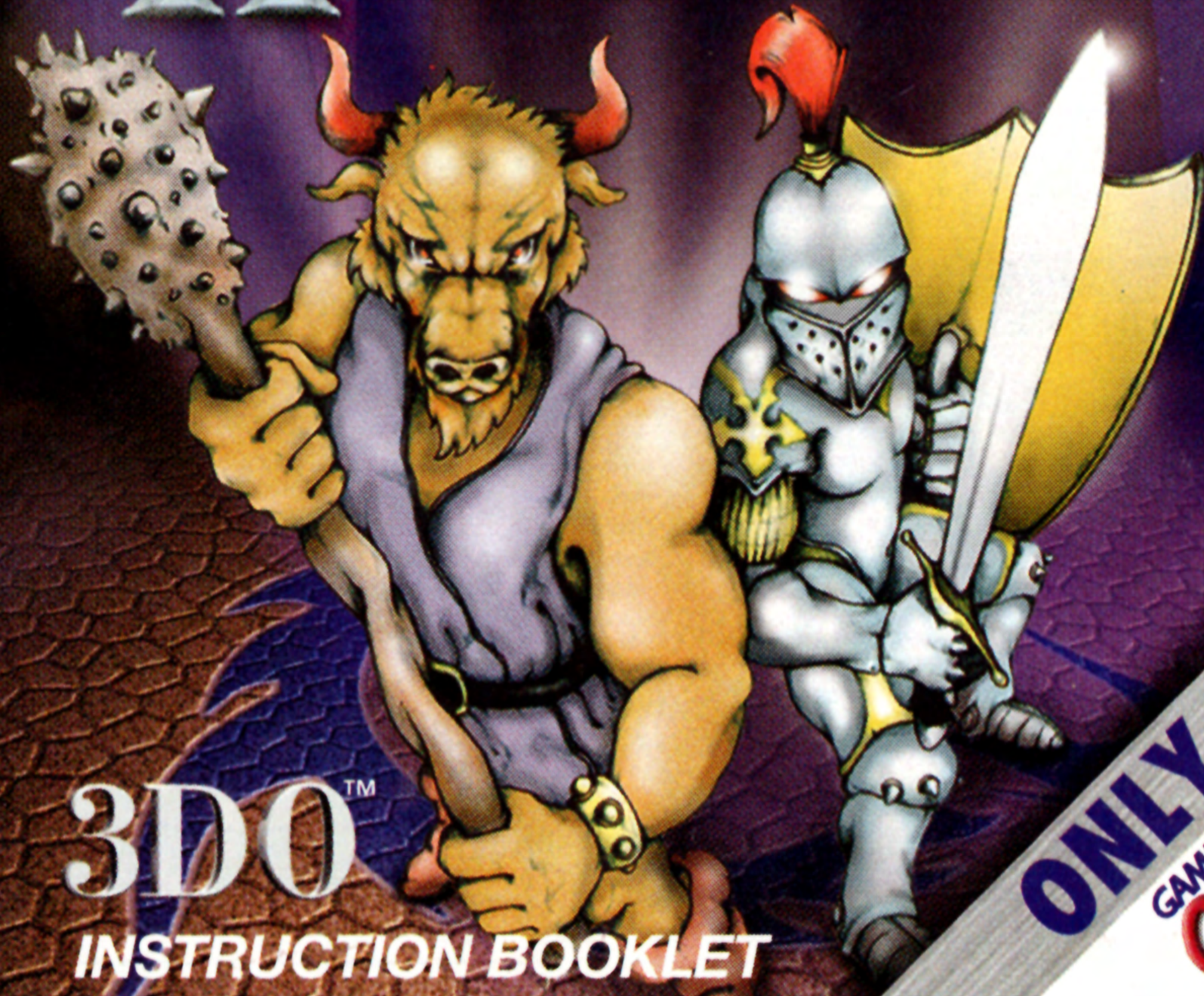
Nintendo

GAME BOY COLOR

CGB-AUHE-USA

HEROES

OF MIGHT AND MAGIC®



3DO™

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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PREPARING FOR YOUR QUEST

Introduction and Set-up

Heroes of Might and Magic® is a fantasy strategy game that pits you against three diabolical warlords in a struggle for territory and resources. Dangerous enemies and mystical creatures roam the land and await any hero who sets out to defeat them. Players hire heroes and use them to gather men, creatures and materials for the fight against the other three warlords. Victory comes to you with the right combination of tactical skill and strategic planning.

Starting Heroes of Might and Magic

† Turn off the power switch on your Nintendo Game Boy Color system. Never insert or remove a Game Pak when the power is on.

† Insert the Heroes of Might and Magic Game Pak into the slot on the back of the Game Boy Color, label facing out. Press the Game Pak firmly to lock it in place.

† Turn the power switch on.

† Select the language of your choice: English, French or German.

STARTING YOUR QUEST

Main Menu

The navigation of any screen in the Heroes™ game consists simply of using the + **Control Pad** to highlight an option and using the **A** Button to select the option.

New Game

Selecting this option takes you to the scenario selection screen where you will select which scenario you wish to play.

Load Game

You may save up to three games in the Heroes of Might and Magic game. Select this option to load your previously saved game.

High Scores

This option lets you view the 10 highest scores and the scenarios where these high scores were achieved. Selecting the **Reset Scores** option at the bottom of the screen will reset all scores to their default values.

Credits

View the Credits for the Heroes of Might and Magic game.

Select Scenario

The Select Scenario screen is where you choose which scenario you wish to play. Each scenario is defined by title, starting resources, size of the map and a brief description.

At the bottom of the Select Scenario screen are the **Exit** and **Okay** options. Highlight the option you want and press the **A** Button to confirm your selection.



Scenario Settings

After selecting a scenario, the Scenario Settings screen is displayed.

Starting Resources

The Starting Resources setting determines the starting resources available to you.

Opponents

These three options let you customize the intelligence of your opponents (the CPU players). The settings are **Dumb, Average** and **Smart**. Smarter opponents think more intelligently about their moves and are more formidable adversaries.

PLAYING THE GAME

After you have selected a scenario and accepted the Scenario Settings, you are on the adventure screen, playing the game.

Hero Movement

This game is divided into turns – you have your turn and then the Game Boy Color-controlled heroes have their turn. Heroes can only move so far in a turn. Moving around a map is done from the Adventure Screen. The Adventure Screen shows the current hero and troops, and a portion of the map. Dark areas of the map are unexplored areas. Exploration is a big part of this game, and as you move your heroes around the map, these dark areas will be revealed.



To move a hero, simply move the cursor to an area that isn't covered by darkness and press the **A** Button. If your hero can move to this location, you will see a flashing trail indicating the path your hero will take. Press the **A** Button to move your hero there. Your hero does not have unlimited movement. Remember this, so you don't get caught too far away from the safety of your towns.

Adventure Actions

Pressing **SELECT** will replace the hero information bar at the bottom of the adventure screen with the Adventure Actions menu bar. The 5 icons on this menu bar, from left to right, perform the following functions:

† Next hero: this lets you jump to each hero under your control.

† Next town: this lets you jump to each town you own.

† Move hero: this tells the current hero to move to the location you selected on the map.

† Cast spell: this lets the current hero cast a spell.

† End turn: when you are done commanding your heroes and towns, end your turn. When you end your turn, the enemy heroes will move.

Press **SELECT** again to return to the game.


Antoine
M: 1
W: 1
D: 1
HERO NAME
HERO PICTURE
NEXT HERO
NEXT TOWN
MOVE HERO
CAST SPELL
END TURN

Adventure Options Screen

Pressing **START** will pause the game and display the Adventure Options Screen with the following options. Select an option by highlighting it and pressing the **A** Button.

Exit

Selecting this option returns you to the adventure screen.

Kingdom Overview

The Kingdom Overview screen displays information on the heroes and towns that you control.

Heroes: The number of heroes of each type that you control.
Castles: The number of castles of each type that you own.
Towns: The number of towns of each type that you own.
Mines: The number of mines of each type that you own.
Treasury: The quantity of each of the seven resources that you own.
Income: The total amount of gold that you earn each turn.

Pressing the **A** Button returns you to the Adventure Options menu.

World Map

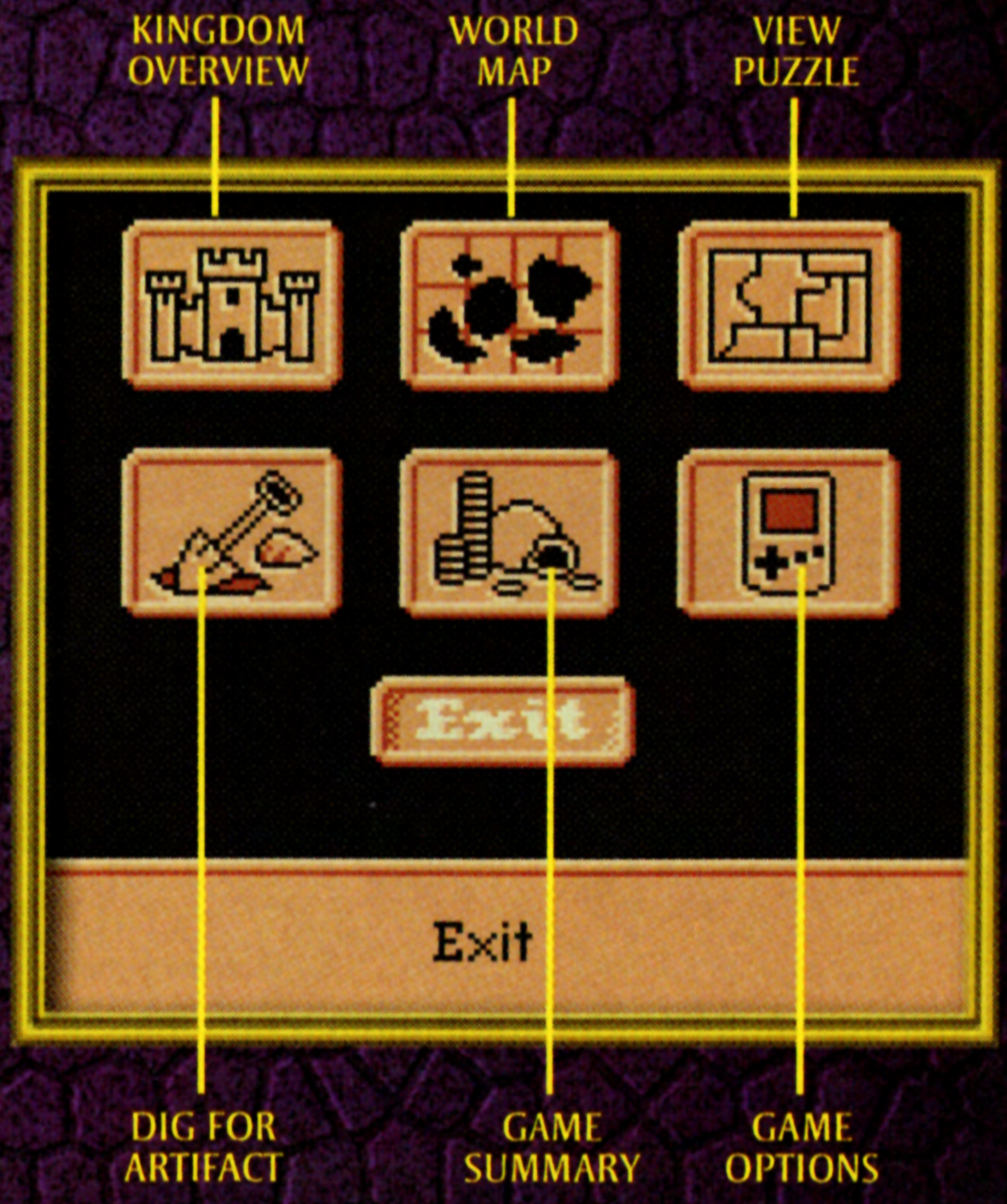
Selecting this option lets you view the world at half-scale. Only explored areas are visible. This view shows a miniature representation of all visible towns, castles, mines, etc. Blue flags indicate the location of heroes under your control.

Pressing the **A** Button returns you to the Adventure Options menu.

View Puzzle

Selecting this option lets you view the puzzle map, which provides clues to the location of the Ultimate Artifact. To uncover pieces of the puzzle, your heroes must visit the obelisks that are scattered across the world. The number of obelisks that have been found will be displayed, as will the total number of obelisks within the map. As the actual map sections replace pieces of the puzzle, an X near the center of the puzzle will reveal the location of the Ultimate Artifact.

Pressing the **A** Button returns you to the Adventure Options menu.



Dig for Artifact

Selecting this option commands a hero to dig at the current location for the Ultimate Artifact. A hero may only perform this action at the beginning of a turn, before any movement has been performed. Digging for the Ultimate Artifact uses a full turn's movement.

Game Summary

Selecting this option lets you view the scenario starting information.

Pressing the **A** Button returns you to the Adventure Options menu.

Game Options

Selecting this displays the Game Options menu. Change these options by highlighting an option and pressing the **A** Button. Options that are on are brighter than those that are off.

† Music on/off
† Sound on/off
† Autosave on/off – automatically save the current game at the end of each turn to slot 1, 2 or 3
† Show path on/off – display movement path
† New – quit the current game and go to the main menu
† Load – load a saved game
† Save – save the current game
† Exit – returns you to the Adventure Options menu

HEROES

Hero Screens

There are 2 hero screens in the Heroes of Might and Magic game. The quick view hero screen is accessed by placing the cursor on any enemy or friendly hero and pressing the **B** Button. This screen displays the hero's name, type, picture, statistics and troops. The other hero screen is accessed by placing the cursor on any hero that you control and pressing the **A** Button. This screen displays all of the information from the quick view screen, as well as any items the hero has collected. This is also the screen where you dismiss a hero from your control.

Hero Statistics

Experience

Every hero begins the game with a small number of experience points. Over time, a hero will accumulate additional experience points through combat and special events. A hero that has accumulated enough experience points advances to the next level.

Attack Skill

This skill increases the amount of damage done to enemies for every creature in the hero's army.

Defense Skill
This skill decreases the damage received by every creature within the hero's army.

Spell Power
This skill represents the strength or duration of spells cast by the hero.

Knowledge
This skill determines the number of spells the hero can memorize.

Morale
A hero's morale affects the morale of all creatures within the hero's army. A high morale will increase a creature's chance for an extra attack while a low morale may cause the hero's creatures to be paralyzed with fear.

Luck
A hero's luck affects the luck of all creatures within the hero's army. A high luck will increase a creature's chance of inflicting double damage while a low luck may cause the hero's creatures to only inflict half damage.

Hero Types
Each hero will have different attributes and skills. Heroes start with a few experience points and a small number of creatures.

Barbarian
Attack skill of 2 and Defense skill of 1
Spell power of 1 and Knowledge of 1

Sorceress
Attack skill of 0 and Defense skill of 0
Spell power of 2 and Knowledge of 3
Spell book with the Bless spell

Knight
Attack skill of 1 and Defense skill of 2
Spell power of 1 and Knowledge of 1

Warlock
Attack skill of 0 and Defense skill of 0
Spell power of 3 and Knowledge of 2
Spell book with the Curse spell

TOWNS

Towns are the factories of a hero's force. They are where most of the creatures are recruited, are a source of gold (250 for a town or 1000 for a castle per day), and are where heroes will learn most of their spells. Towns can be upgraded to castles. A town that has been upgraded may build up to 6 creature dwellings, a well, a mage guild, a tavern and a shipyard.

Town Screen

The Town Screen is divided into 3 sections: building icons at the top, a description window in the middle and two information bars at the bottom.

Building icons that have a gold check by them are buildings that have already been built. Building icons that have a red slash mark by them can't be built yet because they either require another building to be built first, or they require more resources. Highlight a building icon and press the **A** Button to access that building's screen if the building has been built, or to instruct the townsfolk to build the building if it hasn't been built yet. Only one building may be built per day.

The description window displays a brief description of the highlighted building icon.

The top information bar at the bottom of the screen displays the Town information. Creatures that can be recruited into a hero's army are displayed here. The bottom information bar displays the visiting hero's information.



Dwellings

These screens display the creatures that can be recruited to your cause. Use the + **Control Pad** to highlight the option you want and then press the **A** Button to confirm your selection.

Well

This screen displays the current populations of the town dwellings. Any dwelling not yet built will display a population of 0.

Mage Guild

This screen displays the spells that are available to the visiting heroes. A hero that visits the mage guild will memorize all of the available spells, provided he or she has a spell book. Spell books may be purchased at the mage guild for 500 gold.

Tavern

Taverns increase the morale of the troops when they're defending the castle. Any creatures left behind in a town will automatically be defending it.

Shipyard

This screen is where a hero purchases a new ship at the cost of 1000 gold and 10 wood. If you do not have the resources necessary to purchase a ship or do not have access to water, the **Yes** button may not be selected. In order to build a shipyard and/or a ship, the space one down and one to the left of the town entrance must be water.

Castle

This is where heroes can be recruited. Heroes can only be recruited when there is no visiting hero.

How to Recruit Creatures

Creatures can be recruited into a town garrison, and then into a hero's army. To recruit into a town garrison, simply call up a town screen of a town that you own, select a creature building, select the number of creatures from the available pool, and then select the recruit option. If you have enough gold, these creatures will appear in the town garrison, on the town screen. Having creatures in the town garrison adds to the defenses of that town against attacking heroes.

From the town screen, the creatures in the garrison can be recruited into a visiting hero's army. Move the cursor to the creatures you want to recruit and press the **A** Button. Move the cursor to the slot in the hero's army that you want these creatures to occupy and press the **A** Button again. If the slot is already occupied, the creatures will swap places. Creatures can also be transferred from a hero's army to a town garrison. Move the cursor to the creature you want to put in the garrison and press the **A** Button. Move the cursor to the slot in the town garrison that you want these creatures to occupy and press the **A** Button again. Different creatures can not occupy the same slot. For example, dwarves and thieves cannot occupy a single slot.

Trading Artifacts and Creatures Among Heroes

You can trade artifacts among the heroes you control. To do this, your heroes must be close enough to walk to each other. Move the cursor to the hero you want to trade with, and press the **A** Button. Your hero will walk towards the other hero, and then the trading screen will appear. To trade Artifacts, move your cursor over the "Artifacts" button, and press the **A** Button. This screen shows the artifacts that both heroes have in their possession. Move your cursor over the artifact you want to trade and press the **A** Button. That artifact is now selected. Move your cursor over the slot you want to move the artifact to. Press the **A** Button again to complete the trade. If the slot is empty, the artifact will simply move to the new slot. If the slot has another artifact in it, the artifacts will swap positions. Spell books cannot be traded.

To trade creatures, move the cursor over the Armies button and press the **A** Button. Moving and trading creatures works the same as moving and trading artifacts, refer to the above paragraph for instructions.

EXPLORATION: A HERO'S GUIDE TO THE WILDERNESS AND THE WORLD

In a world of budding monarchies, filled with peasants, monsters and precious resources, emerging rulers will find that the more they know about their surrounding world, the more likely they will succeed in their dreams of wealth, power and land holdings.

CURSOR ICONS

As the cursor is moved about the screen, it may be replaced by one of several icons. Pressing the **B** Button will bring up information about the item under the cursor.

Pointer

This icon appears when the cursor is over any location that the active hero cannot currently travel to.

Horse

This icon appears when the cursor is over terrain that can be traveled to.

Rearing Horse

This icon appears when the cursor is over a location that activates an event or that can be entered, such as a mine, town, castle, etc.

Sword

This icon appears when the cursor is over an enemy hero or a monster camp. Monster camps extend out to all adjacent tiles.

Trade Arrows

This icon appears when the cursor is over a friendly hero, other than the active hero.

Castle

This icon appears when the cursor is over a friendly castle. Pressing the **A** Button on a friendly castle will select that castle as the active one and open the Town screen. Pressing the **B** Button will display the creature information about the selected castle (friend or foe).

Helm

This icon appears when the cursor is over the active hero. Pressing the **A** Button will open the Hero screen. Pressing the **B** Button will open the quick view screen.

ADVENTURE LOCATIONS

The following adventure locations fall into one of two categories: those that contain objects that may be picked up and those that may be entered.

Towns/Castles

A hero may enter a town or castle by moving to the location representing the entrance. This entrance appears as a gate or opening within a wall. If the town or castle is unoccupied by another hero, then the hero may enter. Whenever a hero enters a town or castle, the Town screen is displayed.

If an enemy owns the town or castle, then the hero will have to defeat the enemy in combat before entering the town. If no defenders are present, then the hero may enter and take control.

Resource Mines

A hero may enter a mine by moving to the location representing the entrance. This entrance appears as a mine tunnel or workshop doorway. When a hero visits a mine, the hero gains ownership of the mine and begins to receive the resources produced by the mine. Resources are generated at the beginning of each day and are automatically added to the owning player's resource pool. However, an enemy hero can take over your mine by entering it. Once this happens, you will no longer receive resources from the mine. You may regain ownership by visiting the mine again.

Creature Dwellings

Some structures are the living places of creatures that may be recruited by heroes. A hero may enter a creature dwelling by moving to the location representing the entrance. This entrance usually appears as a doorway into the dwelling. A hero that enters a creature dwelling will be given the opportunity to recruit any creatures that currently reside within the dwelling. The supply of available recruits will be replenished once per week. Some dwellings provide recruits for free, while others require that they be purchased.

Obelisks

There exists a hidden artifact of great power somewhere on the map (see Page 35, Ultimate Artifacts, for more details). Clues to the artifact's location may be obtained by visiting obelisks.

A hero may visit an obelisk by moving onto the obelisk.

Gates

Gates are locations on the map that teleport the hero to another gate location. A hero may enter a gate by moving to it. Any hero that does so is immediately teleported to a different unoccupied gate. If more than one destination gate is available, then one will be randomly selected. If no destination gates are available, the hero won't be teleported.

Creatures

Of course, in addition to sites to visit, you must also be concerned with the other inhabitants of the wilderness. When a hero moves adjacent to a group of creatures, the creatures will simply attack.



Loose Resources

Loose resources represent a small quantity of one of the resources. When a hero picks up a resource, the resource is removed from the Adventure Map and added to the controlling player's resource pool. When picking up a loose resource the hero remains in the adjacent location, but still expends the movement points required for entering this location.

COMBAT

COMBAT OVERVIEW

Combat occurs whenever a hero encounters an enemy hero, a guarded town or a group of hostile monsters. Combat takes place on a separate, tactical battlefield. The attacking creatures line up on the left side and the defending creatures on the right side of the battlefield. The creature with the highest speed rating moves first. If two creatures have the same speed rating, then the defending army moves first. If a creature can move next to an enemy monster group, it can then attack that group of monsters. Any surviving monsters from the attack would then be allowed to counter-attack. Each defending group is allowed 1 counter-attack per combat round (unless the attack creature has the unlimited counterstrike ability). If another creature were to attack that same group during the same round of combat, the defending group would not be allowed a second counter-attack.

A hero may cast one spell per round to help his army. For a description of spells, see Spells on Page 28.

A hero also has the option of Surrendering or Fleeing from a Battle. Both options will return the hero to the recruit pool where you may recruit that hero again. A hero that

surrendered will still control any creatures that survived the combat, while the hero that retreated will be given a new starting army. The cost of surrendering is one-half the cost of recruiting the surviving creatures.

COMBAT INTERFACE

Cursor Descriptions

A running man:	This means the creature can move to this space.
A flying creature:	This means the flying creature can move to this space.
A sword:	This means a melee attack is possible.
An arrow:	This means a range attack is possible.
An X:	This means the selected creature may not move to this square because it is either impassible or out of movement range.
A question mark:	This means creature information is available.

CASTLE COMBAT

If a hero attacks a castle and a defending army is located within a castle, castle combat occurs. In castle combat, the defending units are placed behind a castle wall. Furthermore, at the beginning of the first defending creature's attack phase, a ballista is shot from a castle tower. This ballista is controlled by the game and cannot be aimed by you. At the beginning of the first attacking creature's attack phase, a catapult is fired at the castle wall in an attempt to break it down.

When a town/castle that has a visiting hero is attacked, the visiting hero's armies will be the defense. When a town/castle that has no visiting hero is attacked, the armies that are in garrison will be the defense. If there is no visiting hero and no armies in the garrison, the town/castle will have no defense.



CASTING SPELLS

There are two types of spells. Adventure spells can be cast anytime when you are on the Adventure Screen, exploring the world. Combat spells can only be cast when you are on the Combat screen, fighting an enemy. To cast spells, your hero must have a spell book, which is obtained in a Mage Guild.

Adventure

To cast a spell on the Adventure Screen, press **SELECT**. Highlight the Cast Spell icon (see page 7) and Press the **A** Button. This brings up your hero's spell book, and shows you all the Adventure spells you can cast. If you have more than can fit on the open pages, move your cursor over the left and right arrows at the top of the spell book and press the **A** Button to change pages. To cast an Adventure spell, highlight the spell you want, and press the **A** Button.

Combat

To cast a spell during combat, press **START**. This brings up a screen with information on your hero. Highlight the globe on the far left, and press the **A** Button. This shows you all the spells you can cast during combat. If you have more than can fit on the open pages, move your cursor over the left and right arrows at the top of the spell book and press the **A** Button to change pages. Move the cursor over the Spell you want to cast and press the **A** Button. Then, select the creature you want to target. Press the **A** Button to select that creature as the target of the spell. Make sure you read spell descriptions, as some spells like Bless will make a single creature stronger, and other spells like the fearful Armageddon, damage all creatures, friend and foe alike.

Spell Descriptions

Combat spell types are cast during battles. Adventure spell types are cast on the World Map.

Level One Spells

Spell Name	*Spell Type*	*Spell Description*
Bless	Combat	Blessed troops inflict maximum damage.
Curse	Combat	Cursed troops inflict minimum damage.
Dispel Magic	Combat	Removes all active spells on all creatures.
Protection	Combat	Protected troops gain +3 defense.
Slow	Combat	Slowed troops can move only one space and act last.
View Mines	Adventure	Displays the location and type of all mines.

Level Two Spells

Spell Name	*Spell Type*	*Spell Description*
Anti-Magic	Combat	Protects a troop from all spells.
Blind	Combat	Blind troops can only retaliate; damage inflicted upon blind troops cancels the spell.
Cure	Combat	Cures all friendly troops of all negative spells.
Lightning Bolt	Combat	Inflicts 25X spell power damage upon one troop.
Haste	Combat	Hasted troop's speed becomes "fast".
Summon Boat	Adventure	Summons the nearest unoccupied boat if the hero is next to water.
Turn Undead	Combat	Destroys one troop of undead creatures per spell power.
View Artifacts	Adventure	Displays the location of all artifacts (except the Ultimate Artifact).

Level Three Spells

Spell Name	*Spell Type*	*Spell Description*
Berserker	Combat	Berserked troops will attack the nearest troop for one round.
Fireball	Combat	Inflicts 10X spell power damage upon all troops within the targeted square and all adjacent squares.
Paralyze	Combat	Paralyzed troops cannot retaliate; damage inflicted upon paralyzed troops cancels the spell.
Identify Hero	Adventure	Displays an enemy hero's statistics and exact troop size.
Resurrect	Combat	Brings 50X spell power hit points of dead creatures in a group back to life.
Storm	Combat	Inflicts 25X spell power damage upon all troops.
View Heroes	Adventure	Displays the location of all heroes, friend or foe.
View Resources	Adventure	Displays the location and type of all resources.
View Towns	Adventure	Displays the location of all towns and castles.

Level Four Spells

Spell Name	*Spell Type*	*Spell Description*
Armageddon	Combat	Inflicts 50X spell power damage upon all troops, friend or foe.
Meteor Shower	Combat	Inflicts 25X spell power damage upon all troops within the targeted square and all adjacent squares.
Town Gate	Adventure	Teleports the active hero to the nearest friendly unoccupied castle or town.
View All	Adventure	Displays the entire map.

ARTIFACTS

Artifacts are magical items that provide their owner with special powers and abilities. For this reason, your enemies will also be in pursuit of these rare items. Additionally, you will find that artifacts are frequently guarded and must be taken by force or purchased.

Thunder Mace of Dominion. . . . . +1 attack

Giant Flail of Dominion. . . . . +1 attack

Armored Gauntlets of Protection . . . . . +1 defense

Defender Helm of Protection. . . . . +1 defense

Caster's Bracelet . . . . . +2 spell power

Mage's Ring. . . . . +2 spell power

Minor Scroll of Knowledge. . . . . +2 knowledge

Medal of Courage . . . . . +1 morale

Medal of Honor. . . . . +1 morale

Medal of Distinction . . . . . +1 morale

Medal of Valor. . . . . +1 morale

Gambler's Lucky Coin	+1 luck
Lucky Rabbit's Foot	+1 luck
Golden Horseshoe	+1 luck
4-Leaf Clover	+1 luck
Endless Purse of Gold	+500 gold per day
Ballista of Quickness	Catapults attack twice per round
True Compass of Mobility	Increased movement on land and sea
Traveler's Boots of Mobility	Increased movement on land
Nomad's Mobility Boots	Increased movement on land
Sailor's Astrolabe of Mobility	Increased movement on water
Power Axe of Dominion	+2 attack
Dragon Sword of Dominion	+3 attack
Stealth Shield of Protection	+2 defense
Divine Breast Plate of Protection	+3 defense
Witches Broach of Magic	+3 spell power

Arcane Necklace of Magic ..... +4 spell power

Major Scroll of Knowledge ..... +3 knowledge

Superior Scroll of Knowledge ..... +4 knowledge

Foremost Scroll of Knowledge ..... +5 knowledge

Endless Bag of Gold ..... +750 gold per day

Endless Sack of Gold ..... +1000 gold per day

Cursed Artifacts

Cursed artifacts have a detrimental effect upon the owning hero.

Fizbin of Misfortune ..... -2 Morale

Ultimate Artifacts

Each scenario contains a single Ultimate Artifact that has been hidden at a secret location. A player may gain clues as to the artifact's location by sending heroes to investigate the various Obelisks that are scattered about on the map. As each new obelisk is visited, additional clues to the possible location of the artifact are gradually revealed. Once all of the clues have been gathered, the exact location of the artifact is revealed. A hero may obtain the Ultimate Artifact by digging at the artifact's hidden location.

Ultimate Sword of Dominion . . . . . +12 Attack Strength

Ultimate Cloak of Protection . . . . . +12 Defense Strength

Ultimate Wand of Magic . . . . . +12 Spell Power

Ultimate Book of Knowledge . . . . . +12 Knowledge

CUSTOMER SUPPORT

Visit our support web site at **www.3do.com/support** to get late-breaking news and information, answers to frequently asked questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates.

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Monday through Friday, 9:00 am – 12:00 noon, and 2:00 pm – 5:00 pm, Pacific Time.

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The 3DO Company
600 Galveston Drive
Redwood City, CA 94063

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NOTES

NOTES

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PMN-5059-211

PRINTED IN USA