Might and Magic VIII
Day of the Destroyer

Getting Started

After the introduction sequence (which can be skipped by pressing **Escape**) you will be at the Main Menu. Click on **New** to start a new game. You have the option of creating a new character or of using the pregenerated character. You will begin your adventure on the Dagger Wound Islands.

Character Creation

Once you click **New** to start a game, the Create Character screen will appear. From here you can: elect to proceed with the pregenerated character; choose to change the portrait, name, class, statistics and skills of the displayed character; or press **CLEAR** to set the stats to the race defaults and adjust from there. Right-click on any skill, class or statistic to get information on it.

Name – Click on the character's name to enter a new name, then press **Return**.

Portrait – Click on the upper left and right arrows next to the portrait to change the face and class. The portrait of the character determines the race and class of the character.
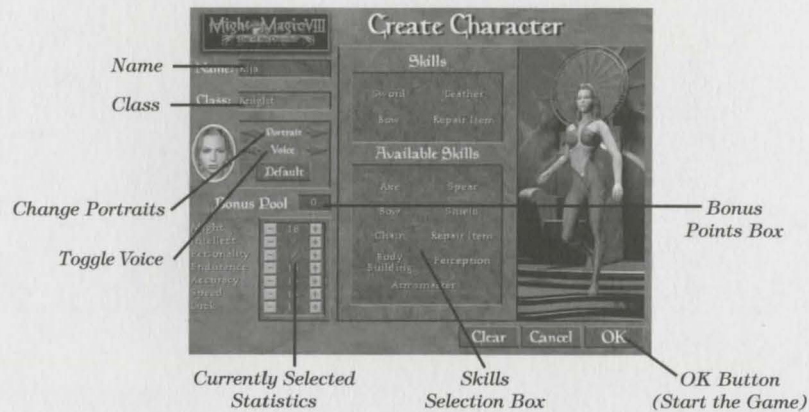
Voices – Click on the lower left and right arrows next to the portrait to change the voice of the character.

Statistics – Clicking the + and – will change the statistic currently selected by the markers up or down 1-2 points, depending on the stats chosen and the selected class. You may reduce a statistic to two points below its original starting level or raise it to a maximum of 15-30, depending upon the class and the statistic being adjusted. You begin with 15 points, each point you subtract adds to that total, and each 1-2 points you add removes one from that total. You must spend all your points to continue.

Skills – All characters begin with two skills determined by their class. You must then choose two more skills from the list in the lower left for that character. The choices for these extra skills are also based on the class of your character. You must have four skills, two predetermined by class and two selected by you, to continue.

You will start on Dagger Wound Islands with a small amount of gold and a few items. Don't forget to equip yourself with your starting equipment and, if you use magic, to study your initial spells.

Character Creation Screen

Name
Class
Change Portraits
Toggle Voice

Create Character

Skills

Available Skills

Bonus Pool

Bonus Points Box

Currently Selected Statistics
Skills Selection Box
OK Button (Start the Game)

Options Screen

Pressing **Escape** or clicking on the **Game Options** button while playing will bring up the Options Screen. From here you can access your file options (New Game, Load Game and Save Game), change your controls, quit the game or return to game.

Return – Resume playing the Might and Magic® VIII: Day of the Destroyer™ game.

New Game – Abandon the current game of Might and Magic VIII: Day of the Destroyer, and restart with new characters. **Note:** This does not save the current game.

Save Game – Click on the slot you wish to save to, enter a save filename and click the **Save** button.

Controls – You may adjust the Video Options by toggling Colored Lights, Blood Splats and Tinting (available in D3D mode only), and by adjusting the Gamma correction (brightness). Your turn rate may be adjusted between 16 facings, 32 facings and Smooth. You may turn on or off the following options: Walksound, Show Hits, Always Run and Flip on Exit. Your keyboard controls may be changed by selecting Configure Keyboard. Finally, you may adjust your sound, music and voice volume.
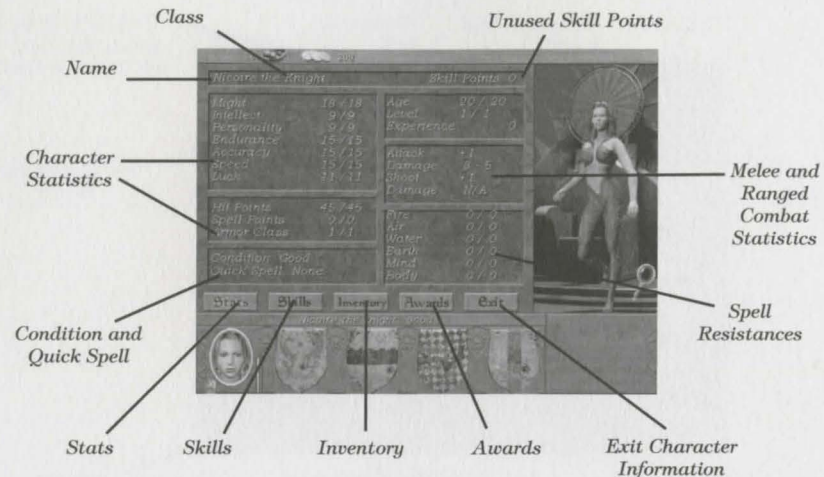
Load Game – Click on the saved game you wish to load, then click the **Load** button. The first game on the list is the autosave, which saves your game each time you exit a level.

Quit – Exit the Might and Magic VIII: Day of the Destroyer game and return to the Main Menu. **Note:** This does not save the current game.

Character Information

Statistics are represented by two numbers: the current and the maximum. The current shows the statistic after all effects (spells, items, temporary bonuses, etc.) are added in. It is possible for the current to be much higher or lower than the maximum. A statistic of 13 confers no benefits. For varying numbers of points above or below 13, you will incur benefits or penalties respectively.

Character Information Screen

Class
Name
Character Statistics
Condition and Quick Spell

Unused Skill Points
Melee and Ranged Combat Statistics
Spell Resistances

Stats
Skills
Inventory
Awards
Exit Character Information

Rest

While in the Adventure Screen, pressing the **R** key or clicking on the **Rest** button will bring up the rest screen. From here, you can either rest for the night or allow time to pass.

Rest and Heal 8 Hours – Uses the amount of food shown. This will allow 8 hours to pass and all characters will gain their full hit points and spell points back. It is possible for creatures to interrupt your sleep and attack you. You can rest safely at any inn.

Wait until Dawn – This allows time to advance to 5:00 AM. Characters do not regain hit points or spell points, or use food when waiting.

Wait 1 Hour – This allows time to advance 1 hour. You do not gain hit points or spell points back from waiting.
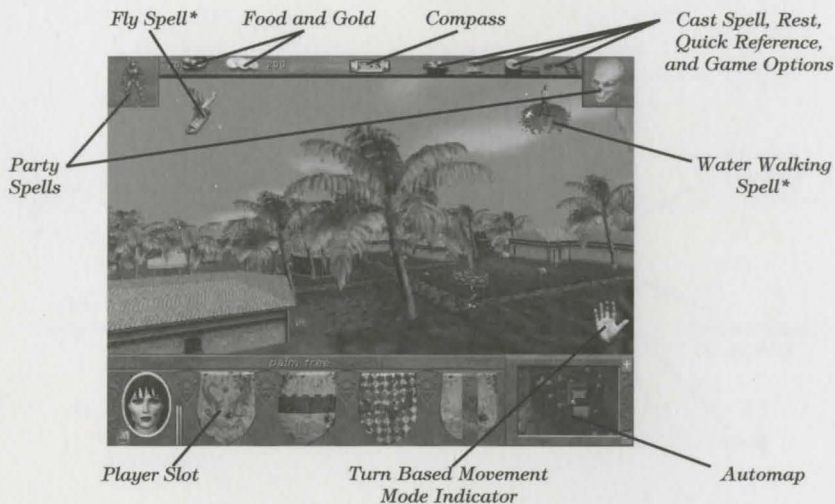
Wait 5 Minutes – This allows time to advance 5 minutes. You do not gain hit points or spell points back while waiting.

Non-Player Characters (NPCs)

Not all people you meet are hostile, some are more than willing to share stories and rumors with you, or may even join your party. When you talk to an NPC, your fame and reputation are factored into how the person treats you. They may be quite friendly with you, or refuse to talk at all.

Some NPCs may join your party. These NPCs will then become Player Characters (PCs) under your control. If you do not have enough room to hire them, they will instead go to the Inn in Ravenshore. At the Inn you have the option to add characters, though the first character in the party can never be removed and only up to four others (for a total of five) may be added.

Game Screen

Fly Spell* Food and Gold Compass

Cast Spell, Rest,
Quick Reference,
and Game Options

Party
Spells

Water Walking
Spell*

Player Slot Turn Based Movement
Mode Indicator

Automap

Combat Tips

In your travels you will encounter numerous hostile people and creatures. You must be prepared to defend yourself when diplomacy fails. Here are a few tips for combat:

– Make sure that each character has the best weapon, armor and shield equipped. If the armor is in your backpack, it won't do you any good.

– Large battles are much easier to handle in turn-based mode. Press **Enter** as soon as you see an enemy creature to scope out the terrain and the odds. Count up the number of creatures you are facing and check their hit points by right-clicking on them.

– Use ranged weapons and spells to weaken enemies from a distance.

– Keep track of how damaged your party members are; if someone's health drops to 50% or less, heal them. If your party seems like it might lose the fight, run.

– Make sure each spell caster has their most useful spell set as the Quick Spell. You may need to change this depending on where or what you are fighting. To change the Quick Spell, go to the spellbook, select the spell, then click on the **Set Spell** button on the lower left of the screen.

– Certain conditions, such as *weakness* or *disease*, can adversely affect your characters. Make sure to keep your condition "good" as much as possible. Visit a temple for a fail safe way to rid yourself of negative conditions. Be warned, the cost for healing is partly based on how long you have been afflicted.

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* When activated this is where the spell icons will appear.

New World Computing®

DEFAULT KEYBOARD CONFIGURATION

Ground Movements

↑	**Up Arrow** . . . . .Walk Forward
Shift ↑	**Shift-Up Arrow** . . . . .Run Forward
← →	**Left/Right Arrow** . . . . .Turn (Left or Right)
Shift ← →	**Shift-Left/Right Arrow** . . .Turn Quickly (Left or Right)
Ctrl ← →	**Ctrl-Left/Right Arrow** . . Move Sideways (Left or Right)
↓	**Down Arrow** . . . . .Move Backwards
X	**X** . . . . .Jump
PgDn	**Page Down** .Look Up
Del	**Delete** . . . . .Look Down
End	**End** . . . . .Look Ahead
Spacebar	**Spacebar** . . . . . . .Search/activate nearest object in view

Flying

Page Up . . . . .Ascend
Insert . . . . .Descend
Home . . . . .Land Quickly

Open Books

Q . . . . .Current Quests
N . . . . .Auto Notes
M . . . . .Maps
H . . . . .History

Combat

A. . .Active character attack nearby opponent

S. . Active character will, if able
(in this order):

   1. Cast a Quick Spell
   2. Attack with a bow or wand
   3. Make a hand-to-hand attack

B . . . .Active character passes combat turn

C . . . . .Cast spell – opens spell book

Enter . . . . . .Toggles combat modes

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Others

R . . . . .Rest
+ and – . . . . . .Zoom in/out on Automap
1-5 . . . .Selects characters (left to right)
Esc (Adventure Screen). . Game Option Menu
Esc (Elsewhere) . . . .Closes current window
F4 . . . . .Toggles full screen mode
F11 . . . . .Quicksave
U . . . Toggles "always run" function on and off
Y . . . . .Yell
(Causes friendly creatures/peasants to move out of the way)
Z . . . . .Quick Reference
Tab . . . . .Cycles Active Character

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Mouse

Pick up item:	Click on the item
Drop item:	Click on Game Screen while holding item
Use item:	Click on large portrait with item as the pointer
Equip item:	Click on large portrait with item as the pointer
Give item:	Click on portrait with item as the pointer
Item details:	Right-click on item
General Info:	Right-click

Note: The large portrait is the figure of the character in the inventory screen.
The portrait is the face visible on most screens.

Mouse Shortcuts

Cast readied spell:	Shift-click on valid target
Attack:	Click on valid target
Use item:	Right-click on portrait with item as the pointer
Read Book/Scroll:	Right-click on portrait with item as the pointer
Give Item:	Press character # while holding item
Create Potion:	Right-click on empty bottle with herb as the pointer
Mix Potion:	Right-click on potion with potion as the pointer

Note: If using an item with a shortcut causes the target to be invalid, then the
pointer will change to a crosshair to allow you to select a valid target.