

Apocalypse.

The year is 2050. The Earth's climate is out of control. Brutal heat waves sweep the earth, melting polar ice caps, raising sea levels and submerging cities. Skyscrapers peek out of choppy waters as metropolises are submerged and countries are reduced to islands a hundredth of their original size.

A grim reminder that nature always has the final word.

Beneath the depths of the seas, the pressure of the swelling water snaps the earth's crust into pieces, releasing plumes of magma. Near magma vents, micro nuclear reactions fuse hydrogen into helium. Combined with the magma, an energy - dense element emerges - Ocean Crystals, an energy source beyond the comprehension of science, fuel for the next generation of super weapons.

Trees evolved to brave super - storms by absorbing aluminium and other metals from the earth's crust to form armour and reinforce their strength to survive. This Aluminium wood or AlWood is strong enough to withstand even cannon fire.

The people of Earth adapt. From the embers of war arise 6 clans with animalistic armour and seemingly mystic powers.

Seize the sceptre of power in this game for 2-6 players as you lead your faction to war and race to the mysterious Isle of Myth, an external source of power in a desperate wasteland.

Conquer islands, harvest resources and gather armies to your cause. Defend your islands at all costs - war is brutal, more so your enemies. Super - weapons destabilise the earth's core, triggering earthquakes of unfathomable force. Hurricanes will tear your ships apart, from bow to rudder. Massive Tsunamis will threaten everything you've built.

Prepare for the fight of your life.

KREIOS



Supreme Dictator of the clan of sloths, Kreios is slow but sure in his moves, calculating every attack to gain back any losses.

Ability:
Get back any one gunboat you lost in an attack or natural disaster. Add them to any of your fleets.

THORA



An avid collector of all things expensive, Thora is the Zillionaire leader of the clan of squirrels with a taste for hoarding.

Ability:
Whenever you collect resources, you double any one.

XANTHE



The Conqueror and leader of the clan of tigers. Cunning and powerful, her tactics in offensive battles are unmatched.

Ability:
Get an extra damage power point whenever you attack.

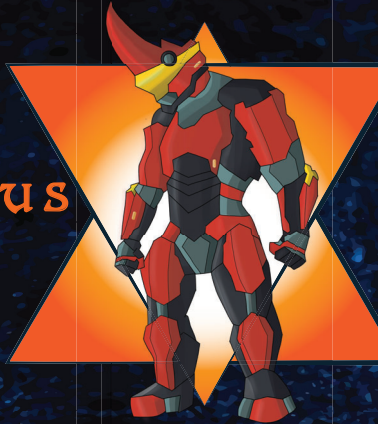
AJAX



The Vanquisher and leader of the clan of apes, Ajax relies on brute force and agility to survive.

Ability:
You can move your clans to a neighbouring island if your island is lost.

PYRRHUS



The Dominator and leader of the clan of rhinos. Tactful and sharp, Pyrrhus always has a trick up his sleeve, saved for the last moment

Ability:
You always win if an attack is tied.

MYLES



Descended from a generation of royalty, Myles is the leader of the monarchy of Lions. No matter what happens, he always takes his share.

Ability:
If an island is lost to an enemy attack, collect resources from it before giving it up.