

INSTRUCTION MANUAL



LEGENDS of Might and Magic™



NEW WORLD COMPUTING

3DO™

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GETTING STARTED

INSTALLATION

Insert the Legends of Might and Magic™ CD into your CD-ROM drive. If your computer has AutoPlay enabled, installation will start automatically. If your computer does not have AutoPlay enabled, click Run from the Start Menu and type "D:\setup.exe", where D: represents your CD-ROM drive, then press **ENTER**.

For more complete installation, instructions refer to the Quick Install instructions that are included in the Legends of Might and Magic jewel case booklet or the **README.TXT** file in the directory on your Legends CD.

PRE-GAME INTERFACE

MAIN MENU

The Main Menu is the first screen that appears after viewing the Game Intro. From here, you can choose to proceed to a game, configure game settings, view the Legends Intro or Credits, or Exit the game.

GAME

Selecting this option will take players to the Game screen. It is from here that you will choose to host or join a game, view the Gallery or use the practice offline mode.

OPTIONS

Choosing **OPTIONS** will allow you to configure any of your game settings, including the controllers, display and sound settings.

VIEW INTRO

Choosing this option replays the Legends of Might and Magic Intro Movie.

CREDITS

Choose this option to view the game credits for Legends of Might and Magic.

EXIT

Quits Legends of Might and Magic. You will be prompted to confirm this decision.

GAME SCREEN

HOST

Choosing **HOST** will bring up the Host Setup screen. It is from this screen that you will start a new game session.

JOIN

Choosing this option will display the Server List screen. Use this option to join a game session that is already in progress.



GALLERY

This option takes you to the Legends Gallery, where you can view information on the characters, weapons and monsters that you will encounter in the game.

PRACTICE OFFLINE

This option will allow you to check out any of the game's levels and characters. Though it uses the same interface as the Host Game screen, the game that is created will not be made available online for other players to join.

OPTIONS SCREEN

CONTROLS

Choosing this takes you to the Control Setup screen. It is from here that you can set up your keyboard and mouse or any other compatible game controllers.

GAME OPTIONS

The Game Options screen allows you to configure such settings as mouse sensitivity, crosshair selection and other personal preferences.

VIDEO OPTIONS

Displays the Video Options screen. This will allow you to choose and configure your video hardware, choose a screen resolution and select any graphic detail options.

SOUND OPTIONS

The Sound Options screen allows you to choose and configure your sound hardware.

HOST GAME

The Host Setup screen allows you to create a new game session. Clicking on Options will display a separate screen where specific host settings can be adjusted.

GENERAL SERVER INFO

SERVER NAME

Every game server must have a name.

SERVER PASSWORD

If desired, you may "lock" the server by assigning it a password. Only players with the password may join the game. If a password is not specified, the game session will be open to any player.

MAX. PLAYERS

Here you can specify the maximum number of players that may join the game at one time. It can be any number from 1 to 16. Default Value = 16

GAME TIMERS

MAP ROTATION

Specifies the amount of time, in minutes, a specific scenario will be in play. When this time expires, the map will change when the current round has been completed. During the game, you may view how much time remains by pressing and holding the **TAB** key to display the Player Scores list. The remaining time is displayed in the top-right corner of this screen. Default Value = 20

ROUND TIME

Allows you to set a maximum time, in minutes, that any given round will last before declaring a winner and starting a new round. Default Value = 5

PURCHASE TIME

Specifies, in seconds, how much "freeze" time players will have before the Round Timer begins at the start of a new round. This will give players a chance to purchase items/equip themselves at the start of a round without losing any actual time in the round. When the Purchase Time expires, the Round Time begins counting down and players will be able to move normally. Default Value = 5

OTHER SERVER OPTIONS

FRIENDLY FIRE

When **ON**, players can injure or kill teammates. When **OFF**, teammates suffer no damage from each other's attacks. Default Value = OFF

ALLOW VOTING

When **ON**, players can vote to change to a different scenario in the map rotation, or vote to remove other players from the game. When **OFF**, only the server host has the ability to remove players or change the scenario before the map rotation time expires. Default Value = ON

BALANCE TEAMS

This option is used to maintain even teams. Players will only be able to join a team with fewer players (or any team if numbers are equal), but the game will check every other round to make sure the balance still exists. If at a checkpoint one team has 2 or more players than the other team, players will be moved to the other team until the player difference is 0 or 1. Default Value = ON

DEDICATED SERVER

When **ON**, this game session will use the computer as a dedicated server. A player will not be able to "play" the game from this machine. Default Value = OFF

MONSTERS

All of the maps contain at least a handful of monsters which will attack any player. If you prefer to play without monsters, change this setting to **OFF**. Note that the Dragon and the Princess are not affected by this setting as they are Mission Objectives in scenarios in which they appear. Default Value = ON

LAN ONLY

When a game is set to LAN Only, it will not offer or allow any connection to the Internet. Only players on the LAN will see the game server on the server list. Default Value = OFF



WORLD LIST

The World List box contains any maps that are properly installed on your computer. You may select a world to play from this list, or you may create a rotation order by selecting a world and using the Down arrow located between the world and rotation lists. The rotation list can be any length and can contain the same world multiple times.

Please note that if the rotation list is left empty, the World List will be used as a "random rotation" list. To remove a map from the rotation order, select it and use the Up arrow located between the world and rotation lists.

ADVANCED HOST OPTIONS

Clicking on the **OPTIONS** button on the Host (or Join) Game screen will display a list of options that you can use to fine tune your network settings and how you look for and connect to games. If at any time you find that the settings you have changed on this screen prevent you from connecting to games, you may use the **DEFAULT** button to reset your settings.

PORT

This is the default port which the game will attempt to use to connect.

NETWORK TYPE

Choosing the Network Type allows you to limit the amount of data which your computer will accept. Setting this higher can improve data flow to the server, but setting it too high can actually reduce performance.

PING

This is a filter option. Use this when looking to join a game to hide any servers that report a ping above this number (i.e. setting this to 100 will only display servers to which you have faster than a 100 ping-time).

MIN. # OF PLAYERS

Hides games on the server list with less than this number of players currently in the game.

DEDICATED ONLY

When on, the server list will only display games running on a dedicated server.

BUDDY LIST

Entering character names of your friends into the Buddy List will allow you to see servers that they are playing on. To add a player to the list, just type their name into the top box and click the **ADD** button. Once on the list, you can remove them by highlighting their name on the list and clicking the **REMOVE** button.

JOIN GAME

The **Server List** screen will allow you to join a game that is currently in progress. To join a game, you may either double-click on one of the games on the server list, or select a game on the server list and click the **OK** button at the bottom of the screen. Selecting the **OPTIONS** button will display a separate screen where players can set specific network settings.

SERVER LIST

The **Server List** is the main part of this screen. It shows any **Legends** game that can be detected through **GameSpy™**, over the Internet or LAN. You may enter the specific IP of a server you wish to join, and it displays that game server's name, the map currently in play, the current and maximum number of players and the average Internet ping-time to that server. The **REFRESH** button at the bottom of the screen will update the **Server List**. You may also refresh an individual server by right clicking on it and selecting "Refresh Server".

Clicking on any of the column headings will sort the **Server List**, by category, in alphanumeric order. Clicking a second time will sort the list in reverse alphanumeric order.

SERVER NAME

Every game server must have a name. The person hosting the game will usually put some clue as to the game style being played (i.e. **House of No Camping**, **Nothing but Sword In Stone**, etc.) but it could be anything the host desires.

MAP NAME

This displays which map is currently being played. You can sort by this column to find your favorite.

PLAYERS/MAX

This displays two numbers. The first is the number of players currently in the game and the second is the maximum number of players allowed in the game at any given time.

PING

This displays the average ping-time, in milliseconds, from you to this server. Lower is better.

GAME TYPE

Displays the type of scenario being played. For a list of game types, refer to the **GAME REFERENCE** section of this manual.

PLAYER LIST AND RULE LIST

Whenever you select a game server, the **Player List** and **Rule List** will update to show details about that game.

PLAYER LIST

This shows the names of players currently in the game, along with how many kills and deaths each one has.

RULE LIST

Any setting that the host player has control over when starting the game (**Round Time**, **Purchase Time**, **Friendly Fire**, etc.) is displayed in this panel along with its status.

The **Rule List** includes:

- * Round Time (in minutes)
- * Map Rotation Time (in minutes)
- * Purchase Time (in seconds)
- * Friendly Fire (Yes/No)
- * Allow Voting (Yes/No)
- * Balance Teams (Yes/No)
- * Monsters (Yes/No)
- * LAN Only (Yes/No)



FAVORITE SERVERS

Legends allows you to keep track of your favorite game servers. To add a server to your Favorites List, right click on that server in your list and select "Add to Favorites". To remove a server from your Favorites List, right click on that server and select "Remove Favorite".

ADVANCED JOIN OPTIONS

Clicking on the **OPTIONS** button on the Join Game screen will display a list of options that you can use to fine tune your network settings, and how you look for and connect to games. This is the same screen that is accessible from the Host Game screen.

LEGENDS GALLERY

The Legends Gallery has three sections: Legends, Monsters and Weapons. The Left and Right arrows cycle through each of the galleries. Clicking the **BACK** button will return you to the previous menu.

LEGENDS includes information about the six character classes, the two Warlords and the Princess. This section is excellent for learning to recognize the different characters, which will ultimately help you to distinguish between friend and foe.

MONSTERS gives a basic description of each of the monsters you will encounter while playing. These images are not to scale, as you will quickly discover the first time you see a Titan or the Dragon.

WEAPONS provides information on what each of the weapons can do. This section is also extremely helpful for learning to identify one of these treasures should you come across one in the game.

PRACTICE OFFLINE

Selecting Practice Offline will allow you to choose any team, character or map. It allows you to explore and learn the "lay of the land" without having other players around to get in the way. There is no time limit in an offline session, but win/loss conditions can still be met. Play is normal in all other respects.

OPTIONS

CONTROL SETUP

This screen allows you to configure your keyboard and mouse settings (or any other compatible controller). Every action can have a primary and secondary control assigned to it.

To set a command, double-click on the setting you wish to change, then press the key or button you wish to use for that action. If you choose a key that is already in use elsewhere, the old setting will be removed in favor of the new one.

Clicking **OKAY** will save your settings, clicking **CANCEL** will close the window without saving changes and the **DEFAULT** button resets the entire command list to its original default settings.

GAMEPLAY OPTIONS

There are an assortment of miscellaneous Preferences which you may adjust here. To change a setting, either click on the current setting (example: clicking on the word **ON** changes it to **OFF**), or click on the slider bar. Options on this screen include:

INVERT MOUSE

Use this to flip the mouselook Y-axis.

MOUSE SENSITIVITY

Adjusts the speed of the mouse. Setting this to the right will increase your mouse pointer and mouselook speed.

CROSSHAIR

Allows you to choose the look of your in-game crosshair. Click on the crosshair icon to cycle through the available crosshairs. Selecting **NONE** will completely hide the crosshair.

CROSSHAIR COLOR

Click on the color box to cycle through the available crosshair colors.

TURN SPEED

This behaves exactly like the Mouse Sensitivity setting, but affects the speed at which you can turn when using the keyboard.

HEAD BOB

When on, your character's view of the world will bob and sway slightly as he or she moves around.

ALWAYS RUN

When on, your character defaults to "run" speed for all movement. Holding down the left **SHIFT** key causes your character to walk. Setting this to **OFF** reverses the run/walk function of the **SHIFT** key.

SHOW PLAYER NAMES

By default, targeting a teammate in the game will display their name and health just above the crosshairs. Setting this to **OFF** will suppress this display.

HEALTH AND AMMO DISPLAY

This has two settings, Graphic and Numeric. Graphic will display your character's health and ammo as bars, while Numeric removes the bars and replaces them with numeric values.

VIDEO OPTIONS

Use this screen to modify any of your display settings, or change the graphic detail levels in the game. Selecting any of the options on the Options list will display a description of that option. Double-clicking on any of the options will change its setting.

SOUND SETUP

This screen allows you to modify your sound settings. The three slider bars are used for setting the volume of the sound effects (SFX), voices and music. Additionally, you can enable or disable EAX™ hardware support or turn the voice commands **ON/OFF**.



IN-GAME INTERFACE

Though there are different ways to get into a game (hosting, joining or practicing), everything works the same for all players once they enter a game session.

CHARACTER SELECTION

The first thing you will see is the Character Selection screen. Basic information about the scenario currently being played is displayed here, along with the specific goals of each team. It's up to you to decide which team/character you wish to play and make a selection by pressing one of the corresponding number keys. You may also press and hold the **TAB** key to view the current player statistics before making a choice.

WORKING FOR THE GREATER GOOD

Three characters are available to the side of Good – the Paladin, Druid and Sorceress. Each has their own strengths and weaknesses, and each are better suited to particular tasks.

PALADIN

The Paladin is a true champion, willing to lay down his life for those to whom he has pledged his loyalty. Though more likely to take up a sword and wade into the thick of battle, his training with some of the more unique crossbows should not be ignored.

The Paladin begins play armed with a Long Sword and a Crossbow. The Crossbow fires a single bolt as its primary attack, and fires a triple-shot as its secondary attack.



DRUID

The elves have a natural talent for magic, and the Druid is no exception. Though equally adept with melee and ranged combat, the true power of the Druid lies in his ability to manipulate the elements to do his bidding.

The Druid begins play with a Scimitar and a Staff. The Staff's primary attack is a magical projectile, while its secondary attack releases a projectile which explodes into a cloud of poisonous gas.



SORCERESS

Also of elven descent, the Sorceress is capable of unmatched feats of magic. She is the master of long-range combat, employing her skills in the fight against the forces of Evil.

The Sorceress starts with a Dagger and a Wand. The Wand fires a tightly focused magical beam as its primary attack. Holding down the right mouse button will cause the beam to remain on, allowing you to do continuous damage to a target.



TURNING TO THE DARK SIDE

The forces of Evil have three available characters – the Warrior, Heretic and Archer. As with the characters of Good, each of the Evil characters has unique abilities and disadvantages.

WARRIOR

The Warrior is the true melee fighter. Armed with a massive dual-handed Berserker Axe, she is nearly unstoppable, and any who attempt to flee from her are just as likely to fall to her deadly accurate throwing knives and axes. Her special weapon, a mystical hammer, is rumored to make even the earth tremble.

In addition to the Berserker Axe, the Warrior begins play with a supply of Throwing Axes. The Throwing Axe's primary attack is a throw straight at its target, while the secondary attack is a lobbed throw which will bounce off the first thing it hits.



HERETIC

The Heretic represents a balance of might vs. magic, constantly using his talents to attempt destruction of the Champions of Good. With the powers of darkness at his command, he is capable of the stuff that nightmares are made of.

The Heretic begins with a War Hammer and a magical Rod. The Rod's primary attack fires a single magical bolt toward its target. Its secondary attack fires a shorter-range, spread-fire attack.



ARCHER

The Archer is not suited for melee combat. Not that he needs to be, as his skill with a bow rivals the magic of the Sorceress, and those who have faced him in combat would tell you his arrows at times seem possessed by dark sorcery.

The Archer begins with a Spear as his melee weapon. His starting Bow, however, is enchanted with the power of Far Sight. By pressing the right mouse button, the Archer's view is magnified, allowing him better aim. Pressing the right mouse button a second time returns the view to normal.



LETTING THE FATES DECIDE

Rather than choosing a specific character, you may instead choose the **AUTO SELECT**, which will automatically make a team selection based on which team has less players. Once the computer selects a team, it will randomly assign one of that team's characters to you.

THE BUY MENU

Starting characters are given a small amount of gold with which they can purchase weapons and armor. As each round of the game is played out, players will earn (or in some cases, lose) gold. At the beginning of any round, characters may spend some or all of their gold on equipment.

PURCHASE ZONES

All characters start a round in a Purchase Zone. Any character standing in a Purchase Zone may press the **B** key to activate the Buy Menu. To purchase an item, simply press the number key which corresponds to the item on the menu — as long as it is a valid purchase, the item will be added to your inventory or equipment roster. If you do not have enough gold, or if the item cannot be purchased by your character class, the item will be grayed out on the Buy Menu. You can exit the menu at any time by pressing the **0** (zero) key.

EQUIPMENT CATEGORIES

Once on the Buy Menu, players may purchase any item(s) their characters can afford from the following categories. Some items are restricted to specific character classes and will be grayed out on the list of items.

MIGHT WEAPONS

Though they can be magically enchanted or enhanced, these weapons require some physical strength to use. This category includes throwing weapons (knives, axes, hammers), bows and crossbows.

MAGIC WEAPONS

These items aren't typically known for being weapons, but their powerful magic certainly makes up for any lack of brute force. Weapons in this category include various wands, rods and staves.

ARMOR

Not everyone can wear all types of armor, but there is something available for everybody. Though armor cannot be dropped, you lose any armor in your possession when your character dies.

MISCELLANEOUS

This includes everything that does not fit neatly into the other three categories. Mostly defensive in nature, these are typically single-use items that, when used properly, could turn the tide of a battle.

MAIN GAME SCREEN

SELECTING WEAPONS

You can select a weapon by using one of the corresponding number keys, or by rolling the mouse wheel. Additionally, you can use the “[” and “]” keys to switch to the next and previous weapons, or the **G** key to drop your primary weapon or single-use items on the ground. All weapons will fall into one of the following categories:

PRIMARY RANGED WEAPON

Selected by the **1** key, this is the weapon that you will use most of the time. Each time you are killed, your primary weapon drops to the ground and can be picked up by another player. You can only carry one primary weapon, so if you wish to pick up another player’s dropped weapon, you must first drop the one you are carrying.

SECONDARY RANGED WEAPON

Selected with the **2** key, this is a class-specific backup weapon. It cannot be dropped, even when you die.

MELEE WEAPON

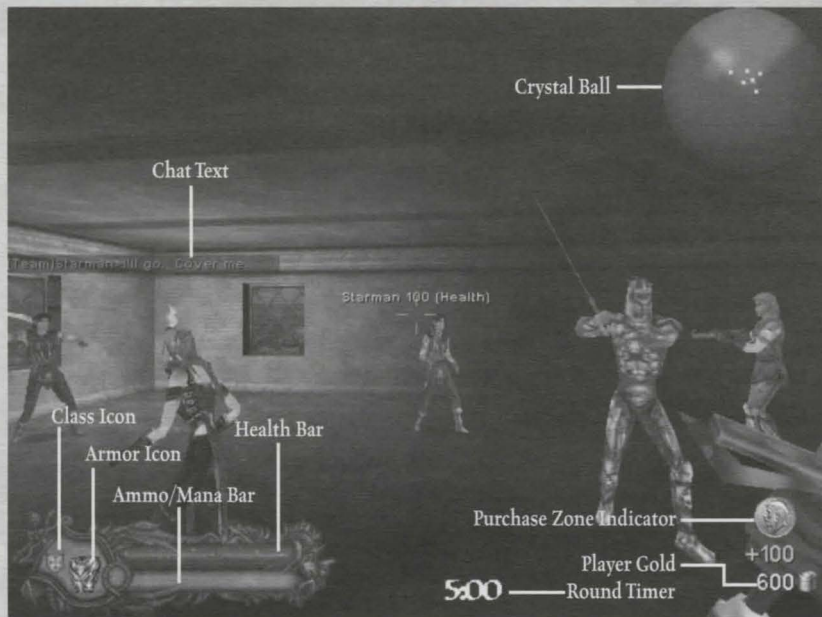
The **3** key equips the character’s class-specific melee weapon. Like the secondary ranged weapon, the melee weapon cannot be dropped.

SINGLE-USE ITEMS

Since it is possible to be carrying more than one single-use item, you can cycle through them using the **4** key. Single-use items may be dropped using the **G** key.

READING THE MAIN GAME SCREEN

There is quite a bit of information available to you on the Main Game screen. This is what it all means.



HEALTH BAR

Shows the character's current health.

AMMO/MANA BAR

Shows the level of ammunition or power remaining in the currently equipped weapon. The bar will shrink as an item's power is used. When the bar reaches zero, the weapon will automatically reload/recharge. If you wish to manually reload, pressing the **R** key will dump the remaining power in the weapon before reloading.

ARMOR AND WEAPON ICONS

Attached to the end of the Health/Ammo bars is the Armor display, which indicates what armor your character is currently wearing. Whenever you equip or change weapons, a similar Weapon icon will be displayed for a few seconds to indicate what weapon your character is now wielding.

In the upper-left corner of the Armor icon is a smaller icon which indicates your character's class. This icon also appears on the Player Scores screen (accessible by holding the **TAB** key in game) for easy identification of each player's character choice.

SECONDARY ATTACK INDICATOR

On the bottom-right corner of the **Armor** icon is a green gemstone. If you are wielding a weapon that is capable of performing a secondary attack, this gem will light up to indicate that the attack can be used. Note that some secondary attacks also use ammo/mana.

CRYSTAL BALL

The **Crystal Ball** shows you the location of any of your teammates in relation to your position. Dots in the top of the display indicate teammates that are in front of you. **Up** and **Down** arrows represent teammates that are on higher or lower elevations relative to your current position.

ROUND TIMER

This timer displays how much time remains in the current round.

PRE-ROUND BUY TIMER

If the game host allows for purchase time (usually a few seconds), the **Round Timer** will count down this time before the normal round time begins. During the **Purchase Time**, you will not be able to move or attack, but you can buy and equip weapons, armor and other items.

TOTAL PLAYER GOLD

Displays the current amount of gold the player possesses. A spinning gold coin above your total indicates that your character is standing in a **Purchase Zone**. During play, any green or red numbers above your total indicate changes in your gold total.

CHAT TEXT/GAME MESSAGES

Any **Chat Text** between players appears along the left side of the game screen, where it will remain for a few moments before disappearing. **Game** or **system** messages also appear in this display, but in different colors to help distinguish the type of message. To send game chat, press the **T** key and begin typing your message, then hit **ENTER** to send it. To send game chat to just your teammates, press the **Y** key.

ACTIVATING THE CONSOLE

During a game, some settings or advanced features can be activated using the **Console**. Press the **~** key to toggle the **Console ON/OFF**. Any information reported to the **Console** will appear here, including **Chat Text** which has already disappeared from the **Main Game** screen. For a full explanation of the **Console** and its commands, please refer to the **README.TXT** file in your **Legends of Might and Magic** Folder.

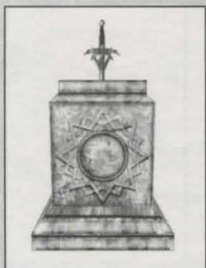
EXITING THE GAME

Pressing the **ESC** key at any time during play will display the **Pause Menu**. From here you may resume the game, exit the **Legends of Might and Magic** game, access the **Options** screen or return to the **Main Menu**. Choosing **Exit** or **Main Menu** will remove you from the current game session.

GAME REFERENCE

SCENARIO TYPES

Scenarios in the *Legends of Might and Magic* game fall into one of four categories. In all cases, eliminating the other team counts as a victory.



SWORD IN THE STONE

The Good and Evil teams are in a race to retrieve the Sword in the Stone from its resting place and deliver it to a location on the map (specified in the scenario description). To pull the sword from the pedestal, target it and press the **E** key. (You must keep the sword targeted until it is free of the pedestal.) Once you have drawn the sword, it will be the only weapon you will be able to use. To deliver the sword, simply move to the area designated in the scenario description. If you are killed while holding the sword, it will be returned to its pedestal.

RESCUE THE PRINCESS

The Good team is tasked with infiltrating an area and rescuing the Princess. The Evil team must prevent them from succeeding. To get the Princess to follow you, target her and press the **E** key. She will follow to the best of her ability, but may get lost if you move too quickly for her. To rescue her, bring her to the waiting carriage.



WARLORD ESCAPE

One of the teams (specified in the scenario description) is charged with escorting their Warlord (one of the players) to safety past the other team. The Warlord cannot purchase equipment, but starts with the best armor and weapon available to his/her class. To win, the team with the Warlord must escort him to safety by getting him to the location specified in the scenario description. The team without the Warlord wins by killing the other team's Warlord.

SLAY THE DRAGON

Both teams are in a race to be the first to slay the Dragon located on the map. The Dragon is exceptionally powerful, and is more than a match for a single adventurer. The team who strikes the final blow receives the kill and the victory.



WEAPON AND ARMOR REFERENCE

STARTING WEAPONS

Every character begins play with a basic melee weapon and a basic ranged weapon which is specific to that character class and can never be dropped. Even when you purchase another weapon, you will always have these weapons as a backup. The melee weapons inflict above-average damage to your target, while the basic ranged weapons are best upgraded through the Buy Menu. Starting weapons and their effects are described with each character class in the **CHARACTER SELECTION** section of the manual.

BUY MENU WEAPONS

MIGHT WEAPONS

Might weapons consist of three types – Thrown Weapons, Crossbows and Bows.

THROWN WEAPONS



THROWING KNIFE

Primary Attack: Throws a knife straight at where you point your crosshairs.

Secondary Attack: Lobs a knife which sticks into the ground. For a short duration, the knife will explode if any character or creature comes near it.



GRAVITY AXE

Primary Attack: Throws an axe straight at where you point your crosshairs. Inflicts moderate damage.

Secondary Attack: Lobs an axe which acts as its own gravity well. Players, monsters and loose objects will be pulled toward the center of the affected area, making escape difficult until the effect wears off.



EARTHQUAKE HAMMER

Primary Attack: Throws a hammer that will “bounce” off of the first thing it hits, potentially allowing it to hit targets which the wielder cannot directly see.

Secondary Attack: Ares a hammer toward the point where you aimed your crosshairs. The projectile causes an earthquake, centered at the point of impact, which inflicts incredible damage.

The Earthquake Hammer may only be purchased by the Warrior.

CROSSBOWS



ICE BLAST CROSSBOW

Primary Attack: Fires a shard of ice which directly damages its target.

Secondary Attack: Fires a blast of ice which shatters into multiple shards when it comes into contact with anything. Pressing the right mouse button while a blast is active will cause it to shatter in midair.



TRACKING CROSSBOW

Primary Attack: Fires a crossbow bolt straight ahead which inflicts moderate damage to its target.

Secondary Attack: Fires a magical bolt which tracks the nearest enemy.



GATLING CROSSBOW

Primary Attack: Fires a hailstorm of crossbow bolts. In narrow spaces, there is little your enemy can do to escape.

Secondary Attack: Holding down the right mouse button will "charge" the crossbow by loading multiple crossbow bolts into the barrel. Releasing the right mouse button will fire all loaded shots simultaneously. The shots scatter so this is best used at point-blank range.

The Gatling Crossbow may only be purchased by the Paladin.

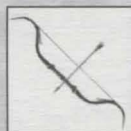
BOWS



BOW OF CARNAGE

Primary Attack: Fires an arrow straight ahead.

Secondary Attack: Fires an arrow toward the point where you aimed your crosshairs. The arrow explodes when it contacts any creature or object, dealing damage to anyone nearby.



DEATH BLOSSOM BOW

Primary Attack: Fires a magical shot straight ahead. Inflicts moderate damage.

Secondary Attack: Fires a magical shot into the air which, after a short time, will explode into multiple shots, raining down a magical fire that damages anyone in the area. Pressing the right mouse button while the initial shot is in the air will cause it to detonate early.



EYE BOW

Primary Attack: Fires a powerful arrow straight ahead. Its high rate of fire makes this weapon particularly deadly.

Secondary Attack: Fires a magical eye which you then control and attempt to guide toward its target. Excellent for scouting or for long-range attack, the eye explodes for area damage when it comes into contact with anything, including enemy fire.

The Eye Bow may only be purchased by the Archer.

MAGIC WEAPONS

Like Might weapons, Magic weapons come in three types – Rods, Staves and Wands.

RODS



FLARE ROD

Primary Attack: Fires a magical bolt toward its target.

Secondary Attack: Fires a hot-white flare into the world, lighting up an area brightly for a short time. If the flare hits a player or monster, it will stick to them for its duration, lighting them up and making them easy targets for enemy fire.



CHARGE ROD

Primary Attack: Fires a magical bolt which inflicts moderate damage on its target.

Secondary Attack: Pressing and holding the right mouse button will draw available mana into the rod, which is fired when the mana bar is emptied or when you release the right mouse button. This charged shot is capable of devastating damage.



ROD OF SOULS

Primary Attack: Fires a magical bolt which inflicts significant damage on any target it hits.

Secondary Attack: Fires the "soul seeker" which ruthlessly tracks its target. It explodes for area damage when it comes into contact with anything, including enemy fire.

The Rod of Souls may only be purchased by the Heretic.

STAVES



STAFF OF SPARKING

Primary Attack: Fires a single electrical bolt which travels straight toward its target and bounces up to three times before detonating.

Secondary Attack: Fires multiple electrical bolts which bounce off any solid object, causing damage to any player, creature or object they touch along the way.



FIRE RING STAFF

Primary Attack: Fires a magical projectile which travels straight toward its target. Explodes for area damage.

Secondary Attack: Creates a short-duration ring of magical fire around you which damages any object, player or monster which gets too close. Excellent for close-quarters fighting.



DRAGON STAFF

Primary Attack: Launches a fireball toward its target which explodes and causes significant area-effect damage.

Secondary Attack: Pressing and holding the right mouse button will cause a stream of dragon fire to spray from the end of the staff, causing devastating area damage.

The Dragon Staff may only be purchased by the Druid.

WANDS



WAND OF FORCE

Primary Attack: Fires a precise magical beam which will knock back your target, in addition to inflicting damage.

Secondary Attack: Pressing the right mouse button engages the Far Sight ability. Pressing the right mouse button again returns sight to normal.



LIGHTNING WAND

Primary Attack: Fires a precise electrical beam which inflicts moderate damage on its target.

Secondary Attack: Pressing the right mouse button engages the Far Sight ability. Pressing the right mouse button again returns sight to normal.



SUNRAY WAND

Primary Attack: Fires a devastating beam of magical energy capable of striking down an opponent in a single blow.

Secondary Attack: Not really an attack, pressing the right mouse button activates *Far Sight*, granting sight to the wielder at a greatly increased magnification. Pressing the right mouse button a second time will further increase the magnification, and pressing the right mouse button again returns sight to normal.

The Sunray Wand may only be purchased by the Sorceress.

ARMOR

All armor is available from the Buy Menu. Heavier armor offers more protection, but also reduces your character's running speed, potentially making you an easier target. You keep any armor you buy until your character dies.



LEATHER ARMOR

Leather armor offers the most basic protection, but it is still significantly better than no armor at all. All classes may purchase Leather armor.



CHAIN MAIL

Chain Mail provides a slight edge over Leather armor. All classes except for Sorceress and Archer may purchase Chain Mail.



PLATE ARMOR

Plate armor provides the best non-magical protection available, but at the greatest cost to your character's running speed. Only the Paladin and Warrior may purchase Plate armor.



MAGIC ARMOR

Offering better protection than Chain Mail, but less than Plate, Magic armor is preferred because it is light and available to all classes.

SINGLE-USE ITEMS

Single-Use Items represent scrolls and other miscellaneous items. Most of these items are available on the Buy Menu, but two can only be picked up from secret locations within the game. You may only carry one of each item at any given time.

BUY MENU ITEMS



JUMP SCROLL

For a short duration, your jumping height and distance are dramatically increased.



WIZARD'S EYE SCROLL

Using this scroll will briefly display the locations of your enemies within the Crystal Ball.



FEATHER FALL SCROLL

For a short duration, you may fall any distance without taking damage.



TELEPORT SCROLL

When used, this scroll teleports you back to your starting location.



LAVA PROTECTION SCROLL

For the duration of the spell, it allows you to swim in pools of lava without taking any damage.



H.H.G.A.

The H.H.G.A. is a holy artifact of tremendous power. Throw it in the direction of your enemies and run away, because the wrath of this weapon does not discriminate friend from foe.

SECRET LOCATION ITEMS

These items are not available for purchase. They can only be found as random items within certain scenarios.



HASTE SCROLL

Using this scroll will dramatically increase your character's running speed for a short time.



INVISIBILITY SCROLL

When used, your character will vanish for a short time, leaving only your weapon visible.

APPENDICES

APPENDIX A: BASIC GAMEPLAY TIPS

Though this is by no means intended as a comprehensive strategy section, there are a few things you can do to increase your chances of winning, or even surviving, a given round in any of the scenarios.

STICK TOGETHER

A team that sticks together will win much more often than one that doesn't. You can watch each others' backs, concentrate weapon fire against any stragglers from the other team, and, if someone is killed, it is more likely that a teammate will pick up their weapon, rather than it potentially falling into the hands of the enemy.

BE PATIENT

Whenever people are faced with a time limit, the natural tendency is to rush. However, even a 5 minute time limit is quite a long time, and sometimes it's best to approach a situation slowly where you have the chance to pick off a few of the enemy before charging right in.

PICK A LEADER

It sometimes helps to have one person on your team calling the shots, especially if you're going for a patient, coordinated approach. Of course, having a leader really only works if the team is willing to follow.

SAVE MONEY

Sometimes, you are better off going a few rounds without buying any equipment rather than spending everything you have each round. By saving up, you put yourself into a position to buy your character's super-weapon, and maybe even some armor to help protect your investment. Also, you can always pick up the weapon of a fallen friend or foe.

APPENDIX B: DEFAULT GAME CONTROLS

The following are the default keyboard and mouse controls for *Legends of Might and Magic*. You may change any of these settings from the Controls screen in the Options Menu.

ACTION	COMMAND	ACTION	COMMAND
Move Forward	W	Select Next Weapon	J
Move Backward	S	Select Previous Weapon	[
Sidestep Left	A	Drop Item (not available on all items)	G
Sidestep Right	D	Use (open door, activate switch, etc.)	E
Strafe	RIGHT ALT	Activate Buy Menu (only available in purchase zones)	B
Run/Walk	LEFT SHIFT	Show/Hide Spoken Command Menu	Z
Turn Left	LEFT ARROW	Show/Hide Voting Menu	V
Turn Right	RIGHT ARROW	Show/Hide HUD	\
Look Up	PAGE UP	Activate Chat Line	T
Look Down	PAGE DOWN	Activate Chat Line (team only)	Y
Center View	END	Send Chat Line (when active)	ENTER
Jump	SPACE	Taunt (random)	H
Crouch	LEFT CTRL	Taunt 1	J
Primary Attack	LEFT MOUSE BUTTON	Taunt 2	K
Secondary Attack (ranged weapons only)	RIGHT MOUSE BUTTON	Taunt 3	L
Reload/Recharge Weapon	R	Display Player Scores	TAB
Select Primary (purchased) Weapon	1	Change Team/Character Class	/
Select Secondary (default) Weapon	2	Toggle Console	~
Select Melee Weapon	3	Take Screenshot	F8
Select Single-Use Weapon/Item	4	Exit Game (or active menu)	ESC

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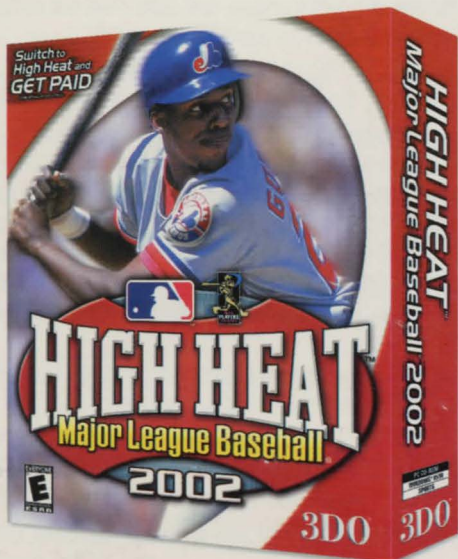
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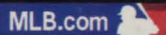
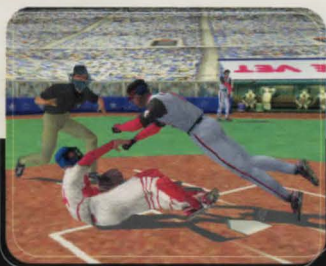
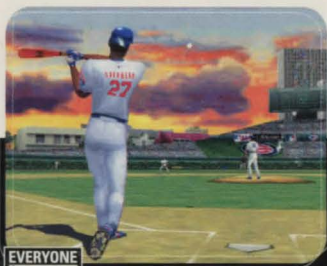
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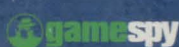
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