THEIR ABILITIES, ENSURING THAT THEY WERE PREPARED FOR THE BATTLES THAT WOULD SURELY COME.



IT'S THE LONGEST BLADESTAFF IN THE ORDER. YOU CAN TOUCH IT IF YOU WANT, BUT BE GENTLE.

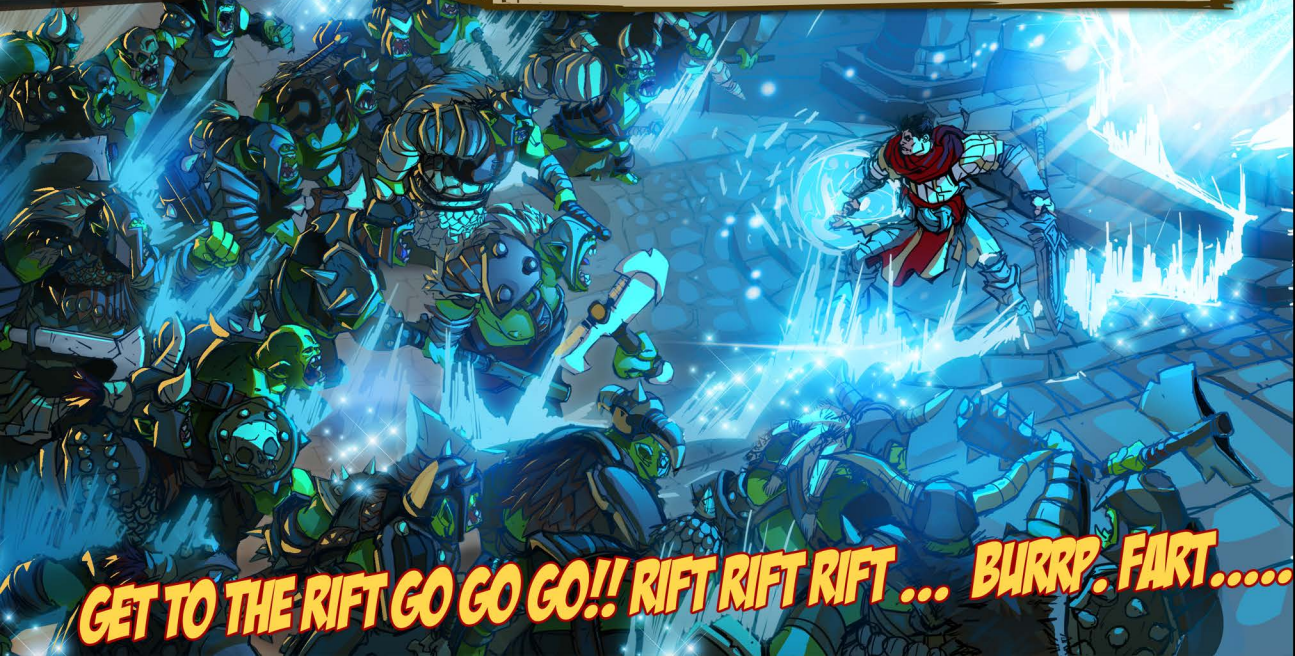
MY APPRENTICE, HOWEVER, WAS BUSY CONQUERING A DIFFERENT KIND OF BATTLEFIELD. I HAD GIVEN HIM AN ARSENAL OF TOOLS, BUT HE INSISTED ON USING THE ONE 'TOOL' THAT WAS USELESS AGAINST AN ARMY OF ORCS.

FOR CENTURIES, THE MONSTERS SEEMED AIMLESS AND DISORGANIZED, CONTENT TO FIGHT AMONGST EACH OTHER, INCAPABLE OR UNINTERESTED IN BANDING TOGETHER.



OVER TIME, IT WAS EASY FOR OUR PEOPLE TO FORGET THAT THE CREATURES EVEN EXISTED. ONLY THE ORDER AND THE RIFT FORTRESSES STOOD AS REMINDERS OF THE TERRIBLE BATTLES THAT HAD BEEN FOUGHT IN THE PAST. BUT OUR ENEMIES HAD NOT BEEN IDLE.







robot entertainment  
presents:

# ORCS MUST DIE!



ORCS MUST DIE!™ IS THE FIRST ORIGINAL GAME FROM ROBOT ENTERTAINMENT,™  
THE INDEPENDENT STUDIO CREATED BY THE WORLD-CLASS DEVELOPERS OF  
HALO WARS™ AND THE AGE OF EMPIRES™ FRANCHISE.

ORCS IS A WHITE-KNUCKLE BLEND OF ACTION AND STRATEGY SET AGAINST A HUMOROUS FANTASY BACKDROP.  
AS THE IMPETUOUS WAR MAGE, YOU SLICE, DICE, SMASH, LAUNCH AND BURN THE ORC MOB  
BY THE HUNDREDS AS THEY SEEK TO OVERRUN YOUR FORTRESSES.

IT'S STABBIN' TIME!

Halo Wars and Age of Empires are registered trademarks of Microsoft Corporation.

robot  
entertainment

[www.RobotEntertainment.com](http://www.RobotEntertainment.com)



THE ORCS MUST DIE!

# ART GALLERY



THIS GALLERY CONTAINS VARIOUS WORK  
FROM THE ARTISTS OF  
ROBOT ENTERTAINMENT AND THEIR FRIENDS

**robot**<sup>™</sup>  
entertainment

[www.RobotEntertainment.com](http://www.RobotEntertainment.com)



-CHRIS MOFFITT





-NATE STEFAN



-DAVID KUBALAK

-KUBE-





'WARMAGE' BY PHIL WOHR

PHIL WOHR 2011





-BRAD CROW & CHRIS MOFFITT





Bart Tiongson 2011  
-BART TIONGSON





-WON CHOI



- DAX GORDINE



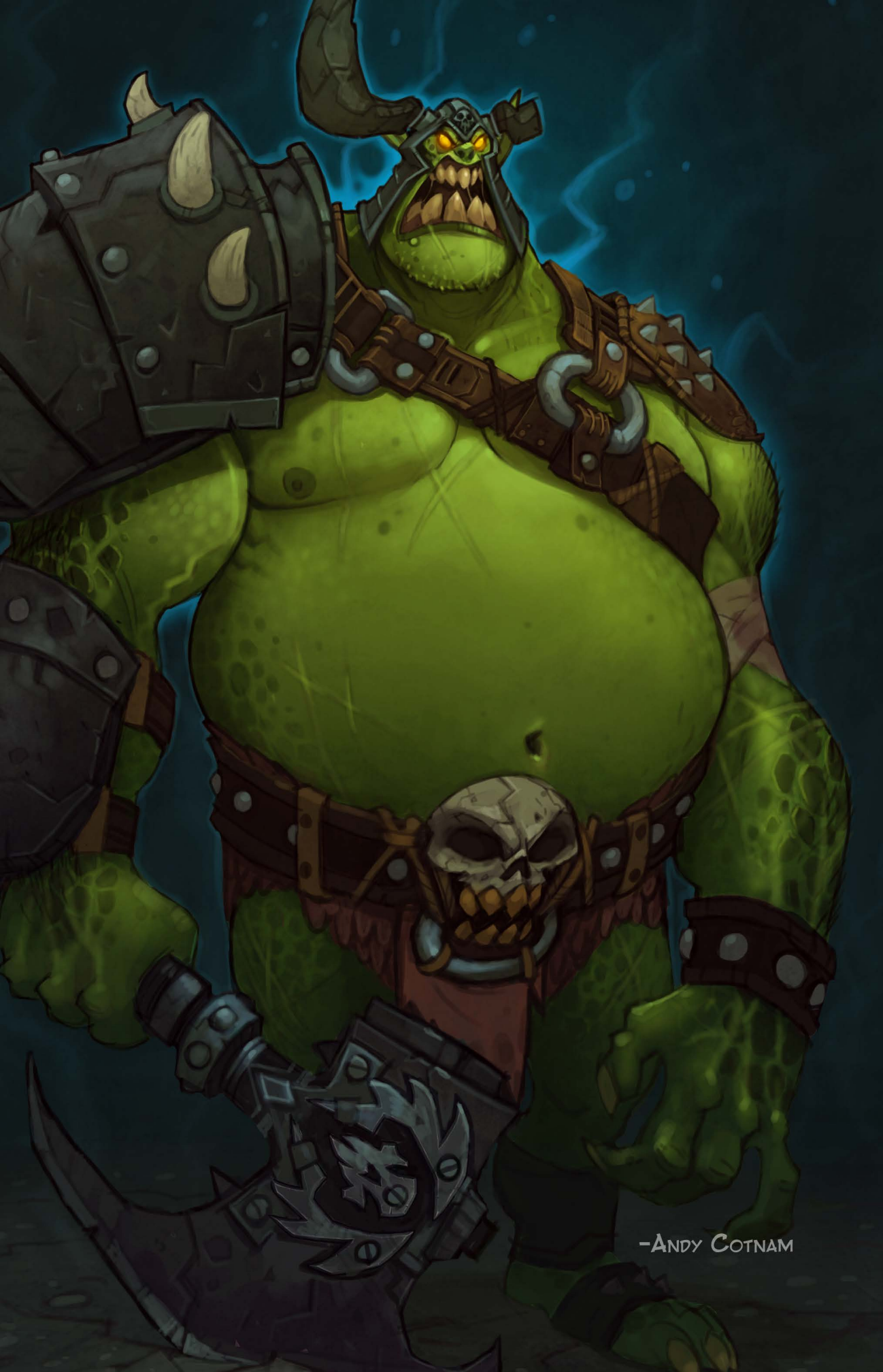


-ANDREW OLSON



- JOE VRIENS





-ANDY COTNAM

"You Call *THAT* a Wave ?!?"



robot  
entertainment

ORCS  
MUST  
DIE!

-GENE KOHLER