

Might and Magic VIII

Day of the Destroyer™

Player Manual

NEW WORLD COMPUTING®

3DO™

Might and Magic[®] VIII

Day of the Destroyer[™]

Player's Manual

NEW WORLD COMPUTING[®]

3DO[™]

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Welcome

to Might and Magic® VIII: Day of the Destroyer™

Welcome, and congratulations on your choice of the Might and Magic VIII: Day of the Destroyer game! This is a PC Role Playing Game for the Windows® 95, 98, and NT 4.0 operating systems.

The world of Enroth has fallen out of balance with the rest of the cosmos, and as a result, the gateways to the elemental planes have been opened on your world, freeing the forces of Earth, Air, Fire, and Water to wreak havoc throughout the land. You must form a party of up to five heroes to unite the human and monster races of the world in time to launch a joint campaign to close the gateways and save Enroth from planetary extinction. As a novice mercenary hired to guard Dark Elven merchant's trade caravan, your first concern will be to escape the doomed Dagger Wound Islands to the mainland of Jadame. Next, of course, you'll need to build up enough experience to elicit the help of others in the greatest adventure the world has ever seen. Allies may be hard to come by in this continent of divided monster kingdoms and tribes, but don't be too surprised to find that your closest allies may come in the most monstrous forms. For amongst the usual Knights and Clerics you might also find Trolls, Dragons, Dark Elves, or any number of other unexpected races willing to follow you to the ends of the world— or even further. As you build your party, gain experience and build up your arsenal of weapons, knowledge, artifacts and spells; you will also find your wits and resolve tested to their limits by the traps and puzzles set by your enemies as well as the elementals themselves. Good luck, and Godspeed young adventurer!

Introduction: The Destroyer Cometh

A mysterious apparition materialized outside the town of Ravenshore, disturbing the calm breeze of another seemingly uneventful day in Jadame's centerpiece town. The comely man of undeterminable age who eventually took form strode purposefully toward the diverse town of monster races and humans (a common mixture on Jadame). The fair, human appearance of the mysterious stranger in this town of unsightly creatures caused monstrous faces to turn from their business and pleasure alike and stare with open hatred at the seemingly unaffected man. As he passed by a brawling pair of monsters, the larger of the two dropped the smaller to pursue the fair stranger. Such was the normal state of affairs in this factional, often belligerent corner of the world—strangers were more often greeted with hatred and suspicion than with hospitality. Even so, the stranger walked amongst them with an aura of calmness that spoke of his apparent lack of awareness of the peril lurking behind every shadow. The monster's savage attack came without warning. With his fierce muzzle of pointed fangs matching his hideously outstretched claws, he bore down on the unsuspecting visitor. All watched eagerly for the expected demise of this comely man as the enraged beast hurled itself at the man's delicate frame. With the expectation of fresh blood still in the creature's eyes, it was paralyzed by a nimbus of energy that briefly shimmered around the strange man. The stranger walked on, however, unfazed and without the attack or the rest of the town around him. He seemed lost in thought and muttered incomprehensibly to himself as he paused and took a few uncertain steps in each direction.

With a sudden squaring of his shoulders, he turned and headed determinedly back, toward the town square. He now received a respectfully wide berth, and he moved unmolested through the chaotic mass of bodies attending—rather strictly now—to their business. In the center of the town square, he inscribed a glowing circular line on the ground around where he stood. When the circle was complete, the earth trembled briefly as an immense crystal monolith grew up out of the circle, engulfing the mysterious stranger. Several of the inhabiting monsters approached the crystal, their fear replaced by a dreadful curiosity. As they reached the crystal—awe inscribed on their faces—it shimmered with a resounding, thunderous clap and the strange monolith sparked into blinding illumination. The piercing light was accompanied by a spherical explosion of energy from the crystal that hurled monsters away from the epicenter like rag dolls.

Seemingly in response to the explosive pulse from the monolith, the air in the four corners of the continent of Jadame shimmered briefly. Following a moment of dreadful silence, chaos

was loosed upon the unsuspecting continent. Four gateways, one to each of the planes: Earth, Air, Fire and Water, thrust their way into the world with cataclysmic force.

There was a sudden, violent eruption from the previously calm and featureless seas near the Dagger Wound Islands as the gate to the elemental plane of Earth burst into Jadame. Searing clouds of volcanic ash and molten rock rained down on the island, destroying the network of bridges that connected the islands to one another and to the mainland. As the earth trembled and wantonly spewed jagged shards of rock into the air, the fortified Lizardmen town of Blood Drop was sent into a panicked throng of reptilian bodies.

At the same time at an opposite corner of Jadame, a great deluge gushed forth from the Water gateway as it emerged into existence, engulfing an entire valley in a tidal wave that buried a Minotaur lair under a lake of water. Minotaur society was broken by the aqueous event, leaving one of their most important sites forever drowned in a new inland sea.

In another corner of Jadame, a vast wall of fire exploded from the mouth of the gateway to the elemental plane of Fire, burning the desert itself for lack of anything else to consume. Several Trolls briefly ran in terror from the advancing firestorm before they were consumed in screams of tortured desperation and agony. A wave of fire rolled over the Trolls and swallowed up most of their village.

Completing the deadly quartet, the gateway to the elemental plane of Air burst into an expanding vortex above a vast, ancient forest, tearing out the age old trees by their immense roots and hurling them about like toothpicks. As the swirling vortex stopped its advance, a solitary, crazed Air elemental rushed out of the gateway. He was joined by others, similarly insane, and as one, they turned to face the source of their consuming madness. A dreadful, soulless howl echoed in chorus throughout the ancient forest in recognition of their bondage to the expanding energy pulse on the far horizon. Though their task was ages old, the elementals had never gone willingly. Slowly, however, they were mastered, and their madness was set on its destructive course. They would eventually arrive at the crystal on Ravenshore they always did.

A long-forgotten Dark Elven prophecy tells of a cycle to the universe, an unending circular chain of events in which the world has been created, destroyed and recreated at the whim of the elemental forces of order and chaos. Within the prophecy, the "Day of the Destroyer" passage foretells a time when disunity and upheaval would prevail in the world following the age of peace ("Aege of Shefar"):

"A tyme of stryfe and woe shall follow the 'Aege of Shefar,' and in this Aege, all shall fall to naught as the gates of chaos are opened unto Enroth. And this shall be a sygn unto ye — when the elemental forces of the Earth, the Wind, the Fyre and the Water shall freely roam your lands, to usher death and destruction upon theyr wings, ye shall have entered the fynale Aege, 'the Aege of Purification.' Once this Aege hath begun, there shalt be no recourse. For lo' the lords of the Earth, the Wind, the Fyre and the Water both giveth lyfe unto thee and stryketh lyfe from thee. In tymes of stryfe the cycle of destruction cannot be avoided and thyne only repose shall be death. However, in tymes of harmony those that gather in allynce shall stand the possibility of surviving the purification and warding off the end of the 'Aege of Shefar' to enjoy a prolonged era of peace."

Unfortunately, those who forget their history are inevitably doomed to repeat it, just as in the prophecies—an unending cycle of purging and regeneration. Should any of the warring factions of monster races have the presence of mind to solve the ancient conundrum, disaster could possibly be averted. Once, many ages ago, the Dark Elven prophecy was a part of every race's folklore. But, the Dark Elves are presently preoccupied with the strife and woe prophesied for this age, and the legends have long been forgotten and dismissed as old wives' tales or pointless elven foolishness. Will this time around be any different from the last, or will all of Enroth simply be recyceled in another incarnation of the prophetic wheel? Only the coming days can tell the ultimate outcome. For, if truth be known, not all has been preordained...

26 November 1172

My esteemed Uncle Alystör,

I regret the necessity of writing to you under these circumstances. I know that my leaving without notice must have come as a surprise. For that I apologize, but as I know that what I am doing will not meet with your approval, I felt it necessary to leave unnoticed.

As you know, in the absence of any major war to fight in, I have been forced into the position of a simple mercenary, hiring myself out as a guard, henchman, brawler, and occasionally bodyguard.

I know you hate to hear it, Uncle, but I sometimes long for the days of the succession wars. At least back then we were all united in the common scramble for the throne. I never had any grand hopes of taking the crown for myself, but it at least gave me something to fight for! Anyway, recently I was approached at the alehouse by a member of the Dark Elven Merchants of Alvar looking for mercenaries willing to hire on as guards for an important trade caravan to Dagger Wound Island. Though I know that you are wary of the Alvar Merchants Guild, and even more so of the Lizardmen, the price was right; and I couldn't in good conscience continue to dwindle your earnings with my lack of prosperity.

I hope you will understand, Uncle, I couldn't speak with you regarding this matter in person as I knew that you would forbid me to go. Thank you for your many kindnesses following Mother's death. I will never be able to fully repay you for all that you have done for me.

I will write further after my mission is complete... I hear tell that there are many opportunities for mercenaries in the multi-racial conflicts of the outlying regions. Perhaps I will yet know prosperity and bring honor to the family name!

Good luck in your many business dealings, Uncle, may fortune shine favorably on your house.

Farewell.

Getting Started

Installation

To install your copy of *Might and Magic VIII: Day of the Destroyer* onto your hard drive, please see the enclosed Installation Card, or the Read Me file on the Install CD.

Beginning Play

After installation is complete, double-click on the MM8 icon to launch the game program. After the initial logo screens, you will arrive at the *Might and Magic VIII: Day of the Destroyer* main menu screen where you may select from the four main game options.

Main Menu

New: The New option allows you to start a new game from the very beginning. After selecting this option, you will be taken to the Create Character screen where you will select the class, skills and abilities of your main character. After selecting the settings for your main character, press OK to begin the game.

Load: The Load option allows you to load a previously saved game so that you can continue your quest from the last point in the game, which you previously saved. Selecting this option leads to the Load Game screen where a list of your previously saved games will be displayed. Single-clicking on any of the saved games will show a thumbnail image captured from the adventuring window at the moment the game was saved. Below the picture will be a time and date stamp. To accept the selected game and begin playing, click the Load button. To return to the Main Menu, click Cancel.

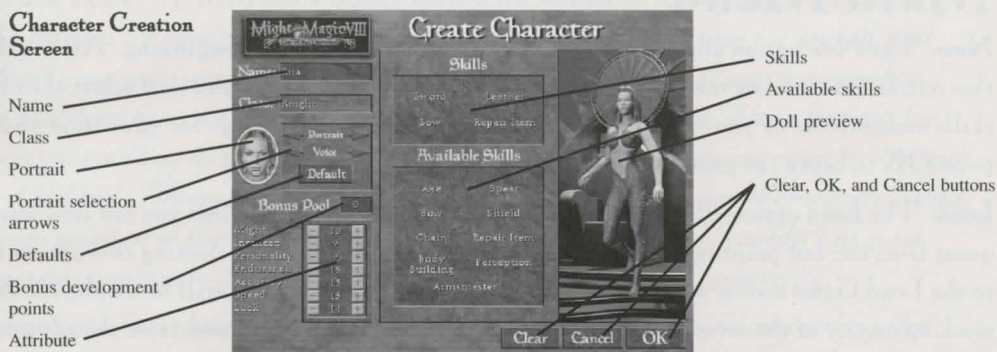
Credits: Clicking on the Credits option displays a list of those responsible for bringing you the *Might and Magic VIII: Day of the Destroyer* game.

Exit: This option closes the program.

Character Creation Overview

When gameplay begins, you will control the actions and movements of your main character (the main character will be part of a group of characters called a **party** as the game progresses). Each character is a unique individual with different strengths, weaknesses, vocation and skills.

At the start of a new game, you will start at the Character Creation screen (below) where you may either opt to play the default character, or you may choose the class and each attribute for your character individually to better suit it to your own personal tastes. You start the game with the main character, which you will design at this screen; and this will be the only character that may not be exchanged at the Adventurer's Inn during the course of the game. To exit this screen back to the Main Menu, press the **Ese** key or **Cancel** button.



Basic Operations

Change Your Character's Portrait, Voice and Class

To change the appearance of your main character, click the topmost Portrait Selection arrows to cycle through the available character portraits. Whatever portrait you choose for a character will control the gender setting automatically as well as determine your character class.

As there will be times in the game when your character will speak, this selection is purely a personal preference for the sound quality of your character's voice. What does your character sound like? You can make that decision here! To adjust this feature, use the arrows at the bottom of the character portrait to cycle through the available voice selections. The **Default** button reverts to the default voice for the current character portrait.

Choosing your character's class is perhaps the most important choice to make in the Character Creation screen. Here, you will decide between the seven classes available for your main character. As the class that you choose directly affects many of the abilities, strengths, and weaknesses of your character, you must take care to choose the class that you feel best suits how you picture your leading character.

The seven classes available for your main character in the *Might and Magic VIII: Day of the Destroyer* game are: Necromancer, Knight, Cleric, Dark Elf, Troll, Vampire and Minotaur. In addition to these seven classes, Dragons may join your party later—this class cannot be selected as the main character.

As your characters gain experience, expertise and skill, they may each eventually be promoted to a higher rank within their class. When this happens, the promoted character will be able to learn skills that before were unavailable to its character class as well as gaining hit and spell points at higher increments as it gains in experience based levels.

Necromancer: The Necromancer, a magician who has succumbed to the temptations of the dark arts, is the Dark magic specialist and a master of undead. Though Necromancers have no special abilities to speak of, and are limited in choice of weapons and armor, they alone wield the full power of Dark magic. Additionally they're the class best at casting the elemental magics of Earth, Water, Air and Fire. The Necromancer is the closest thing to the pure spell caster on the continent of Jadame.

Lich (Necromancer promotion): In the promotional ritual that attunes a Necromancer more fully to the Dark arts, the character is transformed into a Lich—a powerful form of undead. In exchange for their natural bodies, Liches gain access to the highest level spells and magical abilities.

Cleric: Clerics are adventuring spell casting holy men. Before they leave the sanctity of their orders, Clerics learn basic fighting skills and a smattering of useful healing spells. The Cleric class is the one best at casting Spirit, Body and Mind magic, and is the only class capable of using the extremely powerful Light magic. They are fair fighters, but are limited to the lighter armors and can only melee with blunt weapons.

Priest of the Sun (Cleric promotion): When Clerics are promoted to Priest of the Sun status their heightened piety allows them to wield the most powerful magics of Spirit, Body, Mind and Light.

Knight: Knights are human men and women of arms. They specialize in martial skills, and can become proficient in all weapons and armor. They are only second to the Troll class in

terms of physical toughness. On the other hand, Knights are incapable of learning any of the magical arts.

Champion (Knight promotion): Champions are Knights who have gained promotion through experience and the completion of knightly quests. Champions are able to Grandmaster in plate, shield and many weapon and other martial skills.

Troll: Trolls are brute fighters of exceptional endurance and are the most physically tough of all the classes. Not only do they start with and gain the most hit points per level, but they are also the best at the regeneration skill. Trolls can use all weapons (though they tend to prefer maces and other blunt instruments, where they can eventually gain grandmastery). Additionally, they are limited to light armors (they can also achieve grandmastery in leather) and have no spell casting abilities.

War Troll (Troll promotion): Those Trolls that survive through many battles can be promoted to the rank of War Troll. Now allowed to reach Grandmaster rank in regeneration and other martial skills, the War Troll can train to change from being a formidable opponent into something truly mighty.

Minotaur: The race of Minotaurs has descended from creatures created as magically attuned guardians. Like the Troll, the Minotaur is a powerful melee combatant, but without the Troll's extraordinary stamina. Though the Minotaur cannot match the Troll's endurance, he can certainly make up for that lack with strength, cunning, and a limited ability to use magic (Body, Spirit, and Mind). Though all weapons are available to them, Minotaurs specialize in using spears, blunt weapons, and, of course, axes. Also, they can use any armor but helmets and shields.

Minotaur Lord (Minotaur promotion): Only those Minotaurs who have exhibited extreme valor are promoted to the rank of Minotaur Lord. At this level, Minotaurs can gain grandmastery in the axe and perception skills.

Dark Elf: Dark Elves are a race of Elves who chose, long ago, to follow the dark paths of enlightenment, ability and magic. Today this race is half warrior and half wizard; capable swordsmen and exceptional archers, they also have special magical abilities exclusive to their race and are capable elemental magic users. Dark Elves also excel at the Disarm Traps and Merchant skills. Though they have studied the dark elements for centuries, Dark Elves cannot learn Dark magic. Nor can they wield spears or axes. Dark Elves are limited to chain armor.

Patriarch (Dark Elf promotion): Dark Elves who pass certain tests become members of the races higher order, achieving the rank of Patriarch. Patriarchs can become warrior mages of extreme power.

Vampire: Few choose to become Vampires, but those that do soon revel in the new powers granted them by their new form. In addition to their racial abilities, Vampires can also become powerful casters of Body, Mind and Spirit magic, and can gain great skill with bladed weapons. On the downside, they are limited in their choice of weapons and armor, and suffer certain specific penalties for being undead.

Nosferatu (Vampire promotion): Nosferatu, the higher level Vampires, gain the strength to cast all but the highest levels of Mind, Spirit, and Body magic. With practice, Nosferatu can learn to transform into mist. They can also Grandmaster in the dagger skill.

Dragon (not available as a starting character): The Dragon is the king of beasts. Dragons have the capacity to breathe fire, fight in melee with their huge claws and fangs, breathe a devastating breath weapon, fly, and repel even the sharpest weapons with their scales. Though Dragons don't use armor or weapons, if one joins your party you won't miss the lack of man-made combat materials!

Great Wurm (Dragon promotion): Because of the enmity between Dragons and much of the rest of the weapon-wielding world, very few dragons live long enough to become Great Wurms. Those that do, however, are the largest and wisest of their kind. Legends tell of entire armies that have fallen before the might of a single Great Wurm.

Change Your Character's Name

If you wish to change your character's name, clicking on the existing name will supply a cursor in the name box. Simply backspace to erase the existing name, and type in whatever name you wish your character to have.

Give Your Character Skills

Your character will begin with four starting skills (you will have the opportunity to learn more during your travels). Two of the four skills are predetermined depending on the class you choose for your character. The two remaining skills may be selected according to the skills available to your character's chosen class (see the following Skill Table for availability). To select a skill, click on it in the available skills list and it will be added to your character's chosen skills. To remove a chosen skill, click on it in your character's skill list and it will be removed. You may not remove the two predetermined skills set by your character's class, and not all skills are available to every class type. (For an explanation of each skill, see the section entitled Skills.)

Adjust Your Character Attributes

Character attributes fill out the rest of who your character is. From a pool of fifteen bonus attribute points, you may adjust the attributes of your character for their particular strengths and weaknesses of physical and mental prowess, personality and luck (see the following section for a full list and descriptions of attribute effects). To change an attribute, click on the desired trait and then raise or lower its value by clicking the + and – buttons to either side of it. By lowering a pre-set value, a point is added to your pool of available points to distribute to other attributes.

Finish

When you have finished designing your character to your satisfaction, click on the OK button to accept your character settings and begin the game. Once you click OK, no further changes may be made to your main character's starting statistics.

Attributes and Their Effects

Might

Might is a measure of how physically powerful a character is—how strong they are. A character with a high Might attribute will do more damage in physical combat than a character with a low Might attribute. Because the attribute affects physical strength, it only affects damage inflicted with melee weapons (such as sword, axe, spear, etc.). There is no damage bonus to ranged weapons since the impact of such weapons is dependent not on a character's physical strength, but on the apparatus which fires the projectile.

Intellect

As Might refers to the measure of physical power, Intellect refers to your characters' mental powers—how smart they are. This attribute will affect your characters' problem solving abilities and their understanding of simple to abstract concepts. Also, as Intellect determines the maximum spell points for Necromancers and Dark Elves, these characters (with a high Intellect) will be able to cast more spells before running out of spell points, as well as be able to figure out more complex and abstract problems than a character with a low Intellect.

Personality

Personality measures your characters' personal resolve. The Personality attribute reflects a character's willpower. Willpower is the force which energizes the Spirit, Mind and Body spells cast by Clerics, Vampires and Minotaurs. The Personality attribute determines the maximum spell points for characters of these classes.

Endurance

Endurance is another physical attribute. Playing the counterpart to the Might attribute, Endurance measures how tough your character is. Characters with a high Endurance get a hit point bonus—meaning that if a normal character received 5 hit points, a character with a high Endurance might get as many as 8 (see the combat section for an explanation of hit points).

Accuracy

The Accuracy attribute reflects a character's hand/eye coordination. A high Accuracy attribute will give your character a better chance of hitting an enemy with both melee and ranged weapons in combat.

Speed

The Speed attribute is a measure of the overall quickness of your character—how fast they move, react, recover, etc. A character with a high Speed attribute will be able to complete more actions in a shorter amount of time than a character with a slower Speed attribute. In regard to combat, this means that the character with a higher Speed will be able to attack more times and react more quickly to counter the attacks of enemies than a slower character. A high Speed also makes your character harder to hit, which is reflected as a bonus to your character's Armor Class. (Armor Class is a measure of how difficult it is for a monster to hit a character; the higher the Armor Class, the better the chance of avoiding an attack.)

Luck

Perhaps the most underrated of the attributes, Luck has a subtle effect on many actions that characters perform. In general, your character is just lucky! Any situation that relies on chance as its outcome is more likely to come out in favor of the character with higher Luck. More specifically, its most visible effects apply to your character's resistance to magical attacks, and damage taken from surprise attacks and traps. In all three cases, the character with a high Luck attribute will most likely take less damage than the character with a low Luck attribute.

Application of Skills

The class you have chosen for your character affects the skills that your character is capable of learning, as well as the level of expertise of those skills. As your character gains experience (see the table of promotions), it will learn to perfect the skills that it is capable of learning up to the highest capacity available to the class you have chosen. In the following table, each skill is listed with reference to the classes it is available to. Within each cross-reference, you will find a letter denoting the level of expertise available according to the legend below:

Magic Skills

Skill Table Legend

- N** Characters of this class and rank can learn the skill up to a Normal level of expertise.
E The skill can be learned up to Expert level.
M The skill can be learned up to Master level.
GM The skill can be learned up to Grandmaster level (the highest level of expertise).

Class	Fire	Air	Water	Earth	Spirit	Mind	Body	Light	Dark	Vampire	Elf	Dragon
Necromancer	M	M	M	M	-	-	-	-	M	-	-	-
Lich	GM	GM	GM	GM	-	-	-	-	GM	-	-	-
Cleric	-	-	-	-	M	M	M	M	-	-	-	-
Priest of Light	-	-	-	-	GM	GM	GM	GM	-	-	-	-
Knight	-	-	-	-	-	-	-	-	-	-	-	-
Champion	-	-	-	-	-	-	-	-	-	-	-	-
Troll	-	-	-	-	-	-	-	-	-	-	-	-
War Troll	-	-	-	-	-	-	-	-	-	-	-	-
Minotaur	-	-	-	-	N	N	N	-	-	-	-	-
Minotaur Lord	-	-	-	-	E	E	E	-	-	-	-	-
Dark Elf	E	E	E	E	-	-	-	-	-	-	M	-
Patriarch	M	M	M	M	-	-	-	-	-	-	GM	-
Vampire	-	-	-	-	E	E	E	-	-	M	-	-
Nosferatu	-	-	-	-	M	M	M	-	-	GM	-	-
Dragon	-	-	-	-	-	-	-	-	-	-	-	M
Great Wyrn	-	-	-	-	-	-	-	-	-	-	-	GM

Combat Skills

Class	Sword	Axe	Staff	Spear	Dagger	Bow	Mace	Leather	Chain	Plate	Shield
Necromancer	-	-	M	-	E	N	-	E	-	-	-
Lich	-	-	M	-	E	N	-	E	-	-	-
Cleric	-	-	E	-	-	N	M	E	E	-	M
Priest of Light	-	-	E	-	-	N	M	E	E	-	M
Knight	M	M	E	M	E	E	M	E	M	M	M
Champion	GM	M	E	GM	E	E	M	E	M	GM	GM
Troll	M	M	M	E	E	N	M	M	E	-	-
War Troll	M	M	GM	E	E	N	GM	GM	E	-	-
Minotaur	E	M	M	M	E	E	M	E	M	M	-
Minotaur Lord	E	GM	M	M	E	E	M	E	M	M	-
Dark Elf	M	-	-	-	M	M	N	M	M	-	E
Patriarch	M	-	-	-	M	GM	N	M	GM	-	E
Vampire	M	E	-	-	M	N	E	M	E	-	M
Nosferatu	M	E	-	-	GM	N	E	M	E	-	M

Miscellaneous Skills

Class	Disarm Trap	Perception	Merchant	Learning	Meditation	Body-building	Identify Item	Repair Item	Identify Monster	Arms-master	Alchemy	Regeneration
Necromancer	N	N	E	M	M	-	M	-	M	-	M	-
Lich	N	N	E	GM	GM	-	M	-	M	-	GM	E
Cleric	-	E	M	E	M	N	-	E	-	N	E	-
Priest of Light	-	E	M	E	M	N	-	E	-	N	E	-
Knight	E	E	E	N	-	M	-	M	N	M	-	-
Champion	E	E	E	N	-	M	-	GM	N	GM	-	-
Troll	N	N	N	N	-	M	-	M	E	M	-	M
War Troll	N	N	N	N	-	GM	-	M	E	M	-	GM
Minotaur	M	M	E	N	-	M	-	-	-	M	N	-
Minotaur Lord	M	GM	E	N	-	M	-	-	-	M	N	-
Dark Elf	M	M	M	E	E	-	M	E	-	E	E	-
Patriarch	GM	M	GM	E	E	-	M	E	-	E	E	-
Vampire	E	E	E	N	-	-	E	-	M	N	M	E
Nosferatu	E	E	E	N	-	-	E	-	GM	N	M	M
Dragon	-	M	E	M	M	M	M	-	M	-	M	E
Great Wyrn	-	GM	E	GM	M	M	GM	-	M	-	M	E

Class: Spell and Hit Points

A character's class affects how many hit points and spell points it will have at the beginning of the game, as well as how many of each they will gain as they accrue experience and rise in levels. A hit point is a basic life unit for your character, therefore, hit points indicate how much damage your character can sustain before falling unconscious or dying. A character is unconscious at 0 hit points or less, and dies when hit points reach -10. All hit points are restored after 8 hours of uninterrupted rest. Similarly, spell points are the units of magic available to your character. Each spell takes a certain number of spell points to cast; so if you have fewer spell points than a spell requires, you can't cast that particular spell. If your character has zero spell points, the character will no longer be able to cast any spells until the character gains back some spell points (you cannot have negative spell points). Eight hours of uninterrupted rest will also restore all spell points. A character's rank within its class will also affect the number of points gained per level (as shown in the table below). Remember that starting values fluctuate depending on bonus points for Endurance, Intellect and Personality.

Class	Starting Values		Hit Points Per Level		Spell Points Per Level	
	Hit Points	Spell Points	Base	First Promotion	Base	First Promotion
Knight	35	0	5	8	0	0
Cleric	30	15	2	3	3	5
Necromancer	20	25	2	3	3	5
Dark Elf	25	10	3	4	2	4
Minotaur	30	5	4	6	1	2
Troll	45	0	5	8	0	0
Vampire	30	10	3	4	2	4
Dragon	40	10	4	7	2	3

Starting Attributes

As is the case with basic skills, class also affects the starting levels of your character's attributes, as well as how high (or low). Each attribute may be set using your fifteen attribute bonus points. Additionally as seen below, an attribute that would be uncommon to a particular class (such as Intellect in a Minotaur) will cost twice as many bonus points to raise whereas an attribute that is highly common to a class (such as Might to a Minotaur) will cost half as much to raise the level (i.e. 1 bonus point raises the level by 2).

Class	Level	Might	Endurance	Intellect	Personality	Accuracy	Speed	Luck
Knight	Minimum	9	9	9	9	9	9	9
	Starting	11	11	11	11	11	11	11
	Maximum	25	25	25	25	25	25	25
Cleric	Minimum	9	9	9	9	9	9	9
	Starting	11	11	11	11	11	11	11
	Maximum	25	25	25	25	25	25	25
Necromancer	Minimum	9	9	9	9	9	9	9
	Starting	11	11	11	11	11	11	11
	Maximum	25	25	25	25	25	25	25
Dark Elf	Minimum	9	5	9	9	12	9	9
	Starting	11	7*	11	11	14**	11	11
	Maximum	25	20	25	25	30	25	25
Minotaur	Minimum	12	9	5	9	9	9	9
	Starting	14**	11	7*	11	11	11	11
	Maximum	30	25	20	25	25	25	25
Troll	Minimum	12	12	5	5	9	9	9
	Starting	14**	14**	7*	7*	11	11	11
	Maximum	35	35	15	15	25	25	25
Vampire	Minimum	9	9	9	9	9	9	9
	Starting	11	11	11	11	11	11	11
	Maximum	30	30	30	30	30	30	30
Dragon	Minimum	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	Starting	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	Maximum	N/A	N/A	N/A	N/A	N/A	N/A	N/A

* Costs 2 points to increase the stat 1 point ** Costs 1 point to increase the stat 2 points

Starting Resistance

In addition to skills, attributes, hit points, and spell points, each character class also has a unique set of resistance qualities. These qualities reflect the natural abilities of each class to resist the ill affects of magic. For example, if your character is a Vampire, it will be completely immune to Mind magic. In this case, your character's resistance nullifies any affects of a Mind magic spell used against it. Though this resistance is unique to Vampires, each class has its own special resistances.

Class	Fire	Air	Water	Earth	Spirit	Mind	Body
Knight					5		
Cleric					5		
Necromancer					5		
Dark Elf	5	5	5	5			
Minotaur					5	5	5
Troll			5				5
Vampire						Immune	
Dragon							

Menus and Game Screens

Adventure Screen: Main View

Once you have finished creating your character, you are ready to start adventuring! After an opening cinematic, you will enter gameplay mode in which you will have the ability to move about freely. Almost all gameplay takes place on the Adventure screen. The main view (pictured on page 21) consists of your view of the surrounding world, your characters' portraits, and a panel of features. The main part of this view is the window through which you will view the world around you. In this window, you will see people moving about, enemies approaching to attack you, items lying on the ground or elsewhere, as well as the surrounding countryside you'll even see clouds moving across the sky. You will see everything as it is actually occurring in the game. This is what is meant by real-time; time passes in the world around you regardless of whether or not you choose to interact with it. To move around in the world, use the arrow keys on your keyboard. To look around without moving, use the new mouse-control feature by holding down the right mouse button and moving the mouse pointer in whatever direction (from center screen) you wish to look. As you move through new territory, your progress is automatically

mapped out. On the Automap, you can view your progress as well as your party's location (marked with an arrow pointing in the direction the party is travelling/facing).

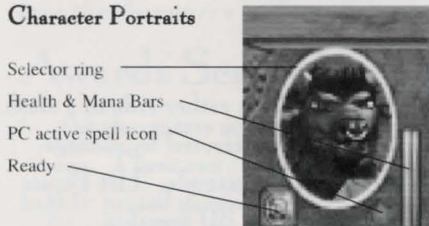
Adventure Screen



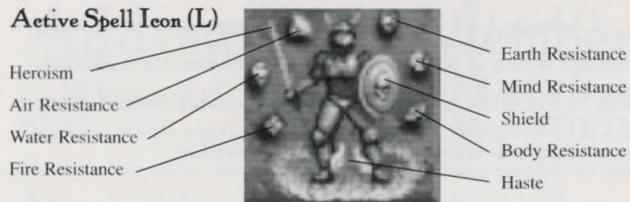
Character Portraits: Your Party

These pictures are the portraits of your party members (ranging from 1 up to as many as 5). While they are all travelling together, they perform certain actions such as travelling, eating, sleeping, entering and exiting dungeons and towns and facing enemies as a group. Other actions, such as swinging a sword, opening a door, talking to a stranger or casting a spell are performed individually. Individual actions are performed by the active character, which is denoted by a highlight around that character's portrait. The active character is important, since it will

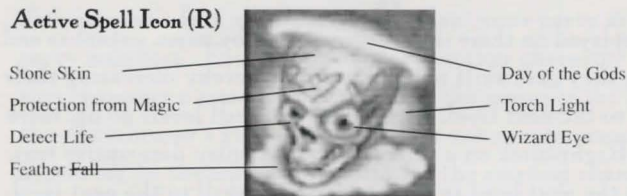
Character Portraits



Active Spell Icon (L)



Active Spell Icon (R)



be that character's skills and abilities which will be applied to any action performed. Therefore, it is important to remember to select your active character before performing a task, because some can do a job better than others. Select the active character by clicking on its portrait.

Some actions, like the casting of spells or attacking, cause a character to take a moment to recover. This is

denoted by the character's ready light, which goes dark while the character recovers. The ready light also indicates the nearness of hostile creatures. When the light is green, none are nearby; when it is yellow, there are enemies nearby; and when the light is red, the enemies are within melee range, and probably attacking.

The blue bar to the right of each portrait indicates how many spell points each character has left. The green bar (alongside the blue bar) does the same for hit points. Right-click on a portrait to show summary information for the character. Double-clicking on a character's portrait accesses its Character Screens as described in the next section.

Character Info Screens

Information about each of your characters is displayed on four Character Screens: Stats, Skills, Inventory and Awards. To display a character's screens, double-click on its portrait. You can switch between character screens by clicking on different character portraits from within the character info screen. When you're through with the Character Screens, hit the Esc key or press the Exit button to return to the Adventure screen. If you want to dismiss a character from your party, double-click on the Dismiss button. Dismissed characters return to the Adventurer's Inn and will wait there in case you want to hire them again.

Stats Screen

This displays a character's personal statistics. Where two numbers on either side of a slash are shown for the given statistic, the first number is its current value (as affected by damage, spells or other effects) and the second is its current maximum value. For example, "Hit Points 20/30" would mean that the character currently has 20 hit points out of 30 possible.

Damage is usually shown as a range. "Damage 11-18" would be interpreted as "this weapon will do between 11 and 18 points of damage when it hits in combat." A character's Attack Bonus and Shoot Bonus affects its chance to hit with hand-to-hand (melee) and ranged attacks.

Right-click on a statistic to display information about its effect on gameplay.

Skills Screen

Skills acquired by characters are displayed on their skill screens listed by name, expertise and level. When characters advance levels, they gain skill points to spend, thereby increasing their existing skill levels. To advance a skill to the next level, click on it. As skill levels go up, more points must be spent for each increase. Right-click on a skill listing to display descriptive text. It takes number of skill points equal to the next level in skill to raise the skill to the next level.

Inventory Screen

When your character buys or picks up an item, it ends up in their inventory. Items in loose inventory are things a character is carrying but not using. Items may be looked at by right-clicking on them. If the item has been identified by either a shopkeeper or a character with the Identify Items skill, descriptive information about the item will be displayed. Click on an item to pick it up. Picked up items “stick” to the mouse cursor and follow it around. Drop the item by clicking again where you want it to go.

The character is displayed on the right, outfitted with the items it is using. To equip a character with an item, pick it up out of the loose inventory and drop it on the character’s full-figure image. Characters may only use items that they have the skill to use, and with the exception of rings, may only use one of each type of item at a time. Click the Accessory Detail toggle to display a character’s equipped rings, gauntlets and amulet.

To have the active character give an item to another character, pick up the item and click the item on the receiving character’s portrait. To drop an item on the ground: select it, hit the Esc key to return to the Adventure screen, then drop the item into the main view. To use an item like a scroll, learning book, or potion; right-click it over a character’s portrait or left-click it over the character’s full-figure image.

Awards Screen

As characters accomplish deeds or win ranks or other awards, they are listed in the award screen. These can include the simple event of delivering goods to the correct person or the highly prized gaining of a promotion. All awards are displayed in this section.

Adding Party Members

Whereas in the Might and Magic VI and VII games, you could hire random wandering NPC’s as followers, in the Might and Magic VIII: Day of the Destroyer game, party members must either offer to join your party in the world, or you may hire some party members at the Adventurer’s Inn. Whichever method is used, party members can be switched out at the Adventurer’s Inn, allowing you to adapt your party as you gain acquaintances and possible party members. Each time you meet another character that becomes eligible as a party member, that character’s name will be added to the roster at the Adventurer’s Inn. Whenever you enter the Adventurer’s Inn, you can switch out current members of your party with those characters appearing on the roster (all except for the starting character).

Food, Gold, and Compass

At the top of the Adventure Window, there is a bar of icons. In the very center, you will see the compass. This tells you in which direction your party is presently headed. To the left of the compass is a display of the quantities of the food and gold the party has.

Buttons

These are the buttons spanning the top right side of the Adventure Window.

Spell Book: This button appears as a large skull icon in the top right corner and accesses the spell book of the active character. Additionally, this icon will display an eye-ball in the skull's eye socket when the Wizard Eye spell is active. You may also right click on this icon (or the figure in the top left corner) to display a summary of the active party spells.

Game Options: This button appears as a key, and accesses the Game Options Menu.

Quick Reference: This button appears as a magnifying glass, and displays a summary of character and party information.

Rest: This button appears as a pavilion (tent) and accesses the Rest menu.

Reference Scrolls: This button appears as a scroll and accesses the party's library of reference scrolls and notes.

Spell Book

Each member of the party capable of casting spells has a spell book in which are contained the spells that character has learned. After selecting the character whose spells you wish to view as active, click on the Spell Book button to access that character's spell book. To exit the spell book, click on the Exit button at the bottom left corner of the screen (the door icon). (For more information on the Spell Book and its features and contents, see "Spell Books" in the magic system section.)

Spell Book



Game Options

From the Game Options menu, you will be able to select from the options described below to save and load games, as well as customize your copy of the *Might and Magic VIII: Day of the Destroyer* game. While this menu is open, the game is paused and time in *Jadame* stands still.

New Game

Click this button to start a new game from the Character Creation screen. If you have not saved your current game, all progress since your last save will be lost.

Save Game

Click this button to display the Save Game Dialog. To save a game, click in the save game slot you want to save in, type a name for your saved game, and press the Save button. If you click on a previously saved game's slot, a thumbnail picture will appear showing you where and when that game was saved.

Load Game

The Load Game Dialog looks very similar to the Save Game Dialog. To load a previously saved game, choose it from the list, then click the Load button. If you have not saved your current game, all progress since your last save will be lost.

Controls

Open the System Options menu to set game display and sound playback options.

Configure Keyboard: This feature allows you to re-define the controls of *Might and Magic VIII*. This is especially helpful for laptop keyboard layouts, which often vary from standard keyboards.

Video Options: This option is used for adjusting the game's brightness setting, tinting, colored lights, and level of gory detail. The Gamma Preview button allows you to view your changes before returning to the Adventure screen.

Turn Rate: This controls how fast your party spins when you press the left and right arrow keys. **16x** is the fastest speed, and **Smooth** is the slowest.

Walksound: This checkbox selection toggles on and off the footstep sound you hear when your party walks forward.

Always Run: Party always runs instead of walking. Pressing the Shift key while in Always

Run mode will make your party walk (the opposite function from normal mode).

Flip on Exit: Party will always turn around upon exiting a building.

Show Hits: Normally during combat, a blow-by-blow account of damage given and received appears in the Adventure screen text bar. This button toggles that feature on and off.

Sound, Music and Character Voice Volume: These three controls set the playback volume for sound effects, background music, and your characters' speaking voices. Click inside the volume ramp boxes or on the control arrows to change the settings.

Quit

Ends the game and sends you back to the Startup Menu. If you have not saved your current game, all progress since your last save will be lost.

Return

Closes the Game Options Menu and returns to the Adventure screen.

Rest and Camp Screen

Your characters will need to sleep occasionally. They can remain awake a long time, but they will become weakened from fatigue after a day or so. To avoid this, you should have them sleep for 8 hours, once a day. Sleep also restores the party's lost spell and hit points. To have your party set up camp, click the Rest button on the Adventure screen, and then click the Rest and Heal 8 Hours button on the menu that appears. Camping uses up 1 unit of food on grass terrain. Harsher terrains use more food units.

Be sure to have your party camp in as safe a location as possible. Many creatures have no qualms against attacking your party while they lie helpless. Your characters are aware of this and will refuse to camp when there are hostile creatures nearby.

Sometimes your party will have to wait at a location with nothing better to do than kill time. To skip game time ahead, click the Rest button and then choose from the "wait without healing options" for the duration desired (5 minutes, 1 hour, or until dawn).

Reference Scrolls

The party carries scrolls containing various travel notes, and as you explore Jadame, your party will automatically record useful information in these scrolls. To open a scroll, click on its corresponding button from the Reference Scroll menu. To turn a page, click the next and

previous page buttons at the top right corner of the scroll.

Automap (Globe Icon): This scroll shows you a map of Jadame centered on your current location. The map will only display those regions that you have already explored and will be updated automatically as you continue exploring new regions. Use the tabs to zoom in and zoom out from your current location.

Quests (Dagger Icon): Each quest you undertake is recorded here. All quests remain on this scroll until they are completed.

History (Hourglass Icon): This scroll is a chronological journal of the party's travels.

Notes (Parchment and Quill Icon): On these scrolls, the party records any potion-mixing discoveries, the effects of drinking from town fountains and clues about the secret to closing the gateways to the elemental plains. This set of scrolls also has a section dedicated to miscellaneous events that don't fit into other categories, as well as recording important conversations.

Different sections are accessed by clicking on their corresponding button:

Potions (Potion Bottle Icon): This scroll contains the record of potion mixtures your party has experimented with and learned.

Fountains (Fountain Icon): This scroll contains the record of town wells and fountains with extraordinary properties.

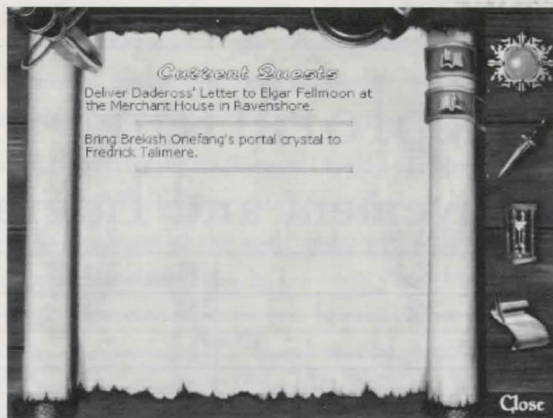
Obelisks (Obelisk Icon): This scroll contains the record of different obelisks you encounter during your travels. Obelisks will reveal some of the secrets that are vital to your quest; these secrets can be accessed only when you encounter these strange monoliths, so keep a vigilant eye out.

Seers (Cowled Figure Icon): This scroll contains the record of fortunes revealed to your party by seers.

Miscellaneous (Treasure Chest Icon): This scroll contains useful information not found on other scrolls. Such things as the properties of different colored liquids are recorded on this scroll.

Teachers (Crossed Axe and Sword Icon): This scroll contains a record of the locations of teachers which your party has either found, or has learned about from other teachers. Teachers

Reference Scroll



are of four levels, those who can teach a basic skill (generally shopkeepers), and those who can raise your skill level to Expert, Master, or Grandmaster.

Exploration

Movement and Interaction

Keyboard Key	Function	Result
Up Arrow (mouse up)	Movement	Walk Forward
Down Arrow (mouse down)	Movement	Walk Backwards
Left Arrow (mouse left)	Movement	Turn Left
Right Arrow (mouse right)	Movement	Turn Right
Shift Key (+ movement key)	Movement Modifier for all movement keys	Run/Quickly perform movement function
Ctrl Key (+ movement key)	Movement Modifier for Left and Right Arrow	Strafe (move sideways while facing forward).
X Key	Movement	Jump
PgDn Key	View/No Movement	Look Up
Delete Key	View/No Movement	Look Down
End Key	View/No Movement	Look Ahead
(Highlight with mouse pointer at Game Options Screen)	"Always Run" modifier	Quickly perform all movement functions

Ground Movement

Most of your party's travel will take place on the ground. This can be in the form of walking or riding—any ground movement will follow the movement guide below.

Be aware, during your travels, that there are dangers beyond the enemies lurking in the shadows. Cliffs and pits can result in dangerously long falls from which your whole party will likely sustain massive damage. Running jumps can help you across small pits and ledges, and careful movement can help you climb up and down steep (non-vertical) hills safely. Nothing short of a highly powerful spell, however, can save you once you step off a cliff into thin air.

Flying

The high level Air magic spell, Fly, as well as the Dragon Flight ability can temporarily grant your party the power of flight. You still use the basic movement functions as used on the ground, but with the addition of being able to ascend and descend.

It is advisable to exercise caution when using flight; as when the spell wears off, your party will, once again, be subject to all the laws of gravity in all of their unforgiving splendor. If you have not landed safely upon the ground before the duration of the spell ends, you will tumble to the ground and sustain damage dependent on the distance of the fall.

Keyboard Key	Function	Result
PgUp Key	Flight Movement	Ascend
Insert Key	Flight Movement	Descend
Home Key	Flight Movement	Land Quickly

Travelling Long Distances

Each outdoor game map represents a sizable square section of Jadame. This means that if you need to travel across several adjacent maps, you will be travelling for a considerable amount of time (it takes more than a day to walk from one edge of a map to the other). Keeping this in mind, you would do well to think about the amount of food that must be consumed by your party over the projected duration of travel (1 unit per day). If you start your journey with insufficient food, you will find the members of your party in a weakened condition upon arrival at your destination—this could prove dangerous should enemies attack while you are not at full strength!

In addition to packing enough food for your journey, also keep in mind that you can travel over long distances by both boat and stage coach, thus cutting down on your travel time.

Dealing with Objects

Loose Items

Often times during your travels, you will see useful items such as bits of armor, weapons and equipment, or even potion ingredients and scrolls just littering the ground or otherwise unprotected. These loose items are free for the taking. To pick them up, simply click on them and they will be automatically added to the active character's inventory. To view the item before placing it in your inventory, right-click on it; and if the active character has the Identify Item skill, it will automatically attempt to use this skill to determine what the item is and how it might be useful.

Containers

Larger items such as treasure chests, crates and drawers can frequently be opened when they are encountered. They are also, however, frequently booby trapped, so before clicking on them to have the active character attempt to open it, you may find it prudent to have a character with the Disarm Trap skill do the opening. If a trap is triggered, characters with the Perception skill may avoid some or all of the damage, as may those with the Luck attribute. Once a container is successfully opened, anything inside is yours. The enclosed items will be displayed and you may take whichever ones you want by clicking on them, as you would lose items (the same rules apply to viewing the items as well).

Dead Bodies

As there is an ongoing state of destruction, chaos and war on Jadame, you will doubtless find a few corpses lying about unattended. Fear not, brave adventurer, whatever items that corpse may be in possession of are as good as yours! To search a dead body, click on it; if anything of value is found, it will be displayed for your perusal. After a dead body has been searched, it conveniently disappears, having fulfilled its last obligation to the living.

Buttons and Switches

Regardless of where you travel in Jadame, you will never find a shortage of buttons, switches, levers, and other triggering apparatus. To operate a "switch", click on it, the game will do the rest.

Fountains

If you happen to find a fountain, you can have the active character take a drink from it by moving up to the fountain and clicking on the water's surface.

Doors

Dungeon Entrances

To enter a cave, fortress, dungeon, or any other form of evil lair, click on the entryway through which you intend to pass. You will be asked about the certainty of your decision. An affirmative answer will escort your party into the lair, whereas a negative answer will leave your party remaining safely outside.

Interior Doors

A dungeon just wouldn't be a dungeon without some creepy doors placed strategically throughout to impede travel, sight, and to conceal dangerous foes. Clicking on a closed door causes the active character to attempt to open it. Some doors will be locked, requiring you to find a key or switch to open them. Others may require you to puzzle out the means to operate their locking mechanism.

Town Doors

Doors inside a town are generally safe. These usually represent the entrances to shops, taverns, houses, and other small buildings that can be entered by your party. Opening these doors simply requires that you click on them. If a door in town is locked, it is probably because the occupant wants to be left alone or the shop is closed. Opening a door in town starts off a transaction with the occupant. (See **Towns** for more information).

Other Objects

The land of Jadame is full of strange races of monsters. This will doubtless bring many strange objects into your path as you travel about. Many of the objects you will find will be profitable to you if you are able to determine their uses. As a general rule for objects, they are operated, activated, picked up, or searched by simply clicking on them.

Interaction with NPC's (Non-Player Characters)

As will also be inevitable in your adventures, you will happen upon other creatures with which you will need to interact. As there is a diverse mixture of monster races as well as humans on Jadame, your party is likely to encounter a wide variety of NPC's. Due to the troubled times in Jadame, you may find that many of those you meet will be suspicious, wary, or even downright hostile. Others, however, will be quite friendly and more than willing to help. Of all the personality types you are likely to encounter, the hostile is the most easily distinguished from a distance—they will attack you on sight (and will be dealt with in the combat section).

Talking

For those creatures that do not attack you first, talking is a good alternative to slaying them. To talk to a creature, move near to it and click on it in the main view. They will converse with the active character. When you click on a conversation topic, the creature's response will be displayed.

Receiving a Quest

Some of the creatures you speak with may have information for you, others may even present you with a new quest. Quests are heroic actions to perform, the completion of which often brings rewards of money and/or experience points. Typically you complete a quest by finishing the assigned task, and then returning to the creature that presented you with the task for your reward. This is not always the case, however, so you would be wise to read the details of each quest carefully concerning what must be done to complete it. Quests you have received, but not completed are recorded on your Quests scroll.

Towns

Towns in Jadame are much like towns in real life (except for the high percentage of monsters). They consist of a collection of houses, shops, services, and inhabitants. They typically act as places where your party can learn new skills, buy and sell equipment, obtain quests, receive training, and rest. While no place in Jadame is completely safe, towns are usually safe enough to afford a good night's sleep. Additionally, they are a mecca of information, services, and shops. To talk to the occupants of homes or use shops and other services, you must enter the building in which they are housed. To enter a building, walk up to it and click on the door.

Shops

When you enter a shop, you automatically start a conversation with the shopkeeper. Choose from the conversation options offered by the shopkeeper to buy and sell items, repair broken items, or learn skills.

Buy Standard or Special Items

Each shop specializes in different items as well as carrying a general inventory of standard items. Select from Buy Standard or Buy Special in the conversation options to see the inventory of the shop. When you move your mouse cursor over the items displayed, the shopkeeper will tell you how much it costs. If your active character has the Merchant skill, your party will get a better price than otherwise. To purchase an item, click on it and the cost will be automatically deducted from your party's gold. The item will appear in the active character's inventory.

Display Inventory

To display your party's entire inventory, click the Display Inventory conversation option.

You can switch between characters by clicking on their individual portraits. While the inventories are being displayed, conversation options switch to Sell, Identify and Repair. Click on an option to perform the labeled function, and after you're done, click the Exit button.

Sell: This option allows you to sell your party's items to the shopkeeper. As you move the mouse over the inventory items, the shopkeeper will tell you if he is interested in buying the item or not, and how much he is willing to pay for it. To sell an item, click on it and it will be taken from your inventory. Its value will automatically be added to your party's gold.

Identify: Any unidentified items in your inventory will appear highlighted in green when you select this option. To see how much the shopkeeper will charge you to identify the item, move the mouse over the item. To complete the transaction, click on the item and the Shopkeeper will charge you and identify the item in question.

Repair: When this option is selected, broken items are highlighted in red. The shopkeeper will tell you how much he will charge to fix the item when you move the mouse over the item in question. Click on the item to have the shopkeeper fix it for you.

Learn Skills

Shopkeepers also have valuable skills, which you can learn by selecting this option. After clicking on the Learn Skills option, a list of the skills the shopkeeper can teach you will appear along with the price he charges for teaching you the skill. All skills are taught at the basic level and only those skills available to your active character class will be displayed.

Types of Shops

Shops specialize in the kinds of items they sell, identify, and repair, as well as the kinds of skills they teach. Usually each shop will further specialize in a particular category of their craft. For example, a particular blacksmith might carry a wide selection of axes, but few or no daggers, swords or other weapons.

Blacksmiths: Blacksmiths deal in weapons.

Armories: Armorers deal in armor such as breast plates, shields, headpieces and gauntlets.

Magic Shops: Magic Shops sell potions, potion ingredients, scrolls, rings, learning books and other items of magic.

Alchemists: This is a specialized magic shop, which deals in a wide selection of potions, potion ingredients and potion recipes.

Spell Shops: Spell Shops sell your party spells to add to your characters' repertoires.

Other Town Services

Taverns: Safe havens for travelers of all races, taverns and roadhouses offer food and lodging and can be found almost anywhere, and you can play Arcomage.

Temples: Houses of worship which are maintained by donations and through the selling of healing services.

Stables: The Jadame stage coach network is accessed through the town stables. Stage coaches can be hired to travel from town to town and greatly decrease the time required to travel long distances. To hire a stage coach, check with the stable master to see if any seats are available.

Docks: Ships found at docks may be available for hire. Ask the captain if you can berth in his ship when it sails for its next port.

Banks: If you have extra gold that you wish to set aside for an emergency, it can be stored safely at the town bank.

Government: A town of any size usually has someone in charge of things who may be in need of some assistance. If you're looking for something to do, you can usually find it at the local town hall or castle.

Houses: While most inhabitants have little to say, a thorough search of the houses in a town could turn up an odd job, local guild members or even master teachers.

Combat

Combat takes place on the Adventure screen. Characters equipped with bows or wands may make ranged attacks; that is, attack targets that are out of reach of hand-to-hand weapons.

Other weapons and bare-hands/claws are good for hand-to-hand combat with nearby enemies. To have the active character attack a specific creature, either click on the creature in the main view, or move the mouse over the creature and press the A key. If you press the A key without targeting a specific creature, the nearest creature will be targeted automatically. Characters may not use bows to make

Key	Effect
A	Active Character Attacks Nearby Enemy
S	Active Character will if able (in this order) 1. Cast Quick Spell 2. Attack with a bow or wand 3. Make a hand-to-hand attack
B	Active Character passes combat turn
C	Opens active character's spell book
Enter	Toggles real time and turn-based modes

ranged attacks if there are creatures directly in front of the party.

Characters with magical abilities may, of course, cast spells during combat. To cast a character's chosen Quick Spell (see Magic section) press the S key. You may target a hostile creature with the mouse cursor, otherwise a nearby creature will be targeted automatically. You can also access the active character's spell book by pressing the Cast Spell button or the C key.

Combat Screen



Real Time vs. Turn Based Combat

Game time moves without pause, or in real time. Each action your characters perform, like casting spells or swinging a sword, takes a certain amount of time to accomplish; a fact reflected by their ready lights (see Adventure screen) which darken while the characters recover. While a character is recovering, it can perform no new actions. Normally, this is not really noticeable; but during combat the effect can be quite pronounced. Attacking creatures may be able to attack more efficiently than the party due to the time it takes you to think, select characters and target attacks.

The game can be put in turn based mode by pressing the Enter key. The Enter key toggles between real time mode and turn based mode. In turn based mode combatants act one at a time, in order depending on their speed and recovery status. Combat is divided into rounds lasting a few seconds. Characters and creatures that are particularly fast can perform multiple actions in a round. The game pauses before each character's turn so you can calmly execute its action. Press the B key to skip a character's action turn.

At the end of each round, action pauses and you can move your party a short distance using the arrow keys. After that, creatures move and then the next round begins. Press A, S or B keys to skip your movement phase.

When you are in turn based mode, an icon appears in the lower right corner of the main view. The icon changes to reflect the different round phases.

Damage

Your characters receive damage from many sources: combat, spell effects, traps, falling, and the explosions of incorrectly mixed potions to name a few. They may also be affected by other conditions like fatigue, weakness or drunkenness. Ill effects can always be removed by various healing spells or, for a price, at temples.

Physical Wounds: Weapon strikes, explosions, falls and most offensive spells wound characters directly by taking away hit points. Physical damage may be healed using various curative spells or by resting.

Unconsciousness/Death: If a character's hit points fall to or below zero, the character becomes unconscious or dies. Unconscious characters are knocked out of action and cannot perform any actions until their hit points heal to a positive value. Resting and healing revives unconscious characters. Death results when a character's hit points are reduced too far below zero. Dead characters may only be revived using the Raise Dead spell or by paying a temple healer to perform the service.

Weakness: Characters become weak from fatigue or hunger. Some attacks can also cause this effect. Weak characters have lowered maximum hit points and are less able to perform actions and fight. Weakness can be cured by resting or by the Cure Weakness spell.

Poison and Disease: These very similar effects can be caused by traps or certain spell and creature attacks. Both reduce character attributes, reduce their combat efficiency and lower spell points over time. They can only be cured at temples or by casting the appropriate Cure Disease or Cure Poison spell.

Insanity/Afraid: Some attacks make characters Insane or Afraid. Both of these conditions affect character attributes and may be removed by the Cure Insanity and Remove Fear spells.

Cursed: Some spell attacks can curse characters. Cursed character actions fail 50% of the time. The Remove Curse spell takes care of this condition.

Stoned/Paralyzed: Characters can become frozen by being Stoned or Paralyzed. If this happens, they cannot perform any actions. These conditions can be cured using the Stone to Flesh and the Cure Paralysis spells.

Eradicated: Some monsters can eradicate characters—killing them and destroying their bodies. Eradicated characters can be brought back at temples or with the Resurrection spell.

Experience and Advancement

Experience Points and Levels

As the game progresses, your characters gain more spell and hit points, and become better at the skills they possess through level advancement. Characters gain experience points for overcoming challenges—notably for killing monsters and for completing quests. When your characters earn enough experience points, they qualify to train for the next level at a training hall. You can see your characters' current level and experience points on their Stats Screens. Right-clicking on the experience statistic will display what level a character is ready to train for, or how many experience points they need to reach the next level. A character needs (Current Level x 1000) to move from one level to the next. For example, a character needs 3000 experience points to move from level 3 to 4.

A character eligible to train must do so at a training hall. Training halls are located in towns throughout Jadame. They charge a fee for their services. Most have a limit to how far they can train a character.

When a character gains a new level, they receive increases to their maximum hit points and spell points. What each specific character gains depends on their class, their rank within the class and attribute scores. At early levels (1-9), characters receive 5 skill points to spend on advancing the levels of skills they possess. This number increases by 1 every 5 levels thereafter (6 at levels 10-19, 7 at levels 20-29, etc.). See Skills for more details.

Rank

The party can receive special quests in the game called promotion quests. Certain people that the party meets will be empowered to grant class rank on characters of a particular character class. Before they do this, they will ask the party to prove its worth by completing a promotion quest. Gaining the new rank increases the number of spell and hit points a character receives per level. This will also allow the character to learn new skills and to learn other skills at higher levels of expertise.

Skills

In order to use weapons, armor, cast spells, or perform special actions, a character must possess the proper skill. Each character starts the game with four skills and can learn new ones from

shopkeepers located throughout Jadame. Each skill has a numerical level, which is "1" when a character first learns that skill. You may increase your characters' skill levels by spending the skill points they gain through experience level advancement. These points may be used at any time after they are awarded. The cost of advancing a skill level is equal to the level you want to achieve. For example, a character with a Bow skill of 3 would need to have 4 skill points to advance to Bow skill level 4.

As you explore, you will find master teachers who are able to increase your characters' expertise level in their skills. When first learned, a skill is at the basic or Normal level. Teachers can increase that level to Expert, Master or Grandmaster. Skills possessed at higher levels of expertise give characters advantages in their use.

Weapon Skills

In order to equip a particular type of weapon, a character must possess the proper weapon skill.

Sword: The Sword skill covers most types of blades longer than a knife. At the Normal level, this skill gives +1 bonus to hit per skill point. At the Expert level, this skill gives -1 bonus to recovery per skill point. At the Master level, this skill gives the character the ability to use another sword in its off-hand. At the Grandmaster level, this skill gives +1 bonus to AC per skill point.

Axe: While slow on the attack, axes do a lot of damage when they hit. At the Normal level, this skill gives +1 bonus to hit per skill point. At the Expert level, this skill gives -1 bonus to recovery per skill point. At the Master level, this skill gives the character +1 bonus to damage per skill point. At the Grandmaster level, this skill gives the character a chance to halve the Armor Class of the character's target. This skill gives the character +1 bonus to damage per skill point.

Staff: Staves are blunt two-handed pole weapons effective on both offense and defense. At the Normal level, this skill gives +1 bonus to hit per skill point. At the Expert level, this skill gives +1 bonus to Armor Class per skill point. At the Master level, this skill gives the character a chance to stun its opponent (a chance equal to the character's skill level). At the Grandmaster level, this skill gives the character's staff attacks a +1 bonus to damage per skill point.

Spear: The spear skill allows use of bladed pole weapons. At the Normal level, this skill gives +1 bonus to hit per skill point. At the Expert level, this skill gives +1 bonus to damage per skill point. At the Master level, this skill gives the character the ability to use its spear one handed, allowing another weapon for the other hand. Note: this too is different from the Master

Sword ability. At the Grandmaster level, this skill gives a +1 bonus to AC per skill point.

Dagger: While daggers don't do the kind of damage that a sword or an axe can deliver, they are very quick—sometimes letting you get 2 attacks for every 1 of your slower opponents' attacks. At the Normal level, this skill gives +1 bonus to hit per skill point. At the Expert level, this skill gives the character the ability to use a dagger in its off-hand and use another weapon with the other hand. At the Master level, this skill gives the character a chance equal to its skill level for triple damage. At the Grandmaster level, this skill adds +1 to damage per skill point.

Mace: Mace skill covers all kinds of blunt trauma weapons ranging from large clubs to flails. At the Normal level, this skill gives +1 bonus to hit per skill point. At the Expert level, this skill gives +1 bonus to damage per skill point. At the Master level, this skill gives the character a chance to stun its opponent (a chance equal to the character's skill level). At the Grandmaster level, this skill gives the character a chance to paralyze its opponent (the chance is equal to the character's skill level).

Bow: Bow skill covers both bow and crossbow usage. At the Normal level, this skill gives +1 bonus to hit per skill point. At the Expert level, this skill gives -1 bonus to recovery per skill point. At the Master level, this skill gives the character the ability to fire 2 arrows with every attack. At the Grandmaster level, this skill gives +1 bonus to damage per skill point.

Armor Skills

Leather: Leather armor is the lightest armor a character can wear. While leather provides less protection than chain or plate armor, it also slows your character down the least. Leather armor skill increases the protection offered by leather armor. At the Normal level, this skill gives +1 bonus to AC per skill point. At the Expert level, this skill eliminates the recovery penalty incurred from wearing leather armor. At the Master level, this skill gives the character an additional +1 bonus to AC per skill point. At the Grandmaster level, this skill gives +1 bonus to Elemental (Fire/Earth/Air/Water) resistances per skill point.

Chain: Chain armor is the medium armor type. It provides more protection than leather and less than plate, but it also slows your character down more than leather. Chain armor skill increases the protection offered by chain armor. At the Normal level, this skill gives +1 bonus to AC per skill point. At the Expert level, this skill gives the character a 50% reduction in the recovery penalty incurred from wearing chain mail armor. At the Master level, this skill eliminates the recovery penalty incurred from wearing chain mail armor. At the Grandmaster level, this skill reduces the severity of a "hit" to 2/3 damage from physical attacks.

Plate: Plate armor is the heaviest armor type. It provides the most protection, but it slows your character down more than leather or chain. Plate armor skill increases the protection offered by plate armor. At the Normal level, this skill gives +1 bonus to AC per skill point. At the Expert level, this skill gives the character a 50% reduction in the recovery penalty incurred from wearing plate armor. At the Master level, this skill reduces the severity of a 'hit' 1/2 damage from physical attacks. At the Grandmaster level, this skill eliminates the recovery penalty incurred from wearing plate armor.

Shield: Shield skill directly improves a character's armor class while a shield is employed. At the Normal level, this skill gives +1 bonus to AC per skill point. At the Expert level, this skill eliminates the recovery penalty incurred from using a shield. At the Master level, this skill gives the character an additional +1 bonus to AC per skill point. At the Grandmaster level, this skill gives protection as per the Shield spell.

Magic Skills

Before a character can cast spells of a particular type of magic, they must hold the proper magic skill. Each type of magic—Fire, Air, Water, Earth, Spirit, Mind, Body, Light and Dark—has its own skill. The effects of expertise and level are different for each spell type (for more information, see the Magic section).

Fire: Most Fire magic spells are all combat-oriented and include some of the strongest area effect damage spells. At higher ranks you can learn more powerful spells and cast the ones you know with greater effect.

Air: Air magic has a mix of combat, informational, and maneuvering spells including the very useful Fly spell. At higher ranks you can learn more powerful spells and cast the ones you know with greater effect.

Water: While Water magic has some combat oriented spells, its most powerful spells deal with travel and item enchantment. At higher ranks you can learn more powerful spells and cast the ones you know with greater effect.

Earth: Earth magic has a balanced mix of offensive and defensive spells, and includes some healing and adventuring magic. At higher ranks you can learn more powerful spells and cast the ones you know with greater effect.

Spirit: Spirit magic concentrates on spells involving life and death. Included are spells to raise the dead, which affect the undead, and which increase combat effectiveness. At higher ranks you can learn more powerful spells and cast the ones you know with greater effect.

Mind: Mind magic spells directly affect the minds of their targets. They can heal or cause changes in mental states, and cause direct damage. At higher ranks you can learn more powerful spells and cast the ones you know with greater effect.

Body: While Body magic includes some direct damage spells, it is the magic most concerned with healing. At higher ranks you can learn more powerful spells and cast the ones you know with greater effect.

Light: Light magic includes some of the most powerful offensive and protective spells, but is only usable by Clerics. At higher ranks you can learn more powerful spells and cast the ones you know with greater effect.

Dark: Only usable by Necromancers, Dark magic has the most spectacular damaging and creature controlling spells available. At higher ranks you can learn more powerful spells and cast the ones you know with greater effect.

Monster Skills

For three of the special monster character classes of the *Might and Magic VIII: Day of the Destroyer* game, there are monster skills which the character gains like skills but which acts more like spells. Each of the three races—Dark Elves, Vampires and Dragons—have their own specialties which are only available to that race. (Also see the Magic section for a more complete description of each skill.)

Vampire Ability: Vampires are innately powerful creatures with special abilities stemming from their high mental abilities and, of course, their immortal/undead nature. At the Normal level, the Vampire character can cast *Lifedrain* which harms its target and heals the caster. At the Expert level, the character can cast *Levitate* to move the party over harmful surfaces without taking damage. At the Master level, the character can cast the *Charm* spell on nearby targets. At the Grandmaster level, the character can assume *Mistform*. In *Mistform* a Vampire cannot take or deal physical damage.

Dragon Ability: Dragons are also powerful creatures with their racial abilities stemming from their magical nature and their special appendages (wings). At the Normal level, the Dragon character can cast *Fear* which causes its targets to flee. At the Expert level, the character gains *Flame Blast*, a *Breath Weapon* which launches an exploding fireball. At the Master level, the character gains *Flight* which allows the Dragon to carry the party through the air. At the Grandmaster level, the character gains *Wing Buffet*, which uses the Dragon's wings to push back opponents.

Dark Elf Ability: Dark Elves, though not as physically powerful as Vampires and Dragons, are also born with abilities not shared by other races. At the Normal level, the character can cast Glamour which increases the caster's appeal to others. At the Expert level, the character can cast Travelers' Boon which has effects of Torchlight, Wizard Eye and Feather Fall. At the Master level, the character can cast Blind. Targets of the spell wander aimlessly and cannot use spells or missiles. At the Grandmaster level, the character can cast Darkfire, a magic bolt that does Dark and Fire damage.

Miscellaneous Skills

Disarm Trap: The disarm traps skill is checked automatically when you open a trapped chest or other container. A higher skill in disarm traps gives a better chance of disarming the trap. At the Normal level, this skill gives the character a chance of disarming a trap equal to the character's skill level. At the Expert level, this skill effect is doubled. At the Master level, this skill effect is tripled. At the Grandmaster level, this skill guarantees 100% success at disarming traps.

Merchant: Merchant skill helps adjust prices in your favor, whether you are buying or selling. At the Normal level, this skill gives the character a basic ability to get a better price on goods and services from a merchant. At the Expert level, this skill effect is doubled. At the Master level, this skill effect is tripled. At the Grandmaster level, this skill gives the character the ability to buy or sell any item or service from a merchant at cost.

Meditation: Meditation skill adds spell points directly to your characters' spell point totals. The spell points are gained along with the normal Base Spell Points/Level each time your character gains a new level. At the Normal level, this skill gives the character a +1 spell point bonus per skill point. At the Expert level, this skill effect is doubled. At the Master level, this skill effect is tripled. At the Grandmaster level, this skill effect is quintupled (x5).

Body Building: Body Building skill adds hit points directly to your characters' hit point totals. The hit points are gained along with the normal Base Hit Points/Level each time your character gains a new level. At the Normal level, this skill gives the character a +1 hit point bonus per skill point. At the Expert level, this skill effect is doubled. At the Master level, this skill effect is tripled. At the Grandmaster level, this skill effect is quintupled (x5).

Perception: The Perception skill gives your characters a chance to notice hidden doors and traps, and to avoid damage from traps when they are triggered. At the Normal level, this skill gives the character an increased chance to avoid traps and notice treasures (a chance equal to the

character's skill level). At the **Expert** level, this skill effect is doubled. At the **Master** level, this skill effect is tripled. At the **Grandmaster** level, this skill gives the character 100% success in avoiding traps and noticing treasure.

Repair: The Repair skill allows your characters to repair broken equipment. Higher skill level allows them to repair better items. The skill is automatically applied when you right-click on a broken item in your inventory. At the **Normal** level, this skill gives the character the ability to repair simple items. At the **Expert** level, this skill gives the character the ability to repair higher quality items (double skill effect). At the **Master** level, this skill effect is tripled. At the **Grandmaster** level, this skill gives the character the ability to repair any broken item (100% effective).

Identify Item: The Identify item skill is automatically applied when you right-click on an unidentified inventory item. If your character's skill is high enough, the item becomes identified. At the **Normal** level, this skill gives the character the ability to identify some items. At the **Expert** level, this skill effect is doubled. At the **Master** level, this skill effect is tripled. At the **Grandmaster** level, this skill is 100% effective.

Learning: The Learning skill directly increases the experience a character receives. Every point of skill is a percent of awarded experience that is given as a bonus (plus a starting bonus of 9%). Five skill points would turn a 100 experience point award into a 114 experience point award. **Expert** doubles, **Master** triples, and **Grandmaster** quintuples this bonus, so 10 points of learning at **Grandmaster** rank would give a 59% bonus to all experience points gained.

Identify Monster: The Identify Monster skill is applied when you right-click on a monster. At the **Normal** level, this skill gives the character the ability to learn the hit points and **Armor Class** of a monster. At the **Expert** level, this skill gives the character the added ability to learn the attack type and damage a monster is capable of. At the **Master** level, this skill gives the character the added ability to learn which spells the monster can cast. At the **Grandmaster** level, this skill gives the character the added ability to learn the monster's resistances.

Armsmaster: Armsmaster skill represents the warrior's tricks of the trade. At the **Normal** level, this skill gives -1 bonus to your melee weapon recovery time per skill point. At the **Expert** level, this skill gives +1 bonus to hit with your melee weapon per skill point. At the **Master** level, this skill gives +1 bonus to damage with your melee weapon per skill point. At the **Grandmaster** level, the skill effect is doubled for all previous bonuses.

Alchemy: The Alchemy skill allows you to mix potions. Without the alchemy skill, you barely have the knowledge to make a simple potion. Once you have learned the alchemy skill though, your skill level is added to the strength value of the base ingredients to determine the

strength of even a simple potion. Higher rankings allow you to mix more complicated potions. At the Normal level, this skill allows the character to mix simple potions to make complex potions. At the Expert level, this skill allows the character to mix complex potions to make compound potions. At the Master level, this skill allows the character to mix compound potions to make white potions. At the Grandmaster level, this skill allows the character to mix white potions to make black potions, the most powerful potions in existence!

Regeneration: Characters with the regeneration skill will slowly regain lost hit points over time. Higher skill levels increase the rate at which damage is healed.

Magic System

Spell Books

Your character can use magic in the form of spells, which they cast from their spell books. Each spell belongs to 1 of the 9 schools of magic or to a special racial ability—Earth, Air, Fire, Water, Body, Mind, Spirit, Light, Dark, Dark Elven, Vampire or Dragon. Each school has a skill, and a character must possess it before they can learn to cast that school's spells. The more powerful spells will require a character to possess a magic school's skill at Expert, Master or even Grandmaster level. The special class abilities of Darkness, Vampires and Dragons are learned automatically when the appropriate levels of expertise are achieved.

Characters learn new spells from learning books, which may be purchased at various guilds and shops, or found as treasures. To use a learning book, pick it up out of a character's inventory and then click on the character's full figure image or portrait. The spell will now be permanently recorded in the character's spell book. Each learning book can only be used once.

To have a character cast a spell, select the character (click on its portrait or press 1-5) and then open its spell book by clicking the Spell Book button (the skull icon in the top right corner of the Adventure screen) or by pressing the C key. The book will have a page tab for each magic school skill that the character possesses. Turn the pages by clicking the tabs. Double-click on a spell icon to cast that spell. If the spell targets a party member, click on the target character's portrait to select them.

Each party member may have one ready spell called a Quick Spell. To set a Quick Spell; open a character's spell book, click on the spell icon to select it, and then press the Set Spell button (the icon resembling a circle). Quick Spells may be cast by pressing the S button.

To display further information about a spell, right-click on its spell icon.

Scrolls and Wands

Spells may also be cast from scrolls and wands. Each scroll has one spell written on it and can be used once. To cast a scroll spell, pick it up out of a character's inventory and click over the character's full figures image. Wands are loaded with multiple charges of a spell. A character must equip a wand as their weapon to use it. Each time a character attacks with a wand, one of its charges is expended. When a wand's charges are exhausted, it disappears. Scrolls and wands require no particular skill to use.

Potions

Characters can quaff potions to gain a wide variety of benefits. Potions can be purchased, found, or created. To have a character drink a potion, pick up a potion out of a character's inventory and click it over the full figure image or portrait. If it is identified, right-clicking on a potion will display information about its effects.

Potions may be created using an empty potion bottle and any variety of herbs and rare substances called reagents. To create a potion, put a reagent and an empty potion bottle in a character's inventory display. Pick up the reagent and then right-click it over the bottle. Characters with the alchemy skill can also mix potions to form new potions with more powerful effects. To attempt this, pick up one potion and then right-click it over another. Be warned! Mixing incompatible potions can cause an explosion.

Characters possessing the Alchemy skill at Normal level can mix basic potions (ones made directly from reagents) together to form complex potions. Experts can attempt mixtures involving complex potions to form compound potions. Masters can mix compound potions to form white potions. Grandmasters can mix white potions to form black potions. The strength of a basic potion is equal to the strength of the reagent used to mix it plus the mixing character's Alchemy skill. The strength of a complex, compound, white, or black potion is the average of the potions used to mix it. Grey potions, also called "Catalysts," are special potions that have no power of their own, but can be used to increase the strength of other potions.

Spells

Fire Spells: Normal Level

These spells can be learned at the Normal level of skill in Fire magic. As the character increases in level, the spells also increase in potency.

Torch Light: Torch light increases the radius of light surrounding your party in the dark. At the Normal level, this spell creates a light the intensity of a torch, which will last for 1 hour per skill point. At the Expert level, the spell creates a brighter light (double intensity). At the Master level, the spell casts an even brighter light (triple intensity). At the Grandmaster level, the caster of this spell has a faster recovery time from casting the spell.

Fire Bolt: Launches a burst of fire at a single target. Damage is 1-3 points of damage per point of skill in Fire magic, but casting cost is low. Firebolt is safe and effective—the “Old Reliable” of the sorcerer’s arsenal. This spell does not gain in intensity as skill levels progress, instead, the recovery time suffered by the caster decreases with each skill level.

Fire Resistance: Increases all your characters’ resistance to Fire magic by an amount equal to your skill in Fire and lasts 1 hour per point of skill. At the Normal level, this spell gives the target 1 point of Fire resistance per skill point of the caster. At the Expert level, the resistance offered is 2 points per skill point of the caster. At the Master level, this spell offers 3 points of resistance per skill point of the caster. At the Grandmaster level, this spell gives 4 points of Fire resistance per skill point of the caster.

Fire Aura: Causes a weapon that has no special abilities to burn with a magical fire, giving the weapon the “of fire” ability. This spell lasts for 1 hour per point of skill in Fire magic. At the Normal level, this spell gives an aura of fire to the target weapon. At the Expert level, the aura is intensified to “of Flame.” At the Master level, the aura is further intensified to “of Infernos.” At the Grandmaster level, the aura “of Infernos” becomes a permanent enchantment on the target.

Fire Spells: Expert Level

These spells cannot be learned until the character has achieved an Expert level of skill in Fire magic.

Haste: Reduces the time it takes to recover from casting a spell or attacking with a weapon. Characters will become weak after this spell wears off. This spell affects the entire party at once. At the Expert level, this spell gives a modest recovery rate. At the Master level, the spell gives a faster recovery rate. At the Grandmaster level, this spell gives the party the fastest recovery rate.

Fireball: Another sorcerer’s favorite, Fireball targets a single monster, but explodes to hurt anyone else caught in the blast. If your party is too close to the blast, they will be hurt as well. Fireball does 1-6 points of damage per point of skill in Fire magic. As with the Fire Bolt, the intensity of this spell does not increase, rather the recovery time decreases. At the Expert level, there is a moderate recovery rate, which decreases in duration at both Master and Grandmaster levels.

Fire Spike: Drops a Fire Spike on the ground that waits for a creature to get near it before exploding. Fire Spikes last until you leave the map or they are triggered. At the Expert level, this spell causes 1-6 points of damage per skill point (5 spikes maximum). At the Master level, the spell can cause up to 8 points of damage per skill point (7 spikes maximum). At the Grandmaster level, the spell can cause up to 10 points of damage per skill point (9 spikes maximum).

Fire Spells: Master Level

These spells may not be learned until the character has achieved a skill level of Master in Fire magic.

Immolation: Surrounds your characters with a very hot fire that is only harmful to others. The spell will deliver 1-6 points of damage per point of skill to all nearby monsters for as long as they remain in the area of effect. At the Master level, this spell lasts 1 minute per skill point. At the Grandmaster level, this spell lasts 10 minutes per point of skill.

Meteor Shower: Summons flaming rocks from the sky in a large radius surrounding your chosen target. Try not to be near the victim when you use this spell. A single meteor does 8 points of damage plus 1 per point of skill in Fire magic. This spell only works outdoors. At the Master level, this spell has a moderate rate of recovery and calls down sixteen meteors from the sky. At the Grandmaster level, the spell has a fast rate of recovery and calls down twenty meteors from the sky.

Inferno: Inferno burns all monsters in sight when cast, excluding your characters. Good for cleaning out rooms full of weak or moderate strength monsters in one or two easy castings. Each monster takes 12 points of damage plus 2 per point of skill in Fire magic. This spell only works indoors. As with Fire Bolt and Fireball, this spell does not increase in intensity from Master to Grandmaster, but rather the recovery time decreases from moderate to fast.

Fire Spells: Grandmaster Level

Each branch of magic has its pinnacle spell, that one crowning achievement which an aspiring magician can never top. In the realm of Fire magic, this spell is "Incinerate."

Incinerate: Amongst the strongest direct damage spells available in any sphere of magic, Incinerate inflicts massive damage on a single target. Only the strongest of monsters can expect to survive this spell. Damage is a base of 15 points plus 1-15 points per point of skill in Fire magic.

Air Spells: Normal Level

These spells can be learned at the Normal level of skill in Air magic. As the character increases in level, the spells also increase in potency.

Wizard Eye: Wizard Eye causes the automap located in the lower right corner of the main gaming screen to show the locations of monsters and other points of interest while outdoors. The spell lasts 1 hour per point of skill in Air magic. At the Normal level, this spell shows only terrain and monsters. At the Expert level, the spell additionally shows treasure. At the Master level, the spell additionally shows 'points of interest'. At the Grandmaster level, the spell's casting cost is free (0 spell points to cast the spell).

Feather Fall: Feather Fall prevents your characters from being hurt when falling more than 10 feet by slowing the speed of the fall. Feather Fall affects your entire party with one casting and has a duration based on your skill in Air magic. At the Normal level, this spell lasts 5 minutes per point of skill. At the Expert level, the duration is increased to 10 minutes per point of skill. At the Master level, the duration of the spell is increased to 1 hour per point of skill. At the Grandmaster level, the spell recovery duration is reduced to "fast."

Air Resistance: Increases all your characters' resistance to Air magic by an amount equal to your skill in Air and lasts 1 hour per point of skill. At the Normal level, this spell gives the target 1 point of Air resistance per skill point of the caster. At the Expert level, the resistance offered is 2 points per skill point of the caster. At the Master level, this spell offers 3 points of resistance per skill point of the caster. At the Grandmaster level, this spell gives 4 points of resistance per skill point of the caster.

Sparks: Sparks fires small balls of lightning into the world that bounce around until they hit something or dissipate. It is hard to tell where they will go, so this spell is best used in a room crowded with small monsters. Each spark does 2 points plus 1 per point of skill in Air magic. At the Normal level, this spell has a moderate recovery rate and produces 3 sparks. At the Expert level, the spell has a faster recovery rate and produces 5 sparks. At the Master level, the spell has an even faster recovery rate and produces 7 sparks. At the Grandmaster level, the spell has the fastest recovery rate and produces 9 sparks.

Air Spells: Expert Level

These spells cannot be learned until the character has achieved an Expert level of skill in Air magic.

Jump: Jump launches your party up in the air, landing you 60 feet from where you started. Your party takes no falling damage from the jump. At the Expert level, the spell has a moderate recovery rate; this duration decreases at each successive skill level.

Shield: Halves damage from incoming ranged attacks (such as rocks and arrows) by slowing the missiles down just before they hit. At the Expert level, this spell lasts for a base of 1 hour, plus an additional 5 minutes per skill point. At the Master level, the spell lasts for 1 hour, plus an additional fifteen minutes per skill point. At the Grandmaster level, the spell lasts for 1 hour, plus an additional hour per skill point.

Lightning Bolt: The sorcerer's darling, Lightning Bolt discharges electricity from the caster's hand to a single target. It always hits and does 1-8 points of damage per point of skill in Air magic. As for the jump spell, this spell does not gain in intensity, but rather decreases in recovery time for each skill progression.

Air Spells: Master Level

These spells may not be learned until the character has achieved a skill level of Master in Air magic.

Invisibility: This spell can't be cast while hostile monsters are nearby. Invisibility works on the minds of nearby creatures, making them unable to notice the party unless spoken to or attacked. Any sort of attack, regardless of whether or not it hits or misses, will break this spell. At the Master level, this spell lasts for 10 minutes per skill point. At the Grandmaster, the spell duration is increased to 1 hour per skill point.

Implosion: Implosion is a nasty spell that affects a single target by destroying the air around it; causing a sudden inrush from the surrounding air, a thunderclap, and 10 points plus 1-10 points of damage per point of skill in Air magic. At the Master level, this spell has a moderate recovery rate, which decreases to a fast recovery at Grandmaster level.

Fly: Grants the power of flight to your characters! This spell is very expensive and only works outdoors, but it is very useful. Fly will drain 1 spell point every 5 minutes it is in use (i.e. when you aren't touching the ground). At the Master level, this spell has a moderate recovery rate. At the Grandmaster level, this spell has no casting cost.

Air Spells: Grandmaster Level

Each branch of magic has its pinnacle spell, that one crowning achievement which an aspiring magician can never top. In the sphere of Air magic, this spell is "Starburst."

Starburst: Calls stars from the heavens to smite and burn your enemies. Twenty stars are called, and the damage for each star is 20 points plus 1 per point of skill in Air magic. Starburst only works outdoors, so try not to get caught in the blast...

Water Spells: Normal Level

These spells can be learned at the Normal level of skill in Water magic. As the character increases in level, the spells also increase in potency.

Awaken: Automatically awakens all of your characters from a normal sleep and will awaken them from a magical sleep if they haven't had the sleep condition for too long. The greater your skill in Water magic, the longer the sleep condition could have been present before this spell becomes ineffective. At the Normal level, this spell is successful if the target has been asleep less than 3 minutes per point of skill. At the Expert level, this spell is successful if the target has been asleep for less than 1 hour per skill point. At the Master level, this spell is successful if the target has been asleep for less than 1 day per point of skill. At the Grandmaster level, this spell's recovery rate is reduced to "fast."

Poison Spray: Sprays poison at monsters directly in front of your characters. Damage is low, but few monsters have resistance to Water magic, so it usually works. Each shot does 2 points of damage plus 1-2 per point of skill in Water magic. At the Normal level, this spell has a slow rate of recovery and produces only 1 shot of poison. At the Expert level, the recovery rate is decreased and the spell produces 3 shots of poison. At the Master level, the recovery rate is further decreased and the spell produces 5 shots of poison. At the Grandmaster level, the recovery rate is as fast as it can get and the spell produces 7 shots of poison.

Water Resistance: Increases all your characters' resistance to Water magic by an amount equal to your skill in Water and lasts 1 hour per point of skill. At the Normal level, this spell gives the target 1 point of Water resistance per skill point of the caster. At the Expert level, the resistance offered is 2 points per skill point of the caster. At the Master level, this spell offers 3 points of resistance per skill point of the caster. At the Grandmaster level, this spell gives 4 points of resistance per skill point of the caster.

Ice Bolt: Fires a single bolt of ice at a single target. It always hits and does 1-4 points of damage per point of skill in Water magic. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "slow" for the Normal level.

Water Spells: Expert Level

These spells cannot be learned until the character has achieved an Expert level of skill in Water magic.

Water Walk: Only useful outdoors, Water Walk lets your characters walk along the surface of water without sinking. This spell can be very useful, but constantly drains 1 spell point every 20 minutes while in contact with water. At the Expert level, the spell lasts 10 minutes per point of skill. At the Master level, the spell duration increases to 1 hour per spell point. At the Grandmaster level, the spell has no casting cost.

Recharge Item: Recharges any magic item that uses charges. Every time this spell is cast at the Expert level, the item permanently loses 50% - 1% per point of skill in Water magic of its charges. At the Master level, the item only loses 30% - 1% per skill point. At the Grandmaster level, the item will lose 20% - 1% per skill point.

Acid Burst: Acid Burst squirts a jet of extremely caustic acid at a single victim. It always hits and does 9 points of damage plus 1-9 per point of skill. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate" for the Expert level.

Water Spells: Master Level

These spells may not be learned until the character has achieved a skill level of Master in Water magic.

Enchant Item: Gives a chance to imbue a normal item with magical powers. The chance of success is 10% per point of skill in Water magic. Grandmasters can manage better enchantments. At the Master level, this spell can cast moderate strength enchantments on the target item. At the Grandmaster level, the spell casts a strong enchantment on the target item.

Town Portal: Town Portal teleports the party to the central fountain of any town the player has visited. Town Portal has a 10% chance per point of Water magic skill of working when cast, and cannot be used while hostile monsters are nearby. At the Master level, this spell is restricted to use when no hostile monsters are nearby. At the Grandmaster level, the restriction is lifted for hostile monsters and the spell can be cast regardless.

Ice Blast: Fires a ball of ice in the direction the caster is facing. The ball will shatter when it hits something, launching shards of ice in all directions except the caster's. The shards will ricochet until they strike a creature or melt. Each shard does 12 points of damage plus 1-6 per point of skill in Water magic. At the Master level, this spell has a moderate recovery rate and will burst into 7 shards. At the Grandmaster level, the spell has a fast recovery rate and will burst into 9 shards.

Water Spells: Grandmaster Level

Each branch of magic has its pinnacle spell, that one crowning achievement which an aspiring magician can never top. In the sphere of Water magic, this spell is "Lloyd's Beacon."

Lloyd's Beacon: Lloyd's Beacon lets you place a marker at a location you want to teleport back to in the future. Just how far in the future depends on your skill in Water magic. Cast this spell whenever you wish, to either place a marker or return to one. Once they are cast, these beacons will decay after 1 week per point of skill in Water magic.

Earth Spells: Normal Level

These spells can be learned at the Normal level of skill in Earth magic. As the character increases in level, the spells also increase in potency.

Stun: Slaps a monster with magical force, forcing it to recover from the stun spell before it can do anything else. The greater your skill in Earth magic, the greater the effect of the spell. At the Normal level, the stun has the effect of receiving a normal blow, and at each consecutive level, this effect is intensified.

Slow: Halves the walking speed and doubles the recovery rate of a single monster. Slow makes sure a monster will attack you half as often, and will have a harder time catching up to you if you choose to run. The duration of this spell is 1 minute per point of skill in Earth magic. At the Normal level, the spell is as described above. At the Expert level, the duration of the spell increases to 5 minutes per skill point. At the Master level, the target monster is slowed to 1/4 speed. At the Grandmaster level, the monster is slowed to 1/8 speed.

Earth Resistance: Increases all your characters' resistance to Earth magic by an amount equal to your skill in Earth and lasts 1 hour per point of skill. At the Normal level, this spell gives the target 1 point of Earth resistance per skill point of the caster. At the Expert level, the resistance offered is 2 points per skill point of the caster. At the Master level, this spell offers 3 points of resistance per skill point of the caster. At the Grandmaster level, this spell gives 4 points of resistance per skill point of the caster.

Deadly Swarm: Summons a swarm of biting, stinging insects to bedevil a single target. The swarm does 5 points of damage plus 1-3 per point of skill in Earth magic. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Earth Spells: Expert Level

These spells cannot be learned until the character has achieved an Expert level of skill in Earth magic.

Stone Skin: Increases the armor class of all characters by 5 + 1 point per point of skill in Earth magic. At the Expert level, the duration of the spell is 1 hour plus an additional 5 minutes per point of skill. At the Master level, the duration is raised to 1 hour plus an additional fifteen minutes per point of skill. At the Grandmaster level, the duration is raised to 1 hour plus an additional 1 hour per point of skill.

Blades: Fires a rotating, razor-thin metal blade at a single monster. The blade does 1-9 points of damage per point of skill in Earth magic. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Stone to Flesh: Removes the stoned condition from a character if you cast this spell in time. The greater the skill and rank in Earth magic the longer the condition could have been present before the "point of no return" is reached. After that, the only way to remove the condition short of Divine Intervention is to visit a temple. At the Expert level, the spell will be successful if the target has been stone for less than 1 hour per point of skill of the caster. At the Master level, this spell will be successful if the target has been stone for less than 1 day per skill point of the caster. At the Grandmaster level, there is no time limit for successful completion of the spell.

Earth Spells: Master Level

These spells may not be learned until the character has achieved a skill level of Master in Earth magic.

Rock Blast: Releases a magical stone into the world that will explode when it comes into contact with a creature or enough time passes. The rock will bounce and roll until it finds a resting spot, so be careful not to be caught in the blast. The explosion causes 10 points of damage plus 1-10 points of damage per point of skill in Earth magic. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Telekinesis: Telekinesis lets you manipulate an object at a distance. Switches can be thrown, objects picked up, and doors opened with this spell, all from a nice safe distance from those nasty traps. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Death Blossom: Fires a magical stone far into the air that creates a very large and powerful explosion, sending shards of explosive earth raining to the ground. The damage is 20 points plus 2 per point of skill in Earth magic for each shard. This spell can only be used outdoors. At the Master level, the spell has a moderate rate of recovery. At the Grandmaster level, the spell has a faster rate of recovery and the effect of the spell is doubled.

Earth Spells: Grandmaster Level

Each branch of magic has its pinnacle spell, that one crowing achievement which an aspiring magician can never top. In the sphere of Earth magic, this spell is "Mass Distortion."

Mass Distortion: Increases the weight of a single target enormously for an instant, causing internal damage equal to 25% of the monster's hit points plus another 2% per point of skill in Earth magic. The bigger they are, the harder they fall.

Spirit Spells: Normal Level

These spells can be learned at the Normal level of skill in Spirit magic. As the character increases in level, the spells also increase in potency.

Detect Life: Allows the party to see an opponent's current health as an exact number. At the Normal level, this spell will last for 10 minutes per skill point of the caster. At the Expert level, the spell duration increases to thirty minutes per skill point. At the Master level, the spell duration increases to 1 hour per skill point. At the Grandmaster level, this spell also reveals an opponent's spells.

Bless: Blessed characters have an increased chance to hit monsters in hand to hand combat and with missiles. A character's bonus to hit is increased by 5 + 1 per point of skill in Spirit magic. At the Normal level, this spell lasts for 1 hour plus an additional 5 minutes per skill point of the caster. At the Expert level, the spell effects the entire party. At the Master level, the spell duration increases to 1 hour plus and additional fifteen minutes per skill point. At the Grandmaster level, the duration of the spell is increased to 1 hour plus an additional hour per skill point.

Fate: Fate can be used on a character to increase his chance to hit, or on a monster to decrease its chance. The chance is modified by 20 + 1 per point of skill in Spirit magic, and lasts until the target attacks, or 5 minutes go by. At the Normal level, the spell is cast as described above. At the Expert level, the spell bonus is raised to 20 +2 per point of skill. At the Master level, the bonus is raised to 20 +4 per point of skill. At the Grandmaster level, the bonus is raised to 20 +6 per point of skill.

Turn Undead: Forces all visible undead monsters to flee until the duration of Turn Undead runs out. This spell lasts for 3 minutes plus 1 minute per point of skill in Spirit magic. At the Normal level, the spell is cast as described above. At the Expert level, the duration is raised to 3 minutes plus an additional 3 minutes per point of skill. At the Master level, the duration is raised to 3 minutes plus an additional 5 minutes per point of skill. At the Grandmaster level, the spell recovery rate is decreased.

Spirit Spells: Expert Level

These spells cannot be learned until the character has achieved an Expert level of skill in Spirit magic.

Remove Curse: Removes the cursed condition from a character if you cast this spell in time. The greater the skill and rank in Spirit magic the longer the condition could have been present before the "point of no return" is reached. After that, the only way to remove the condition short of Divine Intervention is to visit a temple. At the Expert level, this spell works if the target has been cursed for less than 1 hour per skill point of the caster. At the Master level, the spell will work if the target has been cursed for less than 1 day per skill point. At the Grandmaster level, there is no time limit for the spell's success.

Preservation: Preservation more tightly binds the soul to the body, delaying death due to massive hit point loss, but will not stop a character from going unconscious. If hit points are still too low when the spell wears off, the wounded character will die. At the Expert level, this spell will last for 1 hour plus an additional 5 minutes per point of skill. At the Master level, the spell works on the entire party. At the Grandmaster level, the spell duration is increased to 1 hour plus an additional fifteen minutes per skill point.

Heroism: Heroism increases the damage a character does on a successful attack by 5 + 1 point per point of skill in Spirit magic. This spell affects the entire party at once. At the Expert level, the duration of the spell is 1 hour plus an additional 5 minutes per point of skill. At the Master level, the duration of the spell is increased to 1 hour plus an additional 15 minutes per point of skill. At the Grandmaster level, the duration is increased to 1 hour plus an additional 1 hour per point of skill.

Spirit Spells: Master Level

These spells may not be learned until the character has achieved a skill level of Master in Spirit magic.

Spirit Lash: This spell attempts to weaken the link between the body and soul, causing 10 + 2-8 points of damage per point of skill in Spirit magic to all monsters near the caster. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Raise Dead: Raises a character from the dead if you cast this spell in time. The greater the skill and rank in Spirit magic the longer the character could have been dead before the "point of no return" is reached. After that, the only way to raise the character short of Divine Intervention is to visit a temple. Casting this spell will leave the raised character in the weak condition. At the Master level, the spell will work if the target has been dead for less than 1 day per point of skill of the caster. At the Grandmaster level, there is no time limit for this spell's success.

Shared Life: Shared Life combines the life force of your characters and redistributes it amongst them as evenly as possible. All current hit points are totaled and 3 extra points per point of skill in Spirit magic is added to this total. Then the points are distributed back to the characters, with no individual character being allowed to have more points than his maximum total hit points. At the Master level, the spell is cast as described above. At the Grandmaster level, the spell adds 4 extra hit points per skill point of the caster.

Spirit Spells: Grandmaster Level

Each branch of magic has its pinnacle spell, that one crowning achievement which an aspiring magician can never top. In the sphere of Spirit magic, this spell is "Resurrection."

Resurrection: Resurrects an eradicated (body destroyed) character. Recovery rate is very slow, but will be faster for characters with a higher skill in Spirit magic. The resurrected character will be in the weak condition after this spell is cast.

Mind Spells: Normal Level

These spells can be learned at the Normal level of skill in Mind magic. As the character increases in level, the spells also increase in potency.

Telepathy: Caster reads the target's mind, finding out exactly how much gold and what items the target has. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "slow."

Remove Fear: Removes the afraid condition from a character if you cast this spell in time. The greater the skill and rank in Mind magic the longer the condition could have been present before the "point of no return" is reached. After that, the only way to remove the condition short of Divine Intervention is to visit a temple. At the Normal level, this spell is effective if the target

has been afraid for less than 3 minutes per skill point of the caster. At the Expert level, the spell is effective if the target has been afraid for less than 1 hour per point of skill. At the Master level, the spell is effective if the target has been afraid for less than 1 day per point of skill. At the Grandmaster level, the spell is effective regardless of how long the target has been afraid.

Mind Resistance: Increases all your characters' resistance to Mind magic by an amount equal to your skill in Mind and lasts 1 hour per point of skill. At the Normal level, this spell gives the target 1 point of mind resistance per skill point of the caster. At the Expert level, the resistance offered is 2 points per skill point of the caster. At the Master level, this spell offers 3 points of resistance per skill point of the caster. At the Grandmaster level, this spell gives 4 points of resistance per skill point of the caster.

Mind Blast: Fires a bolt of mental force damaging to a single target's nervous system. Mind Blast does 3 points of damage plus 1-3 per point of skill in Mind magic. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "slow."

Mind Spells: Expert Level

These spells cannot be learned until the character has achieved an Expert level of skill in Mind magic.

Charm: Calms a single targeted creature and removes any hostile feelings it has towards your characters. If this creature takes any damage, it will immediately become hostile again. At the Expert level, the spell lasts for 5 minutes per skill point of the caster. At the Master level, the duration is increased to 10 minutes per point of skill. At the Grandmaster level, the spell lasts until the party leaves the map where the target was.

Cure Paralysis: Cures paralysis if you cast this spell in time. The greater the skill and rank in Mind magic the longer the character could have been paralyzed before the "point of no return" is reached. After that, the only way to remove the condition short of Divine Intervention is to visit a temple. At the Expert level, the spell works if the target has been paralyzed for less than 1 hour per skill point of the caster. At the Master level, the spell works if the target has been paralyzed for less than 1 day per point of skill. At the Grandmaster level, there is no time limit for the effectiveness of this spell.

Berserk: Causes a single monster to go mad with battle lust, attacking the nearest living creature until the spell wears off. At the Expert level, this spell lasts for 5 minutes per skill point of the caster. At the Master level, the duration is increased to 10 minutes per point of skill. At the Grandmaster level, the duration is increased to 1 hour per point of skill.

Spirit Spells: Master Level

These spells may not be learned until the character has achieved a skill level of Master in Mind magic.

Mass Fear: All creatures in the caster's sight fear the caster and flee. If a creature takes damage while under the influence of this spell, the spell will be broken. Mass Fear will not work on Undead creatures. The duration of Mass Fear is 3 minutes per point of skill in Mind magic. At the Master level, the spell is cast as described above. At the Grandmaster level, the duration of the spell is increased to 5 minutes per point of skill.

Cure Insanity: Cures insanity if you cast this spell in time. The greater the skill and rank in Mind magic the longer the character could have been insane before the "point of no return" is reached. After that, the only way to remove the condition short of Divine Intervention is to visit a temple. At the Master level, the spell will be effective if the target has been insane for less than 1 day per skill point of the caster. At the Grandmaster level, there is no time limit for the effectiveness of this spell.

Psychic Shock: Similar to Mind Blast, Psychic Shock targets a single creature with mind damaging magic, only to a much greater effect. Psychic Shock does 12 points of damage plus 1-12 per point of skill in Mind magic. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Mind Spells: Grandmaster Level

Each branch of magic has its pinnacle spell, that one crowning achievement which an aspiring magician can never top. In the sphere of Mind magic, this spell is "Enslave."

Enslave: Takes control of the target's mind for 10 minutes per point of skill in Mind magic. Enslaved creatures will fight monsters that are hostile to the caster for the duration of the spell, and will not fight with the caster even if attacked by the caster or his friends. This spell will not work on the Undead.

Body Spells: Normal Level

These spells can be learned at the Normal level of skill in Body magic. As the character increases in level, the spells also increase in potency.

Cure Weakness: Cures the weak condition from a character if you cast this spell in time. The greater the skill and rank in Body magic the longer the character could have been weak before

the "point of no return" is reached. After that, the only way to cure the condition short of Divine Intervention is to visit a temple. At the Normal level, the spell will be effective if the target has been weak for less than 3 minutes per skill point of the caster. At the Expert level, the spell will be effective if the target has been weak for less than 1 hour per point of skill. At the Master level, the spell will be effective if the target has been weak for less than 1 day per point of skill. At the Grandmaster level, there is no time limit for the effectiveness of the spell.

Heal: Cures hit points on a single target when cast. The number cured is equal to 5 hit points plus 2 per point of skill in Body magic. At the Normal level, the spell is cast as described above. At the Expert level, the spell cures 5 hit points plus 3 per skill point. At the Master level, the spell cures 5 hit points plus 4 per skill point. At the Grandmaster level, the spell cures 5 hit points plus 5 per skill point.

Body Resistance: Increases all your characters' resistance to Body magic by an amount equal to your skill in Body and lasts 1 hour per point of skill. At the Normal level, this spell gives the target 1 point of body resistance per skill point of the caster. At the Expert level, the resistance offered is 2 points per skill point of the caster. At the Master level, this spell offers 3 points of resistance per skill point of the caster. At the Grandmaster level, this spell gives 4 points of resistance per skill point of the caster.

Harm: Directly inflicts magical damage upon a single creature. Harm does 8 points of damage plus 1-2 per point of skill in Body magic. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Body Spells: Expert Level

These spells cannot be learned until the character has achieved an Expert level of skill in Body magic.

Regeneration: Gives the Regeneration ability to a single character. Regeneration will slowly heal back hit points over time while the spell is active. At the Expert level, the spell lasts for 1 hour per point of skill. At the Master level, the target will regain hit points more quickly. At the Grandmaster level, the target regains hit points at an even greater rate.

Cure Poison: Cures poison in a character if you cast this spell in time. The greater the skill and rank in Body magic the longer the character could have been poisoned before the "point of no return" is reached. After that, the only way to remove the condition short of Divine Intervention is to visit a temple. At the Expert level, the spell will be effective if the target has been poisoned for less than 1 hour per skill point of the caster. At the Master level, the spell will be effective

if the target has been poisoned for less than 1 day per point of skill. At the Grandmaster level, there is no time limit for the effectiveness of the spell.

Hammerhands: Hammerhands magically enhances the skill of an unarmed combatant, allowing his strikes to land more precisely against an opponent's weak spots. Hammerhands inflicts Body magic damage equal to the physical damage caused by the unarmed attack. At the Expert level, the spell has a moderate recovery rate. At the Master level, the recovery rate decreases. At the Grandmaster level, the spell affects the entire party.

Body Spells: Master Level

These spells may not be learned until the character has achieved a skill level of Master in Body magic.

Cure Disease: Cures disease in a character if you cast this spell in time. The greater the skill and rank in Body magic the longer the character could have been diseased before the "point of no return" is reached. After that, the only way to remove the condition short of Divine Intervention is to visit a temple. At the Master level, this spell will be effective if the target has been diseased for less than 1 day per skill point of the caster. At the Grandmaster level, there is no time limit for the effectiveness of the spell.

Protection from Magic: Protection from Magic affects the entire party at once, granting immunity to certain spells and monster abilities that cause debilitation conditions. These are: Poison, Disease, Stone, Paralyze and Weak. Every time this spell saves a character from an effect, it weakens. The spell can survive 1 attack per point of skill in Body magic--after that, Protection from Magic is broken. At the Master level, the spell lasts for 1 hour per skill point of the caster. At the Grandmaster level, this spell grants immunity to death and eradication effects.

Flying Fist: Flying Fist throws a heavy magical force at a single opponent that does 20 points of damage plus 1-10 per point of skill in Body magic. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Body Spells: Grandmaster Level

Each branch of magic has its pinnacle spell, that one crowning achievement which an aspiring magician can never top. In the sphere of Body magic, this spell is "Power Cure."

Power Cure: Cures hit points of all characters in your party at once. The number cured is equal to 10 plus 5 per point of skill in Body magic.

Light Spells: Normal Level

These spells can be learned at the Normal level of skill in Light magic. As the character increases in level, the spells also increase in potency.

Light Bolt: Fires a bolt of light at a single target that does 1-4 points of damage per point of skill in Light magic. Damage vs. Undead is doubled. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Destroy Undead: Calls upon the power of Heaven to undo the evil magic that extends the lives of the Undead, inflicting 16 points of damage plus 1-16 per point of skill in Light magic upon a single, unlucky target. This spell only works on the Undead. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Dispel Magic: Removes all spells on all creatures in the caster's sight, both helpful and harmful. Recovery is reduced by an amount equal to skill in Light magic. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Paralyze: Paralyze temporarily prevents a monster from moving or attacking for the (short) duration of this spell, which is 3 minutes per point of skill in Light magic. You are free to attack your helpless target until your heart's content--paralyzed monsters cannot retaliate. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Light Spells: Expert Level

These spells cannot be learned until the character has achieved an Expert level of skill in Light magic.

Summon Elemental: Summons a Wisp to fight for the party (of strength according to skill level). It will stay until the spell duration runs out or it is destroyed. At the Expert level, the caster may summon only 1 Dancing Light, which will stay for 5 minutes per skill point of the caster. At the Master level, the caster may summon up to 3 Wisps, which will stay for fifteen minutes per point of skill. At the Grandmaster level, the caster may summon as many as 5 Wisps, which will also stay for fifteen minutes per point of skill.

Day of the Gods: Temporarily increases all 7 stats on all your characters by 3 times your skill in Light magic. This spell lasts until you rest. At the Expert level, the spell is cast as described above. At the Master level, the increase is by four times your normal skill. At the Grandmaster level, the increase is by 5 times the normal skill.

Light Spells: Master Level

These spells may not be learned until the character has achieved a skill level of Master in Light magic.

Prismatic Light: Inflicts 25 points of damage plus 1 per point of skill in Light magic on all creatures in sight. This spell can only be cast indoors. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Day of Protection: Simultaneously casts Protection from Fire, Air, Water, Earth, Mind and Body, plus Feather Fall and Wizard Eye on all your characters at four times your skill in Light magic. At the Master level, this spell is cast as described above. At the Grandmaster level, the spell is cast at 5 times your normal skill instead of 4 times.

Hour of Power: Simultaneously casts Haste, Heroism, Shield, Stone Skin and Bless on all your characters at four times your skill in Light magic. At the Master level, this spell is cast as described as above. At the Grandmaster level, the spell is cast at 5 times your skill level instead of 4 times.

Sunray: Sunray is the second most devastating spell in the game, concentrating the light of the sun on one unfortunate creature. Since Sunray must focus the light of the sun, it can only work outdoors and during the day. Sunray does 20 points of damage plus 1-20 per point of skill in Light magic. At the Master level, this spell's recovery rate is "slow." At the Grandmaster level, the recovery rate decreases to "moderate."

Light Spells: Grandmaster Level

Each branch of magic has its pinnacle spell, that one crowning achievement which an aspiring magician can never top. In the sphere of Light magic, this spell is "Divine Intervention."

Divine Intervention: Three times per day you may call upon the heavens to heal your characters of all damage, restore your spell points, and remove all adverse conditions. The gods exact a price, however, aging the caster 10 years for each Divine Intervention. Recovery from this spell is shortened with skill in Light magic.

Dark Spells: Normal Level

These spells can be learned at the Normal level of skill in Dark magic. As the character increases in level, the spells also increase in potency.

Reanimate: Reanimate allows you to raise a lifeless creature from the dead (sort of). The zombie will fight against monsters hostile to the caster until it is killed (again) or until the party leaves the map. The zombie will have 10 hit points per point of skill in Dark magic, up to its normal maximum. This spell cannot be cast on members of your party. At the Normal level, the reanimated creature receives 20 hit points per skill point of the caster (up to the creature's maximum hit points). At the Expert level, the reanimated creature receives 30 hit points per point of skill (up to its max). At the Master level, the reanimated creature receives 40 hit points per skill point (up to its max). At the Grandmaster level, the reanimated creature receives 50 hit points per point of skill (up to its max).

Toxic Cloud: A poisonous cloud of noxious gases is formed in front of the caster and moves slowly away from your characters. The cloud does 25 points of damage plus 1-10 per point of skill in Dark magic and lasts until something runs into it. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "moderate."

Vampiric Weapon: Enchants a weapon with the Vampiric ability of lifedrain. Damage inflicted on monsters struck by this weapon will be added to the hit points of the weapon's wielder up to his normal hit point maximum. At the Normal level, this spell lasts for 1 hour per skill point of the caster. At the Expert level, the recovery time of the spell is decreased. At the Master level, the recovery time of the spell is further decreased. At the Grandmaster level, the spell becomes permanent.

Shrinking Ray: Shrinks even the grandest of monsters to more manageable sizes. Duration of this spell is 5 minutes per point of skill in Dark magic. A shrunken monster deals one half, one third, or one quarter its normal damage while shrunk. At the Normal level, the target is reduced to one half normal size. At the Expert level, the target is reduced to one third of normal size. At the Master level, the target is reduced to one quarter of normal size. At the Grandmaster level, the spell can affect a whole area (a group of monsters).

Dark Spells: Expert Level

These spells cannot be learned until the character has achieved an Expert level of skill in Dark magic.

Shrapmetal: Fires a blast of hot, jagged metal in front of the caster, striking any creature that gets in the way. Each piece inflicts 1-6 points of damage per point of skill in Dark magic. At the Expert level, 5 fragments are blasted. At the Master level, the recovery rate of the spell is decreased, and 7 fragments are blasted. At the Grandmaster level, the recovery rate of the spell is further decreased and 9 fragments are blasted.

Control Undead: Takes control of an Undead target's mind. Controlled Undead will fight monsters that are hostile to the caster for the duration of the spell, and will not fight with the caster even if attacked by the caster or his friends. At the Expert level, the spell will last for 3 minutes per skill point of the caster. At the Master level, the recovery rate of the spell is reduced, and the duration is increased to 5 minutes per point of skill. At the Grandmaster level, the recovery rate is further decreased, and the spell lasts until the party leaves the current map.

Pain Reflection: When a monster hits a character with Pain Reflection active, the monster takes damage equal to what it inflicted on the character. At the Expert level, this spell lasts for 1 hour plus an additional 5 minutes per skill point of the caster. At the Master level, the spell affects the entire party. At the Grandmaster level, the duration of the spell is increased to 1 hour plus an additional fifteen minutes per point of skill.

Dark Spells: Master Level

These spells may not be learned until the character has achieved a skill level of Master in Dark magic.

Dark Grasp: This spell surrounds the target with the power of raw darkness, rendering it unable to fire missile attacks or cast spells, slowing its movement, halving its armor class, and halving the damage it does in melee combat. At the Master level, the spell will last for 5 minutes per skill point of the caster. At the Grandmaster level, the duration of the spell is increased to 10 minutes per point of skill.

Dragon Breath: Dragon Breath empowers the caster to exhale a cloud of toxic vapors that target a single monster and damage all creatures nearby. This spell is the most powerful damage spell in the land, doing 1-25 points of damage per point of skill in Dark magic. This spell does not gain in intensity, but rather the spell recovery rate decreases with each successive skill level progression. The recovery rate starts out at "slow" and decreases to "moderate" at Grandmaster level.

Armageddon: This spell is the town killer. It can only be cast 3 times per day and only outdoors. Armageddon inflicts 50 points of damage plus 1 point of damage for every point of Dark skill your character has to every creature on the map, including all of your characters. At the Master

level, the spell is cast as described above. At the Grandmaster level, the spell can be cast 4 times per day.

Dark Spells: Grandmaster Level

Each branch of magic has its pinnacle spell, that one crowning achievement which an aspiring magician can never top. In the sphere of Dark magic, this spell is "Soulrinker."

Soulrinker: This horrible spell sucks the life from all creatures in sight, friend or enemy. Soulrinker then transfers that life to your party in much the same fashion as Shared Life. Damage (and healing) is $25 + 1-8$ hit points per point of skill.

Monster Abilities

As explained in the Skills section above, three of the monster races have special racial abilities available to them. These special abilities are gained as the character applies skill points to their racial abilities, and the character gains a new racial ability at each skill promotion. The abilities themselves act and are cast like spells. As with other spells, these special abilities mature and gain in potency as the character's skill level increases.

Dark Elf Abilities: Normal Level

Glamour: This ability grants the caster a more appealing manner and appearance to whomever the Dark Elf deals with. The net effect is a bonus to Merchant skill for the duration of the ability's effect. At the Normal and Expert levels, this ability lasts for 5 minutes per skill point of the Dark Elf. At the Master level, the duration of the ability is increased to 1 hour per point of skill. At the Grandmaster level, the ability gives the Dark Elf a larger bonus to the Merchant skill.

Dark Elf Abilities: Expert Level

Travelers' Boon: This ability simultaneously casts Torchlight, Wizard Eye and Feather Fall at Expert level of mastery. Gained at the Expert level, this ability lasts for thirty minutes per point of skill in the Dark Elf Ability. At the Master level, the duration increases to 1 hour per point of skill. (No progression at the Grandmaster level).

Dark Elf Abilities: Master Level

Blind: This ability strikes the target blind, preventing spell casting and missile attacks by the affected creature, and forcing the creature to wander aimlessly for the duration of the ability.

Gained at the Master level, this ability lasts for 5 minutes per point of skill in Dark Elf Ability. At the Grandmaster level, the duration increases to 10 minutes per point of skill.

Dark Elf Abilities: Grandmaster Level

Darkfire Bolt: This frightening ability grants the Dark Elf the power to wield Darkfire, a dangerous combination of the powers of Dark and Fire. Any target stricken by the Darkfire bolt resists with either its Fire or Dark resistance whichever is lower. Darkfire Bolt deals 1-17 points of damage per point of skill.

Vampire Abilities: Normal Level

Lifedrain: Lifedrain allows the Vampire to damage his or her target and simultaneously heal, based on the damage done in the Lifedrain. This ability does 3 points of damage plus 1-3 points of damage per skill. At the Normal level, the ability is used as described above, healing the Vampire at a rate of 1/3 of the life drained from the opponent. At the Expert level, the recovery rate for the ability is decreased. At the Master level, the damage potential increases to 5 points of damage plus 1-5 per point of skill in the Vampire Ability. At the Grandmaster level, the damage potential increases to 7 points of damage plus 1-7 per point of skill.

Vampire Abilities: Expert Level

Levitate: This ability allows the Vampire to levitate the party slightly off the ground, avoiding damage from drowning or lava, and also avoiding setting off ground traps. Gained at the Expert level, this ability lasts for 10 minutes per point of skill in the Vampire Ability. At the Master level, the duration is increased to 1 hour per skill point. At the Grandmaster level, the duration is increased to 3 hours per point of skill.

Vampire Abilities: Master Level

Charm: A Vampire using this ability can charm a small group of targets in close proximity. Gained at the Master level, this ability lasts for 10 minutes per point of skill in the Vampire ability. At the Grandmaster level, the duration is permanent.

Vampire Abilities: Grandmaster Level

Mistform: Gained at the Grandmaster level, the Mistform ability allows the Vampire to render itself immune to physical damage. Though a Vampire in Mistform cannot perform any physical attacks, they are able to use spells and abilities and are also affected by spells and abilities.

Dragon Abilities: Normal Level

Fear: This ability allows the Dragon to strike fear in its opponents' thoughts. If the target doesn't resist the effects, it will flee in panic for the duration of the ability. At the Normal level, this ability lasts for 3 minutes plus an additional minute per point of skill in the Dragon ability. At the Expert level, the duration of the ability is increased to 5 minutes plus an additional minute per skill point. At the Master level, the ability affects the chosen target as well as any other creature in the immediate area. At the Grandmaster level, the ability affects all creatures in view.

Dragon Abilities: Expert Level

Flame Blast: This ability is an upgraded version of the normal Dragon Breath Weapon attack. It acts much like a Fireball, striking its target and exploding out to hit everything near it, but Flame Blast does much more damage than does a Fireball. Gained at the Expert level, this ability will do damage for 10 points plus 1-10 points per point of skill in the Dragon Ability. At the Master level, the damage is increased to 11 points plus 1-11 points per skill point. At the Grandmaster level, the damage is increased to 12 points plus 1-12 points per point of skill.

Dragon Abilities: Master Level


Flight: Allows the Dragon to carry the party in flight. This ability is very expensive and only works outdoors, but it is very useful. Flight will drain 1 spell point every 5 minutes it is in use (i.e. when you aren't touching the ground). Gained at the Master level, this ability lasts for 1 hour per point of skill in the Dragon Ability. At the Grandmaster level, the ability no longer drains spell points.

Dragon Abilities: Grandmaster Level

Wing Buffet: By use of this ability, the Dragon is able to use its wings to push back all attacking creatures within range of its wings, effectively placing them out of melee combat range.

Appendices

Quick reference sheet: Default controls

Ground Movement keys	Effect	Flying keys	Effect
Up arrow (mouse up)	Walk forward	PgUp key	Ascend
Down arrow (mouse down)	Walk backwards	Insert key	Descend
Left arrow (mouse left)	Turn left	Home key	Land quickly
Right arrow (mouse right)	Turn right		
Shift key (+ movement key)	Run/execute movement quickly	Open Book keys	Effect
Ctrl (+ left or right arrow)	Strafe	Q	Current quests
X key	Jump	N	Auto notes
PgDn key	Look up	M	Maps
Delete key	Look down	H	History
End key	Look ahead		
Brackets []	Strafe	Other keys	Effect
Spacebar	Search/activate nearest object	R	Rest
		+ and - keys	Zoom in/out on Automap
Combat keys	Effect	1 through 5	Selects character (L to R)
A	Active character attacks nearby opponent	Esc (Adventure screen)	Game Option menu
S	Active character will, if able (in this order): 1. Cast a spell 2. Attack with a bow, or wand 3. Make a hand-to-hand attack	Esc (elsewhere)	Closes current window
		F4	Toggle full screen mode
B	Active character passes combat turn		
C	Cast spell – open spell books		
Enter key	Toggles combat modes		

Troubleshooting

Installation

Problem: The CD is in the CD-ROM drive, but the computer is not recognizing it.

Answers: The CD may be dirty or scratched.

Solutions: Make sure that the data side of the CD (shiny side) is not dirty or scratched. If it is dirty, take a lint free non-abrasive cloth and wipe gently to clean it (always wipe from the inside of the CD to the outside edges). If the data side of the CD appears to be scratched, return the game to the store that you bought it from, and exchange it for a new copy. If you are unable to exchange the game at the store that you bought it from, please call Customer Support for information on our exchange policy.

Problem: The computer freezes during install, or you receive an error message (such as “*_ins error” or “an error has occurred during the move data process”) during install.

Answers: Your computer may be using an older 16-bit CD-ROM driver; or there may not be enough space on your hard drive for temporary files to expand; or the CD-ROM drive might be having problems with how it buffers information; or the Autorun or DMA settings on your CD-ROM drive could be interfering with the game installation. To check and see if your computer is using an older 16-bit CD-ROM driver:

- Right-click on the “My Computer” icon and select “Properties.”
- Click on the “Performance” tab.
- In the Performance status box, if the File System line says “Some drivers are using MS-DOS compatibility,” you are using a 16-bit CD-ROM driver.

Solutions: For 16-bit CD-ROM drivers: Contact the manufacturer of your CD-ROM drive or the manufacturer of your computer for an updated 32-bit CD-ROM driver.

For 32-bit CD-ROM drivers:

1. Close all unnecessary programs running in the Background.
 - Press the CTRL+ALT+DEL keys at the same time to open the Close Program window, select a program, and press the End Task button. Repeat this process until all programs except “Explorer” and “Systray” are closed.

– Delete all files in your C:\Windows\Temp folder, then empty the Recycle Bin.

2. Turn off read-ahead on the CD-ROM drive:

– Right-click on the 'My Computer' icon and select "Properties."

– Click on the "Performance" tab.

– Click on the "File System" button.

– Choose the "CD-ROM" tab at the top

– Change the "Optimize access pattern for" field to "No read-ahead"

– Click on Apply, then OK and finally click Close (you will be prompted to restart your system).

3. Turn off the Autorun and DMA settings on your CD-ROM drive:

– Right click on the "My Computer" icon and choose "Properties."

– Click on the "Device Manager" tab.

– Click on the "+" sign next to the CD-ROM line so that it becomes a "-" sign.

– Click on the line that appears under the CD-ROM line so that it is highlighted, then click on the "Properties" button.

– Click on the "Settings" tab.

– Look for the Auto-insert Notification and DMA lines. If there is a check mark in the boxes next to either of these lines, click on the box to remove the check mark.

– Click on the "Apply" button, and then click on the "OK" button.

– When you are asked if you want to restart your system, choose "Yes."

– You can restore all of the CD-ROM settings back to normal after the game has been successfully installed.

Launching the Game I

Problem: After launching the game from the Start menu or Desktop icon, you get a blank screen, a black box that surrounds the mouse cursor, blurring or choppy graphics, vertical lines on the screen, choppy sound, or no sound.

Answer: There is probably a conflict between your video or sound card and Microsoft's DirectX.

Solution: For Windows 95 and 98 users:

1. Press the "Start" button on the Windows 95/98-task bar and select "Run."
2. Type "dxdiag" then click on the "OK" button. This will run the DirectX Diagnostics Tool.
3. Make sure all your files are DirectX 7 compatible. Select the "DirectX Files" tab make sure there are no exclamation points next to the file names. If you find exclamation points under this tab you will need to reinstall DirectX 7 by going to the "START" Button on the Windows95/98 task bar then select "RUN" and type your CD-ROM drive letter followed by ":\DirectX\dxsetup.exe" and click on the "Reinstall DirectX" button. This will reinstall DirectX 7.
4. Make sure all of your drivers are DirectX 7 compatible. Select the "DirectX Drivers" tab and make sure there are no exclamation points next to any of the file names. If you find exclamation points under this tab you will need to update your drivers by contacting the manufacturer of the hardware through their Phone Support or through their web site. 3DO has a listing of manufactures sites available at: <http://www.3do.com/support>.
5. Test your hardware with the DirectX 7 Diagnostics tool. Run the tests that are available on the "Display," "Sound" and "Input" tabs. If one or more tests fail, this could be due to driver incompatibility. Installing the newest drivers available for your sound and video card hardware can usually resolve this.

For Windows 98 users:

1. Press the Start button on the Windows 98 task bar and select "Help."
2. Select the Search tab, type "DirectX Troubleshooter" in the text box, and then press the List Topics button. Select "DirectX Troubleshooter" in the Topics window, click the Display Button, and then follow the instructions to troubleshoot your DirectX issue.

Launching the Game II

Problem: You try to start the game and the screen flashes briefly, and you are returned to the desktop without an error message.

Answer: There are probably miscellaneous programs running in the background that are interfering with the game and causing it to crash.

Solution: For Windows 95 users:

1. Press the CTRL+ALT+DEL keys at the same time to open the Close Program window.
2. Click on a program so that it is highlighted, then click on the "End Task" button.
3. Repeat this process until only "Explorer" and "Systray" are left in the Close Program list, then try running the game.

For Windows 98 users:

1. Click on the Windows Start button, then choose Run.
2. In the Run line type in: "mseconfig", then push the "Enter" key. (This will bring up the System Configuration Utility.)
3. Select the "Startup" tab, and turn all of the check boxes off, except for the one next to "Systray."
4. Press "OK." When you are prompted to restart your system, click "Yes."
5. Once your machine has restarted try running the program again.

Video and Sound card manufacturers regularly update their software drivers to enhance performance and stability, and to improve compatibility with DirectX. You can find links to many of these manufacturers' sites by going to the Driver Updates section of our support web site, which is located at <http://www.3do.com/support>.

You may obtain a list of Microsoft-certified video and audio drivers for your hardware by going to <http://www.microsoft.com/hwtest/hel/>. Drivers listed here are confirmed to be compatible with Windows 95, Windows 98 and Windows NT4.0.

Microsoft updates DirectX and its components regularly and posts them for download off of their web site at <http://www.microsoft.com/DirectX>.

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U.S. Mail: Customer Support
The 3DO Company
600 Galveston Drive
Redwood City, CA 94063

However you choose to contact us, there's information about your computer that we will need in order to help you properly. You can get this information by following these steps: First, right-click on the My Computer icon and choose "Properties." On the System Properties screen, you will find the following information that we will need: Computer OS type (Windows version), amount of RAM and CPU type. After you get this information, exit the System Properties screen, then double left-click on the My Computer icon. On this screen, right-click on the icon of the hard drive that the game is installed on and choose "Properties." On this screen, you will need to find out the drive's total capacity, and the amount of free space left on the drive.

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