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67P-FKGR-H34X-V8A6-4V6G

MIGHT & MAGIC LEGACY



UBISOFT

WARNING

READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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INSTALLATION

INSTALLING MIGHT & MAGIC X – LEGACY

Insert the game disc into your DVD drive. If you have enabled the Autorun option, the game installation will start automatically. Otherwise, double-click on the DVD drive icon in the My Computer menu. Find Autorun.exe in the list of files and folders and double-click on it to start the installation process. Select Install to run the installation and follow the installation wizard guide to successfully install the game on your computer.

UNINSTALLING MIGHT & MAGIC X – LEGACY

To uninstall the game, click on the Game Uninstall icon in the Start menu. Follow the uninstallation wizard guide to successfully uninstall the game from your computer.

INTRODUCTION

WELCOME TO THE WORLD OF MIGHT & MAGIC X: LEGACY!

It's been more than a decade since the last instalment of the long-running **Might & Magic** role-playing game series.

If you're already familiar with past episodes, welcome back! In **Might & Magic X**, we chose to go back to the series' roots with a gameplay style similar to the iconic turn-based, grid-based formula of **Might & Magic: World of Xeen**. However, we kept some ideas and elements from later games as well, with the goal of creating a quintessential **Might & Magic** experience. We hope you'll find **Might & Magic X** true to what made the series unique and enthralling since 1986 and, more importantly, fun!

If you've never played any game in the **Might & Magic** RPG series, welcome aboard! **Might & Magic X** is the last heir to the games that helped shape computer role-playing games back in the eighties. We decided to go for an "old-school" gameplay experience, while updating the formula to today's standards of accessibility. If you're more accustomed to recent RPG trends, you're in for something completely different from what you know. We hope that you'll enjoy the ride!

In **Might & Magic X**, you'll control the destinies of a party of four characters. They are adventurers, or, as they are called in the world of Ashan, Raiders. Some Raiders are motivated only by greed and the promise of riches, but that's not true for your group. You've been trained by Owen, a legendary Raider and hero of the battle of Hammer Fall, who taught you there was more to a Raider's life than the endless quest for gold and glory. As your adventure begins, Owen has just passed away, and your party is sailing towards the Aryn Peninsula, the place of Owen's birth, so his ashes can rest in his family's crypt. However, as you set foot in the small, sunny port of Sorpigal-by-the-Sea, you'll discover some things are not quite right in the Peninsula, and it'll be up to you to uncover what's going on before you can finally fulfil your promise to your mentor.

INTRODUCTION

Might & Magic X: Legacy takes place on Ashan, the world of all **Might & Magic** games since 2005. The story and events of the game are closely tied to what transpired in a previous entry of the franchise, **Might & Magic: Heroes VI**. If you know nothing about Ashan or **Heroes VI**, don't worry, the opening cutscene of **Might & Magic X: Legacy** will give you all the keys you need to unlock the complex story of the game. If you want to learn more about the world of Ashan, don't hesitate to also have a look at our portal website, <http://might-and-magic.ubi.com>.

It's now time to let you into the world of Ashan. Explore forgotten ruins, equip legendary weapons, unleash powerful spells, defeat dreadful opponents; and, as our esteemed predecessors used to say: Feel the Might; Experience the Magic!

The **Might & Magic X: Legacy** team

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GAME SETUP

Double-click on the desktop icon or click once on the icon in the Start menu to launch the game.

MAIN MENU

After the game intro, the Main Menu screen will appear. Here you can start a new game, load a saved game, access the game options or exit to the operating system.



NEW GAME

Game Mode

Choose a game mode before starting a new game:

- **Adventurer** – Select this mode if you want to focus on exploring and solving quests.
- **Warrior** – Enemies are tougher and prices are higher.

Party Selection

You will be controlling a party of four adventurers. You have the following options:

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GAME SETUP

- **Default Party** – This party is well balanced to overcome all challenges in the game. We recommend this option for new players.
- **Custom Party** – Start the step-by-step party creation allowing you to customize race, gender, face, voice, class, attributes and start skills for each party member.
- **Random Party** – Instantly generates a random party.

After that a confirmation screen provides an overview on the features of all four party members. You can edit the names of the characters and select different faces.

- **Start** – Accept the party setup and start a new game.
- **Edit** – Return to the manual creation in order to tweak values.
- **Reroll** – Generate another random party constellation.



Load Game

To load a saved game, select it from the saved games list. After selecting the game, you can either load it or delete it from your computer.

Options

You can access four different sections: **Video**, **Audio**, **Gameplay** and **Hotkeys**.

Each Option Tab contains a Default and an Apply Changes button. Pressing the Default button resets all settings on the given tab to their defaults. Pressing the Apply Settings button will apply the settings in all tabs. Note that for some settings to take effect, the game needs to be restarted!

BASIC CONTROLS

MOUSE CONTROLS

You will mainly be using your mouse Left-Click to interact with the Game Interface and objects in the environment. You will also be able to display tooltips that give you information by resting the Cursor above the game elements and interface.

Spell and Item icons can be dragged by holding the Left Mouse Button and dropping the icon on Item Slots, Character Portraits or the Action Bar. Alternatively you can use your mouse Right-Click as a contextual shortcut.

In the Environment you can move your mouse while holding the Right Mouse Button to move the camera freely to look around. When you release the button the perspective will snap back to its default orientation.

KEYBOARD SHORTCUTS

Many actions in the game are linked to keyboard shortcuts. You can view and customize your shortcuts in the Options Menu under the Hotkeys Tab.

GAME INTERFACE

MAIN INTERFACE

SHOW/HIDE
EVENT LOG

THREAT
INDICATOR

SHOW/HIDE
QUEST LOG



Navigation Buttons

Might & Magic X – Legacy has a grid-based environment, meaning that it is divided into square tiles like a chess board. There are four Directional Buttons (forward, backward, left, right) that moves the party to the corresponding adjacent tile. There are two Rotation Buttons (turn left, turn right) that change the orientation of the party accordingly.

Might & Magic X – Legacy is a turn-based game. Moving to another tile ends the current party turn and advances the in-game time. Rotating neither ends the party turn nor advances the in-game time.

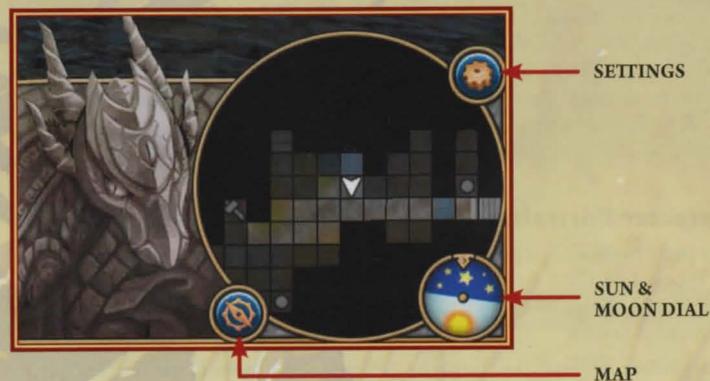
Minimap

The minimap is a small representation of the party's immediate vicinity. An arrow reflects the orientation of the party with respect to the environment. Icons on the minimap show the location of NPCs, entrances/exits to cities or dungeons, dungeon stairs, doors, quest markers, enemies and traps.

Tiles adjacent to the party's position are partially revealed and become fully visible on the minimap if the party enters them. Inaccessible tiles remain black on the minimap. The **Sun & Moon Dial** indicates the current in-game phase of day.

There are two buttons on the minimap:

- **Map** – Opens the Map Screen.
- **Settings** – Opens the Game Menu.



Threat Indicator

The threat indicator signals whether enemies have spotted and charged the party or not. It has three states, indicated by different colours:

- **Green** – There is no enemy around the party. The party takes consecutive turns.
- **Yellow** – There are hostile creatures nearby who are unaware of the party. The party takes consecutive turns.
- **Red** – There are hostile creatures charging the party. The party and the enemies take turns alternately.

GAME INTERFACE

Menu Buttons

There are three buttons:

- **Party Inventory** – Opens the Party Inventory Screen where you see the items and awards of the party, manage equipment, and see the stats of the party members.
- **Spellbook** – Opens the Spellbook Screen where you can access the standard actions, abilities and spells of the party members and review their skill setup.
- **Journal** – Opens the Journal Screen where you can review quests and read any unlocked bestiary and lore pages.

Action Bar

The Action Bar consists of ten slots that can be configured with standard actions, abilities, spells or consumable items like potions, elixirs or scrolls. Every party member has an individual Action Bar configuration. Select a certain party member by clicking his/her Character Portrait button to access the Action Bar of the corresponding party member. Use your mouse to drag&drop a consumable item, action, ability or spell to the Action Bar in order to assign it.

Character Portraits

Every party member is represented by one Character Portrait. You can use your mouse Left Click on a portrait to select the corresponding party member. The portrait changes when a party member suffers from a condition, falls unconscious or dies.

When you execute an action from the Action Bar the move of the selected party member is over and the next party member becomes selected. The party cannot relocate once at least one party member has made an individual move. You can use the Defend Action to skip the move of the currently selected character. The moves of unconscious or dead party members are skipped automatically. When all party members have made their move, the turn of the party ends.

You can rearrange the default order of the party members by using your mouse to drag&drop a Character Portrait to the desired position.

ASSIGN ATTRIBUTE POINTS



SELECTED PARTY MEMBER

HEALTH BAR

MANA BAR

PARTY INVENTORY

You can access the Party Inventory Screen via the Party Inventory Button in the bottom left corner of the Main Interface. The screen is split into the **Character Sheet** on the left side and the **Party Inventory** on the right side.

Character Sheet

The Character Sheet shows detailed information on the currently selected party member. You can click on the Character Portrait of another party member to display his/her data on the Character Sheet instead.

GAME INTERFACE

Next to the name and class of the party member his/her level and **XP Bar** are displayed. Every time the party defeats enemies or solves quests the party members get XP. When the bar has filled up completely a party member levels up, providing skill points and attribute points you can use to improve his/her stats. You can improve the attributes via the “+” buttons next to the attributes.

Below the XP Bar any negative conditions the party member is suffering from will be displayed. The number values describe the party member's Health and Mana and his/her attributes. Below them you can see the defensive capabilities of the party member and his/her resistances. Numbers in green are currently boosted due to magical effects by equipment or spells. Numbers in red currently diminished because of broken equipment or negative conditions.

There are two tabs:

- **Equipment Tab** – This is the default tab. It shows a graphical representation of the party, together with each member's equipment slots and his/her currently equipped items. You can use the mouse to drag&drop items from the Party Inventory to an Equipment Slot on the Character Sheet to equip them or vice versa to remove them.
- **Combat Tab** – This tab displays additional numeric values describing the offensive capabilities of the selected party member instead of his/her equipment.

SELECTED PARTY MEMBER



EQUIPMENT SLOTS

Party Inventory

The upper part of the Party Inventory displays the **Blessings, Awards and Promotions** your party has acquired.

You can gradually earn six Blessings in the Elemental Forge dungeons that each have a permanent bonus or unlock access to special areas on the Agyn peninsula.

Awards reflect your progress along the main story line of the game. Note that you can keep playing after you have completed the story line.

Depending on your party setup your party members can gain up to 4 class promotions. Each character class can be promoted by a dedicated NPC. Promoted party members can reach the Grand Master rank of their skills and gain a special passive ability, active ability or spell.

All items that are not attached to an individual party member are stored in the party inventory. You can use your mouse to drag&drop items from the party inventory to equipment slots on the Character Sheet to equip them, on the Action Bar to assign consumables as action buttons, on the Merchant Offer to sell them to an NPC, or on the **Mule Tab** to move them to the extra inventory. The Mule Tab can be unlocked by employing a certain hiring NPC, adding extra inventory slots.

At the bottom of the Party Inventory the amount of gold and supplies are displayed. There is a **Rest Button** that lets the party rest for 8 in-game hours, consuming one unit of supplies and refilling the Health and Mana Points of each party member.



BLESSINGS

AWARDS

PROMOTIONS

INVENTORY

GOLD

GAME INTERFACE

SPELLBOOK

You can access the Spellbook Screen via the Spellbook Button in the bottom left corner of the Main Interface. The screen has two tabs: **Spellbook** and **Skills**.

Spellbook

Spellbook is the tab which is selected by default. It contains all **Standard Actions**, and the **Spells** and **Abilities** of the selected party member. You can click on the Character Portrait of another party member to display his/her Spellbook.

Depending on the individual setup of the party member there are several bookmarks on the lower right that allow you to filter for certain actions or spells of a specific magic school. By Left Clicking on an icon in the Spellbook, the corresponding action, ability or spell is executed. Alternately you can use the mouse to drag&drop an icon down to the Action Bar to assign it to one of the slots.



Skills

The Skills Tab lists all skills the selected party member has access to. You can click on the Character Portrait of another party member to display his/her Skills.

There are several bookmarks on the lower right that allow you to filter for **Weapon Skills**, **Magic Skills** or **Miscellaneous Skills**. Every skill has a gauge that implies up to which rank the selected party member can advance the skill. The fill of the gauge increases for every skill point spent on the corresponding skill. Every gauge has bubbles indicating the **Skill Rank Thresholds** for Expert Rank, Master Rank, and Grand Master Rank. Note that every bubble has its own tooltip explaining the **Rank Bonus** that becomes enabled by reaching the corresponding skill rank. After each level you can spend skill points via the "+" buttons next to the skills until you reach a skill rank threshold.



GAME INTERFACE

JOURNAL

You can access the Journal Screen via the Journal Button in the bottom left corner of the Main Interface. The screen has three main tabs on the bottom left:

- **Quests** – Here you get detailed information on your active and completed quests. Each quest has one or more objectives that need to be fulfilled in order to be completed.
- **Bestiary** – The bestiary isn't available at the start of the game. Once unlocked it provides intelligence on the enemies you have defeated. By defeating additional enemies of the same type you can improve this intelligence in order to learn more about their strengths and weaknesses.
- **Lore** – You will retrieve pieces of Ashan lore as you progress through the game. These are automatically added to the Journal.



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MAP

You can access the Map Screen via the Map Button on the lower left of the Minimap in the Main Interface. There are two tabs on the bottom left:

- **World Map** – Here you have an overview on the whole Agyn peninsula where the story of the game takes place. Settlements, cities, dungeons and towers are displayed as icons once you have discovered them, or been informed of their whereabouts. There are tooltips with the names of the corresponding locations.
- **Area Map** – The Area Map displays the current location of the party, similar to the Minimap only in greater detail.



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GAME INTERFACE

DIALOG INTERFACE

You access the Dialog Interface every time you talk to an NPC, enter a special context or enter/exit a dungeon or settlement. It may also be triggered automatically by certain game events. While the dialog interface is active you cannot interact with objects in the environment.

Present NPCs are displayed by a portrait at the top of the screen. You can click on a portrait to select the corresponding NPC as dialog partner. Some NPCs have Shortcut Buttons that directly access the corresponding services of the NPC.

The selected dialog partner and his/her text are displayed at the bottom of the screen just above the Dialog Option text. There can be several Dialog Options that you can click to conduct a conversation or access services.

You can exit the Dialog Interface by clicking the big door button.



POSSIBLE ANSWER

QUIT DIALOG

GAME MENU

You can reach the Game Menu by clicking the Settings Button in the upper right of the Minimap on the Main Interface. From here you can access the options, load a saved game, create a new save game or exit the Main Menu. Via the Help Button you can access a **Knowledge Base** about the game rules and hints.



GAMEPLAY

Might & Magic X – Legacy is a party based RPG set in the world of Ashan universe. Visit <http://might-and-magic.ubi.com/universe> to learn more about Ashan.

In this game you control a party of four adventurers. By completing quests and defeating enemies the party earns gold to buy powerful equipment and XP that allows you to improve the attributes and abilities of the individual adventurers. You will explore the Agyn peninsula in an open world, grid-based 3D environment. You will loot dungeons by fighting enemies in turn-based tactical battles and by solving riddles.

When all four party members are dead or suffer from incapacitating conditions the game is over. After a game over you either need to load a previously saved game or start a new game. The game automatically creates automatic save games regularly.

PARTY MANAGEMENT

Resources

The party has a shared pool of Gold and Supplies. Gold is the currency in the game which is used to buy items, spells, supplies or to pay NPCs for all kinds of services. Supplies are required to enable your party to rest for a period of time in order to restore Health and Mana of all party members and to avoid the party becoming weak or feebleminded because of exhaustion.

All items which are not equipped by any party member are stored in the shared Party Inventory.

Potions and scrolls can be used by party members for a variety of effects, but are destroyed after use.

- **Potions** can restore a portion of Health or Mana, remove negative conditions or apply permanent bonuses to the party member drinking them.
- **Scrolls** cast a certain magic spell – independent from whether the party member has the necessary skill or not.

Equipment

There are equipment items that can be equipped by party members. Some items require certain skills or ranks to equip them. Each equipment item can only be equipped on certain Equipment Slots on the Character Sheet of a party member:

- **Melee Weapons** and **Magical Foci** can be equipped on the Main Hand Slot. They can also be equipped on the Off Hand Slot if the party member has the required Skill. Two Handed Weapons take both of the aforementioned slots.
- **Ranged Weapons** can be equipped on a dedicated slot.
- **Shields** can be equipped on the Off Hand Slot.
- **Jewellery** such as rings and necklaces can be equipped on dedicated slots.
- **Protective Equipment** can be equipped on dedicated slots.

Melee Weapons, Shields and Protective Equipment can break during combat. Broken items have diminished stat values and need to be repaired by an Armoursmith or Weaponsmith NPC.

PARTY MANAGEMENT

All equipment can be enchanted, increasing their stat values, adding extra effects, or increasing attributes and/or stats of the party member who has them equipped. Enchanted equipment may need to be identified before you can assess their enchantments and have a party member equip them.

Scattered through the Agyn peninsula are powerful Relics that have multiple levels of power. When equipped they receive XP equal to the XP of the party member who has them equipped. When a Relic gathers enough XP to reach a certain threshold it gains a level. With higher levels Relics have improved stats and more and/or better enchantments.

CHARACTER CLASSES

HUMANS

Humans are the youngest race of Ashan, and are the Children of Ylath, the Dragon God of Air, although many of them now worship Elrath, the Dragon of Light. Short-lived, but curious and restless, Humans are one of the most dynamic people of Ashan.

Mercenaries

Mercenaries hail from the Free cities. They are warriors and explorers that follow Ylath, the Dragon of Air, wandering the world in search of riches and causes worth fighting for.



Crusaders

Crusaders are the battle-priests of Elrath. They can be found all over the world, spreading the teachings of the Light and fighting all the evils they encounter.



Freemage

Freemages are Wizards who left the Seven Cities after their studies to settle in the Free Cities. They often wander the world looking for interesting ruins or lost knowledge.



CHARACTER CLASSES

ELVES

The Elves are graceful and patient souls who live in close harmony with the lands and forests. They are in tune with Sylanna, the Dragon Goddess of Earth.

Her deliberate nature and ancient wisdom are reflected in their approach to life and worship.

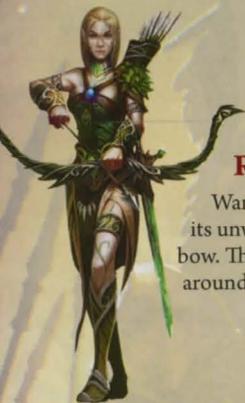
Blade Dancers

Elite among sylvan warriors, certain Elves dedicate their lives to the intricate Elven martial art known as the Battle Dance, relying on evasion and quick action rather than resistance or brute force.



Rangers

Wandering Irollan, Rangers live in harmony with Nature and its unwritten laws, seeking perfection through the mastery of the bow. This quest sometimes leads them to leave the forest and travel around the world.



Druids

The druids are the priests of Sylanna, the Elemental Dragon of Earth and living embodiment of Nature. As such they are granted control over the magic of the elements, which they call upon in times of peril.



DWARVES

Fierce warriors, industrious blacksmiths, and masters of Rune Magic, the Dwarves are the Children of Arkath, the Dragon God of Fire.

Dwarves are short and stocky; they rarely stand much over 4 feet tall. Adult male Dwarves always wear full beards.

Defenders

Hailing from the Grimsteel Clan, Defenders are able to withstand the attacks of their enemies with a rock-like durability. Armed with huge shields reminiscent of fortress walls, they provide a formidable obstacle to any opponent.



Scouts

The Dwarves of clan Winterwind are the most outgoing of all of their kind. They are the ones most likely to be found on the surface or dealing with outsiders. They are expert travellers and have deep knowledge of the wilds.



Rune Priests

The Rune Priests are members of the Deepflame clan, a special caste among the Dwarves, recruited from children born with golden eyes—the mark of their god, Arkath—who are then brought up as battle-mages.



CHARACTER CLASSES

ORCS

Tribes of nomadic barbarians, Orcs are the scattered but proud survivors of a long history of persecution. They were created in the Seven Cities during the War of the Blood Moon, when the Crimson Wizards injected Demon blood into Human slaves and criminals.

Barbarians

The Barbarian is the quintessential Orc warrior. His usual tactic is simply to rush straight at the enemy, counting on his speed, ferocity and toughness to break the lines of the opposing troops and pound the hell out of them.



Hunters

Orcs are, contrary to popular belief, not cannibals. Their diet is based heavily on the principle of “you caught it, you cook it”.

Hunting provides the bulk of their diet. Orc Hunters, as all other Orcs, are also fierce warriors, capable of surviving on their own in the wild for weeks, or even years.



Shamans

Orc Shamans are a strange breed. They act as mediums between the material world and the spirit world, which they refer to as the “Dream World”. To enter this realm, they undergo deep trance rituals, the nature of which is specific to each Shaman. From their journeys into the “Dream World”, the Shamans bring insights that help them draw magical powers from their own demon blood.



CHARACTER MANAGEMENT

DEVELOPMENT

Every party member has a personal character level. By accumulating enough XP to reach a certain threshold he/she is promoted to the next character level until the maximum character level has been reached. With each new character level the party member gains attribute points and skill points. Attribute points can be spent in the Character Sheet on the Party Inventory Screen. Skill Points can be spent on the Skill Tab on the Spellbook Screen.

Every character can be promoted to the Paragon Class of his/her respective Character Class at any point in time by a dedicated Class Promoter NPC. When being promoted to his/her Paragon Class, a character gets a special spell or ability depending on the individual Paragon Class. In addition to that only Paragon Classes have access to the Grand Master ranks of their skills.

Attributes

Attributes define the capabilities of the party members as they are the basis for all other character stats and combat values. When reaching a new level a party member gains free attribute points that you can spend in the Character Sheet to increase the attributes of your choice.

Every party member has six attributes:

- **Might** increases the melee damage and the Maximum Health.
- **Magic** increases the Magic Power value and the Maximum Mana.
- **Perception** increases the ranged damage and all attack values.
- **Destiny** increases all critical hit chances and the Evade value.
- **Spirit** increases the Maximum Mana.
- **Vitality** increases the Maximum Health.

In addition to the effects mentioned above, certain events like detecting traps or discovering secrets may require a certain party member of your choice to pass a test on one of their attributes of Might, Magic or Perception.

SKILLS

Skills advance the capabilities of a party member. There are three types of skills:

- **Weapon Skills** enable and improve the party member's handling of different kinds of melee and ranged weapons.
- **Miscellaneous Skills** increase various character stats or enable and improve fighting styles, abilities or the deployment of protective equipment.
- **Magic Skills** allow access to spells of the seven magic schools and improve their power.

Every skill in the game has four different ranks: Novice, Expert, Master and Grand Master. Every rank provides a cumulative bonus to the effect of the skill.

Levelling up a party member provides skill points that you can spend to improve the level of any skill the party member has access to until you reach the level threshold to the next skill rank. Then you have to find the corresponding teacher to unlock the next rank, before you can spend additional skill points on that skill. A teacher is not required for a party member to reach the Novice rank of a skill.

The skills a party member can learn and the skill ranks attainable depend on his/her class or his/her Paragon Class respectively. You can see the skills and spent skill points on the Skills Tab in the Spellbook Screen.

SPELLS & ABILITIES

Party members with the Warfare Skill have access to special abilities with every rank of the skill. All magic spells are organized into different schools of magic and ranks of the associated skills. In contrast to abilities a party member needs to buy each spell from a certain NPC before he/she is able to cast it.

You can initiate spells and abilities directly via the Spellbook or via the Action Bar after assigning it to one of the Action Bar Slots. Spells and abilities consume Mana of the party member using it. If he/she doesn't have enough Mana left the spell or ability cannot be used. You can refill Mana by resting, consuming a Mana potion or by visiting a healer.

CHARACTER MANAGEMENT

Spells

There are seven schools of magic: Prime, Light, Dark, Water, Fire, Earth and Air. Although there are unique spell effects and spells with multiple effects, spells can be divided into several distinct categories:

- **Damage Spells** that deal damage to the hostile target(s).
- **Party Buffs** that apply bonuses or benefits to the whole party.
- **Debuffs** that apply certain effects to hostile target(s) for a number of turns or until the end of the combat.
- **Healing Spells** that target a certain party member to remove negative conditions or restore Health.

NEGATIVE CONDITIONS

Negative Conditions are special statuses that affect single party members. The most important ones are **Unconscious** and **Dead**. When the Health of a party member drops below zero he/she will fall unconscious until their Health rises above zero again. When an unconscious party member loses even more Health there is an increasing chance that he/she will die. Dead party members need to be resurrected by a spell or by a healer NPC.

There are several other conditions that diminish the capabilities of a party member: Poisoned, Weak, Feeble-minded, Cursed, Stunned, Sleeping and Paralyzed.

There are two types of conditions:

- **Incapacitating Conditions** render the party member useless, and his/her move in the party turn is skipped until the condition is removed.
- **Non-Incapacitating Conditions** have various effects, but the party member is still able to act out his move within the party turn.

Keep an eye on the Character Portraits in the Main Interface as they will indicate when a party member suffers from one or more negative conditions.

COMBAT

The party and the enemy take alternate turns:

All enemies have their turn in which each individual enemy can either move or launch an attack; then it's your turn and you can decide to either move the party as a whole or to execute individual actions with the single party members. As long as no enemy is aware of the party the enemy's turn is skipped.

If an enemy is located on a tile adjacent to the party, both groups are engaged in combat. The party cannot move away until all enemies on adjacent tiles have been defeated, but you can turn around any time.

ACTIONS

There are three standard actions a party member can execute: Melee Attack, Ranged Attack and Defend. Alternatively he/she can cast a spell, perform an ability or consume a potion or scroll.

Melee Attack

This action can only be executed when the character has a melee weapon or magical focus equipped and if there is an enemy in the adjacent tile the party is facing. If there are multiple enemies, one of them is selected as target by default, indicated by an outline. You can select another target by using your mouse Left Click on the corresponding enemy.

Ranged Attack

Ranged attacks require a party member to have a ranged weapon equipped. You can launch a ranged attack against a group of enemies who stand in a straight line. The group has to be at least two tiles away but not further than the range of the weapon used. You cannot select a target out of a group when performing a ranged attack. Ranged attacks do not require ammunition.

Defend

This action increases the Evade value of the party member performing the action, improving the chance of dodging hostile melee and ranged attacks. You can also use this action to end a party turn quickly, as it can be performed any time.

COMBAT

Spells

Spells can only be cast when the acting party member has enough Mana. If a spell targets a party member you can select the target party member after the spell is cast. Spells that apply a buff to the whole party can be cast any time. All other spells can only be cast if there is a legal target for the spell as described in its effect. Similar to ranged attacks you cannot pick a single target out of a group yourself.

Abilities

Active abilities can only be executed if the acting party member has enough Mana. Many abilities will make the acting party member launch a melee attack as part of the ability effect. These can only be executed when the party is engaged in melee combat.

COMBAT RULES

Melee and Ranged Attacks

Every attack consists of individual **Strikes**. There is a minimum of one strike, which is executed with the equipped weapon. With the dual wield skill a party member is able to attack with one strike for each equipped melee weapon. Other skills or abilities will add additional strikes with the same weapon to the attack.

Every strike has an **Attack Value** which is compared to the **Evade** value of the target to determine whether the strike hits, or not. If the strike hits, the **Critical Hit Chance** is used to determine whether the caused damage is increased by the **Critical Hit Damage** factor.

The **Block Chance** of the target is used to check whether the strike was blocked. The number of **Block Attempts** determines how often the target can try to block per turn. Melee block attempts can only block melee attacks, whereas general block attempts can be used against ranged attacks as well.

If a non-critical melee strike was blocked the **Break Chance** of the attacker's melee weapon is used to check whether it breaks, or not. Unblocked critical hits can break a random armour item of the target, whereas blocked critical hits can break the shield of the target.

The **Damage** of unblocked successful strikes is reduced by the **Armour Value** of the target.

Magic Attacks

Negative spells have a **Critical Hit Chance** to determine whether the damage is increased by the **Critical Hit Damage** factor.

Any magic spell or enchantment that tries to apply a negative effect on a target can be resisted. There are individual **Magic Resistances** against each of the seven schools of magic which are used to determine whether a spell or enchantment effect is completely resisted. If the check succeeds the value is used to decrease its damage.

Magical Foci

Attacks using magical foci are performed by the **Melee Attack** action. They always hit. They have no chance of becoming critical and they cannot be blocked. The damage caused is not decreased by armour, but by the magic resistance of the target.

GAME WORLD

When you encounter interactive objects like doors, levers, treasure chests or NPCs they will be briefly highlighted in the 3D environment. When the party is close enough to operate such an object or engage with such a character, the object or person in question will be permanently highlighted. Then you can just click it to start the interaction.

Apart from being able to defeat all enemies, within each dungeon level you will find everything you need in order to solve that level. Key objects like keys, gears or notes that you find in a dungeon level can be put to use in the same level only.

TRAPS AND SECRETS

The magic spell Spot Secrets allows your party to spot secret mechanisms or passages that you can only interact with while the effect of the spell is active.

There are invisible traps that trigger when the party enters a tile or interacts with an object. The effect of the magic spell "Clairvoyance" allows you to see traps in order to avoid them or disarm them.

NPCs

You will encounter a multiplicity of NPCs (Non Player Characters) in the game you can conduct dialogs with. Apart from plain conversations most of them have one or more special features like giving you quests. Usually the following features come with a price in gold.

Teacher – Teachers are NPCs that can unlock a higher rank of a skill for party members that have the required prerequisites and skill level. For each rank of each skill there is only one teacher in the game. The higher the rank a teacher can unlock, the harder it is to reach or find him/her.

Class Promoter – For each of the different character classes there is one teacher that can promote party members of that class, unlocking their Paragon Class and allowing them access to the Grand Master ranks of their skills.

Healer – Healers can restore the Health and Mana of the whole party, cure negative conditions, or even resurrect dead party members.

Host – Hosts offer rooms and supplies for the party to rest and receive a special attribute bonus for a limited time. Usually they also sell supplies. Please note that the amount of supplies of the party is not cumulative.

Hireling – Hirelings are NPCs that accompany the party for a share of all the gold the party earns. There is a variety of different kinds of hirelings who provide individual bonuses and benefits to your party. Besides that, sometimes story-relevant NPCs may want to join you for the duration of certain quests. Please note that the party can only employ two hirelings at a time.

Armoursmith – Armoursmiths offer a variety of protective items for the party to purchase. Usually they will repair broken items and buy any items you would like to sell.

Weaponsmith – Weaponsmiths offer melee weapons and ranged weapons. Usually they will repair broken items and buy any items you would like to sell.

Charms Shop – Charms Shops specialize and sell jewellery, potions, scrolls and magical foci and buy all kinds of items. Usually they also identify enchanted items.

Arcane Library – Arcane Libraries offer magic spells of certain schools of magic. Most of them are specialized in spells of certain skill ranks.

Travel Station – There are travel stations that are located in settlements across the Agyn peninsula that can transport the party from one location to another. There are horse coaches, ships and griffin rides.

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