

Instruction Manual

HEROES

OF MIGHT AND MAGIC®

Quest for the Dragon Bone Staff™



NEW WORLD COMPUTING

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

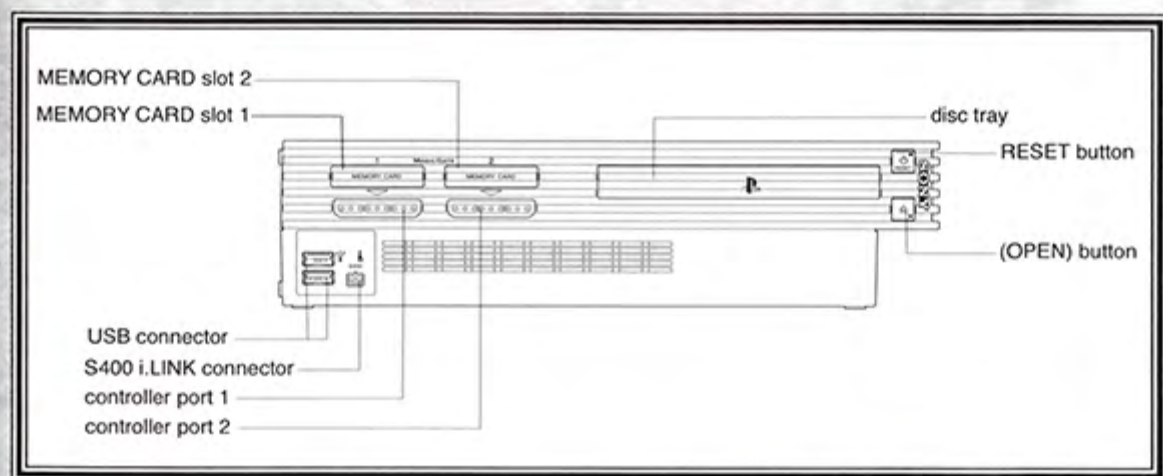
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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STARTUP INFORMATION

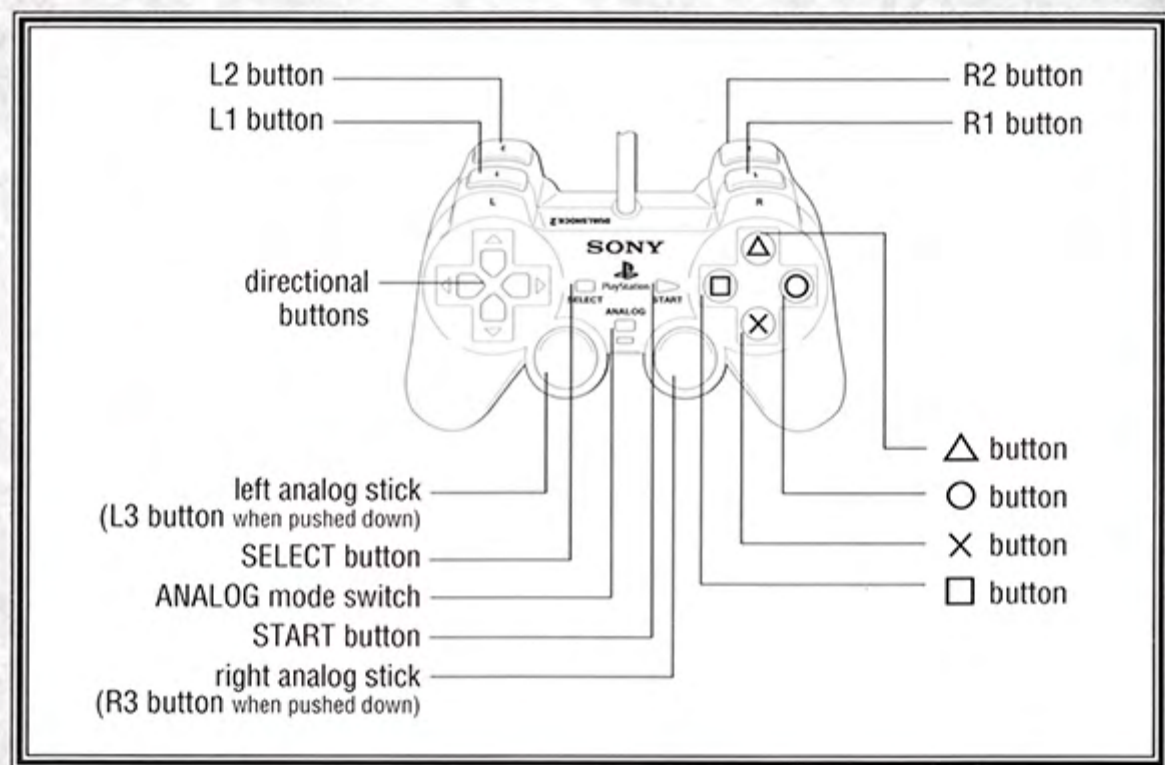


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Heroes of Might and Magic™ Quest for the DragonBone Staff™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

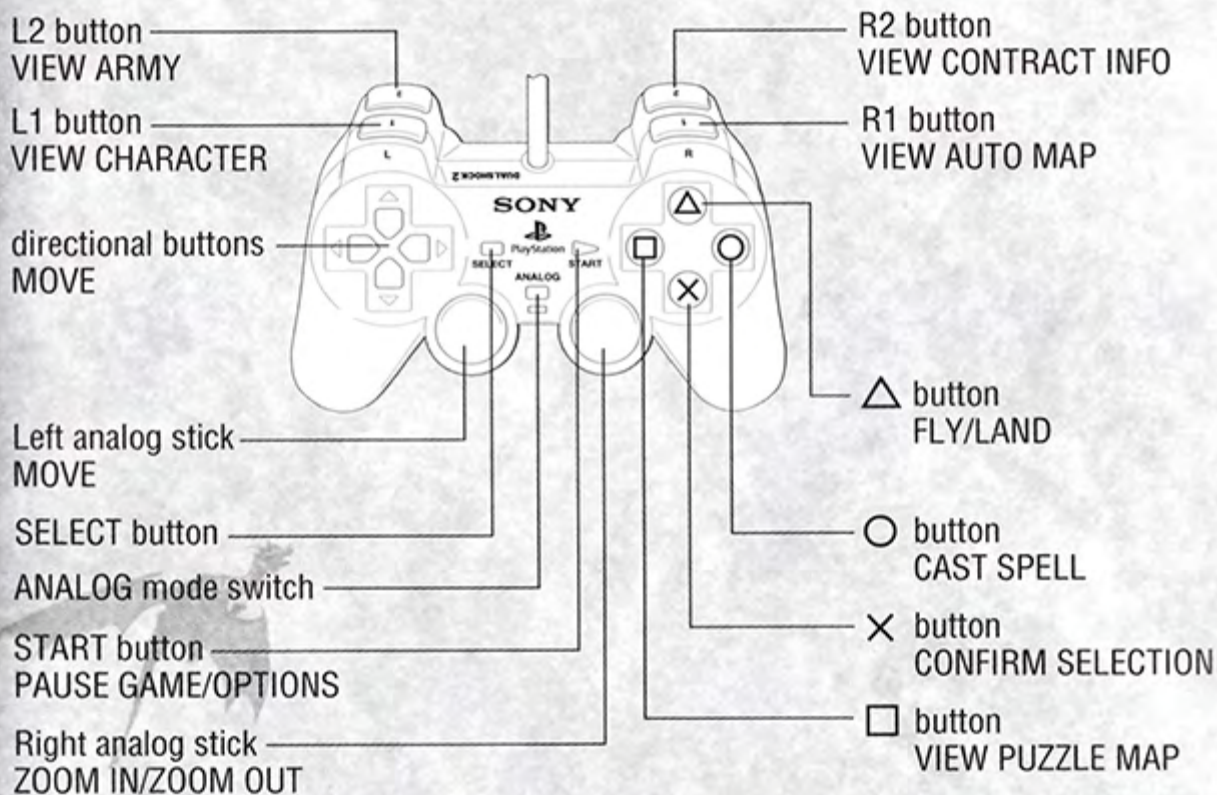
If you wish to load or save information during play, insert a memory card (8MB) (for PlayStation®2) with at least 130kb of free memory in MEMORY CARD slot 1. See the "Getting Started" section on page 10 for more details. It is advised that you do not insert or remove peripherals or memory cards (for PlayStation®2) once the power has been turned on.



GAME CONTROLS



Adventure Controls



QUICK START CONTROLS

Adventure Controls

↑ ↓ ← → directional buttons	Move
⊗ button	Confirm Selection
◻ button	View Puzzle Map
△ button	Fly/Land
◎ button	Cast Spell
L1 button	View Character
L2 button	View Army
R1 button	View Auto Map
R2 button	View Contract Info
Left analog stick	Move
Right analog stick	Zoom In/Zoom Out
START button	Pause Game/Options

Combat Controls

↑ ↓ ← → directional buttons	Move
⊗ button	End Movement/Attack
◻ button	Change Target
△ button	Wait/Pass
◎ button	Cast Spell
L1 button	View Character
L2 button	View Army
R1 button	Change Camera Position
R2 button	View Creature Info
Left analog stick	Move
Right analog stick	Position Camera
START button	Pause Game/Options

LETTER FROM YASTOTH

*O*ur ancient world was not forever this sinister, our lands not so lost in the depths of misfortune. Once, there was peace and prosperity under the watch of the gentle and powerful Sun Wyrms, mother of all Gold Dragons. However, precious serenity can never last in a world such as this. Sun Wyrms' strong-willed offspring chose to become ruthless. As time passed and her strength ebbed, her young began to prey on weaker creatures of the world, not caring enough to spare even the lives of Elf-kind. With no creature capable of defeating a Dragon and no weapons to penetrate their armor-like scales, the inexorable Dragons' domination of the lands became inevitable.

The impending disaster of her race brought the distressed Sun Wyrms to my door. As the most powerful of Elven Wizards, only I could fulfill her wish: to create a weapon of such magnitude that it might pierce the heart of a Dragon. The finality of her resolution terrified me. But when an entire tribe of peaceful Elves was demolished in a brawl between Gold and Red Dragons, I finally reconciled to fulfill her request. Thus, I carved the staff from a branch of the First Tree, a magical wood that cannot be broken and contains undreamed-of healing ability. Sadly, this alone could not complete the weapon.

Alas, a tremendous sacrifice was made to fulfill the staff's destiny: the Sun Wyrms chose to die. She gazed upon the sunrise one last time, then simply willed her great heart to stop. I wept for a year and a day, using a portion of the great Sun Wyrms' skull to carve the golden head of the staff. This was the only way to allow the staff to pierce the impenetrable scales of a Dragon. But the tale does not end here. I am long-aged and rapidly approaching my own end. It will require the last remnants of magical force and life within me to bind the staff.

Henceforth, the staff shall be kept only by a worthy hero. It shall strike fear into the hearts of pestilent dragons. It shall become the savior of the Four Continents. It shall be known as The DragonBone Staff.

Yastoth

KING ARGUS III

No one can know what fate holds, yet I do know that my life is in danger. I must record this information now, lest it become lost upon my demise. This is the legend of the DragonBone Staff.

Mere decades after the staff's forging, Dragons overran the lands, each guarding its territory with avarice. Conflicts between the Dragons escalated into war, threatening all life. The time had come to unleash the powers of the DragonBone Staff, and the mission fell upon the Elven warrior-woman, Gilfinee. For a hundred years, Gilfinee slew Dragons from the back of an enormous eagle. Even a Dragon's deadly fire-breath could not impede the warrior; the staff's magical healing powers cured her wounds even before her skin could blister. Gilfinee became known to all as "Dragon's Bane".

Blessedly, the Dragons lost their fiery grasp of our lands, and soon became few in number. Realizing that their approaching extinction was inevitable, a small number of Dragons begged for peace. They swore to never again go to war, and to forever be the allies of Elves. In return, Gilfinee placed a spell on the DragonBone Staff to keep it from the hands of anyone intending to slay the last Dragon. But there remained still other Dragons hiding in the wilderness. They rejected the pact forged by Gilfinee, yet they were fearful of making their presence known.

A powerful Dragon known as the Wurm-Father, who had sired numerous Red Dragons, threatened to destroy the kingdoms. King Argus the First, my grandfather, set out to find the legendary DragonBone Staff and save his land from destruction. His solitary journey deep beneath the surface of the world granted him success; he managed to bring the magical staff out of that realm of fire. With the staff in hand, he faced the Wurm-Father alone...killing him and most of his brood. Soon after, the DragonBone Staff disappeared.

Unfortunately, Argus was not able to destroy all of the Wurm-Father's young. One of the survivors, the Fire Wurm Malazak, has surfaced during my reign. He is determined to gain revenge on the bloodline of the man who killed his father. I do not know when or how he will strike, but I know this: he must be stopped or the fate of the kingdom is destruction. The only way to do this is to find the DragonBone Staff.

King ARGUS III

MAIN MENU



New Game

Begin the Quest for the DragonBone Staff.

Load Game

Return to a previously saved game.

Options

Volumes

This option adjusts the music and sound volumes.

Movies

View movies from *Heroes of Might and Magic!*

Memory Card (8MB) (for PlayStation®2)

Delete or Load a saved game.

Adjust Screen

Adjust the screen to fit your TV.

Vibrate

Turn Vibration Function ON/OFF.

Credits

View the names of the individuals who created this adventure!

High Scores

Display the High Score List.

CHARACTER SELECT SCREEN



Once you have selected "New Game," you must choose your Hero. Each Hero commands a small army that follows your Hero into every skirmish imaginable, so choose your Hero carefully. The troops' strengths and weaknesses can easily sway the outcome of each battle, they must be able to fight and survive!

Character Statistics

Leadership

Leadership is the ability to control your army. The higher your leadership skill is, the more troops you can command in battle.

Commission

This is the amount of gold you receive from the Queen each week. It isn't the only way to earn money, but it's a living.

Gold

This is the amount of gold you will begin your quest with.

Magic Ability

All characters can cast spells, but not every Hero begins the game with magic training.

Spell Power

This number represents the power of your spell casting ability. The higher the number is, the stronger the spell will be.

Max Spells

This is the maximum number of spells you can have at any time. This number can be increased by an advance in rank or by special events.

CHOOSING YOUR HERO



Knight

The valiant Knight is the protector of the people. He fights for those who cannot fight for themselves and upholds the King's Law. Despite his magical limitations, the Knight's fighting prowess and resources make him the easiest Hero to play.

Advantages

- ☼ Because the Knight spends his life studying every facet of warfare, he is an excellent leader and starts with the best troops of any class.

Disadvantages

- ☼ Knights are often chosen from the upper classes of society, but their starting gold and weekly commissions are the lowest.
- ☼ Knights already have a superior status in the Kingdom, so they advance in rank slowly.
- ☼ The Knight is limited with spell power. He has little time to devote to the study of magic, so a Knight requires magical instruction before he can cast spells.



Paladin

Occasionally a Knight will become drawn to a certain and often religious purpose and devote his life to the pursuit of it. These warrior-monks are known as Paladins. These holy warriors may not be as battle-hardy as a Knight or have as strong a grasp of magic as a Sorceress, but they are a powerful blend of both and are reasonably hard to play.

Advantages

- ☼ A Paladin's commitment and faith make him a strong leader and draw numerous loyal troops to his side.
- ☼ A Paladin's starting gold is high.
- ☼ The Paladin's spell-casting ability is second only to the Sorceress.

Disadvantages

- ☼ While his starting gold is high, his starting commission is low.
- ☼ The Paladin's troops are not as well trained as the Knight's.
- ☼ The Paladin abandoned his combat training for studies, so he is not as skilled as a Knight.
- ☼ A Paladin needs magical instruction before he can cast spells.





Sorceress

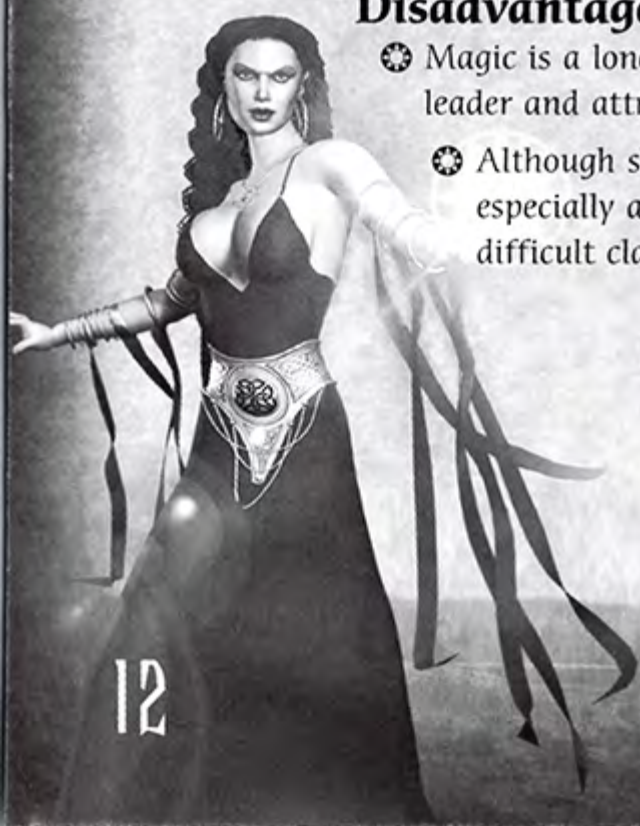
The mysterious Sorceress may strike fear in some, but she is an important defender of the Kingdom. She devotes her life to studying the arcane arts, daring to walk where others will not go.

Advantages

- ☼ The Sorceress advances in rank quickly and starts with the highest amount of gold. Since she doesn't have to spend all her wealth on armor, weapons, and horses, she also has the highest commission rate.
- ☼ A Sorceress' real strength lies in her spell-casting. She has twice the spell memory of any other class and she has no need for magical instruction.

Disadvantages

- ☼ Magic is a lonely pursuit, so the Sorceress is a poor leader and attracts some of the weakest troops.
- ☼ Although she is a force to be reckoned with, especially at higher levels, she is still the most difficult class to play.





Barbarian

The brutal but honorable Barbarian spends his life seeking adventure for the sake of his gods and his own glory. Barbarians foolhardily jump into any situation, counting on the strength of their muscles to get them out of trouble.

Advantages

- ☛ The Barbarian draws strong troops to his side (he would have it no other way) and demands their total loyalty.
- ☛ His leadership skills, although less disciplined, are equal to the Knight's.
- ☛ The Barbarian advances in rank quickly.

Disadvantages

- ☛ He starts with little gold and has an average weekly commission because he is on one of the lowest rungs on the social ladder.
- ☛ A Barbarian is the weakest of all the spell-casters and must reluctantly be trained before he can cast spells. Although he may overpower his opponents at the beginning of the game, the more powerful Villains will give him a real fight because of his weak magical skills.

Name and Skill Level

When you have chosen your Hero, you will be prompted to name your character and select the skill level you will play. Each skill level allows a different total of days to recover the DragonBone Staff for the King. The difficulty of encounters and the overall toughness of the Villains change from level to level.



THE QUEST BEGINS

Once you have selected a new Hero, the quest begins! The horse icon represents the character you have chosen and the preliminary troops. All new games start just outside King Argus' Castle on Arcathia.

Game Controls

Weekly Balance Sheet

This will appear at the end of every game week.

Creature Week

A particular creature's dwelling is replenished every week, each "week" is made up of five days. If you previously went into a creature dwelling and recruited a large number of a particular creature, the previously depleted dwelling will be completely replenished during that week. For example, if you went into a Vampire dwelling, recruited heavily, and left, you can return during "Week of the Vampire" to find the Vampire dwelling completely full again.

Budget

⊗ button

You can access the Budget screen from the Creature Week screen. This screen calculates the gold you had before being paid, the pay just received from the king, boat rental charges (if any), troop costs, and your current gold total. Breakdown of your current armies and cost of individual troops are listed on this screen as well. (Troop costs are paid automatically.)

NOTE: If you do not have enough money to keep troops, the troop in your top slot leaves your army!

Auto Map

R1 button

View the map you are currently exploring.

The Auto map indicates your current location and the areas you have explored.

View Army

L2 button

View the status of your army. You can command up to five different troop types.

When you recruit a creature type that is already in your forces, the new creature is added to the current troop creature's icon. When this happens, you may lose control of the older creature's troops.

To prevent this, select "View Army"

and press the **X** button to make the "Dismiss Army" option appear. This dismisses the selected troop from your army.

Fly and Land

△ button

In order to have a flying army, your troops must consist solely of flying creatures such as Dragons, Demons, Vampires, and Archmages. (Sprites are not considered flying troops because they cannot fly over long distances.)

While flying, you cannot trigger events, enter towns or castles, or engage in battle. To land, press the **△** button.

Contract Info

R2 button

Display a picture of the Villain you currently have a contract for. The Villain's name, distinguishing features and crimes are shown along with his location (if you know it), and the reward offered for his capture.

Spell-Casting

○ button

At any time during your quest, press the **○** button to bring up a list of your spells. Select each spell to view the quantity available.

View Character

L1 button

View Character reveals all of your Hero's pertinent information. Press the **○** button to view the Artifacts.

Name

Displays the name of your character and your current rank.

Leadership

Leadership represents your ability to control any individual troop. Your leadership ability must be greater than the total Hit Points of a single troop or else they will become "Out of Control". If this happens, the "Out of Control" troop will attack the troop unit closest to it during Combat, whether they are friend or foe! Each troop is controlled independently. If a surviving troop is "Out of Control" at the end of Combat, they become a wandering force of renegade monsters.



Commission/Week

This is the amount of money you receive at the beginning of each week. Raise this amount by finding new sources of wealth for the kingdom or by gaining a higher rank.

Gold on Hand

This is the amount of money you currently have. Pay your troops and buy miscellaneous items with this fund.

Spell Power

This is the skill level at which your character casts spells. It can be increased by gaining a level in rank or by special encounters.

Max Spells

This is the highest number of spells you can have in your possession at any one time. The maximum number can be increased by gaining a level in rank or by special events.

Villains Caught

This is the number of Villains that you have captured under a contract.

Artifacts Found

There are eight Artifacts of power to be found across the Four Continents with two Artifacts in each continent.

Castles Garrisoned

After every successful siege, you have the option of garrisoning a castle. This increases your commission per week and assures that enemy creatures will not repopulate the castle.

Followers Killed

This is a tally all of the members of any army that you have ever commanded that have died on the battlefield.



Adventure Options

During gameplay, press the START button to Pause the game and bring up the Adventure Options menu.



Search for the Staff

The DragonBone Staff is buried on one of the Four Continents. You must find it using the clues from the Puzzle Map to deduce its location. The staff is buried under the centerpiece of the puzzle. Each search, whether successful or not, lasts 10 days.



Wait For Week's End

This option allows you to stop all actions and simply wait for the current week to pass.



Adjust Screen

Adjust the screen to fit your TV.



Load a Saved Game

Load a Saved Game from the memory card (for PlayStation®2).



Save a Game

Save a Game to the memory card (for PlayStation®2).



Delete a Game

Delete a Saved Game from the memory card (for PlayStation®2).



Restart the Game

Return to the Main Menu.



Volumes

Adjust the music and sound volumes.

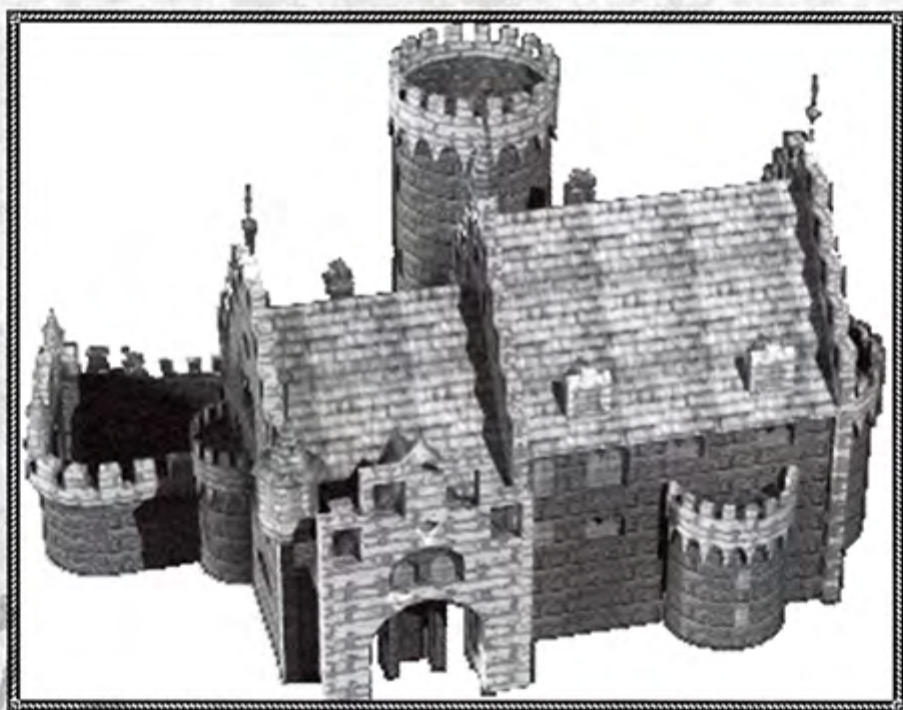


Vibrate

Turn Vibration Function ON/OFF.



CASTLES, TOWNS AND CREATURE DWELLINGS



You will encounter many castles, towns and creature dwellings in your travels across the Four Continents. Each structure fulfills a different function.

Castles

Uninhabited Castle

You have the option of leaving behind a troop to garrison the castle, thereby increasing both your current score and weekly income. When you garrison a castle, you must pay the troops for one week. Thereafter, they live off the castle. If you return to a castle and wish to remove the troops, you must continue to pay them.

Inhabited Castle

A castle may contain either one of the seventeen Villains or a rag tag group of marauders. If you have a siege weapon, battle commences.

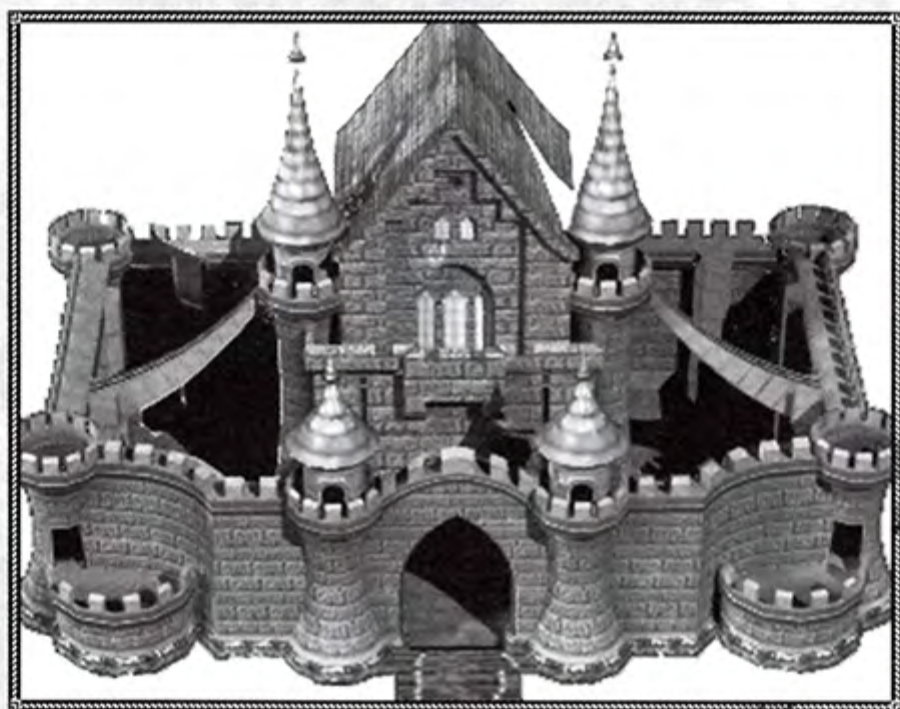
Successful Sieges

If you win a Castle Siege battle, you may garrison the castle with some of your surviving legions.

If the lord of the castle was a Villain whose contract you held, you will receive a piece of the Puzzle Map (see the "Puzzle Map" section).

If the lord of the castle was a Villain whose contract you did not hold, the lord will be set free and will eventually relocate to a new castle.

If you do not garrison a castle, there is a chance that it will repopulate and you will lose control of the castle.



King Argus' Castle

Your quest for the DragonBone Staff begins in front of this castle.

Recruit Soldiers

The King's Castle is the only place where Militia, Archers, Pikemen, Cavalry and Knights may be recruited. The supply of these troops is virtually unlimited, but they are very costly. As you gain levels in rank, the more powerful soldiers become available for hire.



Request an Audience with the Queen

At an audience, rank is increased if you are found worthy. Otherwise, you will be informed of your current rank status and then be sent on your way.



Celestro's Tower

For the Heroes who have yet to grasp the knowledge of casting a spell, Celestro will teach you. But be warned, the cost of his knowledge is high!



Towns

Towns are highly useful meeting places and hotbeds of rumor and innuendo.



Contracts

A Hero may carry only one contract at a time, but a current contract can be exchanged for another. When you receive a contract, you must track down the Villain, conquer his troops and gain a piece of the Puzzle Map. There are up to five contracts to choose from at one time.



Rent a Boat

If you rent a boat to sail the seas, leave and the boat appears next to the town. Simply step on the boat anchor and press the  button to set sail! Each of the first three continents have a map to the next continent that you must find. Set sail for the edge of the world and a destination option appears. If you have the map, you can set sail directly from any continent to any other continent.



Gather Information

Collect knowledge from the locals about who inhabits the castle and what their troops consist of.



Buy Spells

Each town has one special type of spell to sell. (Every town's spells change from game to game.)



Buy Siege Weapons

A siege weapon is vital if you wish to attack a castle. You can hold only one siege weapon at a time. If a siege attempt is unsuccessful, the siege weapon is destroyed. There is a small chance the siege weapon will be ruined even if the siege is successful.

Creature Dwellings

This is a place to visit in order to recruit creatures for your army. Dwellings start with a certain amount of one type of creature. If you recruit too heavily, you may deplete the dwelling and have to wait for the dwelling to replenish.

Plains creatures dwell in covered wagons, Forest creatures in tree houses, Hill creatures dwell in caves and Dungeon creatures dwell behind dungeon entrances.

NOTE: Castle troops can only be recruited at the King's Castle.

Plains

This grouping is mostly comprised of degenerate and desperate creatures. Survival on the plains lends itself to the craftiest creatures, not the most beautiful.



Peasants

Easily influenced and guided, these hapless denizens of the plains live a pathetic life. They fight poorly, die easily, and have no redeeming value except their sheer numbers.



Wolves

Cruel, with voracious appetites, Wolves terrorize lesser creatures. They are swift of foot and able to bite for a minor amount of damage. Wolves are best kept in large packs where their numbers can influence the tide of a small battle.



Nomads

These crafty desert traders are brutal and fearless. Although they are good fighters, they are somewhat hard to control. They are accustomed to the free and unrestrained lifestyle of the desert.



Lizardmen

Lizardmen have the potential to be truly devastating fighters. However, they are also lazy and rely solely on natural talent.



Archmages

Archmages, who are not native to the Plains, moved in and promptly asserted themselves at the top of the pecking order. While they are expensive and hard to control, they have the ability to fly and perform pulverizing magical attacks that can easily destroy lesser creatures. They can also cast the Fireball spell twice in any given Combat round.

Forests

Forest creatures are fierce and merciless. These troops are accustomed to close fighting in the woods; Sprites, Troglodytes, Elves, Forest Trolls, and Druids form the Forest clan of monsters and get along exceptionally well with each other.



Sprites

These woodland creatures may be tiny, but they fly fast and are always willing to be help. Unfortunately, their diminutive size makes them easy to kill and incapable of delivering anything but stinging blows.



Troglodytes

Troglodytes once lived in complete darkness deep beneath the earth and ruled the subterranean realm. But one day, some miners dug too deep and released these malicious, eyeless creatures on the world. Ever since, the Troglodytes have been trying to conquer the surface world.



Elves

Armed with longbows, Elves are agile archers that are an effective mid-size fighting force. They often decimate otherwise equal opponents with their devastating distance strike. Elves may only shoot their bow 24 times per battle before they are out of arrows.



Forest Trolls

Forest Trolls are similar to normal trolls. They are large, slow and stupid, but their bark-like skin makes it easy for them to camouflage themselves in the forest. They are extremely difficult to kill because they regenerate all of their Hit Points at the end of a Combat round.



Druids

The mysterious Druids are the true masters of the forest, possessing the best aspects of all of the Forest creatures. They are cunning, wise and easy to control. Because of their closeness to nature, they have the ability to cast the Lightning Bolt spell three times in any battle.

King Argus' Castle

Castle creatures are among the most highly trained and skilled in battle. Consisting of Militia, Archers, Pikemen, Cavalry, and Knights, they form a well-organized, dedicated army. They can only be recruited at the King's Castle.



Militia

Every fighting force needs a grunt, and the Militia fills that role for the Castle troops. They may be poorly trained, but they are loyal fighters.



Archers

Archers are reasonably durable, thanks to their light armor, and they're able to inflict a lot of damage. Their favorite tactic is to stay out of the way in the corner of the battlefield and shoot down unwary targets. They may fire up to 12 times in battle.



Pikemen

Experienced soldiers wear stronger armor, are issued pikes and are then trained to become the dangerous Pikemen. Pikemen are well worth the cost because they will boldly hold the line even in the face of a charging enemy.



Cavalry

The most mobile troop short of flying creatures, Cavalry can trample opponents and cause overwhelming havoc to the enemy. They have a strong sense of honor, so they won't follow just anybody. You can only acquire Cavalry with higher rank levels.



Knights

These fledgling lords seek battle and adventure in order to prove their worth. They are hard to control and headstrong, but they are also difficult to defeat. While Knights are very powerful, they are very slow. The Knights will only join those who have made a name for themselves.

Dungeons

Dungeon creatures get along with no one. They are the Undead, cursed souls doomed to suffer for eternity. Their attacks inflict great pain because their powers are drawn from the Netherworld, but they are risky to retain because other races despise being around the Undead. The Dungeon dwellers are Skeletons, Zombies, Ghosts, Vampires, and Demons.



Skeletons

These ancient animated corpses wander across the Four Continents in search of a final resting place. They are frightening to behold, but the magic that holds them together is weak. It is not unheard of to see Skeletons missing various bones.



Zombies

Zombies are stronger and more durable than Skeletons because they are created from fresh corpses. They may be slow, but they pack a substantial punch.



Ghosts

Skillful combatants and highly mobile, Ghosts are excellent fighters. Any enemy that they kill automatically join the Ghosts as newly created Ghost troops. Their only drawback is that if the "Week of the Peasant" occurs while Ghosts serve in your army, they will transform into Peasants. Only the Ghosts serving in your army or garrisoning a castle become Peasants.



Vampires

Also known as the Aristocracy of the Night, Vampires are formidable troops. With each successful attack, they steal Hit Points from their target and use them to restore their own bodies. Never lose control of Vampire troops or your army is in danger!



Demons

Demons are the Lords of the Dungeons because they control the souls of the Undead. They have one of the most fearsome attacks in the Four Continents; there is a small chance at every turn that they will knock a troop stack in half, regardless of its composition. They are skillful warriors, more powerful than anything with the possible exception of a Dragon, but use them with caution.

Hills

The proud creatures bred in the Hills are tough beyond measure. Pound for pound, Hill monsters will overpower any opposing class. Orcs, Dwarves, Ogres, Giants, and Dragons are from the Hills.



Orcs

Tall and feral-looking, Orcs are the best low-end troops. These downright nasty creatures are capable of strong attacks. When they attack in large numbers, they are difficult to defeat. You cannot go wrong with an Orc legion.



Dwarves

Dwarves keep themselves in rigorous shape because they are prepared for war at all times. They may not be tall, but they are stocky and powerful, capable of dealing out tremendous amounts of damage against much larger foes.



Ogres

These big, tough creatures live for destruction. Little goes on inside their ugly heads that doesn't involve smashing, breaking, or burning something. Their massive muscles, however, make it difficult for them to move quickly. This is perhaps the only drawback to these powerhouses of the Hills.



Giants

A Giant could probably beat a Demon in one-on-one battle if luck was on his side. Giants can throw boulders across the battlefield up to 6 times in Combat, dealing out staggering amounts of damage. Coupled with their crushing hand-to-hand blows, Giants are always a force to be reckoned with.



Dragons

Many consider the Dragon to be the ultimate fighting machine. These ancient creatures not only have a nearly impervious hide, but are immune to magic as well. They can fly during battle and destroy just about any creature with ease. It is no wonder that most creatures fear them.

COMBAT

Attack Types

There are two types of Combat: Field Combat and a Castle Siege. When you encounter a wandering monster, you enter Field Combat. To engage a Castle Siege, you must attack a castle and have a siege weapon to breach the castle walls.

Combat Movement

No matter who initiates Combat, you always get the first move. Once all your troops have attacked, moved, or passed, the enemy takes their turn.

Each troop type in both armies is represented on the battlefield by one of its kind. (For example, one Ogre on the battlefield represents every Ogre in your army.) The circle below a fighter indicates that it is that troop's turn. Press the **△** button before the selected troop has moved to wait on his turn. You can then select and move other troops.

Combat Screen

The bar in the upper-left of the screen represents your selected troop and amount of fighters in that troop type. The bar in the upper-right of the screen represents the targeted enemy troop and the quantity in his troop. Press the **R2** button to view your selected troop's and the targeted enemy selected troop's info. Press the **□** button to target a different enemy troop.

The colored bar in the upper-left of the screen directly below your selected troop info represents the amount of movement left. If you commanded any of your troops to wait, pressing the **△** button a second time will forfeit their attack or remaining movement until the next Combat round.

Attack

To attack, your troop must be adjacent to an enemy troop. Target the enemy you wish to attack. When the targeting diamond turns green, press the **×** button.

In a Combat round, any troop may attack once and retaliate once. When attacked, a troop is allowed a retaliatory attack. If attacked by multiple troops, only the first attacker will be retaliated against.

Cast a Combat Spell

At any point during your turn, you may cast one Combat Spell. This does not interfere with your troop's movement. To cast a Combat Spell, press the **◎** button.

THE PUZZLE MAP KEY TO THE DRAGONBONE STAFF

Press the  button to view the Puzzle Map screen.

To gain pieces of the Puzzle Map, you must defeat Villains and recover the eight Artifacts. Each defeated Villain and found Artifact gains you a single map section. The Puzzle Map can be used to determine which Villain is still roaming the Four Continents and which Artifacts are not in your possession.

The Puzzle Map will point the way to the DragonBone Staff. The staff is buried in the exact center of the Puzzle Map and a search should be conducted there. You will need the DragonBone Staff and the Fire Wyrn Malazak's contract in your possession in order to defeat Malazak.

If time expires before you find the staff, the Four Continents will enter an age of blight and destruction and collapse all aspects of peaceful civilization. The fate of the world rests in your hands!



ARTIFACTS



Wizard's Hat

These hats are made from a fabric woven from the hairs of genies. Every spell-caster seeks one of these wondrous Artifacts because it has the ability to amplify the Spell Power of its wearer.



Badge of Passage

The King issues this item to diplomats and nobles who have reason to travel to distant places. Those who possess it can rent boats at a significantly discounted price.



Pouch of the Leprechaun

This rare but miraculous Artifact appears to be a normal pouch, but if the owner spends all the gold they will find the pouch full again the next day. The Pouch of the Leprechaun increases the commission per week of any who possess it.



The Arcane Orb

No one knows the origin of this powerful item, but when a spell-caster peers into it, they find that their spell memory increases.



Helm of Victory

Every leader who has gone into battle wearing this helm has won the day. It has gained so much popularity that armies have been known to surrender if they know their enemy possesses it. The Helm of Victory doubles the Leadership ability of any character.



Cards of Fortune

This mysterious Artifact increases the intangible aspects of adventuring, from turning good luck into great luck to surpassing impossible odds. The Cards always have a way of helping those who use them.



Armor of Defense

This perfect suit of armor was forged for a long-forgotten king who convinced a powerful wizard to enchant it. Today, this powerful armor offers protection not only for its wearer, but the armor of the troops they lead as well.



The Flaming Sword

No matter who wields the Flaming Sword, this weapon is a whirlwind of destruction. Blistering flames surround the blade when the wielder commands it. Recently, a Hero discovered that if he touched his soldiers' weapons before battle, they too would cause more damage with each blow.

SPELLS

Adventure Spells

Adventure Spells may be cast wherever you can normally move and explore. Adventure Spells may not be cast while you are searching an area, exploring a town or castle, or during an event such as Combat.



Bridge

This spell allows the caster to craft a mystic bridge which spans two squares in any of the four directions. The Bridge spell is most useful when created to cross a small body of water, such as a stream or river, because it provides a permanent thoroughfare between well-traveled points. Multiple bridges may be attached to one another.



Time Stop

Time Stop has a variety of valuable uses. When cast, it freezes everything for a period of time based on the caster's Spell Power. When time is frozen, only the caster and his or her armies move. Also, days do not pass. This allows more time to raise money to pay expensive armies or to complete the Puzzle Map.



Find Villain

The Find Villain spell reveals the location of the Villain whose contract is currently held by the caster. An important limitation of the spell is that only the Villain's location is revealed, but not his troop type or size.



Castle Gate

Castle Gate allows the caster and his or her army to magically teleport to any castle that the caster has previously visited.



Town Gate

Similar to Castle Gate, Town Gate allows the instantaneous transfer of the caster and his or her armies to any previously visited town.



Instant Army

Instant Army spell adds another army to your ranks if you have space. The size of the army is dependent on the caster's Spell Power. Also, the type of creature recruited is dependent upon the caster's Class and Level.



Raise Control

This spell artificially raises the caster's Leadership ability by a multiplier based upon his or her Spell Power. It lasts until the end of the week in which it was cast. Raise Control is especially useful when a particularly powerful Villain is expected to join you in battle within the week. Raise Leadership and then recruit larger and more powerful armies with newfound charisma.

Combat Spells

Combat Spells must be cast during the movement phase of a friendly army. The army will then continue its move as usual with no penalty incurred.



Clone

This enchantment allows the caster to add creatures to an already existing army through cloning. The actual number of creatures cloned is proportional to the caster's Spell Power. To clone more powerful monsters, the caster will sometimes need to cast the spell multiple times before it begins to work.



Teleport

A highly valued tactical spell, Teleport allows the caster to teleport any creature, friend or foe, to any unoccupied space on the Combat screen. With Teleport, the caster may manipulate troops in order to interfere with enemy Archers, displace difficult foes, and reposition his or her own forces in key locations.



Fireball

Fireball is a simple offensive spell that allows the caster to generate a large, fiery globe of destruction and hurl it at a single enemy icon. The caster's destructive ability depends on his or her Spell Power.



Lightning Bolt

Lightning Bolt allows the caster to cast a pulsating streak of electricity at a single enemy troop. The damage caused by Lightning Bolt is dependent on the caster's Spell Power, but causes less damage than a Fireball.



Freeze

When cast at an enemy troop, the Freeze spell holds the creature in place for one Combat round.



Resurrect

This spell allows the caster to restore creatures destroyed in Combat, one per level of Spell Power of the caster. Creatures may only be restored if some of the original troop remain.



Turn Undead

Turn Undead causes much more damage than a Fireball spell by allowing the caster to target an enemy army of Undead creatures and unleash a torrent of destruction. This spell is especially effective on the four different types of Undead: Skeletons, Zombies, Ghosts and Vampires. The caster's Spell Power modifies damage to these creatures.

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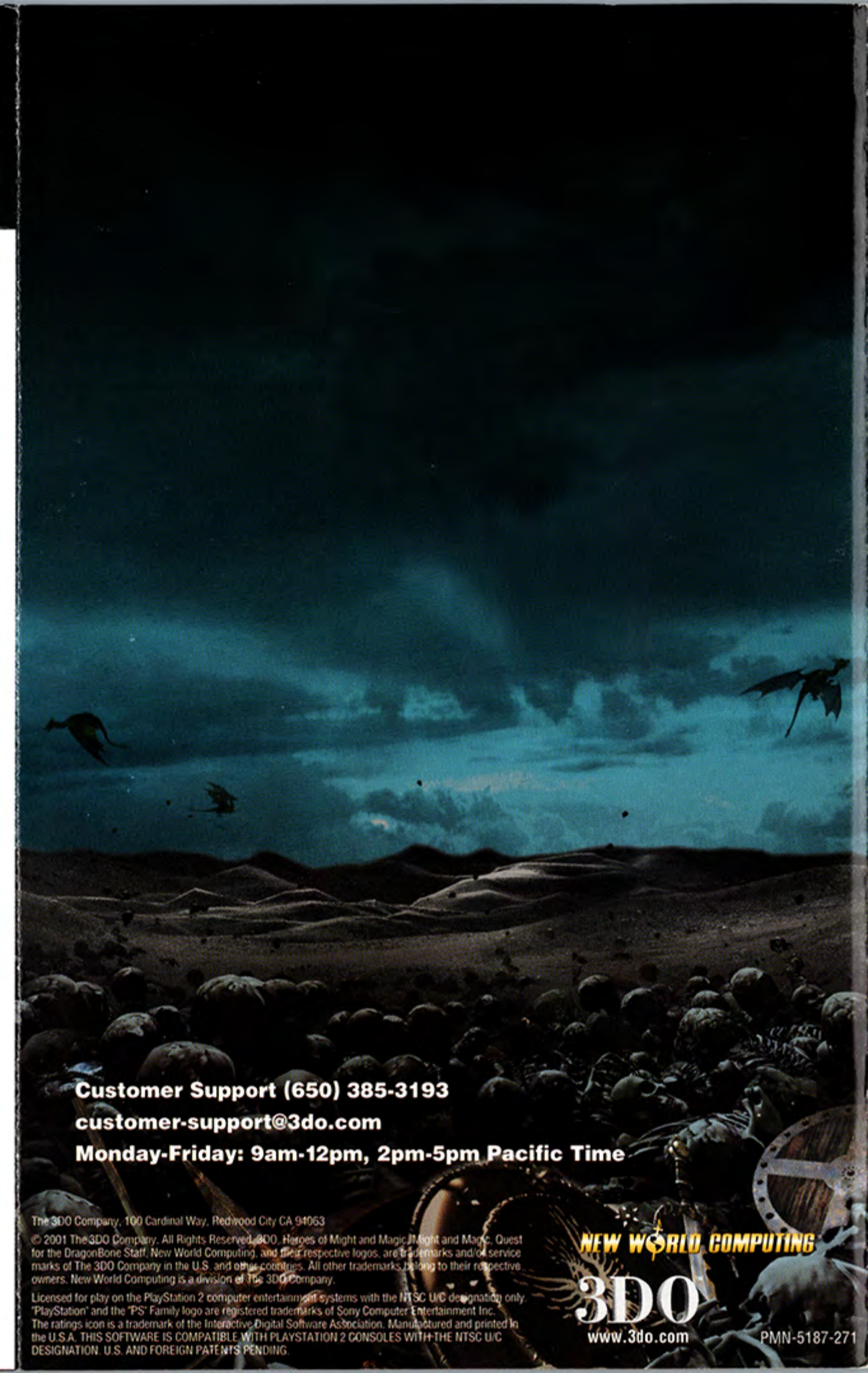
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