

# Might & Magic II: Gates to Another World

## Special Instructions for the Commodore 64/128

### Getting Started:

To run Might and Magic II on the Commodore 64/128, insert the original Disk A, then type:

**Load "\*" ,8,1 <RETURN>**

Commodore 128 users must be in 64 mode [GO 64]

**Note:** Might & Magic II supports only one drive.

### Copying Disks:

Before playing the game, you must copy side B onto a blank 5 1/4" disk. Use the Copy Disks feature in the opening options menu to make the copies. This will enable you to save your party when signing into an inn.

It is recommended, but not required, that you also make copies of sides C, D, E, and F, which are used extensively throughout the game.

**Note:** Side A is copy protected. If a copy of Side A is used to start up the game, it will prevent the game from being saved. Do not copy it.

### Transfer Characters:

In the main options menu, there is a Transfer Character option. All you will need is a copy of your character disk from Might & Magic I.

As stated in the manual, all current Might & Magic II characters will be eliminated during transfer. So, if you intend to create new characters and transfer old characters, transfer your characters in first. See the manual for further information.

## About Might & Magic II:

In the Commodore version, the Demo option shown in the manual has been replaced by About Book Two. Press A to view the creators of Might & Magic II as well as the version number.

## Moving around in CRON:

To move around in Might & Magic II use the following keys:

I -> Forward

Turn Left <-J

L -> Turn Right

K -> Back

**Note:** Save your party in one of the inns frequently. Anything gained after the party leaves the inn will be lost if the party dies. Do not turn off the computer unless you are in an inn or your progress will not be saved.

If you have any questions about the game, call New World Computing, Inc. at (818) 785-0519 between 9am and 5pm (Pacific Standard Time) Monday through Friday.

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