

Might and Magic VI

THE MANDATE OF HEAVEN

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Getting Started

After the introduction sequence (which can be skipped by pressing Escape) you will be at the Main Menu. Click on New Game to start a new game. After you read the story, you have the option of creating a new party (Create Party) or quick starting (Quick Start) with the pregenerated party. You will begin your adventure right outside New Sorphigal.

Character Creation

If you choose to create your own party, you will go to the Create Party screen. From here you can choose to change the portrait, name, class, statistics, and skills of each member of your party. Right-click on any skill, class, or statistic to get information on it.

Portrait - Click on the left and right arrows next to the portrait to change faces.

Class - Select the profession for the highlighted character in the lower left section of the Create Party screen. Changing a character's class will change their starting statistics and skills, and will cancel any previous changes made to that character's statistics.

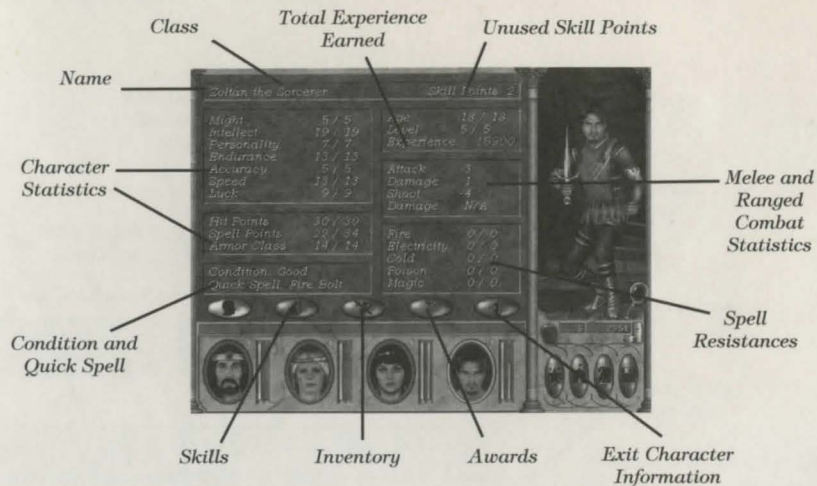
Name - Click on the character's name to enter a new name.

Statistics - Clicking the + and - will change the statistic currently selected by the markers up or down one point. You may reduce a statistic to two points below its original starting level, or raise it to a maximum of 25. You begin with 50 points, each point you subtract adds to that total, and each point you add removes one from that total. You must spend all points to continue.

Change Skills - Each character begins with two skills determined by their class. You must then choose two more skills from the list in the lower center for that character. The choices for these extra skills are also based on what class the character is. All characters must have four skills (two predetermined by class, two selected by you) to continue.

Your party will begin right outside the gates of New Sorphigal with a small amount of gold and a few items. Don't forget to equip your party with their starting equipment, and to have the magic using characters study their initial spells. You may also notice that you are carrying an important letter. Perhaps there is someone in town that would be interested to see it...

Character Information Screen



Rest

Pressing the R key or clicking on the rest button will bring up the rest screen. From here, you can either rest for the night or allow time to pass.

Rest and Heal 8 Hours - Uses the amount of food shown next to the apple in that line. This will allow 8 hours to pass and all characters will gain their full hit points and spell points back. It is possible for creatures to interrupt your sleep and attack you. You can rest safely at any inn.

Wait until dawn - This allows time to advance to 6:00 AM. Characters do not regain hit points or spell points, or use food when resting.

Wait 1 hour - This allows time to advance 1 hour. You do not gain hit points or spell points back from waiting.

Wait 5 minutes - This allows time to advance 5 minutes. You do not gain hit points or spell points back while waiting.

Non-Player Characters (NPCs)

Not all people you meet are hostile, some are more than willing to share stories and rumors with you, or may even join your party. When you talk to an NPC, your fame and reputation are factored into how the person treats you. They may be quite friendly with you, or refuse to talk at all.

If they refuse to talk, you may have the option to Beg, Threaten, or Bribe them. Forcing them to talk to you by using any of these three methods will hurt your reputation.

You can hire almost anyone to join your party, up to a maximum of two people at any one time. These people may even be able to perform services for your party.

Some NPC's will automatically join you and will not count against the two person limit.

Character Creation Screen



Options Screen

Pressing Escape or clicking on the Game Options button while playing will bring up the Options Screen. From here you can access your file options (New Game, Load Game, and Save Game), change your Controls, Quit the Game, and Resume Game.

Resume Game - Return to playing Might and Magic VI.

New Game - Abandon the current game of Might and Magic VI, and restart with a new party of characters. Note: This does not save the current game.

Save Game - Click on the slot you wish to save to, enter a save filename, and click the check mark.

Controls - You may adjust your music, sound, and character voice volume. You may adjust the graphical detail level between low, medium, and high. Your turn rate may be adjusted between 16 facings, 32 facings, and smooth. Finally, you can toggle walking sounds and show damage on and off.

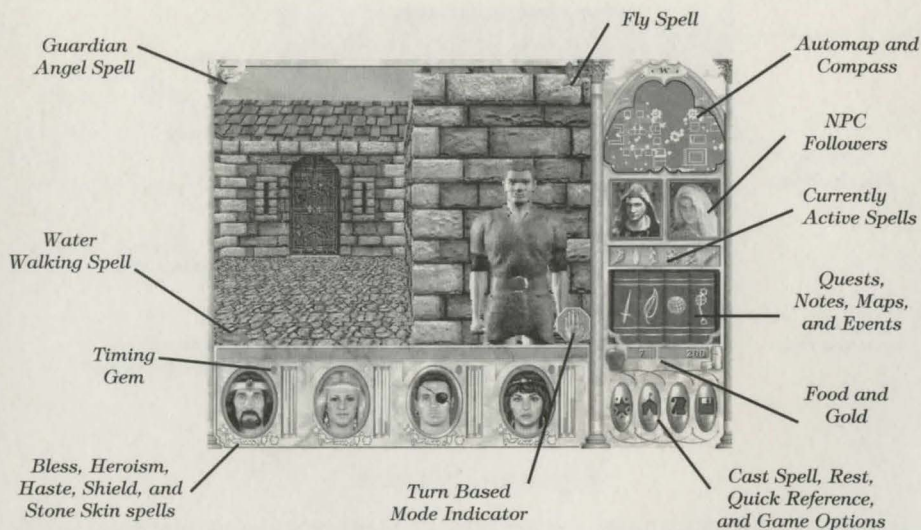
Load Game - Click on the saved game you wish to load, then click the check mark. The first game on the list is the autosave, which saves your game each time you exit a level.

Quit - Exit Might and Magic VI and return to the Main Menu. Note: This does not save the current game.

Character Information

Statistics are presented as two numbers, the current and the maximum. The current shows the statistic after all affects (spells, items, temporary bonuses, etc.) are added in. It is possible for the current to be much higher or lower than the maximum. An average statistic is 13, conferring neither a bonus nor a penalty. For information on any of the statistics, right-click on them.

Game Screen



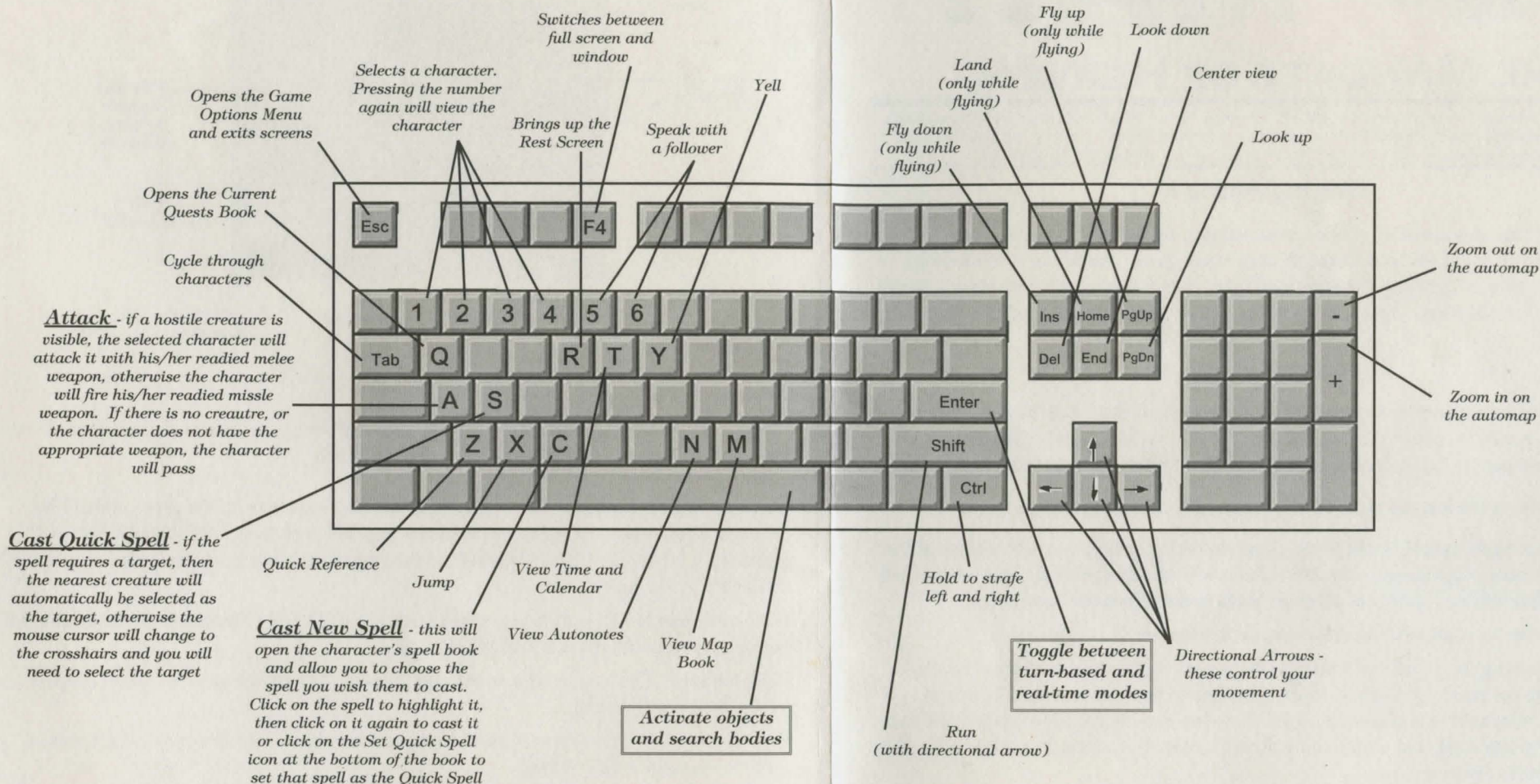
Combat Tips

In your travels you will encounter numerous hostile people and creatures. You must be prepared to defend yourself when diplomacy fails. Here are a few tips for combat:

- Make sure that each character has the best weapon, armor, and shield equipped. If the armor is in your backpack, it is not doing you any good.
- Large battles are much easier to handle in turn based mode. Press Enter as soon as you see an enemy creature and scope out the terrain and the odds. Count up the number of creatures you are facing and check their hit points by right-clicking on them.
- Use ranged weapons and spells to weaken enemies from a distance.
- Keep track of how damaged your party members are, if someone's health drops to 50% or less, heal them. If your party seems like it might lose the fight, run (hold down shift with the directional keys. Remember, you must be in real time mode to move).
- Make sure each spell caster has their most useful spell set as the Quick Spell. You may need to change this depending on where or what you are fighting. To change the quick spell, go to the spellbook, select the spell, then click on the "hand icon" tab at the bottom of the book.
- Certain conditions, such as weakness or disease, can adversely affect your characters. Make sure to keep your condition "good" as much as possible. Visit a temple to rid yourself of negative conditions. Be warned, the cost for healing is partly based on how long you have been afflicted.

Keyboard

Commands



Mouse

Pick up item	Click on the item
Drop item	Click on Game Screen while holding item
Use item	Click on large portrait with item as the pointer
Equip item	Click on large portrait with item as the pointer
Give item	Click on portrait with item as the pointer
Item details	Right-click on item
General Info	Right-click

Note: The large portrait is the figure of the character in the inventory screen.
The portrait is the face in the Game Screen.

Mouse Shortcuts

Attack	Click on valid target
Cast readied spell	Control-click on valid target
Use item	Right-click on portrait with item as the pointer
Read Book/Scroll	Right-click on portrait with item as the pointer
Give Item	Press character # while holding item
Create Potion	Right-click on empty bottle with herb as the pointer
Mix Potion	Right-click on potion with potion as the pointer

Note: If using an item with a shortcut causes the target to be invalid, then the pointer will change to a crosshair to allow you to select a valid target.