

Might and Magic

2 Games in 1

Darkside of Xeen
Land of Xeen

World of Xeen



Games

- Swarm
- Heroes of Might and Magic
- Nahan The Ultimate Puzzle Game
- The Worlds of Billy
- Weird – The Truth is Stranger Than Fiction
- 100 Great Action Arcade Games Vol. 2
- 100 Great Games for Windows 95
- 480 Crosswords
- Search and Rescue
- High Heat Baseball
- World of Xeen

Utilities and Business

- World Atlas 3D
- Business Plan
- Marketing Plan
- Business Financial Plan
- 3-D Screen Saver
- 100 Essential Legal Forms – Business and Personal
- 50 Essential Legal Forms – Business
- 50 Essential Legal Forms – Personal
- 500 Essential Business Letters

Lifestyle and Leisure

- Gourmet French Cuisine
- The Tastes of Italy
- Great Pastries
- Vegetarian Delights
- Simple Pleasures
- Mediterranean Aroma
- The Art of Sushi
- Cocktail Hour
- Family Tree

Edutainment

- Personal I.Q. Test
- Kids Activity Center
- 100 Great Educational Games Vol. 2
- Digital Sand Box – Ages 18 mos. to 3 yrs.
- Thingamajiggery – Ages 4 to 8
- Early Learning Treats – Ages 3 to 6
- Junior Mediawiz – Ages 4 to 10
- Mega Puzzle Pack – Ages 3 to 8
- Mathatron – Ages 4 to 8



To find out more about our other great products visit our web site:

www.globalstar.on.ca

Might and Magic

World of Xeen



World of Xeen

Contents

Installation Instructions	3, 4
Adventuring	5
Character Screen	6
Inventory Screen	7
Combat	7, 8

Note: This is just a partial manual. The entire manual is available as an Adobe Acrobat Reader file at our web site. (www.globalstar.on.ca)

Credits

Designed and Directed by Sound Programming	Jon Van Caneghem Mike Heilemann
Programmed by Music	Mark Caldwell, Tim Tully, Dave Hathaway
Voices	Robert Axilrod, Catherine Battistone, Alan Bergreen, Steve Bulin, Louise Chamis Barbara Goodson, Mike Heilemann, Chris Hoff, Bill Kapezi, Tom Keane Joyce Kurtz, Dave Mallow, Ed Mannix, Kery Mayham, Tim Miller Debra Packer, Mike Reynolds, Hilary Sax, Doug Stone, Dave Thomas
Computer Graphics	Jonathan P. Gwyn, Bonnie Long-Hemsath, Julia Ulano, Ricardo Barrera
Technical/Creative Writing	Paul Rattner, Debbie Van Caneghem, Jon Van Caneghem
Production	Richard Espy, Scott McDaniel
Manual Illustrations	April Lee
Manual Recreation	Heidi Amsler, Ivy Wong

**Technical Support (650) 261-3454 9am - Noon, 2pm - 5pm Pacific Standard Time
New World Computing P.O. Box 4302 Hollywood, CA 90078**

World of Xeen is Copyright © by New World Computing Inc., All rights reserved.
Under license to Global Star Software © 1999

INSTALLATION INSTRUCTIONS

1. Insert CD into the CD ROM drive.
2. Click on Start then select Run.
3. In the Run dialog type "d:\install.exe" ("d" is the letter of your CD) then click OK.
4. A MS DOS window will appear which will guide you through the installation.
5. When the installation begins it will scan your hard drive for a previously installed version (to cancel the scan press ESC). If it finds XEEN.EXE it will automatically default to that directory. Otherwise it will default to C:\WORLD. In either case you can use the current selection by pressing Y, or you can specify a different directory.
6. Next the Install program will auto-detect your music and speech configuration. If it displays the correct configuration, press Y to continue. Otherwise press N and select your desired configuration.
7. The install program will ask if you wish to use the current configuration. Type Y if the current settings match your desired configuration.
8. When installation is complete, exit to DOS. Select "start" button, then "shut down" and "restart in DOS mode".
9. At the DOS prompt, type "CD c:\world", ("c" is the letter of your hard drive and "world" is the directory where the World of Xeen is Installed) hit "Enter". Type Xeen at the c:\world prompt.

***If you have any questions about the installation of the Worlds of Xeen, contact our Technical Support at (650) 261-3454 from 9am to 12 noon or 2pm to 5pm, Monday to Friday Pacific Standard Time**

GETTING STARTED

At the main screen you will have the option of starting a new game or loading a saved game. Press S or click on "Start a New Game" to start a new game. Now select your gaming preference: Adventurer, a less combat intensive game, or Warrior, the standard game. You will

begin your adventure in Vertigo with a party of six fully equipped characters. You can start playing immediately or go to the Tavern to create your own party of characters.

Press L or click on "Load a Saved Game" or load a saved game. A window will appear listing the names of all your saved games and the highest character level in the party. Select the game you wish to load.

GETTING AROUND

To move through the world of Might and Magic, use the arrow keys or the mouse pointer on the Direction Icons in the Display Window. The Up and Down arrow keys move the party forward and backward, and the Left and Right arrow keys turn the party left and right. Holding down the Control key while pressing the Left or Right arrow key side steps the party without turning. Wait (pass) by pressing the Space Bar or W. Time does not pass when turning left or right.

IMPORTANT

Press the Space Bar or click on the display window to interact with an object. You must be in the same square object.

NOTE

The complete manual is available from our web site as an Adobe Acrobat Reader file. Please visit <http://www.globalstar.on.ca> to download this file. You may also download the Adobe Acrobat Reader software from our web site.

***For technical assistance on the Adobe Acrobat Reader software or accessing the manual please call (905) 738-5645 from 9am to 5pm, Monday to Friday Eastern Standard Time.**

ADVENTURING

Options 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 Castleview or Vertigo. At least one character must remain in the party.



View Quests (V): Displays the Quest window. 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.



Automap (M): Displays the map of the area you are currently in. The automap records all of 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 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. Clicking on these icons will tell you what your current and maximum scores are as well as assigning a rating to your statistics. The other statistics are listed below:



Age: Every character begins the game at age 18. Clicking on this icon will show you 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 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 resistance 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.

17	14	10	4589
13	21	2	9974
15	18	42	1030
24	1	3	10 days
16	14	0	Good



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.



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



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

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:

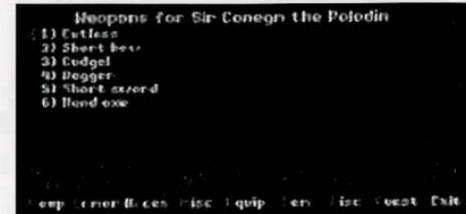
Equip (E): Readies a weapon, item, or armor for use. You must equip an item before it will work. You will not be able to equip an item that your character's class cannot use. You also cannot equip three swords or eleven rings, etc.

Remove (R): Removes 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.

COMBAT

As you adventure, you will encounter lots of monsters 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 opponent(s) using the current Quick Fight options settings. Holding down the mouse button while the pointer is on the Quick Fight icon will rapidly run through the party's attacks.



Information (I): 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.



Cast (C): Same as in adventuring mode.



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



postage

Global Star Software
20 Barnes Court
Building G
Concord, Ontario
Canada L4K 4L4

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.

Note that it is possible to trade and equip weapons and armor during combat. Occasionally the need to exchange items between players will arise when faced with adversaries who cannot be harmed by the weapons they are currently equipped with. To accomplish this during combat, simply press the character's function key or click on the character's portrait to call up the Character screen. Then select the Items option to bring up the Inventory Screen. It is possible to have both a missile weapon and a melee weapon equipped at the same time.



Thank you for purchasing from the Global Star Software line. We love to hear from our customers, you are very important to us. Please take the time to fill out this registration card so that we may know a little more about you. As a token of our appreciation we will send you a free gift.

Name: _____

Address: _____

City: _____ Prov./State: _____ Postal Code: _____

Email _____

Where did you purchased this product _____

How would you rate this product _____

Computer System PC Mac Speed _____ RAM _____

Would you like to know more about Global Star products _____

What is your age group _____

What magazines do you read _____

What is your favorite game _____

What type of software would you like to see more of _____

What is most important to you when buying software _____

Are there children in your household _____

Comments _____

Thank you for taking the time to register with us.

World of Xeen