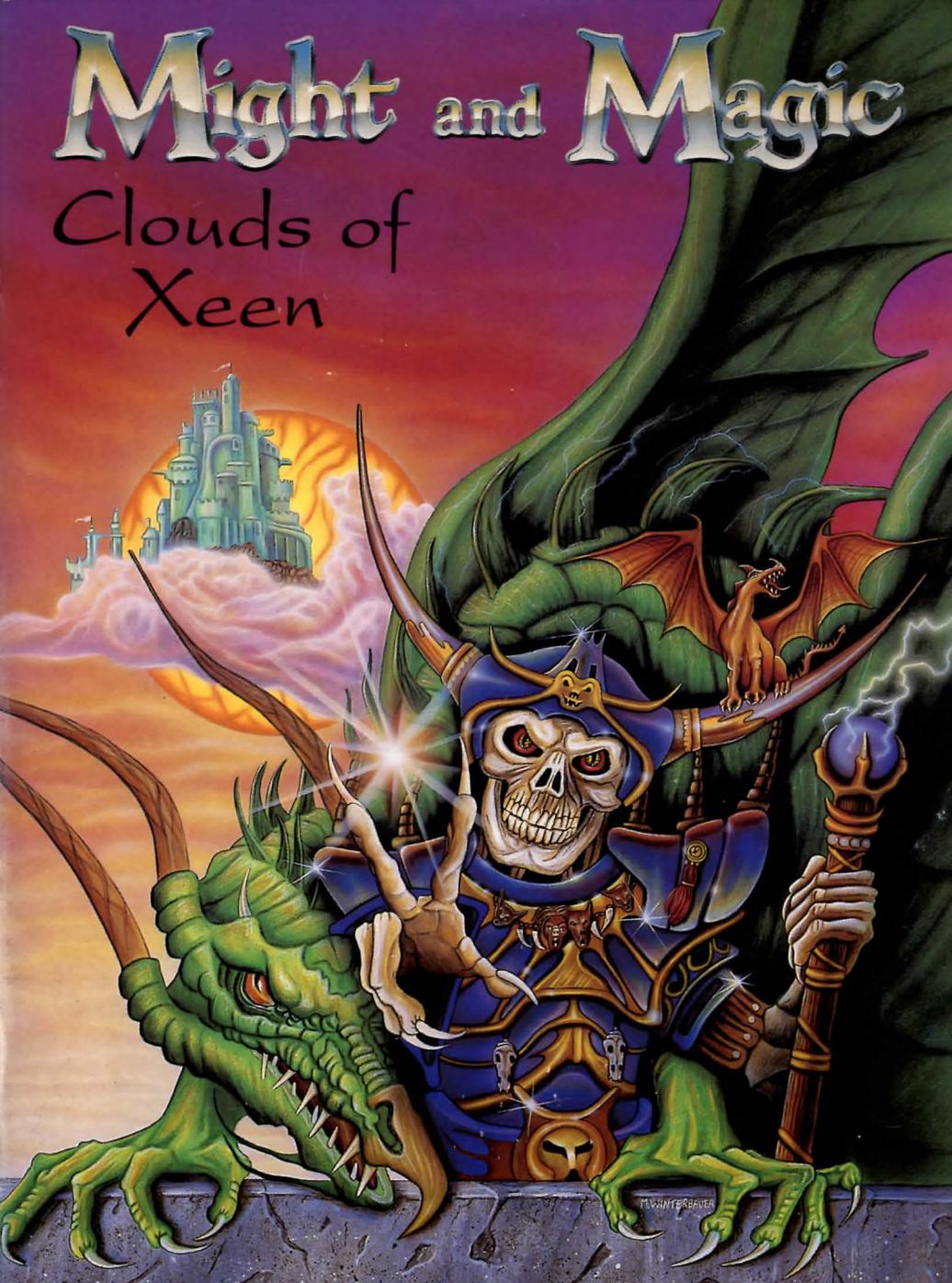# Might and Magic

Clouds of Xeen

MANUAL
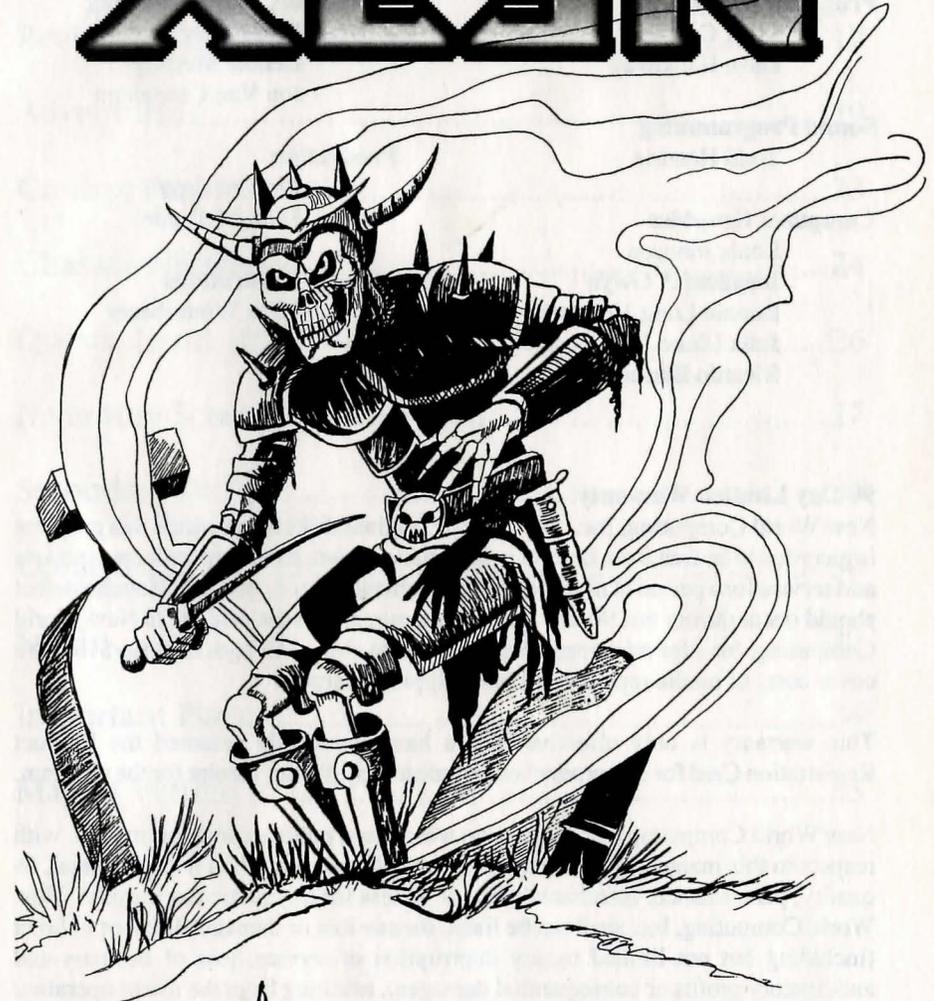
A
Don Van Canghem
Production

NEW
WORLD
COMPUTING

Might and Magic®
CLOUDS OF
XEEN

NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

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THE SIXTH MIRROR

You and a small circle of friends have gathered at a local Tavern in Vertigo to discuss the events of the last several months. Your conversation bobs and weaves among subjects in between draughts of ale, but the central topic is the vivid, recurring dreams you all shared starting eight months ago.

The first dream arrived as a nightmare, frightening in its clarity and intensity. You all dreamt that you were listening to King Burlock's adviser, Crodo, speak to you. It was as though he was talking from a great distance, and the message seemed to have been addressed to someone else:

This message is not a dream. I am sorry to trouble your sleep in this manner, but I have no other way to communicate with you. A few months ago, a man claiming to be King Burlock's lost brother, Roland, arrived in court and announced himself to the King. Roland had left on a mission into Mount Firestone many years ago, looking for the passage to the Fabled "Land below the Land". That Roland should return home after all these years was very good news for the King, but I had my reservations. Where had he been all this time, and why hadn't he come home sooner?

Suspicious of him from the first, I watched him tell tales of ancient treasures and works of power. The artifact that Roland talked most about was the Sixth Mirror. The Sixth Mirror was the only magic mirror that was made to be portable, and because of this it had no name. The owner of the Mirror was able to step through it just like the other five Mirrors, but he could take this one with him.

That Roland was obsessed with the Mirror became increasingly clear with time, but the King did not seem to notice. Rather, King Burlock began to finance expeditions to find the lost mirror. Many brave and powerful adventurers answered the call, but none succeeded. In spite of repeated failures, Roland urged the King to continue the search.

As the search grew more feverish, King Burlock began to neglect his management of the realm. The King's health deteriorated, the servants grew lax in their duties, and the treasury ran dangerously low. I felt that I had to do something and do it soon. I resolved to sleep on it and speak to the King in the morning.

That very night I awoke to the chill kiss of dark magic being worked nearby. Rising to my feet, I gathered my robe about me and quietly walked into the hallway. From there I was able to hear muffled sounds coming from Roland's room. Cautiously, I crept up to Roland's room and looked through the keyhole.

To my horror, I saw Roland sitting cross-legged, holding a black tome in one hand. From a charcoal diagram on the floor arose the image of a foul spirit in the shape of a knight with horns cresting his helm. Roland was conversing with it in a harsh tongue that I did not recognize.

I must have made some sound then, for Roland abruptly turned and stared hard at the door. I backed away from the keyhole immediately, and it is well that I did, for the door suddenly blew off its hinges and slammed against the opposite wall. Fearing for my life, I ran. I ran as fast as my old bones would take me, ran as though the forces of Hell were at my heels.

They were. As I rounded the first corner of the hallway, screaming for help, the chill blast of Roland's winter magic narrowly missed me. We ran through the twisting halls of Burlock's castle, through rooms dusty with disuse and through armories filled with rusting war tools. I took a turn and found myself cornered at the end of a hallway with no means of escape.

In despair I turned to face Roland and raised my magical defenses, knowing that he was stronger than I. Roland came charging around the corner and slowed down when he saw that I was cornered. Raising his hands above his head in preparation of a sorcerous strike, Roland smiled and said, "What's the matter, Crodo? Are you afraid of what you saw?" Roland continued to approach me slowly. "Feeble old man, your fear of magic you don't understand is a discredit to our profession."

"I understand your evil magic well, Roland." I said hopelessly, slumping my shoulders and bowing my head. "I can't hope to win against such strength." With that I sighed, gathering my energies for one good blast. I looked up at Roland, who was still smiling and advancing, sighed again, and threw my spell. The force of the dancing blades spell flying from me pushed me back against the wall.

Caught off guard, Roland failed to deflect the spell. The blades flew out from my hands, stripping the flesh from his body. Hope rose within me when I saw what I had done to him, then despair when he still stood after the attack. Scraps of flesh clung to his grinning skull, and his one remaining eye glared at me. I knew then that Roland was Undead, and that I could not defeat him.

"Who are you?" I gasped, staring at the figure before me.

"Lord Xeen," the Monster said. "Call me Lord Xeen, King of the World, for that is what I shall be in a very short time!"

"King Burlock—," I began.

"Will do as he is told," Xeen finished for me. "Especially if he doesn't have YOU around to give him bad advice."

There was nothing more to be said. Xeen made a peculiar gesture with his right hand and then clenched his fist. I felt a pressure on my defenses and on my head which quickly grew intolerable. The blackness took me and I knew no more.

When I awoke, I found myself in a tower on an island surrounded by water. From my window I am able to see King Burlock's castle across the water. Every day I see the search parties leaving the castle to look for the mirror and wonder if the King knows what 'Roland' is, or where I am. There is only one place in the world with a view like I have, and that is Baron Darzog's Tower.

Because of the materials used to construct the room I am in, I am unable to use my magic to escape. The only thing I can do is try to send these dreams to you in hopes that you will hear and respond. I don't know what Lord Xeen wants the mirror for, but it can't be good. I fear the ruin of the realm if he succeeds. You are the only people in the world with the power and resources to make a weapon capable of slaying Lord Xeen in your laboratories in Newcastle. You must make haste. If Lord Xeen discovers what you are doing he will destroy you.

With that, the dream ends.

This dream had been repeated several times for about two months, then never again. The day after you had your last dream, Newcastle was destroyed by a bolt from the sky, and all its inhabitants were killed. Each one of you realized that you may be the only person left alive who received the message. If you didn't do anything, nobody would. So you quit your jobs and traveled to Vertigo. Here you were able to find training in spells and weapons, and here you met one another.

You talk late into the night, excitement and nervousness in your voices. As the conversation winds down and you all are getting ready to retire for the night, you agree that tomorrow is the day you will start your adventures.

A Beginner's Guide to Computer Role-Playing

Congratulations on your purchase of Clouds of Xeen. Refer to the Reference Card for instructions on installing the game. When you begin, you will be presented with a choice of playing the game in Warrior mode or Adventuring mode. The game will be less combat intensive in Adventuring mode. Once you make this decision you will be unable to change it until you start a completely new game.

If you are new to the world of computer role-playing games (CRPGs), you'll want to read the rest of this section before you get started. If you just can't wait, you can jump right into the game and use the reference card to help you along.

In Might and Magic: Clouds of Xeen, you (the player) will be represented by six characters in a party. You will begin the game with a set of default characters just outside of the Tavern. The Tavern is the place you go to when you want to rearrange your party, create new characters, get rumors and advice, and buy food. If you want to make your own characters, turn around and step into the Tavern. Inside you will find a desk where you can check into the Tavern. The Tavern will tell you what your choices are once you check in. If you want more information on using the Tavern or creating a character, see the section on character creation.

Each character will have a name, profession, and statistics assigned to it that represent its capabilities, such as strength and intelligence. Perhaps the most important statistic for all characters is hit points. Hit points represent how much personal damage a character can withstand before falling unconscious. If your character's hit points fall below zero, he will go unconscious. If the character is hit while unconscious, he will die. A character can start with anywhere from

1 to about 20 hit points. Since the average sword blow will do about 6 hit points, a weak character could fall with only one or two blows.

The next most important statistic is your character's level. As you play the game, your characters will gain experience points through defeating monsters and completing quests. When you have enough experience points, you will become eligible to advance to the next level. When your level increases, your hit points and fighting ability will improve.

In between adventures in the wilderness, you will also have time when you are free to explore the civilized areas of Xeen. There are many different kinds of places to visit, but the places you will frequent the most will be the towns. In the towns you will be able to find shops and services where you can buy better equipment, learn spells, and get healed.

For the beginning player, computer role-playing games can seem confusing at first. We've done our best to make sure Clouds of Xeen is easy to learn and play. Once you get the hang of it, we're sure you will have a lot of fun.
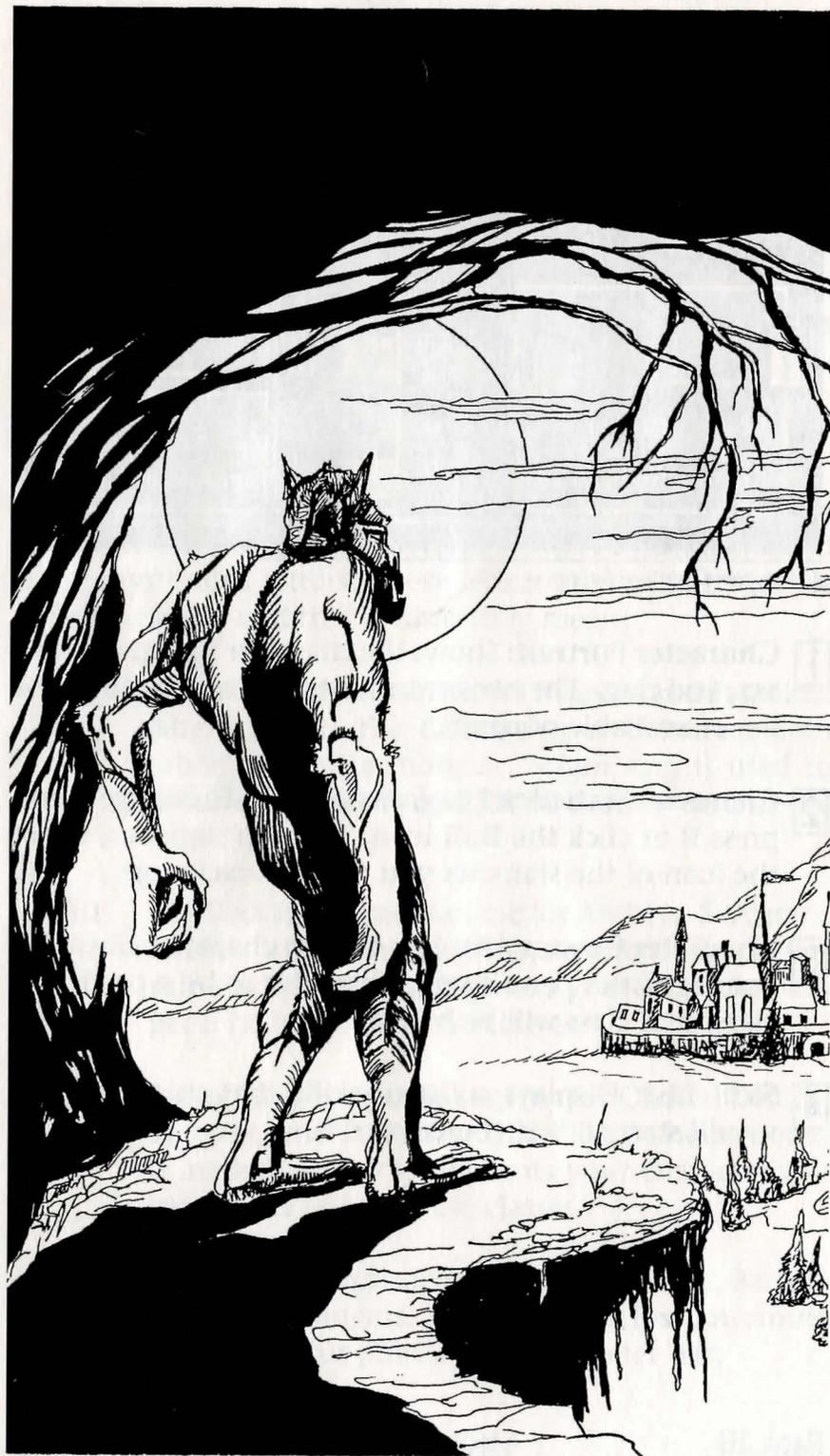
Character Creation Screen

1. **Character Portrait:** Shows the character's portrait, race, sex, and class. The two arrow buttons scroll through the list of available portraits.

2. **Character Statistics:** Displays statistics. To change them, press **R** or click the **Roll** icon. To swap statistics, select the icon of the statistics you want to exchange.

3. **Character Classes:** Displays the ten character classes. If your statistics permit your character to be a particular class, that class will be highlighted.

4. **Skill List:** Displays a list of skills that this character would start with if you created it.

CREATING YOUR CHARACTERS

Clouds of Xeen starts you off with a set of six pre-made characters. These characters have all the equipment and abilities necessary to begin the game, and are just fine to use if you don't want to create your own characters.

Creating a character is easy. Whenever you want to make a character, just go to any Tavern and check in. Once you have checked in, select **(C)reate** a character to get to the character creation screen.

The character creation screen is where you will make your characters. There are seven numbers in a column next to some mysterious letters. These letters are the statistics for your character, and this is what they mean:

Mgt: Might is a prime statistic for Knights and Paladins. Might affects the damage your character does when you hit a monster. Might also is used to break down doors and lift or destroy certain objects.

Int: Intellect is a prime statistic for Archers, Sorcerers, Druids, and Rangers. This statistic helps determine how many spell points your character will get if he is one of these classes.

Per: Personality is a prime statistic for Clerics, Druids, Rangers, and Paladins. This statistic helps determine how many spell points your character will get if he is one of these classes.

End: Endurance is a prime statistic for Paladins, Barbarians, and Rangers. Endurance helps determine how many hit points your character has.

Spd: Speed is a prime statistic for Ninjas and Rangers. Everyone, including monsters, has a speed rating. If your character's speed is higher than the monster's, he will get to take an action in combat first.

Acy: Accuracy is a prime statistic for Archers and Ninjas. Accuracy helps determine whether or not you hit a monster with a weapon or spell when attacking.

Lck: Luck is the prime statistic for Robbers. Luck improves your chances of surviving a hostile spell or avoiding a trap.

In the bottom left corner of the screen you will see a portrait of your character. If you want a different portrait, use the **UP/DOWN** arrow keys to change it. The portrait you choose determines the race and sex of your character.

To the right of the numbers is a list of the ten classes of characters. If the prime statistic(s) for one of the classes is high enough, that class will be highlighted, meaning that you could pick that class if you wanted.

If the class you want to be isn't highlighted, you can either reroll the character or move the statistics around until you get the class you want. To reroll, type **R** or click on the reroll icon. To swap statistics, type the first letters of the statistics you want to exchange or click on their icons.

Once you are satisfied with your statistics and the class you want is highlighted, use the **LEFT/RIGHT** arrows and press **ENTER**, or click on your choice to select your class. Now click on the create icon, or press **C** on your keyboard. The computer will now ask you to name your character. Press the **ESCAPE** key if you don't want to make this character, otherwise get creative and type in a name. That's all there is to making a character.

CHARACTER CLASSES AND RACES

All characters have a class and a race. Here is an explanation of the ten classes:

Knight: Prime statistic (15 or greater): Might

The Knight is the best fighter in the game. Able to use any kind of weapon or armor, the Knight will dish out more damage than any other character. The Knight starts with the Armsmaster skill and gets more hit points than all classes but the Barbarian. The Knight cannot cast any spells.

Paladin: Prime statistic (13 or greater): Might, Personality, Endurance

The Paladin is a good fighter, but not as good as the Knight. The Paladin can use any kind of weapon or armor, but his hit points tend to be lower than the Knight's. The Paladin starts with the Crusader skill and the ability to cast Clerical spells.

Archer: Prime statistic (13 or greater): Intellect, Accuracy

The Archer is as good a fighter as the Paladin. The Archer starts with the ability to cast Sorcerer spells, but is unable to wear armor heavier than chain mail or use a shield. The Archer starts with no secondary skills.

Cleric: Prime statistic (13 or greater): Personality

The Cleric is a fair fighter, but is not allowed to use edged weapons or missile weapons. On the bright side, the Cleric can use splint mail armor or lighter and has twice as many spell points available for casting Clerical spells as the Paladin. The Cleric starts with no secondary skills.

Sorcerer: Prime statistic (13 or greater): Intellect

The Sorcerer is a poor fighter. Sorcerers are only able to wear robes and use staves and daggers. Sorcerer spells are the most destructive in the game, and they have twice as many spell points as the Archer. The Sorcerer starts with the Cartography skill.

Robber: Prime statistic (13 or greater): Luck

The Robber is a fair fighter, but is unable to use any armor heavier than chain mail. Robbers can use any one-handed weapon and shield, but cannot cast spells. The Robber begins the game with the Thievery skill.

Ninja: Prime statistic (13 or greater): Speed, Accuracy

The Ninja is a good fighter, but is limited to ring mail or lighter armor and cannot use a shield. Ninjas can use most, but not all, weapons. Two handed weapons are limited to staff and naginata. The Ninja starts with the Thievery skill and is unable to cast spells.

Barbarian: Prime statistic (15 or greater): Endurance

The Barbarian is almost as good a fighter as the Knight, but is unable to wear armor heavier than scale mail. Barbarians can use most shields and all weapons. The Barbarian cannot cast spells and starts with no secondary skills.

Druid: Prime statistic (15 or greater): Intellect, Personality

The Druid is a poor fighter. Druids are only able to use light armor and weapons, but they can cast both Cleric and Sorcerer spells to a limited degree. Druids start the game with the Direction Sense skill and twice as many spell points as Rangers.

Rangers: Prime statistic (12 or greater): Intellect, Personality, Endurance, Speed

The Ranger is a good fighter. Rangers are able to use most weapons and armor and can cast both Cleric and Sorcerer spells to a limited degree. Rangers start the game with the Pathfinder skill.

And here is an explanation of the races:

Humans: What Humans are is pretty obvious. All Humans start with the Swimming skill. Humans have a small resistance to spells.

Elves: Elves are tall, slender people that are unusually well adapted to using magic. Elves are slightly resistant to some spells and make very good Thieves and Sorcerers. They aren't as tough as the other races, however, and tend to have less hit points.

Dwarves: Dwarves are short and stocky and tough. Dwarves are slightly resistant to most spells, but they are especially resistant to poison. They make fair Robbers and good Knights. Dwarves begin the game with the Spot Secret Doors skill.

Gnomes: Gnomes are smaller than dwarves and not near as tough. Gnomes make good spell casters, but they tend to have less hit points than all other races except Elves. Gnomes begin the game with the Direction Sense skill.

Half-Orc: Half-Orcs are a cross between a Human and an orc. Half-Orcs are the toughest of the races players can choose, but they are also the stupidest. Half-Orcs make excellent Knights and Barbarians, but they are the worst spell casters and Robbers.

Reviewing and Assembling Your Party

Once you have created your characters, you have to put them in your party. If you are just starting the game and have created a custom set of characters, you will need to remove the old characters. Just hit the **R** key and type the function key of the character you want to remove (the first character on the left is number one) or click on the remove icon and click on the portrait of the character you want to remove.

You can only have six characters in your party at any time. You can have some, none, or all of the default characters in the party. It's up to you. To add a character to your party, click on the face of the character or press a number key (1-4). The character will take the next available slot in your party. If you don't see the portrait of the character that you wish to add, use the **UP/ DOWN ARROW KEYS** to find it. Don't worry if you select the wrong character—Just remove the character as directed above.

If you want to look at a character in your party before you leave the Tavern, just select the function number of the character you wish to view. The leftmost portrait is **F1**, the second is **F2**, and so on. Doing this will bring up a full list of all the character's abilities and equipment.

Finally, if you make a mistake and create a character you don't want, you can delete it. Press the **D** key and the number (1-4) of the character that you want to delete, or click on the delete icon and the portrait of the character you want to get rid of. Remember that any character deleted like this is gone forever, including any equipment the character had in his pack as well.

Once you are satisfied with your party, hit the **ESC** key to begin your adventures!
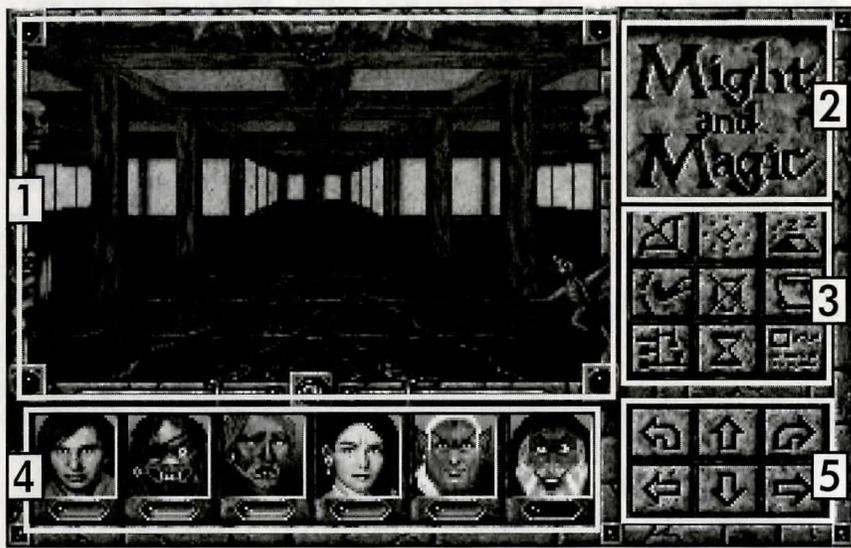
Adventuring Screen

1 **Display Window:** This is where the action of the game takes place. All monsters, objects, and scenery appear here.

2 **View Window:** Displays the overhead view of the area you are in if you have the Wizard Eye spell or the Cartography skill. Click on the View Window or press the = key to switch between the View Window and the automap.

3 **Options Icons:** Clicking on these icons or pressing their keyboard equivalents will activate them. For a complete description, see the Adventuring topic.

4 **Character Portraits:** Displays the portraits of your characters. Clicking on a character portrait or pressing a function key will bring up the character screen.

5 **Direction Icons:** Click on these icons to move around. You can also use the arrow keys on your keyboard to move.

ADVENTURING

The game screen has five parts to it. They are the Display window, the View window, the Option icons, the Character Portraits, and the Direction icons. Here is an explanation of each:

Display window: The Display window is where you see all of the action of the game take place. At the edges of the screen are several "party's little helpers". Each of these gargoyles will move in some way when activated to let you know that something is happening. The gargoyle with the wings on the left side of the screen flaps when the Levitate spell is on. The gargoyle on the right side of the screen waves its arm when you are in front of a thin wall and have the Spot Secret Doors skill. The bat on top of the screen will move its mouth when monsters can see you and one of your characters has the Danger Sense skill.

The two gargoyle heads on the left and right of the Display window will shake and nod their heads sometimes when you are confronted with a yes/no or "who will" question and you have the clairvoyance spell active. If answering the yes/no question will get you treasure and there is no trap, both of the heads will nod. If there is treasure and there is a trap, one of the heads will nod and the other will shake its head. If there is a trap with no treasure, both will shake their heads.

There are also four small gems in the corners of the Display window and a large gem on the bottom of the display. The corner gems will turn green if you have certain protection spells active. The upper left is for fire, the upper right is for electricity, the bottom left is for cold, and the bottom right is for poison. The center gem can be clicked on to bring up the control panel. See the section on the control panel for more information on that subject.

View window: If you don't have the Cartography skill or the Wizard Eye spell, the Might and Magic logo will be displayed here. If you have the Cartography skill, you will see a miniature version of the full automap displayed. If you have the Wizard Eye spell active, you will see a map of the area around you, including places you haven't been to yet. You will be able to toggle between your automap (showing only the places you have been to) and the Wizard Eye spell by clicking on the automap or pressing the = key.

Option icons: There are nine icons just below the View window. These icons will be available for you to click on during normal adventuring, or you can use their keyboard equivalents. Here is a list of what they do:

Shoot (S): All party members equipped with a missile weapon fire in the direction the party is facing.

Cast (C): Brings up the Cast Spell window. Click on this icon again or type C to cast the readied spell of the spell caster selected. You can change the selected character by clicking on the portrait of the one you want or selecting his function key. You can change the readied spell by clicking on the 'new' button or pressing the N key. This will bring up a list of spells available to the selected character. Click on the spell you want to cast or use the arrow keys to select it and press **ENTER**. The spell is now ready to be cast.

Rest (R): Restores the party's hit points and spell points, provided there is at least one unit of food for every member of the party. Resting will turn off most active spells and advance the time by eight hours. Resting where monsters can see you is hazardous to your health.

Bash (B): This command is used when you want to try to break down a locked door or break through a thin wall. The Might of your first two conscious characters is combined and tested against the strength of the door or wall. If yours is higher, the obstacle will bash in. Your characters will take a small amount of damage for doing this.

Dismiss (D): Sends a party member back to the Tavern in Vertigo. At least one character must remain in the party.

View Quests (V): Displays the Quest window. See the section on quests, Items, and Notes for more information.

Automap (M): Displays the map of the area you are currently in. The automap records all the places you have been since you got the cartography skill.

Information (I): Displays the Game Information window. This window lists the time, date, year, and day of the week. It also shows which spells the party has active, such as light or protection from fire.

Quick Reference (Q): Displays the Quick Reference chart. This chart lists the party's vital statistics, gold, gems, and food.


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.

Character Portraits: The character portraits show pictures of all the characters in the party. You can tell at glance the current condition of your characters. If they look like they are asleep, they probably are unconscious or asleep. If they look sick, they probably are poisoned or diseased. Each character has a gem below his portrait. This gem will be green if the character is at full hit points. The gem will be yellow if the character is below maximum, red if the character has 25% or less of his hit points left, and blue if the character has zero or less. If the characters hit points have magically increased beyond his maximum, the gem will be silver.

If you click on a character portrait or select a character's function key (the first character on the left uses function key **F1**) you will see a detailed list of the character's statistics. You can find more information about this screen in the Character screen section.

Direction icons: The direction icons are in the bottom right corner of the screen. If you are using the mouse to get around, click on these to move. The curved arrows will make your party stand still and turn 90° in the direction indicated. The side arrows will make you slide left or right without changing your facing. The direction arrows on the keyboard work the same way. To slide left or right with the keyboard, you must hold the **CONTROL** key down while you press the **LEFT** or **RIGHT** arrow.

CONTROL PANEL
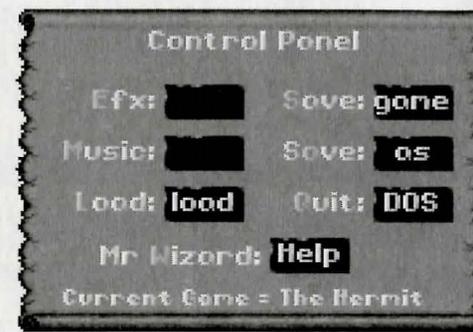
Control Panel

If you press the **TAB** key or click on the big gem in the middle of the Display Window, you will bring up the Control Panel window. Here is a list of the functions available in the Control Panel:

Effects (E): Turns the sound effects on and off.

Music (M): Turns the music on and off.

Load (L): Allows you to load a previously saved game.

Save (S): Allows you to save the current game in its present location. Your game is also automatically saved whenever you enter a Tavern.

Save As (A): Allows you to save the current game in its present location with a different name.

Quit (Q): Quits the game and exits to DOS.

Help (W): This lets you beg Mr. Wizard to teleport your party to safety. He will take all the gems the party has on hand and return the party to Vertigo. Think carefully before you use this.

CHARACTER SCREEN

Sir Conegn : Mole Human Paladin

Mgt	Acy	H.P.	Experience	Item
Int	Lck	S.P.	Party Gold	Quick
Per	Age	Resis	Party Gems	Exch
End	Lvl	Skills	Party Food	Exit
Spd	AC	Awrds	Condition	

Character Screen

If you click on a character portrait or select the function key of a character, you will find yourself in the Character screen. Here you will see an icon for each of your character's statistics. Might, Endurance, Speed, Accuracy, Personality, Intelligence and Luck have already been explained. Clicking on these icons will tell you what your current and maximum scores are as well as assigning a rating to your statistic. The other statistics are listed below:

Age: Every character begins the game at age 18. Clicking on this icon will show your character's birthday, his natural age, and his current age. It is possible for a character to be older than his natural age through magical attacks. As your character grows older, some of his statistics will decline.
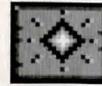
Level: Shows your character's current level, maximum level, and the number of attacks per round your character receives.

AC: Shows your character's current and maximum armor class. The higher this number, the harder it is to hit your character.

HP: Shows your character's current and maximum hit points.

SP: Shows your character's current and maximum spell points.

Resist: Shows your character's current resistances to spells and elemental attacks. The higher the number, the better the protection. A 100 does not mean immunity from an attack, but will reduce the damage your character takes from that attack considerably.
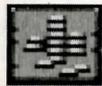
Skills: Gives a list of the skills your character has accumulated.

Awards: Gives a list of the awards your character has accumulated.

Experience: Shows your current experience points and the number of experience points your character will need for the next level.

Party Gold: Shows how much gold your party has on hand and how much it has in the bank.

Party Gems: Shows how many gems your party has on hand and how many it has in the bank.

Party Food: Shows how many units of food your characters have and how many days that it will last.

Condition: Gives a list of any adverse conditions your character might have and any active protection spells.

Items (I): Selecting this option brings up the inventory screen.

Quick Reference (Q): Displays the Quick Reference chart. This chart lists the party's vital statistics, gold, gems, and food.

Exchange (E): Selecting this option exchanges the position of the character you are viewing with the position of the character you select (F1-F6).

Exit (ESC): Brings you back to the Adventure screen.

QUESTS, ITEMS, AND NOTES

If you select the view quests window from the adventuring screen, you will be presented with 3 choices: Quests, Notes, and Items. Selecting quests will display all of the quests the party is currently involved in. Selecting notes will display all the significant messages the party has encountered. Selecting items will display all of the items the party has that are necessary to complete the game.

INVENTORY SCREEN
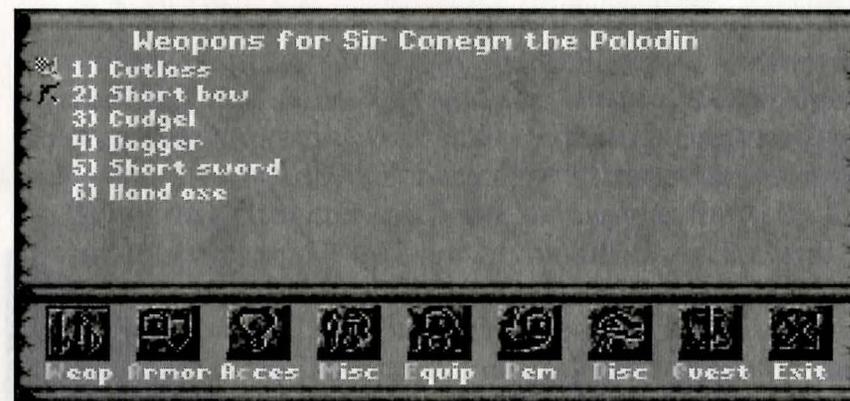
Inventory Screen

If you select the inventory screen a list of all the weapons the character has in his backpack will appear. Here is a list of your options in the inventory screen:

Equip (E): Readies a weapon, item, or armor for use. You must equip an item before it will work. You will not be able to equip an item that your character's class cannot use. You also cannot equip three swords or eleven rings, etc.

Remove (R): Unequips an item from your character.

Discard (D): Eliminates an item from your inventory. If you use this command, you will lose this item for good.

Weapon (W): Presents the weapons inventory.

Armor (A): Presents the armor inventory.

Accessories (C): Presents the accessories inventory.

Miscellaneous (M): Presents the miscellaneous items inventory.

Quests (Q): Presents the quest items inventory.

Use (U): If an item has some sort of special use or can cast a spell, you can use it with this command.

SECONDARY SKILLS

Secondary skills are additional abilities your characters can learn during the game. The skills do many different things ranging from improving your ability to hit to letting you detect secret doors. Not all of your characters will start with secondary skills, but any character can learn as many as they can find during the game. Here are a few of the skills you can find:

Thievery: This skill lets you pick locks on chests and doors. This is the only skill that has a rating. The higher the skill, the better your chance of success.

Swimmer: This skill allows your character to swim in water as long as you are close to land. All characters in the party must have this skill for it to work.

Pathfinder: This skill allows you to move through a dense forest. At least two characters must have this skill for it to work.

Mountaineer: Allows you to move over mountains. At least two characters must have this skill for it to work.

Cartographer: Enables the automapping feature. Only one character needs to have this skill before it will work.

Direction Sense: This skill makes the large gem in the center of the adventure screen display your facing. It also will print an arrow that points in the direction the party is facing in the automap.

Spot Secret Doors: Causes a gargoyle on the adventuring screen to wave its arm when the party approaches a thin wall.

Danger Sense: This skill causes the bat at the top of adventuring screen to animate when monsters can see your party.

COMBAT

As you adventure, you will encounter lots of monsters who you will need to defeat. If you begin fighting with some monsters, the combat icons will replace the normal adventuring icons. Here is a list of these new icons:

Quick Fight (F): Battles the opponet(s) using the current Quick Fight option settings. Holding down the mouse button while the pointer is on the Quick Fight icon will rapidly run through the party's attacks.

Cast (C): Same as in adventuring mode.

Attack (A): Attacks the targeted opponent with whatever weapon the character has equipped.

Use (U): Brings up the character's inventory window, where he can equip, remove, or use an item.

Run (R): If successful, the character will run to a safe location nearby and rejoin the party after the battle.

Block (B): Directs your character to try to block the next attack against him.

Quick Fight Option (O): Sets your quick fight option. You can direct a party member to attack, cast a readied spell, block, or run when the quick fight option is selected.

Information (I): Same as in adventuring mode.

Quick Reference (Q): Same as in adventuring mode.

When the fight begins, your fastest character will be highlighted. You will have the opportunity to select any of the options listed above by clicking on their icons or pressing their keyboard equivalents. After you have finished selecting the option for the highlighted character, a different character will become highlighted.

Whenever you hit a monster, a red splat will appear briefly on the screen. The bigger the splat, the more damage you did to the monster. If you used a spell or an item that does a different kind of damage, the splat may appear as a fire burst, or an electrical charge, or something else.

If there is more than one monster, you can choose which monster you want a character to fight by pressing 1, 2, or 3. This will highlight the name of the monster, letting you know which monster is targeted.

Spells

Clerics, Druids, Sorcerers, Paladins, Rangers, and Archers are able to cast spells. The most powerful spell casters are Sorcerers and Clerics. Druids are next, then Paladins, Archers, and Rangers.

All spells require spell points to cast, and some require gems as well. A character's spell points are partly determined by one of their statistics: Intellect for Sorcerers and Archers, Personality for Clerics and Paladins. Druids and Rangers use both Intellect and Personality to determine spell points. The other factor that determines spell points is the level of the character.

There are two kinds of spells: Cleric and Sorcerer. Most Cleric spells involve healing and protection. Most Sorcerer spells are offensive or utilitarian. Sorcerers and Archers may only cast Sorcerer spells. Clerics and Paladins may only cast Cleric spells. Druids and Rangers may cast both to a limited degree.

We have purposely left out of the manual a full explanation of all the spells. Vertigo has a good mix of beginning spells available in the Mage's Guild. You can get explanations for those spells there. Not all of the spells available in the game can be bought in a Mage's Guild. You will discover these spells during the game. Just to get you started, though, here are a few of the spells you will see early in the game:

Caster: Cleric and Sorcerer
Spell Name: Light
Cost: 1 spell point
Object: party
Fills a dungeon with a steady, soft light until the party rests or until dawn.

Caster: Cleric and Sorcerer
Spell Name: Awaken
Cost: 1 spell point
Object: party
Pulls all sleeping party members from their slumber, cancelling the SLEEP condition.

Caster: Cleric
Spell Name: First Aid
Cost: 1 spell point
Object: 1 party member
Magically cures one character of 6 points of damage.

Caster: Cleric
Spell Name: Flying Fist
Cost: 2 spell points
Object: 1 Monster
Deals a light blow to a monster, inflicting 6 points of Physical damage.

Caster: Sorcerer
Spell Name: Magic Arrow
Cost: 2 spell points
Object: 1 monster
Fires a magical bolt at one opponent, inflicting 8 points of Magical damage.

Caster: Sorcerer
Spell Name: Sleep
Cost: 3 spell points and 1 gem
Object: 1 Square
Puts a group of monsters to sleep until they overcome the spell or are damaged.

IMPORTANT PLACES

Throughout the game, you will come across some places that you need to know about:

1 **Taverns:** You can create, delete, add, and remove characters in your party here. You can also pick up rumors and buy food.

2 **Temples:** Your characters may be healed here of whatever ails them—for a price. You can also receive blessings from the Clerics if you donate enough money to the temple.

3 **Banks:** You can safely store your money and gems here. You will get interest on both money and gems that you deposit.

4 **Blacksmith:** Here is where you can buy and sell equipment. You can also get equipment fixed or uncursed.

5 **Training Grounds:** This is where you pay to increase levels, provided you have enough experience.

6 **Guilds:** If you are a member of the guild, you may buy spells and review information about them here.

TOWN OF VERTIGO
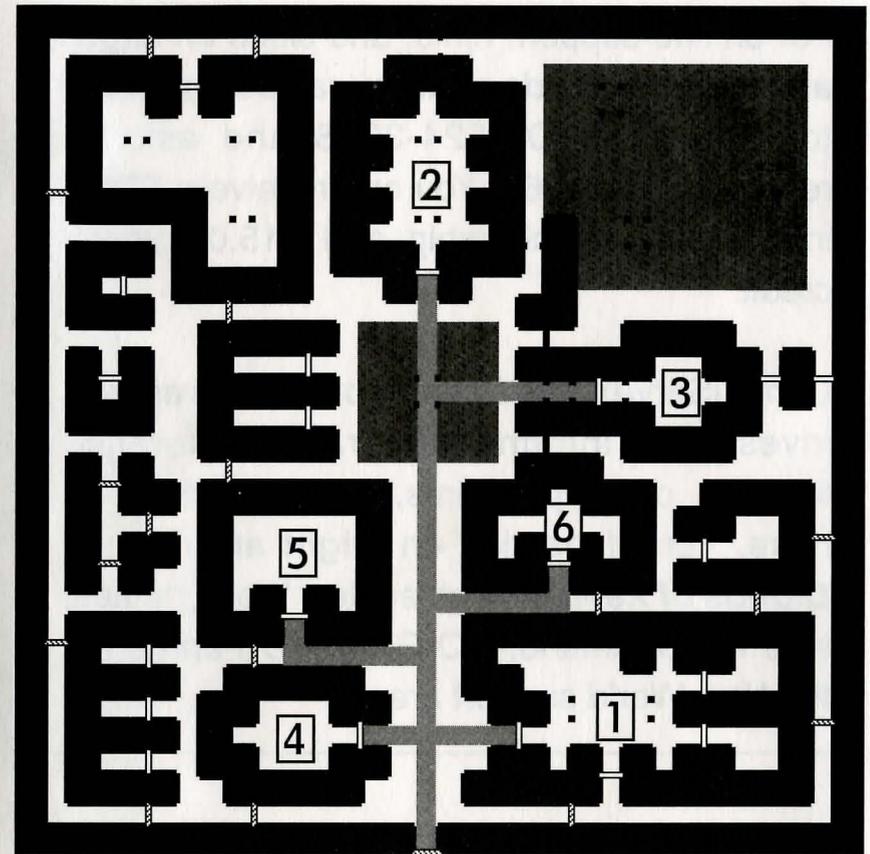
Pillars ∷

Grass ▓

Roads ▓

Doors ⊥⊤

Open Doors ≡

Grates ≣

Walls ■

For on-line support, hints, and clues on **Might and Magic: *Clouds of Xeen***, call CompuServe toll-free at 1-800-524-3388 and ask for representative #368. You can receive a FREE introductory membership and $15.00 usage credit.

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