

PC CD ROM 

Might and Magic IX™



PLAYER MANUAL

NEW WORLD COMPUTING®

3DO™

Might and Magic™ IX

TABLE OF CONTENTS

GETTING STARTED	2
Manual Conventions	2
Installation	2
QUICK START	3
Character Creation	3
Keyboard Commands.....	5
Experience and Leveling.....	7
Objectives and Quests	7
Combat	7
<i>Real Time Combat</i>	8
<i>Turn-based Combat</i>	8
<i>Attack and Cast Spells</i>	8
GAME MENUS	9
Main Menu	9
<i>Game Options</i>	9
<i>Video Options</i>	10
<i>Sound Options</i>	10
<i>Keyboard</i>	10
CUSTOMER SUPPORT	11

GETTING STARTED

MANUAL CONVENTIONS

This manual assumes that you are using a standard keyboard and two-button mouse and have an understanding of their use. If you do not understand any of the following terms, you might want to take a few moments to review them in your Microsoft Windows tutorial materials.

Click *Right-click* *Double-click* *Drag* *Crosshair*

Note that *Might and Magic IX* was designed to be easy to use, so just about every detail of the game is available if you right-click on any object or button.

INSTALLATION

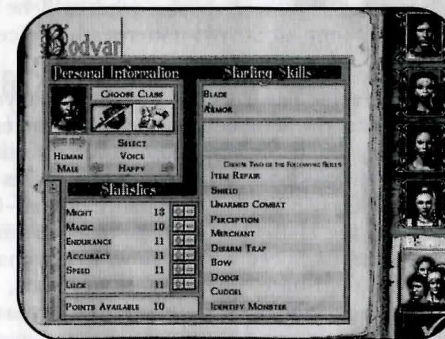
Refer user to the Installation Card and/or to the Read Me file on the CD. To install your copy of *Might and Magic IX* onto your hard drive, please see the enclosed Installation Card and read over the Read Me file on the Install CD.

After the installation is complete, double-click on the *Might and Magic IX* icon on your desktop or select the Play *Might and Magic IX* menu option under 3DO/*Might and Magic*, accessed from the START menu in Windows. After the initial logo screens, you will arrive at the *Might and Magic IX* Main Menu.

QUICK START

The following is a brief summary of the essentials you'll need in order to start playing *Might and Magic IX*. The rest of the manual beyond this chapter goes into more detail on creating characters, Menus, Spells, and other pertinent game information.

CHARACTER CREATION



Your first course of action will be to create the four characters in your party. If you would like to just jump right in and start playing, click on the Accept Party button (the green checkmark) and your party's Statistics and Skills will be chosen for you. Otherwise, you can proceed with the following steps:

1. **Select a Character** – Begin by selecting your first character's Race and Gender. Click on the left and right arrows beneath the Character Portrait to scroll through your female and male character choices: Human, Half-Orc, Elf, and Dwarf. Keep in mind that certain races are biologically better in certain Classes; for example, a Half-Orc is built to be a Fighter due to its innate strength and power, whereas an Elf would make a better Initiate considering its smaller stature and natural Magic ability.
2. **Name** – Each character comes with a name, but you can change it simply by clicking on it and typing in your character's new name.

3. **Class** – Go to the "Choose a Class" box and select either "Fighter" or "Initiate". A Fighter relies on brute force and a weapon, and an Initiate relies on spellcasting to attack enemies or to aid party members. As your characters gain experience and the opportunity to advance their Class, they can become a more specialised Class. A Fighter may choose to become a Crusader, and then potentially either a Ranger or Paladin. An Initiate may advance to Scholar, and then perhaps become either a Mage or Lich. (For more information, go to the "Creating Characters" chapter and see "Classes".) It is suggested that, on your first time through *Might and Magic IX*, you create a party featuring two Fighters and two Initiates.
4. **Voice** – When your character speaks, what will he or she sound like? Click the right and left arrows underneath "Voice" to give your character's voice a recognisable persona.
5. **Stats** – Each character has a list of statistics that you can adjust. Changing these Stats will affect how the character performs in combat. (For more detailed information on each statistic, see "Stats" in the "Creating Characters" chapter.) Some Races are naturally better or worse in certain Stats. For instance, a Half-Orc's Might is very high because the Half-Orc is a big, strong creature. However, due to its large size, its Speed is very slow. Every character gets 10 extra Points to distribute amongst their Stats, so you can compensate for the Half-Orc's slow gait by increasing its Speed Stat. However, keep in mind that some Races have bonuses and penalties for certain Stats, so the Point cost for increasing or decreasing that Stat will be doubled. For example, Dwarves are poor Magic users. Therefore, to increase a Dwarf's Magic Stat by 1 Point, it will cost you 2 Points. Elves, on the other hand, are very accurate, so putting 1 Point into their Accuracy Stat will increase it by 2 Points. If you accept the party as it appears without spending the ability points, these Points will be distributed automatically for you.
6. **Starting Skills** – Choose two Skills from the list of Starting Skills. To find out more about any Skill, right-click on it.
7. **Compare** – When you have chosen all four party members, click on the "Compare" (a picture of four party members) button in the lower-right corner. Use the Compare Screen to see how each party member balances out, then return to each character's screen and make any necessary adjustments.
8. **Accept Party** – Once you've created your party, you're ready to begin! Select the Accept Party button (green check mark) in the lower-right corner.

9. **Equip** – When gameplay begins, press the 'I' key to bring up your Inventory Screen. Select each character's portrait, click on the Inventory Navigation Tab (second tab from the bottom), and drag any weapons or armour each character is carrying onto their body to equip them. You can also simply double-click each item to automatically equip it.
10. **Quick Spells** – Once your Initiates have learned their basic spells, by double-clicking on the Spell Book in the Inventory, select the Spell you would like to have loaded and ready to go for quick casting by clicking on the spell to highlight it, then clicking on "Set Quick" to load it. Whenever you would like to cast the spell, highlight your spellcaster and right-click your mouse.

KEYBOARD COMMANDS

The following Keyboard Commands are the default settings. If you wish to remap any of the following commands, you can do so in the Options Menu under "Keyboard" or press the 'F1' key while on the Adventure Screen.

Mouse Look with Keyboard

W	move forward
Up Arw	move forward
S	move backward
Dwn Arw	move backward
A	sidestep left
D	sidestep right
Rt Arrow	turn right
Lt Arrow	turn left
Left-Shift	run/walk (momentary)
F1	keyboard remap
F5	quick save
F8	screenshot
F9	quick load
1-4	select character
5-7	converse with NPC
X	jump
I	inventory screen

J	journal book
M	map book
B	spell book
Q	quest book
N	notes
R	rest
G	ID monster (momentary)
F	party formation screen
C	crouch
Y	yell
Z	quick reference (momentary)
Tab	cycle through characters
ESC	main menu/return to game
Enter	turn-based mode toggle
Shift D/Delete	delete item from inventory
Shift 1-4	move item in inventory to PC#
Spacebar	activate/use/open
D L-Click	(inventory) equip item
D L-Click	(spell book) cast spell immediately
R-Click (on a menu)	quick info (momentary)
L-Click	range/melee/attack
R-Click (on the Adventure Screen)	spell/range/melee/attack
Shift S	quick sell of inventory in stores
Shift D	delete item in inventory screen
\	toggle the display
Page Up	look up
Page Down	look down

*D L-Click = double left-click

EXPERIENCE AND LEVELING

As your party members encounter and defeat creatures, each character earns Experience Points. When the character is ready to advance to the next level (check the character's Experience Points in the Inventory Screen to find out if they're ready), bring them into one of the six major cities and find a trainer. This costs gold but increases your character's level and earns you valuable skill points!

The character's experience between levels is also represented on the Adventure Screen to the right of the Character Portrait. A vertical yellow line represents the experience earned since the last level trained. When the bar is full, the character can advance to the next level.

OBJECTIVES AND QUESTS

While your party's primary objective is to stop the Beldonian Hordes from conquering Chedian, you can also perform what are known as Promotion and Secondary Quests.

Promotion Quests - These are the quests you need to accomplish in order to promote your characters to their next Class. For example, if you would like to promote a Fighter in your party to the level of Mercenary, you will need to complete a simple quest. It may involve escorting an official's daughter from one city to the next, or perhaps ridding a forest of bandits to protect the innocent.

Secondary Quests - These are small quests that you can go on in order to collect experience and money. These quests are not required to complete the game.

COMBAT

Key/Mouse	Effect
Left-Click	Active Character Attacks Nearby Enemy with Range or Melee Weapon
Right-Click	Cast Quick Spell or use Ranged Weapon, then Melee Weapon
B	Open Spellbook
Enter	Toggles Real Time and Turn-based Modes

Combat is your party's bread and butter; this is where they get the most experience. *Might and Magic* offers two ways to take on your foes.

Real Time Combat

As your characters move through the environment, the game is being played in Real Time mode. This means that the game operates very much like any other first-person adventure; if you face an opponent, it moves and attacks your party as your party attempts to move and attack back. Every action your characters perform takes time to execute; each Character Portrait along the left side of the Adventure Screen has "ready lights" at the lower right of the portrait which darken as the character recovers and prepares to attack again. This means that, during that recovery time, any other enemies within the vicinity may try to join the brawl, or you may find that your foe(s) can attack your party members much more quickly and for more damage than your party has time to react to. If you would prefer to slow combat down and play it with more of an RPG style, try Turn-based Combat.

Turn-based Combat

To activate Turn-based Combat, get as close to the enemy as you dare and press the 'Enter' key. The Turn-based Combat Icon (a hand) appears in the lower-right corner to indicate that you are currently in Turn-based Combat mode. At this point, your party members and the opponent(s) get to act one at a time and in order per round, depending on their Speed and Recovery stats. Party member and opponents that are particularly fast can perform multiple actions in each round. Press the 'TAB' key to skip a character's turn.

Attack and Cast Spells

There are two ways to attack an enemy, with Might or with Magic.

Might

To attack an enemy, place the crosshair over the enemy and left-click the mouse. Each time you left-click and attack, the highlighted party member attacks once.

Magic

If you've used the "Set Quick" option to preload a spell into each spellcaster's inventory, simply right-click the mouse to cast the spell.

GAME MENUS

MAIN MENU

Start Game: Create a new party and begin playing *Might and Magic IX*.

Load Game: Load previously saved games.

Options: Change your Game, Video, Sound or Keyboard Options.

View Intro: View the *Might and Magic IX* Introductory Video.

Credits: Peruse the names of the folks who worked so hard to bring you this fun adventure.

Game Options

Turn Speed: The slider adjusts the speed in which you can turn your party's view when using the keyboard.

Mouse Sensitivity: This slider adjusts the speed of the mouse. Setting this to the right will increase your mouse pointer and mouselook speed.

Always Run: Toggle On and Off the "always running" mode for your party. When set to On, your party's movement will default to the "run" speed. Press the 'SHIFT' key if you want them to walk. Conversely, if it is set to Off, hold down the 'SHIFT' key to make your party run.

Blood Splats: Toggle the blood splats within the game On and Off.

Invert Mouse: Turns the inverted/reversed mouse functions. Use this to flip the mouselook Y-axis.

Head Bob: Toggle On and Off the head bob motion while moving in the game. With this option set to On, your party's view of the world will bob and sway slightly as you move.

Choice of Targeting Crosshairs: Select the appearance of the mouse's targeting crosshair. Choose one of seven different crosshairs.

Video Options

Use this screen to modify any of your display settings, or change the graphic detail levels in the game.

Select Display Adapter: Systems Primary display adapter is always the default.

Force 1 Pass: This enables single pass lightmapping vs. dual-pass light mapping. Single pass is faster at the cost of video quality.

Detailed Textures: Increase the look of surface textures at the cost of performance.

Light Map: Turn off the light mapping if you'd like to increase performance, but keep in mind that it will drop the game's video quality.

Shadows: Toggle shadows On and Off to provide a performance increase.

Trilinear Buffering: Increases the look of objects close-up.

Weapon Impacts: Turn off the effects for weapon impacts in order to increase video performance.

Optimise Surfaces: This enables highly-detailed object surfaces at the cost of computer performance.

Environment Map: This enables reflective objects, but can cause the frame rate to drop. This feature is not recommend for low-end systems.

Sound Options

Individually adjust the Sound Effects, Music and Voice volumes. You can also toggle On and Off the EAX Environment Audio option.

Keyboard

Use this menu to re-map any of the keyboard or mouse commands, or to restore the default settings. For the complete list of the default keyboard commands, see "Keyboard Commands" in the Quick Start chapter.

CUSTOMER SUPPORT

PHONE



U.K MAIL

3DO Europe Limited

21-23 Mossop Street

London SW3 2LY

UK

See www.3doeurope.com for more information on this and other great 3DO titles!

TROUBLESHOOTING

For general troubleshooting tips, see the ReadMe.txt file located on the CD-ROM or in the Start Menu after you have installed the game.

MIGHT AND MAGIC™ IX

3DO Europe Ltd
21-23 Mossop Street
London SW3 2LY

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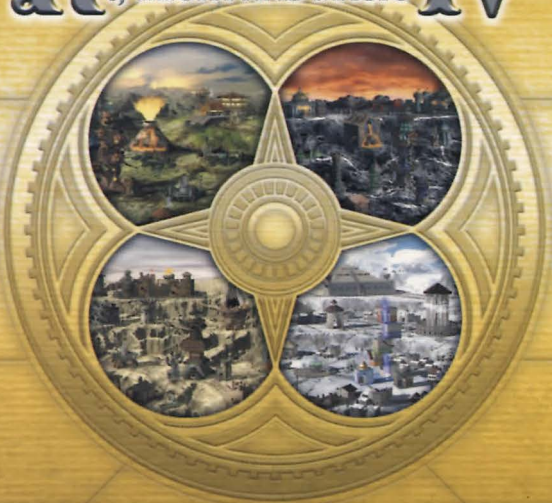
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www.3DOEurope.com

3DO Europe Limited

21-23 Mossop Street, London, SW3 2LY UK

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