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II: Tides of Darkness, Warcraft III: Reign of Chaos, World of Warcraft, and Hearthstone. The first three of these core games are in the real-time strategy genre, where opposing players command virtual armies in battle against each other or a computer-controlled enemy. The fourth and best-selling title of the franchise is a massively multiplayer online role-playing game (MMORPG), where players control their character and interact with each other in a virtual world. Warcraft II (Beyond the Dark Portal), Warcraft III (The Frozen Throne) and multiple expansions were released for World of Warcraft (The Burning Crusade, Wrath of the Lich King, Cataclysm, Mists of Pandaria, Warlords of Draenor, Legion, Battle for Azeroth and Shadowlands).[3] At BlizzCon 2018 on November 2, 2018, Blizzard announced a remaster of Warcraft III: Reforged featuring remodeled characters and graphics with a prospective release in 2019.[4] The game was officially released on January 28, 2020.[5] All games in the series focused on the human nations that make up the Eastern Kingdoms, and the Orcish Horde which arrived in Azeroth via a dark portal, beginning the great wars. The Orcs came from another world, referred to as Draenor, the world that will be shattered into pieces by demonic magics during the events of Warcraft II, thereafter being known as Outland. Later on in the series the world of Azeroth was expanded, revealing the new continents of Kalimdor, Northrend, Pandaria, Broken Isles, Kul Tiras, and Zandalar, allowing the introduction of the Night Elves, Tauren, Pandaren, and other major races into the universe. The world of Azeroth also contains the traditional fantasy setting races are available to be played, whereas trolls and full-blooded orcs are usually presented in fantasy fiction as being solely antagonists of the more "human-friendly" races. The series spawned several books and other media, covering a broad range of characters and timelines in the Warcraft universe.[8] A collectible card game was published, which offered those who bought booster packs a chance to gain access codes to limited in-game content in World of Warcraft.[9][10] Comics have been released alongside the books, further covering parts of the universe's storyline. A short-lived, online subscription only magazine was available but later ceased publication after five issues.[11] A film adaptation, Warcraft, was released in 2016.[12] Video games Release timeline1994Warcraft II: Beyond the Dark Portal199719981999Warcraft II: Battle.net Edition200020012002Warcraft III: Reign of Chaos2003Warcraft III: The Frozen Throne2004World of Warcraft200520062007World of Warcraft: The Burning Crusade2008World of Warcraft: Wrath of Warcraft: Warlords of Draenor20152016World of Warcraft: Cataclysm20112012World of Warcraft: Warlords of Draenor20152016World of Warcraft: Mists of Pandaria20132014HearthstoneWorld of Warcraft: Mis Azeroth2019World of Warcraft Classic2020Warcraft III: ReforgedWorld of Warcraft: Shadowlands2021World of Warcraft series, including their expansion packs, were all released on both the PC and Macintosh. All of these games were of the real-time strategy genre. Each game proceeded to carry on the storyline of the previous games, and each introduced new features and content to improve gameplay. The name "Warcraft" was proposed by Blizzard developer Sam Didier. It was chosen because "it sounded super cool", according to Blizzard co-founder Allen Adham, without any particular meaning attached to it.[13] Warcraft II: Tides of Darkness was the first game in the series to feature play over the internet using Battle.net, although this was not included until a later release of the game containing both the original and expansion. Warcraft III: Reign of Chaos was the first game in the series to feature a Collector's Edition, which all subsequent games have released for them subsequent to their initial release. The "Battle.net" edition of Warcraft II was also the first to introduce the use of CD keys to the series, requiring each user online to have their own copy of the game in order to be able to connect. In 1998, an adventure game in the series away from the real-time strategy genre and released World of Warcraft, a massively multiplayer online role-playing game (MMORPG). Requiring a subscription fee to be paid to play, it also introduced regular additional content to the series in the form of patches. World of Warcraft gained popularity worldwide, becoming the world's largest subscription-based MMORPG in 2008.[14] The game reached a peak 12 million subscribers worldwide in October 2010.[15] World of Warcraft II: Wings of Liberty, Blizzard co-founder Frank Pearce stated that "If there's a team that's passionate about doing another Warcraft [real-time strategy], then that's definitely something we would consider. It's nothing that we're working on right now, we have development teams working on Cataclysm, StarCraft II: Wings of Liberty, Diablo III, and when those teams are all off the projects they're working on Cataclysm, StarCraft II: Wings of Liberty, Diablo III, and when those teams are all off the projects they're working on cataclysm, StarCraft II: Wings of Liberty, Diablo III, and when those teams are all off the projects they're working on cataclysm, StarCraft II: Wings of Liberty, Diablo III, and when those teams are all off the projects they're working on cataclysm, StarCraft II: Wings of Liberty, Diablo III, and when those teams are all off the projects they're working on cataclysm, StarCraft II: Wings of Liberty, Diablo III, and when those teams are all off the projects they're working on cataclysm, StarCraft II: Wings of Liberty, Diablo III, and when those teams are all off the projects they're working on cataclysm, StarCraft II: Wings of Liberty, Diablo III, and when those teams are all off the projects they're working on cataclysm, StarCraft II: Wings of Liberty, Diablo III, and when those teams are all off the projects they're working on cataclysm, StarCraft II: Wings of Liberty, Diablo III, and when those teams are all off the projects they're working on cataclysm, StarCraft II: Wings of Liberty, Diablo III, and when they are all off the projects they are a online digital collectible card game, originally titled Hearthstone: Heroes of Warcraft, with the beta being available in summer of 2013.[16] In March 2014, Hearthstone was released.[17] In addition to free-to-play basic gameplay Hearthstone contains fee-based features such as additional card packs. Other media Tabletop games Warcraft: The Board Game - strategic board game from Fantasy Flight Games, based on Warcraft: The Roleplaying Game - role-playing game from Sword & Sorcery Studios World of Warcraft: The Adventure Game - board game based on World of Warcraft III Warcraft: The Adventure Game - board game based on World of Warcraft in East of Studios World of Warcraft: The Roleplaying Game - board game based on World of Warcraft in East of Studios World of Warcraft: The Adventure Game - board game based on World of Warcraft in East of Studios World of Warcraft i Warcraft, also by Fantasy Flight Games World of Warcraft Trading Card Game - a miniature war game based on World of Warcraft Trading Card Game - 2006-2013[18] Novels Warcraft of Blood and Honor (2000) Warcraft: Day of the Dragon (2001) Warcraft: Lord of the Clans (2001) Warcraft: The Last Guardian (2002) Warcraft: The Last Guardian (2002) Warcraft: Rise of the Horde (2006) World of Warcraft: Tides of Warcraft: The Chronicles of War (2010) World of Warcraft: Rise of the Horde (2006) World of Warcraft: Tides of Warcraft: Tides of Warcraft: The Chronicles of War (2010) World of Warcraft: Rise of the Horde (2006) World of Warcraft: Tides of Warcraft: The Chronicles of War (2010) World of Warcraft: Rise of the Horde (2006) World of Warcraft: Tides of Warcraft: The Chronicles of War (2010) World of Warcraft: Rise of the Horde (2006) World of Warcraft: Tides of Warcraft: The Chronicles of War (2010) World of Warcraft: Rise of the Horde (2006) World of Warcraft: Tides of Warcraft: The Chronicles of War (2010) World of Warcraft: Rise of the Horde (2006) World of Warcraft: Tides of War (2010) World of Warcraft: Rise of the Horde (2006) World of Warcraft: Tides of War (2010) World of Warcraft: Rise of the Horde (2006) World of Warcraft: Rise of Darkness (2007) World of Warcraft: Beyond the Dark Portal (2008) World of Warcraft: Arthas: Rise of the Lich King (2009) World of Warcraft: Thrall: Twilight of the Aspects (2011) World of Warcraft: Arthas: Rise of the Lich King (2009) World of Warcraft: Arthas: Rise of the Lich King (2008) World of Warcraft: Wolfheart (2012) World of Warcraft: Jaina Proudmoore: Tides of Warcraft: Paragons (2014) World of Warcraft: Dawn of the Aspects Parts I-V (2013) World of Warcraft: Dawn of the Aspects Parts I-V (201 Volume 1 (2016) World of Warcraft: Illidan (2016) World of Warcraft: Chronicle Volume 2 (2017) World of Warcraft: Chronicle Volume 3 (2018) World of Warcraft: Traveller: The Spiral Path (2018) World of Warcraft: Chronicle Volume 3 (2018) World of Warcraft: Traveller: The Spiral Path (2018) World of Warcraft: The Spiral Path (Before the Storm (2018) World of Warcraft: Traveller: The Shining Blade (2019) World of Warcraft: Sylvanas (2020) World of Warcraft: Sylvanas (2020) World of Warcraft: Sylvanas (2021) World of Warcraft: Sylvanas (2022) Comics world of Warcraft: Sylvanas (2021) World of Warcraft: Sylvanas (2021) World of Warcraft: Sylvanas (2022) Comics world of Warcraft: Sylvanas (2021) World of Warcraft: Sylvanas (2021) World of Warcraft: Sylvanas (2021) World of Warcraft: Sylvanas (2022) Comics world of Warcraft: Sylvanas (2022) Comics world of Warcraft: Sylvanas (2022) Comics world of Warcraft: Sylvanas (2023) World o WildStorm. World of Warcraft: Curse of the Worgen (October 9, 2012) World of Warcraft: Pearl of Pandaria (September 25, 2013) World of Warcraft: Bloodsworn (August 13, 2013) World of Warcraft: Warlords of Draenor (2014) a three-issue series published by Blizzard Warcraft Bonds of Brotherhood (2016) World of Warcraft: Legion (2016) a four-issue series published by Blizzard Manga Warcraft: The Sunwell Trilogy, a manhwa series published by Tokyopop. Dragon Hunt (March 2005) Shadows of Ice (March 2006) Ghostlands (March 2007) Warcraft: Legends (2008 - 2009), a five-part graphic novel series, which is a continuation from The Sunwell Trilogy. World of Warcraft: Shaman (September 1, 2009) World of Warcraft: Shaman (September 28, 2010) World of Warcraft: Shaman (Septemb magazine with Future US Ltd. This magazine would be purchasable by online subscription, and not for sale in newsagents or stores, making them collector's items. The magazine released quarterly, and each contained 148 pages. No advertisements were included in the magazine released quarterly, and each contained 148 pages. No advertisements were included in the magazine released quarterly, and each contained 148 pages. ceasing publication. Refunds, plush toys or in-game pets were given to subscribers depending on the outstanding length of subscription. [22] Film adaptation Main article: Warcraft (film) In a May 9, 2006 press release, Blizzard Entertainment and Legendary Pictures announced that they would develop a live-action film set in the Warcraft universe. [23] At BlizzCon 2008, according to Mike Morhaime, a script was being written.[24] In January 2013, Duncan Jones was announced to direct the adaptation,[25] from a script by Charles Leavitt.[26] The film was set to begin principal photography in early 2014 with a plot based on the novel Warcraft: The Last Guardian.[27] On July 20, 2013, Legendary Pictures and Warner Bros. Entertainment unveiled a sizzle reel during their San Diego Comic Con 2013 panel, with Duncan Jones hopping on stage briefly to discuss the project. [28] Production on the film started shooting on January 13, 2014. [29] The first full-length trailer for the film was released on November 6, 2015. [30] Warcraft premiered in Los Angeles on June 6, 2016, and was released by Universal Pictures in the United States on June 10, 2016. It received mostly negative reviews from critics, and grossed \$433 million. Heroes of the Storm In 2015, Blizzard released Heroes of the Storm, a crossover multiplayer online battle arena video game in which players can control various characters from Blizzard's franchises as playable heroes, the majority of which come from the Warcraft universe.[31][32] The game also features numerous mounts or other creatures from World of Warcraft, as well as a battleground based on the PvP zone Alterac Pass.[33] A number of Warcraft-themed skins have been introduced for Heroes of the Storm in the "Echoes of Alterac" event in June 2018.[34] Various soundtracks from World of Warcraft, such as Obsidian Sanctum from Wrath of the Lich King, The Wandering Isle from Mists of Pandaria, and Stormwind theme, are present as background music in the game.[35] Heroes of the Storm is inspired by Defense of the Ancients, a community-created mod based on Warcraft III.[31] Setting Location Most of the Warcraft universe include: Draenor (and its sundered remnants, known as Outland), Argus, K'aresh, Mardum (also known as the Shattered Abyss), Xoroth, Rancora, and Nathreza. There are also several metaphysical areas mentioned, including the Emerald Dream, the Flemental Planes, the Twisting Nether, the Great Dark Beyond, and the Shadowlands. Warcraft: Orcs & Humans, the first game in the series, takes place in Azeroth Northrend Pandaria Azeroth has four known continents, named the Eastern Kingdoms, Kalimdor, Northrend, and recently rediscovered Pandaria. All continents are separated by the Great Sea. Three major archipelagos also reside in the Great Sea is an enormous, everlasting vortex called the "Maelstrom" beneath which lies the aquatic city of Nazjatar, home of the goblins. The Eastern Kingdoms are the primary setting of the first two games (and their expansions) and the first half of Warcraft III: Reign of Chaos. It is made up of 22 areas or zones. The kingdom of Stormwind lies at the south of the Eastern Kingdoms, south of the Eastern Kingdom of Khaz Modan and north of the jungle known as Stranglethorn Vale. The capital city of Stormwind City, is nestled into the northwest of Elwynn Forest, a large forest at the center of the kingdom. The Dwarven capital in Khaz Modan, called Ironforge, is located in Dun Morogh. The former human kingdom of Lordaeron now lies the Undercity, capital of the Forsaken, a rebel band of the undead Scourge. The area is now known as Tirisfal Glades and its capital city, Silvermoon, both of which were conquered by the Scourge in Warcraft III: Reign of Chaos. The continent of Kalimdor was introduced in Warcraft III: Reign of Chaos and is made up of 18 zones. Whereas the Eastern Kingdoms can be described as the equivalent of medieval Europe, with traditional kingdoms and advanced cities, Kalimdor can be described as the equivalent of medieval Europe, with traditional kingdoms and advanced cities, Kalimdor can be described as the equivalent of medieval Europe, with traditional kingdoms and advanced cities, Kalimdor can be described as the equivalent of medieval Europe, with traditional kingdoms and advanced cities, Kalimdor can be compared to the Americas at the time of the first arrivals of Europe, with traditional kingdoms and advanced cities, Kalimdor can be compared to the Americas at the time of the first arrivals of Europe, with traditional kingdoms and advanced cities, Kalimdor can be compared to the Americas at the time of the first arrivals of Europe, with traditional kingdoms and advanced cities, Kalimdor can be compared to the Americas at the time of the first arrivals of Europe, with traditional kingdoms and advanced cities, Kalimdor can be compared to the Americas at the time of the first arrivals of Europe, with traditional kingdoms and advanced cities, Kalimdor can be compared to the Americas at the time of the first arrivals of Europe, with traditional kingdoms and the Europe at the topography of Kalimdor are similar to North America and Africa, with massive, ancient forests and mountains covering the North and vast deserts and savannahs in the South. The Night Elven kingdom is located in the northwest region of Kalimdor, also including the island Teldrassil (actually a giant tree, similar in lore and spelling to Yggdrasil) off the northwest coast, which contains the city of Darnassus. To the south, past the Ashenvale Forest, is a stretch of land known as The Barrens, situated between the grasslands of Mulgore to the west, and Durotar, the land settled by the Orcs, to the east. Mulgore is home to the Tauren capital of Thunder Bluff, a large city of tepees and lodges built on top of a conglomerate of high plateaus which are only accessible by air travel and a great series of lifts built down to the ground. In the northern polar region of Azeroth and is the primary stronghold of the malevolent Undead Scourge. Northrend is featured in Warcraft III: Reign of Chaos and its expansion set Warcraft III: The Frozen Throne, and is the main location featured in World of Warcraft. [7] In the expansion World of Warcraft: Cataclysm, Azeroth has been changed permanently in-game, even for players without the expansion set installed. The corrupted Black Dragon Aspect, Deathwing the Destroyer (formerly Neltharion, the Earth-Warder) has broken free from imprisonment in Deepholm, part of the Elemental Plane, and caused major changes and destruction in the land. In addition, many new parts of the continents of Azeroth that have previously been inaccessible have become key parts in the new world. Lorewise, this is the second major change to the face of Azeroth, the first being the Sundering was caused as a result of the War of the Ancients where demons of the Burning Legion invaded the ancient Kalimdor. It caused a massive explosion that split the one continent into the four seen in-game and created the Maelstrom. World of Warcraft: Mists of Pandaria, a continent far to the south that has until now been shrouded in magical mists. With both factions landing on Pandaria, adventurers rediscover the ancient Pandaren people, whose wisdom will help guide them to new destinies; the Pandaren Empire's ancient enemy, the Mantid; and their legendary oppressors, the enigmatic Mogu. The storyline for Mists of Pandaria is split into multiple chapters. The story arc that introduces Pandaria—where players discover the continent and level up, helping to solve problems and figure out what happened for the past 10,000 years and why—was included entirely within the initial expansion release. Later chapters in the storyline brought the war between the Horde and the Alliance back into focus, including changing parts of Pandaria (via phasing) to show additional settlements, and eventually returning the players back to Kalimdor for a final showdown, dethroning Warchief Garrosh Hellscream. World of Warcraft: Legion was the sixth expansion released and it focuses on the Broken Isles, a continent and group of islands located northeast of the Maelstrom in the middle of the Great Sea; one of the islands contains the Tomb of the Dark Titan, Sargeras. The Burning Legion has started an invasion of Azeroth and the player characters must find powerful artifacts to stop the invasion. Having thwarted to Argus, the home world of the Burning Legion, in order to end its threat. While successful, they couldn't stop Sargeras entirely. Before being banished and imprisoned, he thrust a magical sword into the surface of Azeroth was the seventh expansion released and it focuses on the islands of Kul'Tiras and Zandalar, two islands which are home to their respective kingdoms. This is the first expansion, the Horde and Alliance seek the aid of the kingdoms of Zandalar and Kul'tiras, respectively, for the reignited war between the factions. Throughout campaigns on both continents adventurers learn the history of both kingdoms, and uncover plots involving the Old Gods. Events influenced by N'Zoth and his followers lead to the discovery of the continents of Nazjatar, the underwater kingdom of Azshara, and Mechagon, an island inhabited by the Mechagon of Azshara, and Mechagon, and uncover plots involving the Old Gods. Events influenced by N'Zoth and his followers lead to the discovery of the continents of Nazjatar, the underwater kingdom of Azshara, and Mechagon, an island inhabited by the Mechagon of Azshara, and Mechagon, and uncover plots involving the Old Gods. of Eternal Blossoms and Uldum to cure them of corruption from N'Zoth, and ultimately face the Old God himself in his empire of Ny'alotha. The story of Battle for Azeroth is also the first time players are given choices that can have a significant impact on their own adventures. One significant choice is whether to join the orc Varrok Saurfang in his rebellion against the Horde Warchief Sylvanas Windrunner. Another choices had to unique dialogue, cinematics and quests, depending on the choices made. Draenor (Outland) Draenor, which featured in Warcraft II: Beyond the Dark Portal, is the original homeland of the Orcs and past home of the Draenei. Draenei Draenei. Draener was torn apart when the Orcish leader, Ner'Zhul (later the first Lich King) opened dozens of portals to other worlds in an attempt to escape the invading Alliance Armies from Azeroth. The sheer number and combined power of the portals ripped Draenor into fragments and cast the remainder into the mysterious parallel dimension called the Twisting Nether, Home of the Demons. The remnants of the world are now known as Outland, and feature in the last mission of the human campaign of Warcraft II: Beyond the Dark Portal (though, without any actual terrain changes), Warcraft III: The Frozen Throne and more prominently in World of Warcraft. The Burning Crusade.[7] An intact Draenor is the main feature of the fifth World of Warcraft expansion, Warlords of Draenor, which takes place 35 years earlier in an alternate timeline. Major races and factions The following races have been sorted into their respectful factions: The Alliance The Alliance has been present in some form in all Warcraft games. In all three real-time strategy games, the Alliance are the protagonists of their campaign, and are one of the two main protagonists of Warcraft II. The Alliance began in Warcraft II when the human kingdoms and demihumans strategically united to fend off the conquering Horde. Thus they are enemies to the Horde. The Alliance has evolved over the course of the franchise, losing allies and gaining new members, but the Alliance has endured over the battles they've endured together. The major races of the Alliance are the humans of Stormwind, [36] the High Elves, the Night Elves of Teldrassil, [37] and the Dwarves of Ironforge. [39] Other races who have joined or allied with the Alliance include the Gnomes of Gnomergan, [40] the Draenei of Outland, [41] the Worgens of Gilneas (creatures that resemble hunched over werewolves), and the Tushui Pandaren.[42] The Alliance is led by a military commander who coordinates the military actions of all the races in the Alliance. The title was Supreme Allied Commander. Varian Wrynn is a king and his title is High King). This title may require an aspect of diplomacy or has strong political clout as the commander is leaders and resources are contributed to the war effort is left to each individual leader's discretion, when the military commander issues a call to arms, all races of the Alliance are expected to contribute. The Horde is made of the human kingdoms. Eventually the Horde was defeated, most of its leaders killed, and the orcs placed in internment camps.[43][44] The Horde expanded their ranks by forging alliances with the Blood Elves, the Forsaken,[45] the Goblins, the Huojin Pandaren,[42] the Taunka, and the Trolls. Reception In 1999, Next Generation listed Warcraft as number 32 on their "Top 50 Games of All Time", commenting that, "While Warcraft II was nearly perfect." [46] References ^ "Blizzard's 'Warcraft: Orcs and Humans' Now Available - Press Release". Blizzard Entertainment. November 15, 1994. ^ Legacy Games Archived December 10, 2018, at the Wayback Machine Blizzard Entertainment. 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