

# Might and Magic<sup>®</sup>

## Trilogy

*Might and Magic III, Clouds of Xeen, and Darkside of Xeen*  
*Bonus: World of Xeen, and Swords of Xeen*

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### Installation Instructions and Reference Guide

#### IBM CD-ROM and Compatibles

- ❖ Depending on which game you install you should have 35,000,000 bytes free on your hard drive and 983,040 bytes of Extended (XMS) or Expanded (EMS) memory. Depending on your memory configuration, Might and Magic Trilogy may require as much as 588,800 bytes of conventional memory.
- ❖ Insert the Might and Magic Trilogy CD-ROM into your computer's CD-ROM drive.
- ❖ Type the letter of the drive and a colon (i.e. D: or E:), then press **Enter**.
- ❖ Type **INSTALL**, then press **Enter**. NOTE: If you are unsure about any of your installation choices, just press return to accept the default settings, and you can always rerun the install program and change your settings later.
  - ❖ The main menu of the Installation and Configuration program will appear. Select the number of the game you wish to install or press '**ESC**' to exit the installation process.
  - ❖ Next, tell the install program the letter of the hard drive (usually **C** or **D**) where you want the game installed. The program will enter a default name for the game directory, however you may specify a different directory name, if you wish. *NOTE: Each game should be installed into a different directory.*
  - ❖ The game you are installing's Video and Sound configuration menu will appear. If the Video and Sound settings are correct, press '**Y**'. If not press '**N**', then select the correct settings for your video and sound card.
- ❖ After installation is complete, type **MM3** to start Might and Magic III, **XEEN** if you installed Clouds of Xeen, Darkside of Xeen, or World of Xeen, or **SWORDS** if you installed Swords of Xeen.
- ❖ If you need to change your Video or Sound settings after any game has been installed, run the **INSTALL** program in that directory.
- ❖ If you have any questions about installing Might and Magic Trilogy, contact our Technical Support at (818) 889-5650 from 9am - 12 noon or from 2pm - 5pm Mon - Fri PST.
- ❖ **This CD-ROM includes Playable demos of Heroes of Might and Magic, Wetlands, and Empire II in the DEMOS directory.**

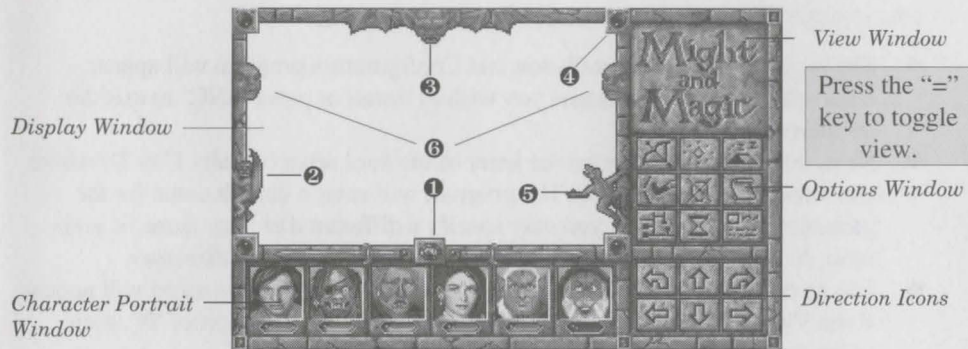
#### Mouse users

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.

## 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.

- ❶ If one of the party members has the skill Direction Sense, the gem at the bottom of the Display Window will indicate the direction the party is facing. (Clicking the mouse pointer on this gem or pressing the **Tab** key brings up the Control Panel window.)
- ❷ When the Levitate spell is in effect, the gargoyle on the lower left side of the Display Window flaps its wings.
- ❸ If one of the party members has the skill Danger Sense, the bat at the top of the Display Window will move its mouth when the party is in danger of being attacked.
- ❹ The four gems in the corners of the Display Window light up if there is any kind of protection spell active, such as Elemental Protection.
- ❺ If one of the party members has the skill Detect Secret Passages, the gremlin on the lower right side of the Display Window waves its arm when a thin wall is directly in front of the party. Select Bash in the Options Window to open the secret passage.
- ❻ 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.

**View Window.** 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.

## Might and Magic III Keywords

Page 4	Line 4	Word 6	lore	Page 12	Line 13	Word 3	limbs
	Line 11	Word 3	rumors		Line 16	Word 7	steeds
	Line 13	Word 6	elder		Line 20	Word 10	relief
	Line 14	Word 1	rhyme	Page 13	Line 3	Word 4	energy
	Line 25	Word 1	fierce		Line 13	Word 2	inflicting
Page 5	Line 3	Word 1	eternal		Line 16	Word 6	clouds
	Line 8	Word 4	refuge	Page 14	Line 4	Word 5	violent
	Line 16	Word 3	loam		Line 8	Word 2	silent
	Line 18	Word 5	furious		Line 13	Word 1	perch
	Line 21	Word 1	spry		Line 19	Word 6	amazed
Page 6	Line 1	Word 4	snowy	Page 15	Line 5	Word 1	padded
	Line 5	Word 6	prone		Line 14	Word 2	favorite
	Line 15	Word 5	desert		Line 15	Word 2	camping
	Line 19	Word 2	realm		Line 17	Word 11	startle
Page 7	Line 2	Word 3	tribal		Line 22	Word 3	shaft
	Line 9	Word 2,	ability	Page 16	Line 8	Word 5	splint
	Line 19	Word 5	resist		Line 11	Word 5	pledge
	Line 24	Word 4	thrived		Line 13	Word 2	taught
Page 8	Line 5	Word 4	slain	Page 17	Line 4	Word 1	empathy
	Line 12	Word 8	purge		Line 10	Word 4	flurries
	Line 14	Word 6	devote		Line 16	Word 5	maintain
	Line 15	Word 3	tempest		Line 26	Word 4	thicket
	Line 23	Word 1	torrent		Line 29	Word 1	diverse
Page 9	Line 5	Word 5	legend	Page 18	Line 2	Word 4	gird
	Line 6	Word 3	enlisted		Line 6	Word 3	valor
	Line 10	Word 4	circular		Line 13	Word 2	peace
	Line 14	Word 5	hopeful		Line 17	Word 7	kinship
	Line 19	Word 4	bluff		Line 26	Word 1	wielded
Page 10	Line 7	Word 3	earlier	Page 19	Line 7	Word 1	travel
	Line 10	Word 6	edge		Line 11	Word 5	faintest
	Line 14	Word 1	strange		Line 15	Word 3	shield
	Line 19	Word 2	galleon		Line 18	Word 4	fitness
Page 11	Line 1	Word 5	omen		Line 23	Word 2	equalled
	Line 8	Word 1	rubble	Page 20	Line 5	Word 1	mortal
	Line 17	Word 3	ghostly		Line 17	Word 3	journey
	Line 28	Word 3	loyalty		Line 22	Word 1	relieve
Page 12	Line 2	Word 3	buzzard	Page 21	Line 6	Word 3	insects
	Line 8	Word 3	forged		Line 11	Word 7	enough

Page 21	Line 15	Word 6	recoup	Page 29	Line 7	Word 2	excursion
	Line 19	Word 1	relaxing	Page 30	Line 2	Word 3	advice
	Line 27	Word 1	fragment		Line 15	Word 8	regions
Page 22	Line 13	Word 2	heavens		Line 16	Word 7	dense
	Line 17	Word 3	midst		Line 20	Word 8	degree
	Line 22	Word 3	built		Line 29	Word 7	crystals
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Page 23	Line 4	Word 7	conquer		Line 4	Word 8	reveal
	Line 7	Word 6	raised		Line 14	Word 6	gauntlet
	Line 11	Word 2	homage		Line 21	Word 1	await
	Line 13	Word 6	prowess		Line 26	Word 7	further
	Line 18	Word 4	shoppe	Page 32	Line 5	Word 9	extract
Page 24	Line 1	Word 8	weary		Line 9	Word 4	exists
	Line 8	Word 1	registry		Line 14	Word 7	thwart
	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				
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				

## Clouds of Xeen Protection Words

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	Line: 7	Word: 7	nightmare		Line: 8	Word: 1	portrait
	Line: 10	Word: 5	message	Page: 19	Line: 4	Word: 4	direction
Page: 2	Line: 2	Word: 4	realm		Line: 6	Word: 1	display
	Line: 5	Word: 4	king		Line: 9	Word: 1	gargoyles
	Line: 6	Word: 12	magic	Page: 20	Line: 2	Word: 2	wizard
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	Line: 9	Word: 4	flying	Page: 21	Line: 3	Word: 4	wall
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	Line: 6	Word: 1	undead		Line: 6	Word: 3	obstacle
	Line: 8	Word: 4	monster	Page: 22	Line: 3	Word: 2	condition
Page: 5	Line: 3	Word: 1	destroy		Line: 4	Word: 2	asleep
	Line: 7	Word: 5	bolt		Line: 6	Word: 4	gem
	Line: 11	Word: 4	training	Page: 25	Line: 1	Word: 5	current
Page: 7	Line: 4	Word: 4	card		Line: 6	Word: 4	elemental
	Line: 7	Word: 6	combat		Line: 9	Word: 2	damage
	Line: 10	Word: 7	world	Page: 26	Line: 2	Word: 1	inventory
Page: 8	Line: 3	Word: 4	blows		Line: 5	Word: 2	gold
	Line: 5	Word: 5	game		Line: 9	Word: 1	exit
	Line: 6	Word: 1	points	Page: 29	Line: 2	Word: 2	skills
Page: 11	Line: 2	Word: 1	clouds		Line: 5	Word: 1	secret
	Line: 5	Word: 6	create		Line: 8	Word: 7	locks
	Line: 12	Word: 2	mysterious	Page: 30	Line: 2	Word: 3	adventure
Page: 12	Line: 1	Word: 2	speed		Line: 3	Word: 5	defeat
	Line: 5	Word: 5	prime		Line: 8	Word: 2	mouse
	Line: 10	Word: 3	trap	Page: 31	Line: 1	Word: 3	fight
Page: 13	Line: 5	Word: 2	knight		Line: 4	Word: 2	keyboard
	Line: 10	Word: 1	barbarian		Line: 11	Word: 4	charge
	Line: 12	Word: 2	paladin	Page: 32	Line: 2	Word: 2	druids
Page: 14	Line: 2	Word: 2	sorcerer		Line: 4	Word: 1	sorcerers
	Line: 6	Word: 2	archer		Line: 9	Word: 1	personality
	Line: 9	Word: 2	robber	Page: 33	Line: 1	Word: 1	caster
Page: 15	Line: 2	Word: 2	ranger		Line: 2	Word: 3	awaken
	Line: 4	Word: 1	cleric		Line: 4	Word: 1	object
	Line: 10	Word: 1	elves	Page: 34	Line: 6	Word: 1	rumors
Page: 17	Line: 3	Word: 3	party		Line: 6	Word: 4	food
					Line: 10	Word: 2	temple

## Darkside of Xeen Protection Words

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	Line: 6	Word: 3	prophecy		Line: 8	Word: 1	protrait
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	Line: 10	Word: 3	charming	Page: 41	Line: 4	Word: 3	visible
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	Line: 6	Word: 1	monstrous		Line: 11	Word: 3	sleep
	Line: 10	Word: 7	message	Page: 42	Line: 4	Word: 3	diseased
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	Line: 5	Word: 1	powerless	Page: 43	Line: 1	Word: 1	divine
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	Line: 9	Word: 1	change		Line: 5	Word: 2	flail
	Line: 10	Word: 7	world	Page: 44	Line: 4	Word: 3	damage
Page: 7	Line: 3	Word: 4	blows		Line: 5	Word: 8	caster
	Line: 5	Word: 5	game		Line: 6	Word: 1	holy
	Line: 8	Word: 1	eligible	Page: 45	Line: 1	Word: 2	cure
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	Line: 7	Word: 1	character	Page: 46	Line: 4	Word: 3	weak
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	Line: 8	Word: 2	luck		Line: 7	Word: 2	group
	Line: 10	Word: 3	trap	Page: 47	Line: 4	Word: 1	teleports
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	Line: 5	Word: 6	fighter		Line: 8	Word: 3	evil
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	Line: 7	Word: 2	skill		Line: 5	Word: 1	humans
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	Line: 4	Word: 1	cleric		Line: 5	Word: 4	zero
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	Line: 5	Word: 5	secret	Page: 52	Line: 4	Word: 1	shoots
	Line: 7	Word: 2	tough		Line: 5	Word: 2	fire
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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
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	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



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