

# THE ULTIMATE *Might and Magic* ARCHIVES

The first FIVE adventures in the award winning Might and Magic® series



## Instruction Manual



FIVE AWARD-WINNING



BY GAMERS. FOR GAMERS.™



FANTASY ROLE-PLAYING GAMES



# The Ultimate Might and Magic® Archives

## Instruction Manual

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## Installation Instructions

To install the Ultimate Might and Magic Archives insert the CD into your CD-ROM Drive. After inserting it, the Autorun screen should appear. You will be presented with the following options:

- Install allows you to install the titles, manuals and cluebooks included in this archive. Click on the word Install to begin this process. You will be presented with licensing screens and if you agree with the terms, click Next. When you arrive at the Choose Destination Location screen you can either install the titles to their default directory or select another destination by using the Browse option. After you complete this and select Next you will arrive at the Select Components screen. Here all of the components are checked for installation. You can customize your installation, if you are short on hard drive space, by simply clicking on the checked boxes to deselect the undesired items.
- Previews/Demos allows you to view demos of both Interplay™ and 3D0™/New World Computing™ titles.
- Exit will return you to your Desktop.

If you do not have Autorun enabled, please double-click on My Computer. Then double-click on the icon representing your CD-ROM Drive and point your mouse at the folder entitled Autorun. Double-click on this folder and then double-click on the Autorun.exe. At this point, follow the above instructions and you will be able to install the games successfully.

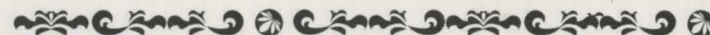
### KNOWN PROBLEMS:

**MM1-5 and Swords DOS Setup Programs:** The text in the red bar saying these setup programs must be executed from a floppy disk is incorrect. These install programs were originally intended to be run from floppy disks but work fine from your hard disk.

**MM1 Setup Program:** You should select EGA graphics.

**MM1 Intro and Opening Screen:** These screens may switch back and forth too rapidly to view. Mo'Slo™ CSSC usually fixes this. Press the Esc key to enter the game.

**MM3 Setup Program:** You should select VGA/MCGA graphics. For sound if you don't have any of the listed cards first try the Sound Blaster driver, if that doesn't work use PC speaker. **IMPORTANT:** In the install program the default IRQ is listed as 7. The IRQ for most sound cards when MM3 was written was 7. Most modern sound cards use IRQ 5.



**MM3 Introduction:** The audio portion of the introduction doesn't play correctly from Windows®95 but works fine from DOS. You can press the Esc key to skip the intro. If you get a message saying "Program Requires MS-DOS Mode" press the No button and click on the Launcher - mm3 button on your start bar to continue the intro. The game will start after the intro finishes.

**MM4, MM5 and World of Xeen:** If you install both MM4 and MM5 they will combine into the World of Xeen and install into the Xeen directory. Because there are several extra quests in World of Xeen we recommend you install both MM4 and MM5.

**MM5 Setup Program:** For sound, if you don't have any of the listed cards first try the Sound Blaster driver. If that doesn't work use PC speaker. **IMPORTANT:** In the install program the default IRQ is listed as 7. The IRQ for most sound cards when MM5 was written was 7. Most modern sound cards use IRQ 5.

**World of Xeen Setup Program:** The World of Xeen uses the MM5 install program.

**Swords of Xeen Setup Program:** For sound, if you don't have any of the listed cards first try the Sound Blaster driver. If that doesn't work use PC speaker. **IMPORTANT:** In the install program the default IRQ is listed as 7. The IRQ for most sound cards when Swords was written was 7. Most modern sound cards use IRQ 5.

**General Memory Issues:** If you get an error saying you have insufficient memory to run a game you will need to change the way Windows® allocates memory for the game. Most memory errors will be caused by insufficient conventional or expansion memory. Please read the entire memory section before you make any changes to your system.

### GAME SPECIFIC MEMORY RECOMMENDATIONS:

**MM1** requires 240K conventional memory and no expanded or extended memory.

**MM2** requires 360K conventional memory and no expanded or extended memory.

**MM3** requires 565K conventional memory and 2048K of extended (XMS) memory.

**MM4** requires 510K conventional memory and 2048K of extended (XMS) memory.

**MM5** requires 515K conventional memory and 2048K of extended (XMS) memory.





**World of Xeen** requires 520K conventional memory and 2048K of extended (XMS) memory.

**Swords of Xeen** requires 520K conventional memory and 2048K of expanded (EMS) memory.

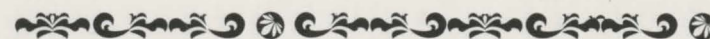
### CHANGING WINDOWS® MEMORY SETTINGS:

How to change the memory allocated for a game: The amount and type of memory for each game can be set manually by right clicking on the Windows@95 or Windows@98 start button, selecting Explore, then double clicking on Programs. Double click on Might and Magic Classics. Right click on the shortcut of the game whose memory allocation you are going to change and select Properties. Click on the Memory tab. Change the conventional memory, expanded (EMS) memory or extended (XMS) memory from Auto to the correct amount by clicking on the word Auto and typing in the recommended amount. Any amounts that are not being changed should be left on the Auto setting. After you finish entering your memory configuration, click the OK button. Whenever you start the game with the Start button menu the game will now use the correct memory configuration.

If you are unable to allocate expanded memory because the expanded memory box says: "The computer is not configured for expanded memory in MS-DOS sessions." Click the details button. If the details say: "'device=emm386' line in your CONFIG.SYS contains the 'noems' keyword. To enable expanded memory use Notepad to remove that keyword and restart the system." Follow these instructions or any other instructions given to you by the detail button. If you are uncomfortable following the detail button instructions or don't know how, see below for a different suggestion.

If you attempt to run a game and you get a Windows error message which says: "The conventional memory requirements for this program cannot be satisfied by your current system configuration." You will need to free conventional memory by modifying your Windows config.sys and autoexec.bat files until you have sufficient conventional memory. If you are uncomfortable changing these files or don't know how, see below for a different suggestion.

Most systems will not have enough conventional memory because of device drivers being loaded by the autoexec.bat or config.sys files. Expanded memory may not be available because of device settings in the config.sys file.



Windows@95 does not normally require an autoexec.bat or config.sys or the device drivers being loaded by these files. We have found renaming these files will solve almost all memory problems. If you have either of these files and either don't know how to modify them or don't wish to modify them you can temporarily rename them to autoexec.nwc and config.nwc and restart your computer. If your computer restarts without any problems, go ahead and play the game. When you are finished playing the game, you can rename autoexec.nwc and config.nwc back to autoexec.bat and config.sys respectively and restart your computer to return to your original system configuration.

**NOTE:** Autoexec.bat and Config.sys are located on the ROOT of your Hard Drive. To rename them, start a DOSPROMPT (START->Programs->MS-DOS PROMPT) and type:

```
CD \
ren autoexec.bat autoexec.nwc
ren config.sys config.nwc
```

Now restart your machine and it will NOT load these files. To allow your machine to load these files in the future, do the same steps except rename autoexec.nwc to autoexec.bat and config.nwc to config.sys.

Windows@98 does not automatically have expanded memory support like Windows@95. Renaming you autoexec.bat and config.sys files will NOT solve memory problems. In order to run MM4, MM5, World of Xeen, and Swords of Xeen you must load HIMEM and EMM386. We recommend you allow the game install program to modify your Config.sys file for Windows@98 systems.

### CONFIG.SYS CHANGES:

The install program makes changes to your Windows Config.sys file. This allows these classic games to work under most Windows@95 and Windows@98 systems. It adds two lines similar to the following:

```
DEVICE=C:\WINDOWS\HIMEM.SYS
DEVICE=C:\WINDOWS\EMM386.EXE ON RAM 4096
```

If Windows was installed to a different folder the path name will be to the actual folder where Windows is installed. After you have completed playing these games, you may wish to restore your old Config.sys file. Your old config.sys file has been renamed to Config.nw1. To restore your old





Config.sys, verify you have a Config.nw1 file in your root directory, then start a DOSPROMPT (START->Programs->MS-DOS PROMPT) and type:

```
CD \
del config.sys
ren config.nw1 config.sys
```

## Gameplay Instructions

### INSTRUCTIONS FOR MIGHT AND MAGIC® I AND II

#### GETTING STARTED

At the main screen you will have the option of either Creating New Characters or Going to Town. If you wish to begin playing immediately, you can use the pre-generated characters by pressing **1** for Might and Magic® I or **G** for Might and Magic® II to go to the first town. Add the characters you want to have in your party by holding down CONTROL and pressing the Key Letter next to the character's name on the list of available characters. An @ will appear next to the character's name, marking him/her as a member of your party.

You can Create New Characters by pressing C at the main screen. You will need to select the character's class, race, alignment, sex, and name.

#### MOVEMENT

To move through the world of Might and Magic®, use the arrow keys or the mouse pointer on the Direction Icons in the Display Window. The **Up** and **Down** arrow keys move the party forward and backward, and the **Left** and **Right** arrow keys turn the party left and right.

#### IMPORTANT PLACES

Scattered about the land are important places to visit that can be very helpful in character development:

<b>Temple:</b>	Heal and uncurse characters.
<b>Blacksmith:</b>	Buy, sell, identify, and fix items.
<b>Training Ground:</b>	Train to increase a character's level.
<b>Tavern:</b>	Buy food, hear tips, create characters.

## MARCHING COMMANDS

<b>Order</b>	O (MM1)	Rearranges the party order.
<b>Protect</b>	P	Displays current active spells on party.
<b>Rest</b>	R	Rests party overnight in current location.
<b>Search</b>	S	Find treasure or other hidden items.
<b>Bash</b>	B	Attempts to knock down a locked door.
<b>Unlock</b>	U	Attempt to pick the lock on a door.
<b>Quick Reference</b>	Q	Display a brief overview of the party.
<b>View Character</b>	#	Display Character Profile for that character.
<b>Volume</b>	V (MM1)	Turn game sound on and off.
<b>Dismiss</b>	D (MM2)	Lets you select a Hireling to dismiss.
<b>Controls</b>	C (MM2)	Select sounds, delay, and party disposition.
<b>Map/Location</b>	M (MM2)	Shows the map.

## ENCOUNTER COMMANDS

<b>Attack</b>	A	Takes you into combat.
<b>Bribe</b>	B	Attempt to buy the monsters off.
<b>Retreat</b>	R (MM1)	Attempt to flee from the monsters.
<b>Surrender</b>	S (MM1)	Attempt to surrender to the monsters.
<b>Run</b>	R (MM2)	Attempt to flee from the monsters.
<b>Hide</b>	H (MM2)	Like Run, but party stays in the same place.

## BATTLE COMMANDS

<b>Attack</b>	A	Attack first monster.
<b>Fight</b>	F	Attack any monster.
<b>Exchange</b>	E	Change position with another character.
<b>Retreat</b>	R	Attempt to retreat from combat.
<b>Shoot</b>	S	Fire a missile weapon.
<b>Cast</b>	C	Cast a combat spell.
<b>Use</b>	U	Activates power off of an item.
<b>Block</b>	B	Increase Armor Class for that round.
<b>View</b>	V (MM2)	View a characters profile.







## INSTRUCTIONS FOR MIGHT AND MAGIC® III, IV, V, AND SWORDS OF XEEN

### GETTING STARTED

At the main screen you will have the option of starting a new game or loading a saved game. Press S or click on "Start a New Game" to start a new game. If you are playing Might and Magic® IV or V, you will need to select your gaming preference: Adventurer, a less combat intensive game, or Warrior, the standard game. Once selected, the game mode cannot be changed, unless you start a new game. You will begin your adventure in town with a party of six fully-equipped characters. You can start playing immediately or go to the Tavern to create your own party of characters.

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

### CONTROL PANEL

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

- [E]** **Effects:** Turns the sound effects on or off.
- [M]** **Music:** Turns the music on or off.
- [L]** **Load:** Allows you to load a saved game.
- [S]** **Save:** Allows you to save the current game in its present location. The game is automatically saved when the party enters a tavern.
- [Q]** **Quit:** Quits Might and Magic® and returns to your operating system.
- [W]** **Mr. Wizard:** Returns the party to safety and removes all the party's gems on hand.

### MIGHT AND MAGIC® III

- [D]** **Delay:** Allows you to set the text display delay from 0 to 9.



## MIGHT AND MAGIC® IV, V AND SWORDS OF XEEN



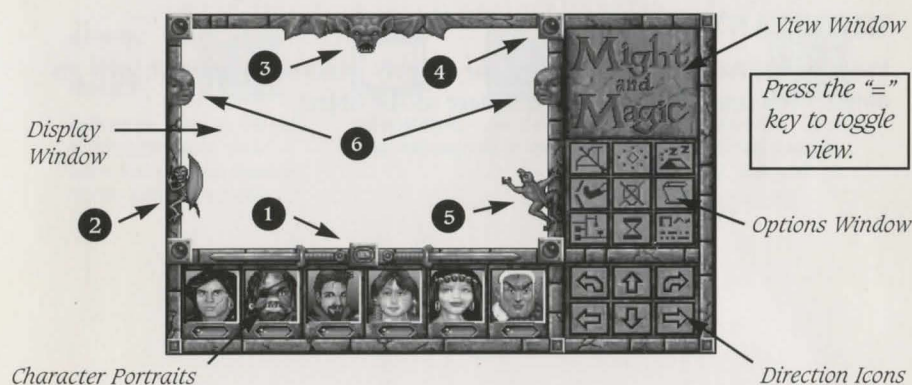
**Save as:** Allows you to save the current game in its present location with a different name.

### GAME SCREEN

**Display Window:** It is through the Display Window that you view the world of Might and Magic®. There are six elements of the Display Window that act as warning devices and indicators.

1. If one of the party members has the skill Direction Sense, the gem at the bottom of the Display Window will indicate the direction the party is facing. (Clicking the mouse pointer on this gem or pressing the Tab key brings up the Control Panel window.)
2. When the Levitate spell is in effect, the gargoyle on the lower left side of the Display Window flaps its wings.
3. If one of the party members has the skill Danger Sense, the bat at the top of the Display Window will move its mouth when the party is in danger of being attacked.
4. The four gems in the corners of the Display Window light up if there is any kind of protection spell active, such as Elemental Protection.
5. If one of the party members has the skill Detect Secret Passages, the gremlin on the lower right side of the Display Window waves its arm when a thin wall is directly in front of the party. Select Bash in the Options Window to open the secret passage.
6. When the Clairvoyance spell is in effect, these heads will give advice on "Yes/No" or "Who Will" questions.

### THE MIGHT AND MAGIC® GAME SCREEN







**Character Portrait Window:** Under each character portrait is a gem that changes color depending on the character's 'health.' The character's face changes expression depending on his or her 'condition.' If the gem or portrait changes, check the Character Screen by selecting the character you wish to view (F1-F6, or click on the character portrait). A yellow highlight appears around the portrait of the character being viewed. The spaces in this window can be filled with up to six characters (plus two hirelings in Might and Magic® III).

**View Windows:** If one character has the Cartography skill or the Wizard Eye spell is cast, an overhead view of the party's immediate surroundings appear in this area. The Cartography skill will only show where you have been. If both the skill and the spell are active, you may toggle between them by clicking here or pressing the '=' key.

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

## TRADING ITEMS BETWEEN CHARACTERS

To trade between characters, select the item you wish to trade in the inventory screen by clicking on the item or by pressing its number and then press the function key (F1-F6) of the character you wish to give the item to.

## GETTING AROUND

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

## IMPORTANT

Press the **SPACE BAR** or click on the display window to interact with an object. You must be in the same square as the object.



## IMPORTANT PLACES

Scattered about the land are important places to visit that can be very helpful in character development:

<b>Temple:</b>	Heal and uncure characters.
<b>Blacksmith:</b>	Buy, sell, identify, and fix items.
<b>Training Ground:</b>	Train to increase a character's level.
<b>Tavern:</b>	Buy food, hear tips, create characters.
<b>Guild:</b>	Learn spells (with membership).
<b>Bank:</b>	Safely store excess gold and gems (and earn interest).

## MOUSE USERS

You can use the mouse to perform any action in the game. When using the mouse, the left mouse button selects an option, and the right mouse button escapes from it.

## ADVENTURING ICONS



**Shoot:** Party members with equipped missile weapons fire them straight ahead.



**Cast:** To cast the readied spell select Cast again. To change the readied spell, select New again.



**Rest:** Restores the party's hit points and spell points, provided there is at least one food for every member of the party.



**Bash:** Attempts to knock down locked doors and thin walls that hide secret passages.



**Dismiss:** Returns any party member to the Tavern.



**View Quests:** Displays the Current Quest items and notes.



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



**Information:** Lists the date, time, and any active spells.



**Quick Reference:** Displays the party's vital statistics, gold, gems, and food.





## COMBAT ICONS



**Quick Fight:** Battles the opponent(s) using the current Quick Fight option setting.



**Cast:** Same as in adventuring mode.



**Attack:** Attacks the targeted opponent with whatever weapon the character has equipped.



**Use:** Allows a character to equip or remove items, or use an item's special ability.



**Run:** If successful, the highlighted party member will run to a safe location nearby.



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



**Quick Fight Options:** A party member may be set to attack, cast, block, or run.



**Information:** Same as adventuring mode.



**Quick Reference:** Same as adventuring mode.

## Spell Tables For Might and Magic® I

### CLERICAL SPELLS

#### Level 1 Spell Points

1. Awaken 1
2. Bless 1
3. Blind 1
4. First Aid 1
5. Light 1
6. Power Cure 1\* + 1 Gem
7. Protection from Fear 1
8. Turn Undead 1

#### Level 2

1. Cure Wounds 2
2. Heroism 2 + 1 Gem
3. Pain 2
4. Protection from Cold 2
5. Protection from Fire 2
6. Protection from Poison 2
7. Silence 2
8. Suggestion 2

#### Level 3

1. Create Food 3 + 1 Gem
2. Cure Blindness 3
3. Cure Paralysis 3

4. Lasting Light 3
5. Produce Flame 3
6. Produce Frost 3
7. Remove Quest 3
8. Walk on Water 3 + 1 Gem

#### Level 4

1. Cure Disease 4
2. Neutralize Poison 4
3. Protection from Acid 4
4. Protection from Electricity 4
5. Restore Alignment 4 + 2 Gems
6. Summon Lightning 4
7. Super Heroism 4 + 2 Gems
8. Surface 4 + 2 Gems

#### Level 5

1. Deadly Swarm 5
2. Dispel Magic 5
3. Paralyze 5
4. Remove Condition 5 + 3 Gems
5. Restore Energy 5 + 3 Gems

#### Level 6

1. Moon Ray 6 + 4 Gems
2. Raise Dead 6 + 4 Gems
3. Rejuvenate 6 + 4 Gems
4. Stone to Flesh 6 + 4 Gems
5. Town Portal 6 + 4 Gems

#### Spell Points

- 6 + 4 Gems
- 6 + 4 Gems
- 6 + 4 Gems
- 6 + 4 Gems
- 6 + 4 Gems

#### Level 7

1. Divine Intervention 7 + 10 Gems
2. Holy Word 7 + 5 Gems
3. Protection from Elements 7 + 5 Gems
4. Resurrection 7 + 5 Gems

#### Spell Points

- 7 + 10 Gems
- 7 + 5 Gems
- 7 + 5 Gems
- 7 + 5 Gems

### SORCERER SPELLS

#### Level 1

1. Awaken 1
2. Detect Magic 1
3. Energy Blast 1\* + 1 Gem
4. Flame Arrow 1
5. Leather Skin 1
6. Light 1
7. Location 1
8. Sleep 1

#### Spell Points

- 1
- 1
- 1\* + 1 Gem
- 1
- 1
- 1
- 1
- 1

#### Level 2

1. Electric Arrow 2
2. Hypnotize 2
3. Identify Monster 2 + 1 Gem
4. Jump 2
5. Levitate 2
6. Power 2
7. Quickness 2
8. Scare 2

#### Spell Points

- 2
- 2
- 2 + 1 Gem
- 2
- 2
- 2
- 2
- 2

#### Level 3

1. Fire Ball 1\* + 1 Gem
2. Fly 3
3. Invisibility 3 + 1 Gem
4. Lightning Bolt 1\* + 1 Gem
5. Make Room 3
6. Slow 3
7. Weaken 3 + 1 Gem
8. Web 3

#### Spell Points

- 1\* + 1 Gem
- 3
- 3 + 1 Gem
- 1\* + 1 Gem
- 3
- 3
- 3 + 1 Gem
- 3

#### Level 4

1. Acid Arrow 4
2. Cold Beam 4
3. Feeble Mind 4 + 2 Gems
4. Freeze 4
5. Guard Dog 4
6. Psychic Protection 4 + 2 Gems
7. Shield 4 + 2 Gems
8. Time Distortion 4 + 2 Gems

#### Spell Points

- 4
- 4
- 4 + 2 Gems
- 4
- 4
- 4 + 2 Gems
- 4 + 2 Gems
- 4 + 2 Gems

#### Level 5

1. Acid Rain 5
2. Dispel Magic 5
3. Finger of Death 5 + 3 Gems
4. Shelter 5 + 3 Gems
5. Teleport 5 + 3 Gems

#### Spell Points

- 5
- 5
- 5 + 3 Gems
- 5 + 3 Gems
- 5 + 3 Gems

#### Level 6

1. Dancing Sword 6 + 4 Gems
2. Disintegration 6 + 4 Gems
3. Etherealize 6 + 4 Gems
4. Protection from Magic 6 + 4 Gems
5. Recharge Item 6 + 4 Gems

#### Spell Points

- 6 + 4 Gems
- 6 + 4 Gems
- 6 + 4 Gems
- 6 + 4 Gems
- 6 + 4 Gems

#### Level 7

1. Astral Spell 7 + 5 Gems
2. Duplication 7 + 100 Gems
3. Meteor Shower 7 + 5 Gems
4. Power Shield 7 + 5 Gems
5. Prismatic Light 7 + 5 Gems

#### Spell Points

- 7 + 5 Gems
- 7 + 100 Gems
- 7 + 5 Gems
- 7 + 5 Gems
- 7 + 5 Gems

## Spell Tables For Might and Magic® II

### CLERICAL SPELLS

#### Level 1

1. Apparition 1
2. Awaken 1
3. Bless 1
4. First Aid 1
5. Light 1
6. Power Cure 1\* + 1 Gem
7. Turn Undead 1

#### Spell Points

- 1
- 1
- 1
- 1
- 1
- 1\* + 1 Gem
- 1

#### Level 2

1. Cure Wounds 2
2. Heroism 2 + 1 Gem
3. Nature's Gate 2
4. Pain 2
5. Protection from Elements 2 + 1 Gem
6. Silence 2
7. Weaken 2 + 1 Gem

#### Spell Points

- 2
- 2 + 1 Gem
- 2
- 2
- 2 + 1 Gem
- 2
- 2 + 1 Gem





Level 3	Spell Points
1. Cold Ray	3 + 2 Gems
2. Create Food	3 + 2 Gems
3. Cure Poison	3
4. Immobilize	3
5. Lasting Light	3
6. Walk on Water	3 + 2 Gems

Level 4	Spell Points
1. Acid Spray	4 + 3 Gems
2. Air Transmutation	4 + 3 Gems
3. Cure Disease	4
4. Restore Alignment	4 + 3 Gems
5. Surface	4
6. Holy Bonus	4 + 3 Gems

Level 5	Spell Points
1. Air Encasement	5 + 5 Gems
2. Deadly Swarm	5 + 5 Gems
3. Frenzy	5 + 5 Gems
4. Paralyze	5 + 5 Gems
5. Remove Condition	5 + 5 Gems

## SORCERER SPELLS

Level 1	Spell Points
1. Awaken	1
2. Detect Magic	1
3. Energy Blast	1* + 1 Gem
4. Flame Arrow	1
5. Light	1
6. Location	1
7. Sleep	1

Level 2	Spell Points
1. Eagle Eye	2*
2. Electric Arrow	2
3. Identify Monster	2 + 1 Gem
4. Jump	2
5. Levitate	2
6. Lloyd's Beacon	2 + 1 Gem
7. Protection from Magic	1* + 1 Gem

Level 3	Spell Points
1. Acid Stream	1* + 2 Gems
2. Fly	3
3. Invisibility	3
4. Lightning Bolt	1* + 2 Gems
5. Web	3 + 2 Gems
6. Wizard Eye	3* + 2 Gems

Level 6	Spell Points
1. Earth Transmutation	6 + 6 Gems
2. Rejuvenate	6 + 6 Gems
3. Stone to Flesh	6 + 6 Gems
4. Water Encasement	6 + 6 Gems
5. Water Transmutation	6 + 6 Gems

Level 7	Spell Points
1. Earth Encasement	7 + 7 Gems
2. Fiery Flail	7 + 7 Gems
3. Moon Ray	7 + 7 Gems
4. Raise Dead	7 + 7 Gems

Level 8	Spell Points
1. Fire Encasement	8 + 8 Gems
2. Fire Transmutation	8 + 8 Gems
3. Mass Distortion	8 + 8 Gems
4. Town Portal	8 + 8 Gems

Level 9	Spell Points
1. Divine Intervention	10 + 20 Gems
2. Holy Word	10 + 10 Gems
3. Resurrection	10 + 10 Gems
4. Uncurse Item	10 + 50 Gems

Level 4	Spell Points
1. Cold Beam	1* + 3 Gems
2. Feeble Mind	4 + 3 Gems
3. Fire Ball	1* + 3 Gems
4. Guard Dog	4
5. Shield	4
6. Time Distortion	4 + 3 Gems

Level 5	Spell Points
1. Disrupt	5 + 5 Gems
2. Finger of Death	5 + 5 Gems
3. Sand Storm	2* + 5 Gems
4. Shelter	5
5. Teleport	5

Level 6	Spell Points
1. Disintegration	6 + 6 Gems
2. Entrapment	6 + 6 Gems
3. Fantastic Freeze	2* + 6 Gems
4. Recharge Item	6 + 6 Gems
5. Super Shock	2* + 6 Gems

Level 7	Spell Points
1. Dancing Sword	3* + 7 Gems
2. Duplication	7 + 100 Gems
3. Etherealize	7 + 7 Gems
4. Prismatic Light	7 + 7 Gems

Level 8	Spell Points
1. Incinerate	3* + 10 Gems
2. Mega Volts	3* + 5 Gems
3. Meteor Shower	8 + (1* Mon) + 8 Gems
4. Power Shield	8 + 8 Gems

Level 9	Spell Points
1. Implosion	10 + 10 Gems
2. Inferno	3* + 10 Gems
3. Star Burst	(10+ Mon) + 20 Gems
4. Enchant Item	(50*+) + 50 Gems

## Copy Protection

Might and Magic® III-Isles of Terra, Might and Magic® IV-Clouds of Xeen and Might and Magic® V-Darkside of Xeen all have copy protection on them. To play the games, you will need to answer a question correctly. Below are the answers that will enable you to continue when you are presented with these questions.

## Might and Magic® III Keywords

Page 4	Line 4	Word 6	lore	Page 11	Line 1	Word 5	omen
	Line 11	Word 3	rumors		Line 8	Word 1	rubble
	Line 13	Word 6	elder		Line 17	Word 3	ghostly
	Line 14	Word 1	rhyme		Line 29	Word 3	loyalty
	Line 25	Word 1	fierce	Page 12	Line 2	Word 3	buzzard
Page 5	Line 3	Word 1	eternal		Line 8	Word 3	forged
	Line 8	Word 4	refuge		Line 13	Word 3	limbs
	Line 16	Word 3	loam		Line 16	Word 7	steed
	Line 18	Word 5	furios		Line 20	Word 10	relief
	Line 21	Word 1	spry	Page 13	Line 3	Word 4	energy
Page 6	Line 1	Word 4	snowy		Line 13	Word 2	inflicting
	Line 5	Word 6	prone		Line 16	Word 6	clouds
	Line 15	Word 5	desert	Page 14	Line 4	Word 5	violent
	Line 19	Word 2	realm		Line 8	Word 2	silent
Page 7	Line 2	Word 3	tribal		Line 13	Word 1	perch
	Line 9	Word 2	ability		Line 19	Word 6	amazed
	Line 19	Word 5	resist	Page 15	Line 5	Word 1	padded
	Line 24	Word 4	thrive		Line 14	Word 2	favorite
Page 8	Line 5	Word 4	slain		Line 15	Word 2	camping
	Line 12	Word 8	purge		Line 17	Word 11	startle
	Line 14	Word 6	devote		Line 22	Word 3	shaft
	Line 15	Word 3	tempest	Page 16	Line 8	Word 5	splint
	Line 23	Word 1	torrent		Line 11	Word 5	pledge
Page 9	Line 5	Word 5	legend		Line 13	Word 2	taught
	Line 6	Word 3	enlisted	Page 17	Line 4	Word 1	empathy
	Line 10	Word 4	circular		Line 10	Word 4	flurries
	Line 14	Word 5	hopeful		Line 16	Word 5	maintain
	Line 19	Word 4	bluff		Line 26	Word 4	thicket
Page 10	Line 7	Word 3	earlier		Line 29	Word 1	diverse
	Line 10	Word 6	edge	Page 18	Line 2	Word 4	gird
	Line 14	Word 1	strange		Line 6	Word 3	valor
	Line 19	Word 2	galleon		Line 13	Word 2	peace
					Line 17	Word 7	kinship
					Line 26	Word 1	wielded







Page 19 Line 7 Word 1 travel  
Line 11 Word 5 faintest  
Line 15 Word 3 shield  
Line 18 Word 4 fitness  
Line 23 Word 2 equalled

Page 20 Line 5 Word 1 mortal  
Line 17 Word 3 journey  
Line 22 Word 1 relieve

Page 21 Line 6 Word 3 insects  
Line 11 Word 7 enough  
Line 15 Word 6 recoup  
Line 19 Word 1 relaxing  
Line 27 Word 1 fragment

Page 22 Line 13 Word 2 heavens  
Line 17 Word 3 midst  
Line 22 Word 3 built  
Line 25 Word 3 roamed

Page 23 Line 4 Word 7 conquer  
Line 7 Word 6 raised  
Line 11 Word 2 homage  
Line 13 Word 6 prowess  
Line 18 Word 4 shoppe

Page 24 Line 1 Word 8 weary  
Line 8 Word 1 registry  
Line 16 Word 7 loosened  
Line 20 Word 8 barkeep  
Line 24 Word 2 specialty

Page 25 Line 4 Word 4 subvert  
Line 9 Word 3 sacred  
Line 12 Word 2 donated  
Line 16 Word 2 constant  
Line 25 Word 1 fallibly

## Might and Magic® IV Keywords

Page 1 Line 2 Word 5 circle  
Line 7 Word 7 nightmare  
Line 10 Word 5 message

Page 2 Line 2 Word 4 realm  
Line 5 Word 4 king  
Line 6 Word 12 magic

Page 3 Line 4 Word 4 evil  
Line 7 Word 3 blast  
Line 9 Word 4 flying

Page 4 Line 4 Word 5 attack  
Line 6 Word 1 undead  
Line 8 Word 4 monster

Page 5 Line 3 Word 1 destroy  
Line 7 Word 5 bolt  
Line 11 Word 4 training

Page 7 Line 4 Word 4 card  
Line 7 Word 6 combat  
Line 10 Word 7 world

Page 26 Line 4 Word 4 arenas  
Line 5 Word 6 stamina  
Line 10 Word 4 methods  
Line 14 Word 5 studied  
Line 17 Word 1 intense

Page 27 Line 3 Word 7 chilly  
Line 9 Word 3 denied  
Line 11 Word 6 frozen  
Line 19 Word 2 nemesis  
Line 28 Word 6 ancient

Page 28 Line 3 Word 9 benefit  
Line 8 Word 2 scheme  
Line 14 Word 4 rekindle  
Line 17 Word 8 certain  
Line 20 Word 1 fueled

Page 29 Line 6 Word 4 anxious  
Line 7 Word 2 Excursion

Page 30 Line 2 Word 3 advice  
Line 15 Word 8 Regions  
Line 16 Word 7 Dense  
Line 20 Word 8 Degree  
Line 29 Word 7 Crystals

Page 31 Line 2 Word 1 slumber  
Line 4 Word 8 Reveal  
Line 14 Word 6 Gauntlet  
Line 21 Word 1 Await  
Line 26 Word 7 Further

Page 32 Line 5 Word 9 extract  
Line 9 Word 4 Exists  
Line 14 Word 7 Thwart

Page 8 Line 3 Word 4 blows  
Line 5 Word 5 game  
Line 6 Word 1 points

Page 11 Line 2 Word 1 clouds  
Line 5 Word 6 create  
Line 12 Word 2 mysterious

Page 12 Line 1 Word 2 speed  
Line 5 Word 5 prime  
Line 10 Word 3 trap

Page 13 Line 5 Word 2 knight  
Line 10 Word 1 barbarian  
Line 12 Word 2 paladin

Page 14 Line 2 Word 2 sorcerer  
Line 6 Word 2 archer  
Line 9 Word 2 robber

Page 15 Line 2 Word 2 ranger  
Line 4 Word 1 cleric  
Line 10 Word 1 elves

Page 17 Line 3 Word 3 party  
Line 7 Word 4 click  
Line 8 Word 1 portrait

Page 19 Line 4 Word 4 direction  
Line 6 Word 1 display  
Line 9 Word 1 gargoyles

Page 20 Line 2 Word 2 wizard  
Line 2 Word 2 might  
Line 5 Word 5 spell

Page 21 Line 3 Word 3 wall  
Line 5 Word 5 strength  
Line 6 Word 6 obstacle

Page 22 Line 3 Word 2 condition  
Line 4 Word 2 asleep  
Line 6 Word 4 gem

Page 25 Line 1 Word 5 current  
Line 6 Word 4 elemental  
Line 9 Word 2 damage

Page 26 Line 2 Word 1 inventory  
Line 5 Word 2 gold  
Line 9 Word 1 exit

Page 29 Line 2 Word 2 skills  
Line 5 Word 1 secret  
Line 8 Word 7 locks

Page 30 Line 2 Word 3 adventure  
Line 3 Word 5 defeat  
Line 8 Word 2 mouse

Page 31 Line 1 Word 3 flight  
Line 4 Word 2 keyboard  
Line 11 Word 4 charge

Page 32 Line 2 Word 2 druids  
Line 4 Word 1 sorcerers  
Line 9 Word 1 personality

Page 33 Line 1 Word 1 caster  
Line 2 Word 3 awaken  
Line 4 Word 1 objects

Page 34 Line 6 Word 1 rumors  
Line 6 Word 4 food  
Line 10 Word 2 temple

## Might and Magic® V Keywords

Page 1 Line 3 Word 4 meteors  
Line 6 Word 3 prophecy  
Line 10 Word 2 happy

Page 2 Line 8 Word 3 queen  
Line 9 Word 4 ceremony  
Line 10 Word 3 charming

Page 3 Line 3 Word 4 scouts  
Line 6 Word 1 monstrous  
Line 10 Word 7 message

Page 4 Line 2 Word 7 surrender  
Line 3 Word 8 pyramid  
Line 5 Word 1 powerless

Page 5 Line 6 Word 6 warrior  
Line 9 Word 1 change  
Line 10 Word 7 world

Page 7 Line 3 Word 4 blows  
Line 5 Word 5 game  
Line 8 Word 1 eligible

Page 9 Line 4 Word 1 abilities  
Line 5 Word 6 create  
Line 7 Word 1 character

Page 10 Line 1 Word 5 prime  
Line 8 Word 2 luck  
Line 10 Word 3 trap

Page 13 Line 2 Word 5 class  
Line 5 Word 6 fighter  
Line 6 Word 5 weapon  
Line 7 Word 4 damage

Page 14 Line 2 Word 2 sorcerer  
Line 6 Word 2 archer  
Line 7 Word 2 skill

Page 15 Line 2 Word 2 ranger  
Line 3 Word 5 armor  
Line 4 Word 1 cleric

Page 17 Line 2 Word 3 resistant  
Line 5 Word 5 secret  
Line 7 Word 2 tough

Page 19 Line 2 Word 2 custom  
Line 6 Word 5 remove  
Line 8 Word 1 portrait

Page 39 Line 3 Word 7 powerful  
Line 9 Word 1 personality  
Line 10 Word 2 intellect

Page 41 Line 4 Word 3 visible  
Line 6 Word 1 inflicting  
Line 11 Word 3 sleep

Page 42 Line 4 Word 3 diseased  
Line 7 Word 4 member  
Line 8 Word 3 paralyzed

Page 43 Line 1 Word 1 divine  
Line 4 Word 3 entire  
Line 5 Word 2 flail

Page 44 Line 4 Word 3 damage  
Line 5 Word 8 caster  
Line 6 Word 1 holy







Page 45	Line 1	Word 2	cure
	Line 5	Word 1	pain
	Line 8	Word 1	stimulates
Page 46	Line 4	Word 3	weak
	Line 5	Word 1	sparks
	Line 7	Word 2	group
Page 47	Line 4	Word 1	teleports
	Line 5	Word 2	undead
	Line 8	Word 3	evil
Page 49	Line 2	Word 2	awaken
	Line 5	Word 5	slumber
	Line 10	Word 10	gargoyle
Page 50	Line 4	Word 3	dragon
	Line 5	Word 1	humans
	Line 6	Word 2	storm
Page 51	Line 4	Word 3	temperature
	Line 5	Word 4	zero
	Line 6	Word 6	monster

Page 52	Line 4	Word 1	shoots
	Line 5	Word 2	fire
	Line 9	Word 1	engulfs
Page 53	Line 4	Word 3	dungeon
	Line 8	Word 1	lightning
	Line 10	Word 2	beacon
Page 54	Line 1	Word 2	shield
	Line 5	Word 2	equal
	Line 9	Word 3	springs
Page 55	Line 3	Word 3	visible
	Line 4	Word 5	front
	Line 5	Word 1	explosion
Page 56	Line 1	Word 2	legend
	Line 2	Word 2	centuries
	Line 3	Word 6	ancients
Page 57	Line 2	Word 7	xeen
	Line 3	Word 7	clouds
	Line 4	Word 1	darkside

## Online Manuals and Cluebooks

You must install the online manuals and cluebooks to view them. You also must have Adobe Acrobat installed to view them. You can install Acrobat from the front-end installer. When prompted to install it, just answer Yes. This option appears after you install the other components of the archive. When you install the manuals and cluebooks, shortcuts will be created on your Start Menu and you can view them by double-clicking there or by going into the directory you installed them to [the default is C:\Program Files\The Ultimate Might and Magic Archives\Manuals (or Cluebooks)], and opening them from there by clicking on the .pdf file you wish to view.

The online manuals and cluebooks should help you with any specific questions or background story information you may require regarding the games. If you have a printer connected to your computer, you can print these files. You can also leave them running in the background while you run the games and just switch between the two applications by using Alt+Tab.

## Mo'Slo™ CSSC Instructions

Might and Magic® I, II, and III were designed for computers with much slower CPUs than are common today. Text messages may not remain on screen long enough to read, animation may be too fast, or the games may fail to load without speed compensation. To solve this problem we have incorporated Mo'Slo CSSC, a system speed compensator that tests your system's speed and retards it only as much as necessary to load and play these games. Mo'Slo CSSC runs automatically when Might and Magic® I, II, and III are run from Windows®95/98 using the installed shortcuts.

### TIPS FOR MANUALLY SETTING Mo'Slo™ CSSC:

When running Might and Magic® I at an MS-DOS prompt in Windows®95/98, use Alt+Enter to switch to full screen mode before running launcher.bat.

Always try setting keyboard delay within the game before adjusting slowdown speed. Also note that Might and Magic® I will not load under Windows®95/98 if you attempt to slow it too much.

In rare instances it may be necessary to specify speed compensation manually. To do so you must add a speed switch '/n' to the command line that runs the game, where 'n' is the percent of system speed you want to run. One way to do this is to manually run the launcher.bat file in the "C:\Program Files\Might and Magic Classics" folder. Launcher.bat takes two command line arguments. The first is a one-number code for the game to be launched. The second is an optional speed switch for games 1, 2, and 3). So, for example, the command line to run Might and Magic® II at 50% of normal speed would be:

**launcher.bat 2 /50**

Mo'Slo CSSC has been customized for games in the Ultimate Might and Magic Archives and will not work with other applications. For information about versions of Mo'Slo for general gaming and business applications, visit the Mo'Slo website at:

<http://www.hpaa.com/moslo>







## Credits

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 Line Producer: Douglas Avery  
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## Technical Support

**FOR ISSUES WITH THE FRONT-END INSTALLER,  
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# Interplay Website



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**Brian Fargo**  
C.E.O.



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