Might and Magic III

Isles *of* Terra

Reference Card for Commodore Amiga

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Installation Instructions

Important. Before installing Might and Magic III it is highly recommended that you make backup copies of the program disks, especially if you will be playing on a floppy-based system. Make the copies NOW!

Hard Drive Requirements. To play Might and Magic III on a hard drive system, you will need at least one megabyte of RAM and about five megabytes of free disk space.

Hard Drive Installation. Insert disk MM3-MAIN in DF0:, open its disk icon, then double-click on INSTALL-HARDDRIVE to run the installation program. You will be asked to enter a partition name to install to (DH0:, DH1:, etc...) Insert the disks as prompted by the system. After all of the files have been copied and the program completes, a number of Assign statements must be executed before you play. The necessary assigns will be in a file called MM3-Assigns in the MM3 drawer. You can copy this script into your Startup-Sequence, or simply execute it each time you play the game.

Playing from a Hard Drive. From Workbench, open the MM3 drawer. To watch the introduction sequence, double-click on the MM3-INTRO icon. To play Might and Magic III, double-click on the Might&MagicIII icon. (Note: The programs will attempt to close the Workbench screen to ensure it will have enough memory to run. It is important on one megabyte systems especially that the Workbench be 'closeable'. Make sure that no other programs are running from Workbench, and that no shell or CLI windows are open.)

Floppy Drive Requirements. To play Might and Magic III on a floppy-based system, you will need at least one megabyte of RAM, an external floppy drive and two blank diskettes. If you have more than one megabyte of RAM, you may connect more than one external drive, if desired. Otherwise, a one megabyte system should only have one external drive connected to run MM3.

Floppy Drive Installation. First, boot your system as normal with your Workbench disk in DF0:. Format the two blank disks and rename them MM3-GAMES and MM3-PLAY, respectively, using Rename from the Workbench or Relabel from the CLI. Insert disk MM3-MAIN in the external drive and open its icon and double-click on the INSTALL-FLOPPY icon. The INSTALL-FLOPPY program will copy the required fonts to your FONTS: directory on the Workbench disk and set up the MM3-PLAY and MM3-GAMES disks (Note: You will need about 4K of free disk space on your Workbench disk). The system will prompt you to insert the disks as needed; you should keep MM3-MAIN in the external drive for the duration of the installation process, swapping the Workbench, MM3-GAMES and MM3-PLAY disks in the internal drive (it's faster).

Playing from Floppies. Now you will have two disks: MM3-PLAY contains the executable program and support files, MM3-GAMES is the saved games disk. Each MM3-GAMES disk will only hold three saved games. Additional saved games disks can be created by formatting a blank disk, renaming it MM3-GAMES and running the MAKE-GAMES program on the MM3-MAIN disk. (Note: Be careful not to attempt saving more than three games per MM3-GAMES disk).

To watch the introduction sequence, replace the Workbench disk in DF0: and place disk MM3-04 in the external drive. Open MM3-04's disk icon and double-click on the MM3-INTRO icon.

To run Might and Magic III, replace the Workbench disk in DF0: and place disk MM3-PLAY in the external drive, where it should remain for the duration of game play. Open MM3-PLAY's disk icon and double-click on the Might&MagicIII icon. The program will prompt you to swap disks in DF0: as necessary during game play.

Getting Started

At the main screen you will have the option of starting a new game or loading a saved game. Press **S** or click on "Start a New Game" to start a new game. You will begin your adventure in the center of the first town with a party of six fully-equipped characters. You can immediately start playing or go to the Inn to create your own party of characters.

Press **L** or click on "Load a Saved Game" to load a saved game. A window will appear listing the names of all your saved games and the highest character level in the party. Select the game you wish to load.

Control Panel

To bring up the Control Panel window, press the **Tab** key or click on the large gem at the bottom center of the Display Window. The name of the current game is displayed at the bottom of the Control Panel window. The available options are listed below.

Effects. Turns the sound effects on and off.

Music. Turns the music on and off.

Delay. Allows you to set the text display delay from 0 to 9.

Load. Allows you to load a previously saved game.

Save. Allows you to save the current game in its present location. The game is automatically saved when the party enters an Inn.

Quit. Quits Might and Magic III and exits to DOS.

Mr. Wizard. Returns the party to Fountain Head and removes 1 experience level from each character. (No penalty for 1st level characters.)

Navigating the Windows

There are four ways of selecting options in the various windows in Might and Magic III.

❖ Click the mouse pointer on the icon of the option you desire.
❖ If there is a letter in the option name that is a different color than the rest of the word (usually the first letter), type that letter from the keyboard.
❖ If there is a highlight that surrounds the option's icon, press **Enter** to select that option. Use the arrow keys to move the highlight to other options.
❖ If there is a number to the left of an option or item, press that number on the keyboard, or click the mouse pointer on the item's name.

For options requiring a Yes/No answer, press **Y** for yes, **N** for no, or click on the icon.
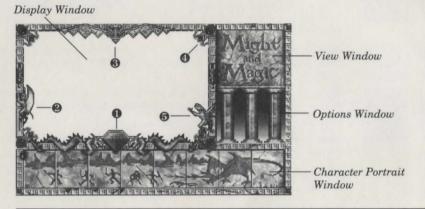
Most windows can be exited by pressing the **Escape** key.

Statistic values change color depending on their current value relative to their maximum value. Character gems and monster names change color relative to their current number of hit points compared to their normal maximum number. The five colors and their meanings are: Gray - Above maximum, Green - Maximum (normal), Yellow - Below maximum, Red - Below 25% of maximum, Blue - 0 or less.

Game Screen

Display Window. It is through the Display Window that you view the world of Might and Magic III. There are five elements of the Display Window that act as warning devices and indicators.

❶ If one of the party members has the skill Direction Sense, the gem at the bottom of the Display Window will indicate the direction the party is facing. (Clicking the mouse pointer on this gem or pressing the **Tab** key brings up the Control Panel window.)

❷ When the Levitate spell is in effect, the gargoyle on the lower left side of the Display Window flaps its wings.

❸ If one of the party members has the skill Danger Sense, the bat at the top of the Display Window will move its mouth when the party is in danger of being attacked.

❹ The four gems in the corners of the Display Window light up if there is any kind of protection spell active, such as Elemental Protection.

❺ If one of the party members has the skill Detect Secret Passages, the gremlin on the lower right side of the Display Window waves its arm when a secret passage (thin wall) is directly in front of the party. Select Bash in the Options Window to enter the secret passage.

The Might and Magic Game Screen.

Character Portrait Window. Under each character portrait is a gem that changes color depending on the character's 'health'. The character's face changes expression depending on his or her 'condition'. If the gem or portrait changes, check the Character Information Chart by selecting the character you wish to view (**F1 - F8**, or click on the character portrait). A yellow highlight appears around the portrait of the character being viewed. The eight spaces in this window can be filled with up to six player-created characters and two hirelings.

View Window. If the Wizard Eye spell is cast, an overhead view of the party's immediate surroundings appear in this area.

Options Window. To select an option in this window, click the mouse pointer on the icon or press the keyboard equivalent.

Adventuring Mode

To move through the world of Might and Magic III, use the arrow keys or the mouse pointer in the Display Window. The **Up** and **Down** arrow keys move the party forward and backward, and the **Left** and **Right** arrow keys turn the party left and right. Holding down the **Control** key while pressing the **Left** or **Right** key side-steps the party without turning. Wait (pass) by pressing the **Space Bar**. This allows time to pass and monsters to advance. Time does not pass when turning left or right.

Nine options appear in the Options Window of the Game Screen:

Shoot. Party members with equipped missile weapons fire them straight ahead, provided there are no obstacles. Pressing the right mouse button while adventuring will also select "Shoot".

Cast. Displays the Cast Spell window. All spell casters have a spell ready. To cast the readied spell select Cast again. To change the readied spell select New. A list of all spells known by the selected character will appear. To the right of each spell is its cost in spell points and gems (i.e., 12/2 means 12 spell points and 2 gems). Select the desired spell and press **Enter**. The spell is now ready to be cast.

Rest. Restores the party's hit points and spell points, provided there is as least one food for every member of the party. From left to right, only the number of party members equal to the number of party food will be restored. Some conditions worsen with rest and can cause a character to die. Use caution when resting. Most monsters love to devour sleeping adventurers.

Bash. Using the combined might of the first two conscious party members, attempts to knock down locked doors, grates, and thin walls that hide secret passages.

Dismiss. Returns any party member to the Inn where that character appears on the roster. At least one character must always remain in the party.

View Quests. Displays the Current Quest window and Corak's notes on the surrounding area.

Automap. Displays the map of the current area. Only active if at least one character has the skill Cartography.

Information. Displays the Game Information Window, listing the day of year, time of day, year and day of week. This window also lists any spells that are currently active, such as Light.

Quick Reference. Displays the Quick Reference Chart, listing the party's vital statistics, gold, gems and food.

Important Places

Scattered across the isles, there are important places to visit that can be very helpful in character development:

❖ Inns	Create, store, add and delete characters, acquire hirelings.
❖ Temples	Heal and uncurse characters.
❖ Blacksmiths	Buy, sell, identify and fix items.
❖ Training Grounds	Train to increase a character's level.
❖ Taverns	Buy food, listen for rumors, hear tips.
❖ Guilds	Learn spells (with membership).
❖ The Bank	Safely store excess gold and gems (and earn interest).

Combat

When an opponent occupies the same square as the party, hand to hand combat is initiated. While in combat, movement is limited to turning left or right. You can face up to three opponents in hand to hand combat with others waiting in line for their chance at you. Select which opponent you wish to target by pressing 1, 2, and 3, or clicking the mouse pointer on the opponent's name or picture. The targeted opponent's name will be surrounded by a box. Successful hits on an opponent are represented by red splatters on the opponent's picture. The greater the damage done, the larger the splat. Magical weapons and spells may do additional damage represented by different splatters.

Nine options appear in the Options Window of the Game Screen:

Quick Fight. Battles the opponent(s) using the current Quick Fight option settings. Select this icon with the left mouse button to rapidly run through the party's attacks. Pressing the right mouse button while in Combat will also select Quick Fight.

Cast. Same as in adventuring mode.

Attack. Attacks the targeted opponent with whatever weapon the character has equipped.
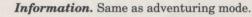
Use. Brings up the Item window, where a character can equip or remove items, or use an item's special ability.

Run. If successful, the highlighted party member will run to a safe location nearby and rejoin the party after the battle.

Block. The highlighted party member will attempt to block the opponent's next attack.

Quick Fight Options. A party member may be set to attack, cast a readied spell, block, or run when the Quick Fight option is selected.

Information. Same as adventuring mode.

Quick Reference. Same as adventuring mode.

Character Creation

❖ Enter an Inn, sign the register and select Create.
❖ Select a character portrait by using the **Up** and **Down** arrow keys to scroll through the available faces. You must delete pre-rolled characters in order to use their faces.
❖ Roll new statistic values by pressing the **R** key or clicking the mouse on the icon.
❖ Statistics can be exchanged as many times as you wish. Select a statistic (such as Might). Next select the statistic you would like to exchange with (such as Luck). The value that was Might is now Luck and vice versa.
❖ When you are satisfied with the statistics, select a Character Class by using the **Left** and **Right** arrow keys to move the pointer up and down the list and pressing **Enter**.
❖ Select an Alignment by using the **Left** and **Right** arrow keys to move the pointer up and down the list and pressing **Enter**.
❖ Select Create and give your character a name.
❖ The character has been added to the roster of the Inn and can be viewed by exiting the Character Creation screen.

View Character

To view a character's statistics, press **F1 - F8** or click on the character's portrait. While in View Character, Cast Spell and Item windows, press **F1 - F8** or click on a character's portrait to view the information of another party member.

View Character Screen.

Each of the items in the View Character window has an icon and a number which represents the current value of that statistic. Selecting a statistic provides more detailed information. Generally, the higher the numbers, the more powerful the character.

Item. Displays the contents of a character's pack. When equipped, all items have a small icon to their left which shows what part of the body they occupy and whether they are one or two handed weapons. Common sense must be used when equipping items. Use the **Up** and **Down** arrow keys to scroll through the items list. weapons and armor must be equipped with the Equip option before their benefits are received. The Use option allows a character to make use of the special or magical abilities of certain items. The Discard option permanently removes an item from the character's pack. To give an item to another character select the item, then select the character you wish to give it to.

Exchange. Allows two characters to trade positions in the party. A window will appear asking, "Exchange with whom?" Select the character you wish to exchange places with. Characters to the far right of the Character Portrait window are less vulnerable.

Character Statistics

Might	Affects damage inflicted in combat.
Intellect	Affects spell points gained per level. (Sorcerers, Archers, Rangers & Druids)
Personality	Affects spell points gained per level. (Clerics, Paladins, Rangers & Druids)
Endurance	Affects hit points gained per level.
Speed	Affects armor class and order of battle in combat.
Accuracy	Affects chances to hit in combat.
Luck	Always helps in mysterious ways.
Age	A characters statistics are affected as his or her age increases.
Level	Relative power of a character.
Armor Class	Defensive ability.
Hit Points	Amount of damage a character can withstand before death.
Spell Points	Total daily capability for casting spells.
Skills	Special abilities acquired while adventuring.
Awards	Record of accomplishments and completed quests.
Experience	A running total of a character's eligibility for training and advancement.
Condition	Description of a character's health.