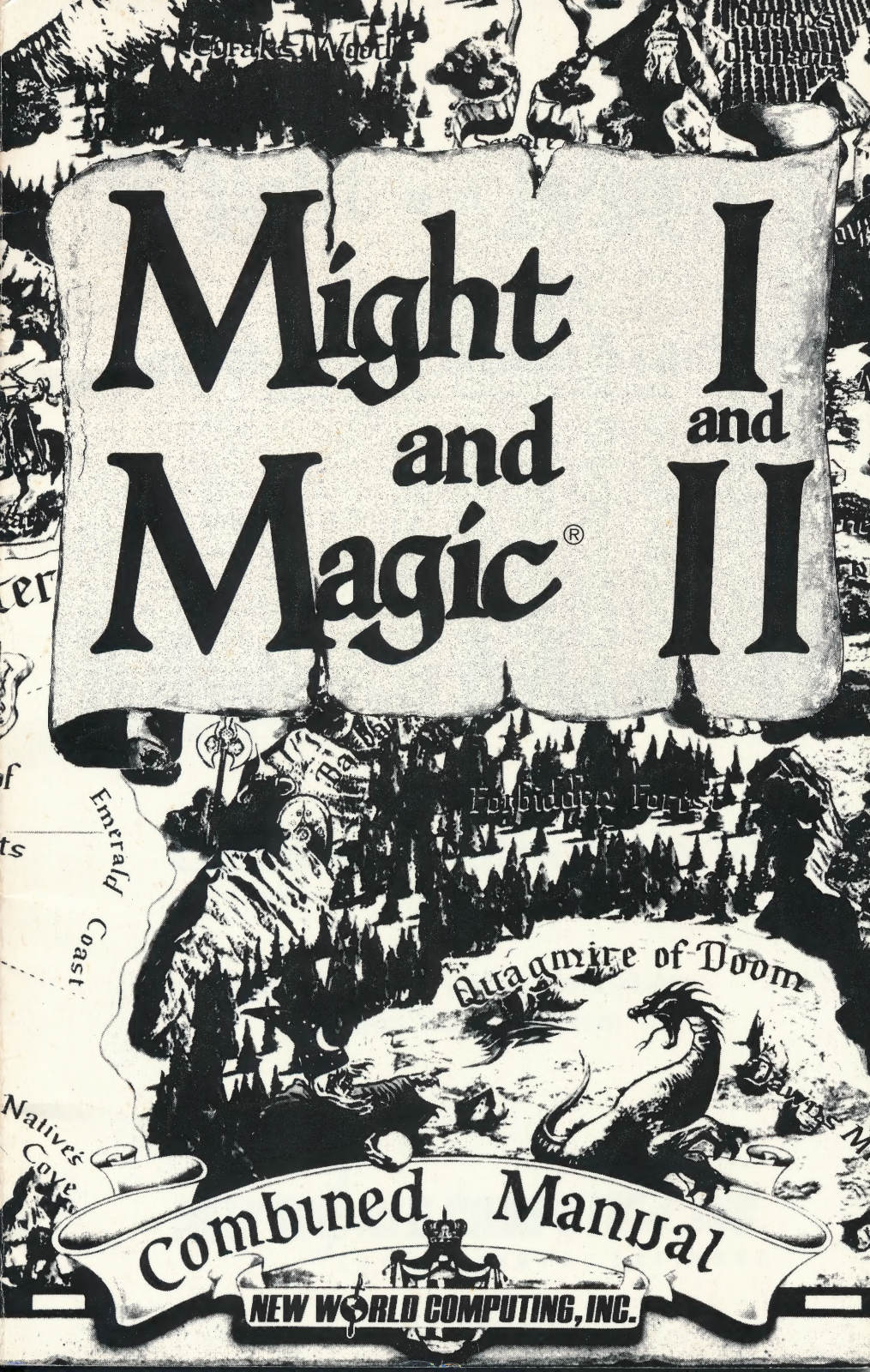




Might and Magic[®] I and II

Combined Manual

NEW WORLD COMPUTING, INC.

Might and Magic[®]

Book One

Secret of the Inner Sanctum

Might and Magic[®] II

Gates to Another World

Fantasy Role-Playing Simulations

By Jon Van Caneghem

NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

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Might and Magic[®]

is an ongoing journey that can last up to hundreds of hours. As you begin, let Chapters 1 through 4 of this book guide you through the first steps of your journey. If you are new to fantasy games Chapter 5 will help acquaint you with the terms and conventions of this new world. As you gain in experience, your primary guide will become your computer screen. Even then you will find important reference information, on game options and spells, in the appendixes of this book.

Happy adventuring!



Table of Contents

CHAPTER ONE: PREPARE FOR ADVENTURE

Installing Might and Magic for the Macintosh	Page 4
--	--------

CHAPTER TWO: THE MAIN OPTIONS MENU

Create New Characters	Page 6
View Characters	Page 8
Transfer Characters	Page 9
Go To Town	Page 10

CHAPTER THREE: THE ADVENTURE BEGINS

Moving and Mapping	Page 12
Game Commands While Marching	Page 14

CHAPTER FOUR: ENCOUNTER WITH DANGER

Encounter Commands	Page 18
Combat	Page 19
To The Victor Go The Spoils!	Page 24
Saving Your Game	Page 24

CHAPTER FIVE: BEGINNER'S GUIDE TO ADVENTURE

The World	Page 25
Your Characters	Page 26
Weapons and Armor	Page 26
Monsters	Page 27
Quests	Page 27
Casting Spells	Page 27

APPENDIX A: DETAILS AND OPTIONS

Character Statistics	Page 29
Character Classes	Page 30
Character Race	Page 32
Character Alignment	Page 33
Armor, Weapons and Equipment	Page 35
Secondary Skills - Might and Magic II	Page 36
Time Travel - Might and Magic II	Page 36
Auto-Mapping - Might and Magic II	Page 36

APPENDIX B: SPELLS

Casting and receiving spells	Page 37
Might and Magic I	
Clerical Spells	Page 39
Sorcerer Spells	Page 46
Might and Magic II	
Clerical Spells	Page 53
Sorcerer Spells	Page 62

APPENDIX C: A History of Cron

Might and Magic II Introduction	Page 71
---------------------------------	---------

APPENDIX D: KEYSTROKE LISTING

Might and Magic I	Page 75
Might and Magic II	Page 75

Quick Reference Spell List

Might and Magic I	Page 77
Might and Magic II	Page 78

CHAPTER ONE

PREPARE FOR ADVENTURE

Installing Might and Magic on Your Macintosh

Important. You should **NEVER** play Might and Magic from your original disks. After installation, be sure to store your original disks in a safe place.

System Requirements. Might and Magic requires at least System 6.0 (or greater), one megabyte of memory (RAM memory), and a hard disk.

System 7.0, MultiFinder and Other Macintosh Features

Might and Magic is fully compatible with every feature of System 7.0. If you wish to reduce the amount of memory that Might and Magic uses, you may do so, however, it is required that you provide at least 600K of memory for Might and Magic. Settings lower than 600K may result in unpredictable behavior.

Might and Magic may also be used with your favorite INITs and Desk Accessories. It should be noted, however, that INITs and Control Panel programs do not always work well together in different combinations. If you experience problems, try removing your INITs from your System Folder and then rebooting prior to playing Might and Magic. If you are playing Might and Magic on a Macintosh Plus, or other Macintosh with only 1MB of RAM, you should turn off all INITs and CDEVs (Control Panel devices) prior to playing Might and Magic.

Might and Magic performs “smart windowing”, meaning that it allows you to remain in control of where your windows are placed, and the next time you play, it automatically places them where you had them last.

In order to reset the windows to the center of the screen (or main monitor), choose “Reset Windows” from the pull-down menubar. Alerts and dialogs are always centered in the middle of the main monitor (the monitor containing the menubar). Movable windows may be placed where you wish on the screen, or on secondary monitors, if available.

Controls, such as setting of the delay, are saved and restored when you resume play. You may choose whether to have a “walk beep,” or other sounds. To set the sound volume, use the Control Panel located under the Apple menu.

Note: Might and Magic may or may not save some of these settings if played under network or file-sharing software.

Might and Magic Installation

The Might and Magic Installer allows you to selectively install Might and Magic I, Might and Magic II (Black & White), and Might and Magic II (Color) onto a specified hard drive. You may install one or more of the games onto a hard drive. Select which programs you wish to install by clicking the "Options" button and indicating which of the three programs you wish to install.

In the upper right of the Installer screen the name of the target hard drive is listed. You may change the target hard drive and folder by pressing the "Change Volume/Folder" button. Select the desired target folder for the installation of all programs that are to be installed.

The installer will install either Might and Magic I or the black & white version of Might and Magic II to a high density floppy disk. In order to do so, you should press the "Options" button, indicate which of these two games you wish to install. Then press the "Change Volume/Folder" button and choose the appropriate disk after inserting it into your disk drive. Might and Magic II (Color Version) is too large to fit onto a floppy disk.

Before and after playing, it is highly suggested that you make a backup of the Character Master File for Might and Magic I, or the Roster File for Might and Magic II. This way, if the file is damaged, you can return to the backup copy and begin playing from the last point at which the backup was made. The game may be played from more than one Character or Roster file. In order to start a Party in another file, duplicate the provided Character Master or Master Roster file. Select "Load a Character File..." in Might and Magic I or "Open Roster File..." in Might and Magic II when choosing an Inn to load the new Characters. In Might and Magic II you also have the option of resetting your roster. This is accomplished by selecting "Reset Roster File..." from the File menu. This will reset all roster statistics to the original values of the "Master Roster" file.

Thanks to Bill Goodman of Cyclos for allowing us to ship Might and Magic using his Smaller Installer™.

CHAPTER TWO

THE MAIN OPTIONS MENU

The Main Options Menu - From the main menu, you have the following options: Create a Character, Go to Towns, View All Characters, and [Might and Magic II] Transfer Characters. You may select how to proceed by clicking on the buttons, or selecting from the pull-down menus.

Go to Towns - Click on this button to go to the towns, where you may assemble a Party of characters.

Create Characters - You may create your own characters by choosing this option. Creation of characters is handled with simple dialogs, requiring you to select your character's name, class, race and other statistics. [Might and Magic II] You can hold the **SHIFT** key down while clicking on the Re-Roll button to skip the animation. Note: You must remove all characters from the Party before you may create new characters.

View All Characters - Select this option in order to view the lists of all available characters and [Might and Magic II] Hirelings. From the "View All" dialog you may also rename and delete characters that you have created, or the characters that came with Might and Magic.

Transfer Characters - This option is available only in Might and Magic II. If you have played Might and Magic, Book I, you may transfer your characters into Book II. Refer to page 6 for more information on transferring your Book I characters.

CREATE NEW CHARACTERS

If you decide to play Might and Magic using the pre-programmed characters provided, you can skip this section. If you are creating characters for the first time, or need to refresh your memory on character options, read Appendix A before continuing.

To create a new character, click the Create New Characters button in the Main Options Menu.

Exchange Statistics - [Might and Magic II] You may exchange any of the 7 statistics by clicking the Exchange button and then clicking the two statistics you want to change.

Select Class - A character can belong to one of 6 classes in Might and Magic I, or 8 possible classes in Might and Magic II.

KNIGHT
CLERIC
[Might and Magic II]

PALADIN
SORCERER
NINJA

ARCHER
ROBBER
BARBARIAN

A character's class is determined by 7 vital statistics.

INTELLECT
SPEED

MIGHT
ACCURACY

PERSONALITY
LUCK

ENDURANCE

Each statistic is randomly assigned a rating between 3 and 18 in Might and Magic I and 3 to 21 in Might and Magic II. To generate a new set of random ratings, click the Re-Roll button.

To the right of the statistics are the eligible classes for the ratings given. These are the classes from which you may choose. Notice how the eligible classes change as you generate different sets of statistic ratings.

To choose a class click the button next to the desired class. At any time before selecting a class, you can return to the Main Options Menu by clicking in the cancel box.

Assign A Race - After selecting a class, choose the character's race.

HUMAN

ELF

DWARF

GNOME

HALF-ORC

To select race, click in the box next to the desired race.

Your choice of race may change the rating given for one or more vital statistics. If the change is not to your liking, select another race. Clicking on human will revert all statistics to their original ratings, as humans have no racial modifiers.

Select Alignment - After assigning race select the character's alignment. Your choices are:

GOOD

NEUTRAL

EVIL

Select alignment by clicking in the box next to the desired alignment. If you change your mind after making your selection click in a different box.

Notice that a character's alignment does not affect any vital statistic ratings. Alignment can be important to game play however. For details on alignment refer to Appendix A.

Choose Character's Sex - Your choices are MALE or FEMALE. Sex does not affect a character's vital statistics, but may restrict certain activities during game play. See Appendix A for details.

To select the sex of your character click next to Male or Female. If you change your mind click the other box.

Name Your Character - The final step in creating a character is to name him/her. Type in any name of up to 15 characters, then press **RETURN**.

It is a good idea to assign different names to each character to avoid possible confusion during game play.

At any given time you can store up to 18 characters (including the pre-programmed characters) in any Roster File. If you wish to store more than 18 characters you must first delete one or more existing characters. This is accomplished at the Character Profile screen which is explained later in this chapter.

VIEW ALL CHARACTERS

From the Main Options Menu you can view a list of all Characters and Hirelings stored in the Roster File you are using.

Hirelings - [Might and Magic II] Hirelings are characters that are not created, but hired at various Inns throughout the game. When hired they act, and are controlled as normal Party members except;

1) Initially there are no Hirelings for the characters to choose from. After completing various quests, deeds, etc. Hirelings will be made available to the Party at selected Inns.

Note: After signing into an Inn, check to see if any Hirelings have become available for your Party.

2) At the end of each day you must pay the Hireling's daily fee. If you are unable to pay the fee for that day they will leave your Party and be waiting at the Inn in which they last stayed.

3) Hirelings may be dismissed at any time and will return to the last Inn at which they stayed (see Dismiss command).

4) When viewing a Hireling, instead of gold being displayed their cost per day will be shown.

5) Hirelings are not included in the process of Gathering or Sharing gold.

6) Hirelings may train for free when gaining Experience levels and Spells, consequently their cost per day will increase.

7) A Hireling's name may not be changed nor may the Hireling be deleted.

Caution: Abuse of Hirelings (i.e. always placing them in the first position, removing their items and not replacing them with comparable items, etc.) may lead to a disgruntled Hireling, consequently increasing their cost per day.

Viewing Your Characters - You may view a specific character while adventuring by selecting his or her name from the "View" pop-up menu. You may also double-click the character's name in the main window while adventuring in order to view that character.

Character Profile - A Character Profile gives you all the facts and figures on a specific character. It is an invaluable aid in decision making, when factors of strength, vulnerability, spells and wealth must be considered. Character Profiles are available at most times during game play. Only from the View All Characters list, however, can you display the profile of any character in the Roster File.

Delete A Character - To delete a character, highlight a character and click on the delete button. When asked: **Are You Sure (Y/N)?** press **Y** to confirm. The character will then be deleted from the roster file you are using.

Rename A Character - To rename a character, highlight a character and click on the rename button. Then type the new name, up to 15 characters, and click OK. The new name will replace the old name.

TRANSFER CHARACTERS

You may transfer characters from Might and Magic I to Might and Magic II. Be warned, certain restrictions apply! The transfer feature copies the entire 18 member roster, including empty spaces, from Book I and places them after the 6 pre-rolled characters in Book II, replacing any new characters created in Book II. To avoid any problems, transfer the old characters before creating any new ones. The transferred characters are then modified as follows:

A: gold is set to 1000

B: food is set to 40

C: gems numbering over 100 are reduced to 100

D: character levels less than 7 remain the same, those 7 and above are reset to 7 if Book 1 was successfully completed, or to 6 if it was not.

If you use the transfer feature more than once, realize that the 6 pre-rolled Might and Magic II characters are always reset to their original statistics and that any characters you may have placed in the first 6 slots will be replaced by them.

GO TO TOWN

From the towns, you may add or remove characters to your Party, open another roster file, or move to the Main Menu or View dialogs.

To add a character to your Party, double-click his or her name in the list on the left-hand side of the window. To remove a character from your Party, double-click his or her name in the list on the right. To view a character, click once on your character's name, and click in the "View" button.

Once you have been adventuring, you will find that hirelings become available. To add hirelings to your Party, click the "Hirelings" button on the left side of the window, and add them to your Party as you would other characters. Refer to the manual for more information on how to assemble your Party.

Each time you play **Might and Magic**, your Party of adventurers sets out from the Inn in one of five towns:

Might and Magic I

SORPIGAL PORTSMITH ALGARY DUSK ERLIQUIN

Might and Magic II

MIDDLEGATE ATLANTIUM TUNDARA VULCANIA SANDSOBAR

Your Party always sets out from the town in which they last registered at the Inn. All characters, pre-programmed or created, first start out in Sorpigel or Middlegate [**Might and Magic II**], so this is where you begin the game. Later, as your Party travels to and lodges in other towns, you will set out from other towns.

From the Main Options Menu, select **Go to Town**. The screen will show a list of characters in that town. If there are no characters in the town you have selected, you will see the message: No Available Characters.

From the list of characters in the town, you can:

- 1) **View** the Character Profile for any character on the list. Highlight the character and click the View button.
- 2) Return to the **Main Menu** by clicking on the Main Menu button.
- 3) Switch between Characters and Hirelings by clicking on the appropriate button [**Might and Magic II**].
- 4) **Add** a character to or **Remove** a character from your Party of adventures.
- 5) **Add** or **Remove** Hirelings from the Party [**Might and Magic II**].

Set Up Your Party

To add a character to your Party, double-click on character's name.

A Party of adventurers may consist of 1 to 6 characters. When you have marked 6 characters as members of your Party, your Party is full. To add a character at this point, another character must be removed from the Party.

To remove a character from your Party double click on character's name.

As soon as you have marked one character as a member of your Party, a new command option - **Leave Town** - will light up on the screen. Clicking on the **Leave Town** button will take you to the 3-D view of the Inn, from which you may start out on your adventure.

A standard Party consists of 6 created Characters and 0-2 Hirelings. Experimentation with combinations may prove valuable. The Party may consist of 1-6 characters and 2-7 hirelings. The maximum number of Party members is 8 with at least one being a character.

When you have marked 8 Party members, the Party is full. To add a character or Hireling at this point, you must first remove a character or Hireling.

CHAPTER THREE

THE ADVENTURE BEGINS

MOVING and MAPPING

After you leave the Inn, you truly enter the world of Might and Magic. The screen shows a 3-D view of your present position, a list of possible commands, and a list of characters in your Party, shown in marching order. (An * beside a character's name indicates a condition other than good.) Since your view of the world is from your party's perspective, you do not see the members of your Party.

You start out inside the Inn, facing the door. Turn around to sign back in, or simply move your Party forward to leave the Inn.

In order to accommodate users who prefer the keyboard, you may use the keyboard to indicate almost any selection.

You may use arrow keys if your keyboard is equipped with them. Additionally, by moving the mouse pointer over the scene in the main window, the mouse may be used to indicate the direction in which you wish to go or turn. Click the mouse button to indicate your choice.

When you press a forward or back movement key, the entire Party moves one square forward or backward. When you press the < or > key, the entire Party turns 90 degrees in that direction.

Unlocked doors will open automatically as you move your Party forward through them. However, if a door is locked, you must unlock it with the UNLOCK or BASH command... or find a way around it. (Warning: many locked doors are also booby-trapped, with the traps set to go off when you unlock or bash in the door.)

When you come up against an obstacle, such as a wall or mountain, a message will appear (i.e., SOLID, IMPASSABLE, etc.) These messages are particularly useful when traveling in the dark or testing for secret passageways.

Remember that you are now in a world of magic and danger, where all is not as it seems. Doors may lock behind you. Areas may be darkened by spells, requiring you to "feel" your way through them. Certain squares may teleport you across vast distances, into unmapped areas. And of course, any square may contain treasure or monsters.

The Map As Guide

Take some time to explore Sorpigal or Middlegate [Might and Magic II] when you start out. To assist your Party, maps of Sorpigal and Middlegate are provided at the end of this book. The map is laid out in squares. A square represents the distance covered by your Party when you press a movement key.

The map indicates the corridors, open passageways, walls and doors of the town. It also pinpoints key locations within the town; Shops where items may be purchased, the Temple where characters may be healed or cured, the Training Grounds where characters with sufficient experience points can advance in experience level, and the Inn.

It does not tell you where monsters, treasures and other chance encounters are located.

Follow the map as you start to move through the town and notice how it relates to the 3-D view on the screen. The screen allows you to see an area 3 squares wide by 4 squares deep, unless walls or other solid obstructions block your view.

By following the map as you move through Sorpigal or Middlegate [Might and Magic II], you will become familiar with the 3-D perspective and gain valuable insight into the process of mapping. After you move out of Town 1, you will need to create your own maps of subsequent towns, outdoor areas and underground caverns.

Tips on Mapping

1. Remember that the 3-D screen always shows what your Party sees, as it looks forward. At first, stop each time your Party moves a square, and add the new square shown on the 3-D view to your map.
2. If you have trouble visualizing your orientation, turn the map when you turn your Party. If you turn your Party RIGHT, turn your map LEFT. Add the new view shown on the screen to your map, before you move again.
3. Mark locked doors, secret passageways, dark areas, special features (especially indoors) and messages.
4. Mark areas where you can be sure of encountering monsters (such as a dragon's lair), but don't bother marking every square in which you encounter monsters or treasure. Chances are, they will appear in a different square next time.
5. If you want exact coordinates, are unable to map, or do not want to map, see Sorcerer Spell: Location.

6. **Might and Magic II** has automapping as a skill, and the Sorcerer spells, **Location**, **Eagle Eye** and **Wizard Eye**, hence you do not necessarily need to make physical maps.

GAME COMMANDS WHILE MARCHING

While your Party moves through the 3-D view of the world, you may use any of the commands shown on the right side of the screen.

REST Rests Party overnight in square currently occupied. Rest restores all characters' Hit Points and/or Spell Points, unless inhibited by special conditions. Rest requires and uses 1 food unit from each character's food supply. All protection spells wear off during rest and must be recast upon awakening.

The party may encounter monsters during rest. If so, some members of the Party will enter the encounter with their condition listed as asleep. If the area is too dangerous, the Party will not be allowed to rest in that square. Time does pass in the land of Cron and many events are time related. See Time Travel section, page 36, for more details.

SEARCH Finds treasure or other items hidden in square occupied by Party. You should always search after defeating a monster and before moving off the square in which the encounter occurred. However, you do not need to search immediately after combat. You may want to rest, cure wounds, etc. first.

When a chest is found there are 3 options available:

1. **Open it**-Simply opens the chest. If there is a trap it will probably go off.

2. **Find/Remove Trap**-Opens chest carefully, using the Robber's thieving ability and reducing the chance of a trap being set off.

3. **Detect Magic/Trap**-Detects whether the contents of the chest are magical and whether or not the chest has a trap. May only be selected by a character with Sorcerer spells.

BASH Attempts to knock down a locked door. If successful, the Party moves forward through the door. If the attempt fails, the Party does not move. In either case, bashing a trapped door is likely to set off the trap.

UNLOCK Allows one character an attempt to pick the lock on a door. Only a Robber has any real chance of success. If the attempt succeeds, the door will be unlocked and any traps will be disarmed, so the Party may move forward.

If the attempt fails, the door will remain locked and any existing traps may be set off. The attempt may be made again, but each subsequent failure increases the likelihood of setting off traps.

VIEW

From this list, you can view an individual Character Profile, by highlighting his/her name. Click on the Done button when through.

Displays the Character Profile for that character. (See Chapter 2 for a description of the Character Profile.) At the bottom of the Character Profile is a set of options which may be exercised only while adventuring.

Cast Displays a characters Spell Book which lists all known spells for that character. Then prompts you to cast a noncombat spell, providing the character may cast spells at that level and has the required number of spell points and magical gems. Prompts ask for spell level and number, and other information if needed. See Appendix B for spell descriptions.

Discard Permanently removes an item from character's back pack. Follow screen prompts. Use this carefully since it's results are final!

Equip Shifts an item from character's back pack to equipped area so character may use it. A maximum of 6 items may be equipped at any given time. Not all items must be equipped in order to be used (i.e., a potion may be used from the back pack).

Items which must be equipped include armor and other clothing, weapons, and shields. Restrictions follow the laws of logic. A character can only wear one suit of armor at a time; can only be equipped with one hand-to hand weapon and one missile weapon simultaneously; cannot be equipped with a shield if equipped with a two-handed weapon; and so on.

NOTE: Equipping a character with armor may affect his/her Armor Class.

Gather Transfers all gold, gems or food carried by other Party members to that character, up to the maximum amount of each item which the character can carry.

Remove Shifts an item from equipped list to back pack, if there is room in the character's back pack for the item. Follow the screen prompts.

Share Evenly distributes all gems, gold or food in the party's possession among all Party members. Follow the screen prompts.

Trade Transfers an amount of gems, gold or food, or a particular item, from the viewed character to another character. Follow screen prompts.

Use Activates an item that has special powers. Items may or may not also need to be equipped for use. Follow the screen prompts.

If an item has limited power, a spell can be cast to reveal the number of charges remaining. See Appendix B for spell descriptions.

PROTECT Displays active spells covering the entire Party. Light spells also show, in parentheses, the current number of light units available to the Party. One light unit is needed to light up a dark square while occupied by the Party. Light units are automatically used when the Party steps into a darkened square. Levitate, Walk on Water, and Guard Dog appear when they are active.

[Might and Magic II]

Magic shows the percentage of magic resistance of the Party. **Forces** shows the percentage of elemental forces resistance.

If either of the spells Wizard Eye (indoor) or Eagle Eye (outdoor) are active, the upper right hand corner of the screen will display a 5x5 overhead view of the party's location and facing by an arrow at the center.

CONTROLS Lets you select sounds, Party disposition and message delays.

Party Disposition-This is the party's outlook and adventuring style. Novice players should set their disposition to inconspicuous until they become more familiar with the game. When seeking more challenging encounters and more valuable treasure, the Aggressive or Thrill Seeker options may be selected. We recommend the Average setting for the majority of play.

DISMISS Lets you select a Hireling to dismiss. When you rest, you pay the Hirelings. If you do not wish to pay a Hireling for the next day, you must dismiss him/her, before resting. The Hireling will return to the last Inn in which they stayed.

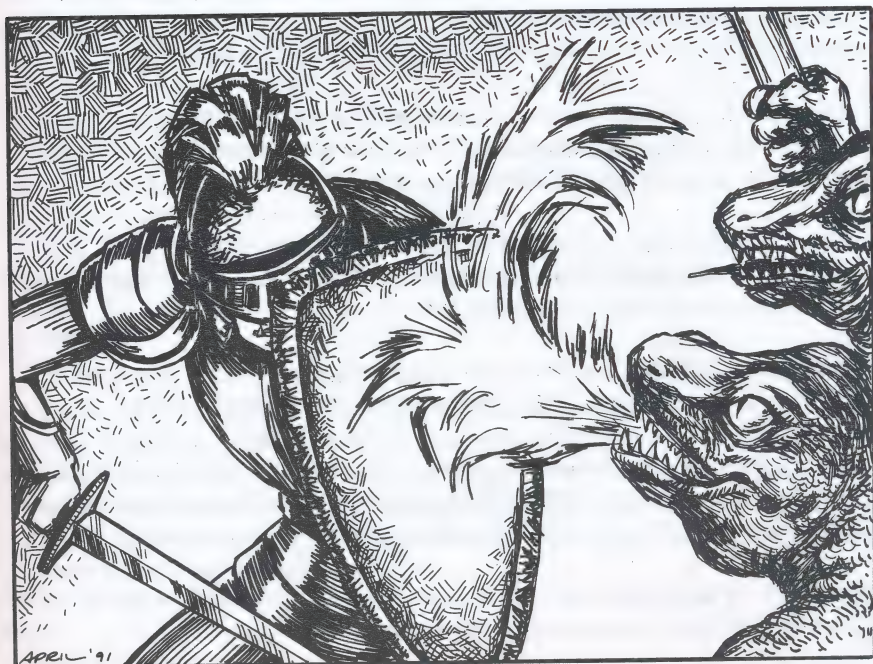
EXCHANGE Character changes battle position with any other member of the Party. A prompt asks with which Party member the exchange is to take place. Click **CANCEL** before selecting the exchange Party member to abort the command and return to the combat options list for another selection.

OTHER WINDOWS

[Might and Magic II]

Across the center of the screen is the status line which shows you Options and the Protection screen. It also displays the current Day, Year, Facing of the Party and other relevant events like encounters, solid walls, locked doors, etc.

The character window at the bottom of the screen displays the characters' names in their marching order along with their current hit points. Other text may also temporarily appear in this window.



CHAPTER FOUR

ENCOUNTER WITH DANGER

During your explorations, your Party will encounter many creatures, characters and special places. Encounters, while often filled with danger, are necessary if your characters are to accumulate experience points. Encounters, therefore, should not be avoided. Of course, if an encounter appears to be more than your Party can handle, do whatever is necessary to survive - run, bribe, etc.

Most creatures that you encounter will be monsters. Monsters usually travel in groups. A group may be homogenous or include a mixture of different types.

There are hundreds of different monsters, some timid, some highly dangerous. Different monsters have different powers, capabilities, speeds and armor classes. You will learn about each type of monster as you encounter and (frequently) battle it.

When an encounter occurs, the screen will change. The command/protection list will be replaced with a list of creatures encountered. A picture of the most powerful creature will appear in the center of the 3-D view. A set of options will appear below the character list.

Your encounter options will vary, depending on whether the monster(s) surprises you, you surprise them, or neither Party is surprised.

If the monster(s) surprises your Party, you go directly into combat. There are no other options. Combat is covered later in this chapter, beginning on page 19.

If your Party surprises the monster(s), you have the option to advance or not. If you choose to avoid the monster(s), nothing further occurs. The encounter is over. If you advance, you are given the same options as when neither Party is surprised.

If neither Party is surprised, you have several encounter options. Note that the option you choose may affect your characters' alignments.

Encounter Commands

COMMAND	EFFECT
---------	--------

ATTACK	This takes you to combat. See the section on combat.
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BRIBE	Your Party attempts to buy off the monsters with bribes. If the monsters refuse your attempt, combat will begin. If the monsters accept your attempt, a prompt will ask "bribe with what: Food, Gold, Gems".
-------	--

Select one of the options and another prompt will ask how much. Type amount of bribe and press **RETURN**. If they accept, the encounter is over and they may even choose to give you a message. If they refuse the bribe, the Party will immediately go to combat.

RUN [Might and Magic II] Your Party attempts to flee from the monsters. If the retreat succeeds, your Party will be moved to the safest square within the immediate 16x16 square area. (You may need to cast a spell to discover your exact location.

RETREAT This is similar to Run except the percentage of failing is greater, but if you succeed you will remain in the same square. If the retreat fails, combat will begin.

SURRENDER Your Party attempts to surrender. If the monsters accept your surrender, your Party will be moved to a more dangerous square within the immediate 16x16 square area. All of your food, gold and/or gems may be confiscated.

If the surrender fails, combat will begin. A surrender, however, stands a better chance of succeeding than does a retreat.

Surrender may be a necessary maneuver, in order to get to a particular area (such as a prison or treasure horde).

COMBAT

While adventuring, the Party will sometimes find themselves in an encounter with monsters. When this happens, there are four options that the Party may take in an attempt to either force a battle with the monsters, or in an attempt to escape from it. These options are: Attack, Bribe, Run, and Hide. Each of these options has a button which will appear, as well as a keyboard equivalent, although you need not hold the command key down while using it.

When you go into combat, the screen changes to the combat screen.

Attack, Fight, Shoot, Block and Retreat in Combat may be accomplished by clicking in those buttons, or by typing **A**, **F**, **S**, **B**, or **R**. Pressing the **Return** key will select "Attack". To Cast, Exchange or Use, click in the "Other..." button. "Cast" may also be selected from the menu, or by typing **C** from the keyboard.

To exchange places while in Combat, click on the "Other..." button, and when the View Character window appears, click in the "Exchange" button. You will be asked which character with which to exchanges places.

Quickfight - To use quickfight, press and hold the mouse button down. Each character will fight or attack as indicated in the manual. If a character goes down, Quickfight will pause to allow recovery from the situation, if possible. This is useful for small groups of monsters which can be easily dispatched by the Party.

Additionally, the options that a character may take are available under the "Combat" menu at the top of the screen, or from the "Options" popup menu in the Combat window. "Grayed" or dimmed menu items are unavailable for the particular character whose turn it is.

To view a character, press the command key and the number which corresponds to the character you wish to view. Also, you may select which character from the "View" pop-up menu in the Combat window.

When you are asked "Attack which monster?" or "Shoot which monster?", you may either (a) click on the monster's name, (b) scroll the monster list, or (c) type 1-7 the numbers corresponding to the list of monsters, numbered from top to bottom, regardless of the setting of the scroll bar. The numbers indicate which of the seven monsters *visible in the window to attack*, and has no bearing on a monster's position in the overall list.

Combat is divided into ROUNDS, in which each character and monster in good condition may perform one action. Only one character or monster acts at a time. The order in which both characters and monsters act is based on their individual speed. The fastest character or monster goes first, followed by the next fastest, and so on. Each character or monster attacks once per round. A new round starts after all characters and monsters have had a turn.

Combat is the heart of Might and Magic. By battling and defeating monsters and other creatures, your Party will gain experience points and any treasure that the monsters are carrying. Both are necessary for characters to advance in skill level and ability.

The battle arrangement for your Party appears below the **Round** prompt. Characters here are listed by number only. The numbers correspond to those on the character list at the bottom of the screen.

On the right side of the screen is a list of monsters, in the order in which your Party encounters them.

A + [✓ in Might and Magic II] in front of a character number or monster letter indicates that the character or monster may engage in hand-to-hand combat. With the exception of Archers, characters who can engage in hand-to-hand combat cannot use missile weapons.

When a character number or monster letter is **HIGHLIGHTED**, it is that character's or monster's turn to act in the current round of combat. This is known as having the combat initiative.

The character's name appears below **Options for:** when it is his/her turn in the current combat round.

Non-Combat Commands

Below your party's battle arrangement is a list of commands which can be used only when one of your Party members has the combat initiative. Giving one of these commands does not use up a character's turn in battle. He/she may still give a combat command.

COMMAND EFFECT

DELAY	Allows you to set the duration of on-screen messages to any number between 0 and 9. (0 is the shortest duration, 5 is the default.)
PROTECT	Allows you to see all currently active spells which cover your entire Party. The "Protect" information is always shown while adventuring, and can be referred to during combat by selecting the "Protect..." menu item, or by depressing COMMAND-P .
QUICKREF	Displays the QUICKREF list of characters in your Party, including Hit Points, Spell Points, Armor Class and Condition. From this list you can view an individual Character Profile, by pressing the CHARACTER NUMBER . To return to the combat screen, press ESC .
VIEW CHAR	Displays the Character Profile for that character. (See Chapter Two for a description of the Character Profile.) From the Character Profile, you may type Q to return to the Quickref screen, or press ESC to return to combat.

Handicap

The Handicap prompt indicates whether monsters or Party members have been given a speed handicap for the current round of combat. If monsters have been given a handicap, the prompt will show **MONSTER +** the number by which all monsters' speed has been increased.

If Party members have been given a handicap, the prompt will show **PARTY +** the number by which all Party members' speed has been increased.

If neither monsters nor Party members have been given a speed handicap, the prompt will show **EVEN**.

List of Characters

The character list at the bottom of the screen can be used to determine which character is in which battle position. An * in front of a character number on this list indicates that the character's condition is other than good [MMII: If a character's name is highlighted it indicates a condition other than good].

Battle Options

When a Party member has the combat initiative, the battle options available to that character appear at the bottom of the screen. There are a total of 8 possible battle options [MMII: 9 battle options].

Once you complete a battle option, the results of your action appear on the screen almost immediately. The message remains for the duration set by the DELAY command or by default.

COMMAND	EFFECT
---------	--------

ATTACK	Character attacks monster in the A position, with whatever weapon he/she has equipped. If the monster in the A position dies as a result of the attack, all other monsters move up one position.
FIGHT	Character attacks monster in any hand-to-hand battle position, with whatever weapon he/she has equipped. A prompt asks which monster is being attacked. Abort the command by pressing ESC before selecting a monster. You will return to the combat options list for another selection.
RETREAT	Character gives a general retreat command for the entire Party. This command is similar to the Encounter retreat command, but has less chance of succeeding. The chances of success increase with each round of combat.
SHOOT	Character fires missile weapon. This command appears for any Party member who has a missile weapon equipped and is not engaged in hand-to-hand combat. It also appears for an Archer, even if engaged in hand-to-hand combat. A prompt asks at which monster the character is shooting. Press ESC before selecting a monster to abort the command and return to the combat options list.
CAST	Character casts a combat spell. This command only appears for spell casters. Prompts ask for spell level, spell number, and any other information required. Press ESC before entering final spell information, to abort command and return to the combat options list.

USE	Character activates special power for any item in his/her possession. A prompt shows all items in character's possession and asks which is to be used. Press ESC before selecting an item to abort the command and return to the combat options list.
BLOCK	Character increases his/her Armor Class for that round only.
RUN	Character attempts to run away and seek safety. If the character gets away... a) and the Party wins, he/she will rendezvous with Party after combat. b) and the Party dies, he/she can attempt to return to an Inn and revive the Party. c) and the rest of the Party succeeds in running, all will regroup immediately after combat.
EXCHANGE	Character changes battle position with any other member of the Party. A prompt asks with which Party member the exchange is to take place. Press ESC before selecting the exchange Party member to abort the command and return to the combat options list for another selection.
VIEW CHAR	Displays the Character Profile for that character. (See Chapter 1 for a description of the Character Profile.) From the Character Profile, you may type Q to return to the Quickref screen, or press ESC to return to combat.
PROTECT	Allows you to see all currently active spells which cover your entire Party.
QUICKREF	Displays the QUICKREF list of characters in your Party, including Hit Points, Spell Points, Armor Class and Condition. From this list you can view an individual Character Profile, by pressing the CHARACTER NUMBER. To return to the combat screen, press ESC .

For Advanced Players

To speed up combat, click the Quickfight button. The character with the combat initiative will:

- attack the monster in position A, if engaged in hand-to-hand combat;
- shoot the monster in position A if not in hand-to-hand combat but in possession of a missile weapon:
- block, if neither in hand-to-hand combat nor in possession of a missile weapon.

TO THE VICTOR GO THE SPOILS!

Combat continues until either side retreats or is completely destroyed. At the end of the battle, a message indicates the number of experience points gained in combat for each surviving member of your Party. Party members who are dead, eradicated or turned to stone do not receive experience points.

IMPORTANT: Before moving your Party off the square within which combat occurred, Search the square for treasure. Most monsters carry treasure of some sort with them. You may, of course, take care of other business (healing wounds, resting, etc.) before you search the square.

After combat, the screen returns to the 3-D view of the world, your journey continues, and your Party will return to its original marching order, regardless of any position changes made during combat.

SAVING YOUR GAME

If you want to interrupt the game, but save the experience points and other abilities gained by your characters during the most recent game session, you must take your Party to the Inn in one of the five towns and SIGN IN. When you enter the Inn, you will be asked if you want to sign in. By answering Y (Yes) you will save your character's current statistics and status. Should your Party die, all gold, items, and information gained since you last visited an Inn (saved the game) will be lost. Any important quests or clues found during this time should be reaccomplished.

It is very important to check into Inns often. Characters in the Party are saved only when the Party checks into an Inn. Frequent saving of characters is suggested, as there are many monsters roaming the lands!

The next time you play, you may resume the game from the Inn and town containing your Party of adventurers... or start from another town with a different Party.

BEGINNER'S GUIDE TO ADVENTURE

The object of an adventure game is the game itself, rather than a particular goal. During the game, you assume the roles of the characters in your Party, sharing their uncertainties and adventures.

There are certain conventions to most adventure games, which may vary in detail but are essentially similar. These conventions are the subject of this chapter. The details are covered in the preceding chapters and the appendixes of this book.

The World

When you begin, the uncharted world of *Might and Magic* is as strange and unfamiliar to you as it is to your characters. It is up to you to map the world while traveling through it [*Might and Magic II* has automap].

The world is divided into towns, dangerous caverns, mysterious dungeons, treacherous outdoor terrain, rivers and seas, mountainous areas, and majestic castles. In general, the more dangerous an area is, the more treasure you can expect to find there... if you survive.

Towns are important because they contain:

- **Shops** where food, weapons, armor and other equipment may be purchased.
- **Temples** where sick or injured characters may be healed.
- **Training grounds** where characters may advance to higher experience levels, provided they have the required number of experience points.
- **Inns** where characters must be taken for safe harbor at the end of each game session, if the game information is to be saved.

Other areas include:

Underground caverns and dungeons contain multiple levels, with the danger (and possible gains) increasing at each lower level.

Mountains and bodies of water frequently offer only one route of passage, which may be heavily guarded by dangerous monsters.

Castles offer numerous quests that can prove rewarding in experience and gold.

[MMII: The outdoor area is divided into five sections. The four elemental zones (Water, Air, Fire, and Earth) and the central world.]

While detailed maps of the world provide you with a certain measure of security, they by no means guarantee your safety. Monsters may take up residence at any time in areas that were once free of danger. Magical portals may appear and disappear at random. Follow your maps, but be prepared to improvise.

Your Characters

Any character that you create, regardless of class, race, alignment or sex-starts out a little wet behind the ears. He/she is 18 years old and is at experience level 1.

EXPERIENCE POINTS reflect the amount of adventuring and combat experience which the character has gained.

A character's **EXPERIENCE LEVEL** is a measure of that character's power and abilities. It reflects the amount of adventuring and combat experience which the character has gained while traveling. At higher experience levels, a character is able to cast more powerful spells, is able to inflict greater damage in battle, and is able to sustain more damage from physical attack. A character rises to the next experience level only when he/she has accumulated the required number of experience points, from defeating monsters in battle, completing quests or performing other deeds of heroism.

A character is defined by **CLASS**, **RACE**, **ALIGNMENT** and **SEX**, with class being the most significant characteristic. Class is determined by the number rating of 1-3 of the character's 7 **VITAL STATISTICS**. These 1-3 statistics are the character's **PRIME STATISTICS**.

It is important to note that while all characters of a particular class share certain abilities and limitations (imposed by their prime statistics) they are not all identical... particularly as the game progresses and they gain in experience at different rates. Other vital statistics, as well as the character's race, also subtly affect a character's abilities.

All characteristics are explained fully in Appendix A, and must be chosen by you when you create a character.

Weapons and Armor

Different classes of characters are permitted to wear different types of armor and use different weapons. Weapon and armor restrictions are described in detail in Appendix A.

Other equipment items (ropes, grappling hooks, etc.) are also available, and may be purchased in town shops or found along the way. However, it is necessary to choose carefully the articles which a character purchases or picks up.

Each character has a BACK PACK, in which he/she may carry up to 6 items. Once the pack is full, new items can be added only after discarding another item or shifting it to another character's pack.

In addition to the back pack, each character can wear or carry another 6 items which are EQUIPPED or readied for use. Items such as armor and most weapons must be equipped in order to use them. If a character goes into combat with armor and weapons safely stashed in his/her pack, they will be of no use whatsoever. There are restrictions regarding the number and types of armor and weapons which may be simultaneously equipped. These restrictions are explained in Appendix A.

Monsters

The term MONSTER is a little misleading, for it implies danger and evil. There are over 200 [MMII: 250] types of monsters in the world of Might and Magic and each one is different. Some are highly dangerous and extremely difficult to defeat. Some would rather be bribed than fought. Others are relatively timid and will run away when you approach them. A few may even help you.

In general, the monsters you encounter will be proportionate with the overall experience level of your Party. As your characters advance to higher experience levels, they will encounter more dangerous monsters. Since monsters usually guard treasure of one sort or another, more advanced characters will also have greater opportunities to increase their wealth.

Quests

As you journey, you will meet various inhabitants of the world (other than monsters) who may offer you quests, or seek your assistance on their own quests. You will always have the option of accepting or refusing any quest offered. However, if you accept, you must complete the quest in order to gain experience points. If you abandon a quest before it is completed, your characters may actually lose points, unless you are released from your quest by a spell or other encounter.

Casting Spells

You may cast a spell by selecting an appropriate spell from the "Cast" pop-up menus which appear both in the main window, and the View Character window. The character casting the spell is indicated by the infinity symbol (∞) in the main window, or if you are viewing a character's statistics, it is the current character you are viewing. This character is the CURRENT CASTER.

Different characters have different spells available, and may or may not know certain spells. Spells which are unavailable to a character will be "dimmed." If a character knows a particular spell, but is unable to cast it because he or she has not progressed to the required level, that spell will be marked with a bullet (). Once he or she has obtained the required level needed, that spell will be available for that character to cast.

Only certain classes of characters may cast spells. (See Appendix A.) There are 94 different spells, divided into CLERIC and SORCERER spells, with 7 SPELL LEVELS in each division [MMII: There are 96 different spells, divided into CLERIC and SORCERER spells, with 9 SPELL LEVELS in each division]. Characters who may cast Cleric spells may not cast Sorcerer spells, and vice versa.

The level of spell which a character may cast is determined by his/her experience level. When you first begin, concentrate only on Level 1 spells, since these are the only spells which beginning characters will be able to cast. [MM I: New spells are gained every other experience level.]

All spells cost a certain number of SPELL POINTS. Higher level spells may also cost a number of magical GEMS. Most spell casting characters begin with a small number of spell points and gain additional points with each experience level reached. Gems must be found along the way.

All spells are completely described in Appendix B of this book.

APPENDIX A

DETAILS AND OPTIONS

Character Statistics

Each character receives a random rating from 3 to 18[MMII: 21], in each of 7 vital statistics. Because these ratings establish a character's strengths, weaknesses and abilities. They also determine his/her class (Knight, Paladin, Archer, Cleric, Sorcerer, Robber [MMII: Ninja, Barbarian]).

Throughout the game, a character's actions, discoveries and battles may affect one or more of his/her vital statistics. Certain spells may even cause a vital statistic to exceed the normal maximum rating of 18[MMII: 21]. If, however, any vital statistic drops to 0, the result is death for the character.

INTELLECT	Character's general knowledge. Of particular importance to Sorcerers and Archers, as it affects Sorcerer spell points.
MIGHT	Character's strength. Of particular importance to Knights and Paladins, as it affects the damage done by a character in battle.
PERSONALITY	Character's general charisma. Of particular importance to Paladins and Clerics, as it affects Cleric spell points.
ENDURANCE	Character's stamina in battle. Of particular importance to Knights and Paladins, as it affects Hit Points (the amount of damage that can be sustained before death).
SPEED	Character's quickness and agility. Higher speeds increase a character's Armor Class. Speed also determines the order of combat during the battle, with the fastest character or monster going first.
ACCURACY	Character's ability to land a blow on the enemy during combat. Of particular importance to Archers.
LUCK	Character's chance of succeeding, when all else fails. A random element whose effects cannot be predicted.

Character Classes

KNIGHT. Prime statistic (15 or greater): **MIGHT.**

Hit points gained per experience level: 1-12*.

Special skills: None

A Knight begins with the greatest number of Hit Points and best all-around fighting skills of any character. He/she can use any weapon or item of armor, unless of opposite alignment or designed exclusively for another class. At higher experience levels a Knight gains the ability to attack more than once in each combat round.

PALADIN. Prime statistics (13 or greater): **MIGHT, PERSONALITY, ENDURANCE.**

Hit points gained per experience level: 1-10*.

Special skills: Clerical spells, at higher experience levels.

A Paladin can use any weapon or item of armor, unless of opposite alignment or designed exclusively for another class. General fighting skills are equal to an archer's except that a Paladin cannot use missile weapons during hand-to-hand combat.

ARCHER. Prime statistics (13 or greater): **INTELLECT, ACCURACY.**

Hit points gained per experience level: 1-10*

Special skills: Missile attacks in hand-to-hand combat, Sorcerer spells at higher experience levels.

An Archer can use any weapon, unless of opposite alignment or designed for another class. An Archer can wear only chain mail or lighter armor, and cannot carry a shield. An Archer can use any missile weapon, even during hand-to-hand combat.

CLERIC. Prime statistic (13 or greater): **PERSONALITY.**

Hit points gained per experience Level: 1-8*

Special skills: Clerical spells (defensive, healing)

A Cleric can use chain mail or any lighter armor, and can carry a shield [MMII: Splint mail or lighter armor]. Clerics are restricted to blunt, bashing weapons. [MMII: Cudgels, whips and mauls]. A Cleric may not use missile weapons. At higher experience levels, a Cleric gains the ability to use higher level spells.

SORCERER. Prime statistic (13 or greater): **INTELLECT.**

Hit points gained per experience Level: 1-6*

Special skills: Sorcerer spells (offensive, combative)

A Sorcerer may wear only padded armor and may not carry a shield. Weapons are limited to clubs, daggers and staffs [MMII: whips, pipes and knives]. As a Sorcerer advances in experience levels, he/she gains the ability to use more powerful spells.

ROBBER. Prime statistic: NONE. [MMII: 13 or greater: LUCK]

Hit points gained per experience level: 1-8*

Special skills: Pick locks, find traps [MMII: Backstab].

A Robber's armor is limited to ring mail and shield [MMII: Chain mail]. Weapons include sling, crossbow and all one-handed weapons, such as a short sword or dagger. As experience Levels increase, the Robber increases his/her ability to pick locks and disarm traps. A Robber's fighting abilities equal those of a Cleric. [Might and Magic II] Robbers have the best chance to pick locks, find traps, as well as having a special attack backstab. A Robber's first attack, if possible, will automatically attempt to be a backstab. A successful result will be displayed, incurring extra damage. As experience levels increase, the Robber increases his/her ability to successfully backstab during combat.

NINJA. Prime statistic (13 or greater): ALL

Hit points gained per experience level: 1-8*

Special skills: Pick locks, find traps, backstab and assassinate.

A Ninja is limited to ring mail or lighter armor and cannot carry a shield. A Ninja can use most one handed weapons but only swords specifically designed for a Ninja. Two handed weapons are limited to staff and naginata. Most missile weapons can be used. Ninjas have the same abilities as Robbers except to a lesser degree. A Ninja's first attack, if possible, will automatically attempt to be an assassination. A successful result will be displayed, incurring extra damage.

BARBARIAN. Prime statistic (15 or greater): ENDURANCE

Hit points gained per experience level: 1-12*

Special skills: None

A Barbarian begins with the greatest number of Hit Points. Barbarians are limited to scale and lighter armor and can use most shields. A Barbarian can use most weapons except swords. Missile weapons are limited to slings and blowpipes.

In selecting characters to make up a Party of adventures, it is a good idea to start with one member from each class. This allows you to avail yourself of the special skills and abilities offered by each class.

*The number of Hit Points gained per experience level may be increased by a character's endurance rating. The number of Hit Points with which each character starts the game is equal to the maximum number of points which each can gain per level, modified by endurance rating.

Character Race

Although there are no restrictions on the race to which any character may belong, selection of certain races may change the rating on one or more of a character's vital statistics. In addition, different races have different hidden strengths, which do not show up in a character profile. In general, these are:

Might and Magic I

HUMAN. Strong resistance to fear. Some resistance to sleep spells.

ELF. Strong resistance to fear.

DWARF. Some resistance to poison.

GNOME. Some resistance to magic spells.

HALF-ORC. Moderate resistance to sleep spells.

Might and Magic II

HUMAN. Strong resistance to sleep spells and poison.

ELF. Some resistance to sleep spells.

DWARF. Strong resistance to poison.

GNOME. Some resistance to magic spells.

HALF-ORC. Some resistance to sleep spells and poison.

Different races offer different bonuses:

Race	Statistic Modifiers
------	---------------------

Human	No additional modifiers	Dwarf	+ 1 Endurance + 1 Luck
Gnome	+ 2 Luck - 1 Speed - 1 Accuracy		- 1 Intellect - 1 Speed
Elf	+ 1 Intellect + 1 Accuracy - 1 Might - 1 Endurance	Half-Orc	+ 1 Might + 1 Endurance - 1 Intellect - 1 Personality - 1 Luck

Character Alignment

In Might and Magic, good and evil are not absolute, but rather a measure of the character's inclinations when confronted by the unknown. Throughout the game, a character's responses to encounters and combat can shift his/her alignment, as can certain spells.

A character's alignment will occasionally restrict his/her activities while adventuring. Certain places, items and weapons are designated good or evil. These cannot be entered or used by a character of opposite alignment. A neutral character can enter an alignment restricted place, but cannot use a restricted item.

Sex Of Character

Sex in Might and Magic means gender. Any character may be either male or female. Sex does not affect a character's vital statistics, or normally restrict his/her activities during the game. However, it is still advisable to include both male and female characters in your Party, since you may encounter items, places and/or activities that are available only to members of one sex or the other.

Character Status

On the Character Profile Screen you will find abbreviated information about an individual character's status, in a number of different areas. These include:

CHARACTER OPTIONS: Assigned when you created the character. These include name, sex, alignment, race and class.

LEVEL: The experience level which the character has achieved. This starts at 1 and rises as the character gains experience through combat and training. At higher levels, a character gains in abilities and power according to his/her class.

HIT POINTS: Number of damage points which the character can sustain in combat. At 0 unconsciousness sets in. Any damage after that results in death. Shown are the current number of points/the maximum number which can be accumulated.

SPELL POINTS: Number of points available for use in casting spells. Each spell costs a certain number of spell points, usually equal to the level of the spell. Shown are the current accumulation of points/the maximum accumulation of points. [MMI: In parentheses is the highest level of spell which that character can cast].

ARMOR CLASS: This number denotes a character's vulnerability to physical attack in combat. The higher the number, the less chance that a character will sustain damage from an attack. Normally ranges from 0 to 30, depending on such things as armor, shields, speed, spells, etc.

SPELL LEVEL: Shows the highest spell level that can be cast.

AGE: Starts at 18 and grows older as the game progresses. As a character ages, his/her skills begin to deteriorate as vital statistic ratings drop. After about age 80, a character can die while resting overnight, from old age. Age can be delayed or reversed by a rejuvenation spell.

EXPERIENCE POINTS: A running total of all points gained from defeating monsters, completing quests, etc. Experience points determine a character's eligibility for various types of training and for advancement to the next experience level. Approximately 2000 points are needed to advance from level 1 to level 2. Point requirements generally double with each subsequent Level.

THIEVERY: This is a measure of a characters ability to perform thieving skills (pick locks, find traps, etc.). Certain items, as well as training can modify this statistic.

GEMS: Number of magical gems which the character is carrying. This number starts at 0 for all characters. Gems, which must be found, are required to cast many spells.

GOLD: Number of gold pieces which the character is carrying. Gold is needed to purchase armor, weapons, food and other useful items. Gold starts at 0 and must be acquired along the way.

FOOD: The number of food units which a character is carrying. One unit is a one-day supply of food. One food unit is needed to regain Hit Points and/or Spell Points during rest. Each character starts with 10 food units and may carry a maximum of 40. Expended hit and spell points are not recovered upon resting if the party is out of food.

CONDITION: Character's overall state; i.e., good, poisoned, asleep, unconscious, dead, etc. More than one condition (other than good) may exist simultaneously. Any condition other than good should be remedied as soon as possible.

EQUIPPED: Displays items in character's possession which have been equipped for use. Items which must be equipped before they can be used include armor, shields, weapons, cloak, etc. (in general, any item which must be carried, worn or prepared for use). Up to 6 items may be equipped at a time. Items are restricted by the laws of logic; i.e., only one suit of armor at a time, only one 2-handed weapon, and so forth.

BACK PACK: Lists items being carried in characters back pack. Items in back pack are not (and may not need to be) equipped for use. Up to 6 items may be carried in a back pack at a time. Items can be discarded, added or shifted while adventuring.

Armor, Weapons and Equipment

Seven types of armor, weapons, and a wide variety of adventuring items (rope, torches, etc.) are available for purchase in most towns. Hundreds of magical items, weapons and armor can also be found.

Most standard articles can be purchased in the various town shops. When you enter a shop, you will be presented with a list of available items and prices. As a rule, the more expensive articles are more powerful, offer greater protection, etc.

A WORD TO THE WISE: Don't waste money purchasing items which your character cannot equip due to class restrictions.

SECONDARY SKILLS - [Might and Magic II]

Characters can learn secondary skills while adventuring. Characters may only have two such skills at any one time. These skills provide benefits such as those listed below:

Arms Master increases accuracy with weapons

Athlete increases speed

Cartographer enables the auto-mapping feature

Crusader allows the character/Party to be bestowed quests

Diplomat increases personality

Gambler increases luck

Gladiator increases might

Hero/Heroine all statistics are raised

Linguist increases intellect

Merchant receives most favorable price when buying or selling

Mountaineer allows passage over mountain ranges if two Party members have this skill

Navigator keeps Party from becoming lost in large, open spaces

Pathfinder allows passage through any forest area if two Party members have this skill

Pickpocket increases thievery

Soldier increases endurance

Time travel - [Might and Magic II]

During the course of play it will become necessary for your Party to travel through time. You begin the game in the 10th century (the year 900). This is the true time and visits to the past are merely temporary. Each century is unique unto itself, therefore, places, people and things may not be present in all centuries. While traveling in time, your stay in any century is limited to a random amount of time. Consequently, while resting, you may be transported back to the 10th century to the moment which you left.

Auto-Mapping - [Might and Magic II]

Might and Magic II is equipped with a complete Auto-mapping function. Every square or location in which the Party stands is remembered by the game. Note: You must have a character with Cartographer secondary skills for Auto mapping to work.

When viewing the map from the Location Spell all the locations that the Party has been in for the current 16x16 area are shown.

Note: You may only view the map of the area which you are in, therefore, it may become desirable to copy the maps onto the mapping paper.

Appendix B

SPELLS

There are 94 spells - 47 clerical and 47 Sorcerer - with 7 Levels in each division in Might and Magic I. In Might and Magic II there are 96 spells - 48 clerical and 48 Sorcerer-with 9 levels in each division. A spell caster may cast spells at any Level up to the maximum shown on his/her Character Profile. The Level NUMBER must be entered at the Level: prompt when casting a spell.

Acquiring Spells

New spells are gained every other experience level in Might and Magic I.

Might and Magic II spell levels are gained from the following table according to the level of the caster.

Spell Level:

	1	2	3	4	5	6	7	8	9
Level of Caster:									
Cleric/Sorcerer	1	3	5	7	9	11	13	15	17
Paladin/Archer	7	9	11	13	15	17	19	NA	NA

Initially, when a new spell level is gained only some of the spells are inscribed into the character's Spell Book. The remainder of the missing spells must be purchased in towns (Temples for Clerics, Mage Guilds for Sorcerers) or found throughout the game.

Spell Book

Each spell-casting character has a Spell Book which can be seen at an Inn while viewing a character or when casting a spell. The Spell Book will appear on the screen with the spell number on top and the spell level at the left hand column. A highlighted spell indicates that the spell is available.

Spell Descriptions:

NUMBER: The number preceding the spell name. Enter this number at the **Number:** prompt when casting a spell.

NAME: General descriptive of what the spell does.

COST: The number of spell points (SP) and in some cases, gems required and used up in casting the spell. A spell point followed by /L means per experience level of caster.

TYPE: When and where the spell may be cast. Some spells may only be cast during combat; some only in non-combat situations; some anytime. Most spells may be cast anywhere, so this may be assumed unless a spell is marked specifically Indoor or Outdoor.

TARGET: Character(s) or monster(s) affected by the spell. If a spell affects a single character or monster a prompt will ask which character or monster to affect, when you cast the spell. Some [Might and Magic II] spells have an area of effect (i.e. all monsters not in hand-to-hand) and any characters caught in this area will also be affected.

DESCRIPTION: Additional information about the spell.

NOTE: Most monsters have some type of defense against magic. There is no guarantee that a spell cast against a monster will succeed or inflict the full damage intended. Spells which are cast for the duration of combat may be undone by the monster before combat is over. After each round a monster will attempt to overcome any spell against him... and may succeed. Some monsters may even cast a "Dispell" removing all existing spells against both monsters and characters.

Might and Magic I Clerical Spells

Level 1

1. NAME: **Awaken**

COST: 1 SP

TYPE: Combat

TARGET: All sleeping Party members

DESCRIPTION: Awakens all sleeping members of the Party, instantly canceling the sleep condition. May be critical if Party is attacked during rest.

2. NAME: **Bless**

COST: 1 SP

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Increases the accuracy with which all characters fight, for the duration of combat.

3. NAME: **Blind**

COST: 1 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Blinds the affected monster for the duration of combat or until it overcomes the spell. Forced to rely on other senses, the monster's chances of landing a blow are diminished.

4. NAME: **First Aid**

COST: 1 SP

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Heals minor battle wounds, restoring 8 Hit Points to a character.

5. NAME: **Light**

COST: 1 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Gives the Party 1 light factor, which is sufficient to light up 1 dark area. Multiple light spells can be cast to accumulate multiple light factors.

6. NAME: **Power Cure**

COST: 1 SP per experience level of caster + 1 Gem

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Restores a character's health and 1-10 Hit Points per experience level of caster.

7. NAME: **Protection From Fear**

COST: 1 SP

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Increases all characters' resistance to fear and spells of intimidation. Amount of the increase depends on experience level of the caster. Spell lasts 1 day.

8. NAME: **Turn Undead**

COST: 1 SP

TYPE: Combat

TARGET: All undead monsters

DESCRIPTION: Destroys some or all undead monsters, depending on caster's experience level and monster's power level.

Might and Magic I Clerical Spells

Level 2

1. NAME: **Cure Wounds**

COST: 2 SP

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Cures more serious wounds, restoring 15 Hit Points to a character.

2. NAME: **Heroism**

COST: 2 SP + 1 Gem

TYPE: **Combat**

TARGET: 1 character of same alignment as caster

DESCRIPTION: Bestows 6 additional Hit Points and temporarily elevates a character 2 levels of experience. Spell lasts for the duration of combat.

3. NAME: **Pain**

COST: 2 SP

TYPE: **Combat**

TARGET: 1 monster, not undead

DESCRIPTION: Cripples monster with pain, inflicting 2-12 damage points, unless the monster is immune to pain.

4. NAME: **Protection From Cold**

COST: 2 SP

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Increases all character's resistance to cold or freezing spells. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.

5. NAME: **Protection From Fire**

COST: 2 SP

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Increases all character's resistance to fire or heat spells. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.

6. NAME: **Protection From Poison**

COST: 2 SP

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Increases all characters' resistance to poison and poisonous spells. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.

7. NAME: **Silence**

COST: 2 SP

TYPE: **Combat**

TARGET: 1 monster

DESCRIPTION: Prevents the monster from casting spells for the duration of combat, or until it overcomes the spell.

8. NAME: **Suggestion**

COST: 2 SP

TYPE: 1 monster

DESCRIPTION: Coerces monster into refraining from attack, unless it is attacked. Lasts for the duration of combat, or until the monster overcomes the spell.

Might and Magic I Clerical Spells

Level 3

1. NAME: **Create Food**

COST: 3 SP + 1 Gem

TYPE: Non-combat

TARGET: Spell caster

DESCRIPTION: Adds 6 food units to caster's food supply. Caster may then distribute food among other Party members, if he/she desires.

2. NAME: **Cure Blindness**

COST: 3 SP

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Restores sight to that character, instantaneously removing the blinded condition.

3. NAME: **Cure Paralysis**

COST: 3 SP

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Restores movement to that character, instantaneously removing the paralyzed condition.

4. NAME: **Lasting Light**

COST: 3 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Bestows 20 light factors on the Party, for use in dispelling darkness.

5. NAME: **Produce Flame**

COST: 3 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Attacks monster with a jet of flame that inflicts 3-18 damage points, providing monster is not immune to fire.

6. NAME: **Produce Frost**

COST: 3 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Inflicts severe frostbite on monster, doing 3-18 points of damage, unless monster is immune to cold.

7. NAME: **Remove Quest**

COST: 3 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Releases Party from its commitment to a quest.

8. NAME: **Walk On Water**

COST: 3 SP + 1 Gem

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Creates a floating sand dune upon which the Party may walk. Lasts 1 day.

Might and Magic I Clerical Spells

Level 4

1. NAME: **Cure Disease**

COST: 4 SP

TYPE: Non-combat

TARGET: 1 character

DESCRIPTION: Restores full health to sick character, instantaneously removing the diseased condition.

2. NAME: **Neutralize Poison**

COST: 4 SP

TYPE: Non-combat

TARGET: 1 character

DESCRIPTION: Flushes poison out of character's system, instantaneously removing the poisoned condition.

3. NAME: **Protection From Acid**

COST: 4 SP

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Increases all characters' resistance to acid attacks. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.

4. NAME: **Protection From Electricity**

COST: 4 SP

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Increases all characters' resistance to electrical attacks. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.

5. NAME: **Restore Alignment**

COST: 4 SP + 2 Gems

TYPE: Non-combat

TARGET: 1 character

DESCRIPTION: Restores a character's original alignment, after actions and responses have caused it to shift.

6. NAME: **Summon Lightning**

COST: 4 SP

TYPE: Combat, Outdoors

TARGET: Up to 3 monsters not in hand

to-hand combat DESCRIPTION: Zaps monsters with lightning bolts, inflicting 4-32 damage points on each monster not immune to lightning.

7. NAME: **Super Heroism**

COST: 4 SP + 2 Gem

TYPE: Combat

TARGET: 1 character

DESCRIPTION: Temporarily bestows 10 additional Hit Points and 3 additional experience levels on character. Lasts for the duration of combat.

8. NAME: **Surface**

COST: 4 SP + 2 Gems

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Instantly transports all Party members from an underground location to ground surface.

Might and Magic I Clerical Spells

Level 5

1. NAME: Deadly Swarm

COST: 5 SP

TYPE: Combat, Outdoor

TARGET: All monsters

DESCRIPTION: Sends a swarm of killer insects against the monsters, inflicting 2-20 damage points against each monster.

2. NAME: Dispell Magic

COST: 5 SP

TYPE: Anytime

TARGET: All characters and monsters

DESCRIPTION: Cancels all magic spells currently active both for characters and monsters.

3. NAME: Paralyze

COST: 5 SP

TYPE: Combat

TARGET: All monsters in hand-to hand combat

DESCRIPTION: Attempts to immobilize all monsters and prevent them from fighting. May be partially or completely ineffective on some or all monsters.

4. NAME: Remove Condition

COST: 5 SP + 3 Gems

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Releases character from all undesirable conditions except dead, stoned or eradicated.

5. NAME: Restore Energy

COST: 5 SP + 3 Gems

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Replaces 1-5 experience levels that have been lost or drained from character, up to his/her former level.

Might and Magic I Clerical Spells

Level 6

1. NAME: Moon Ray

COST: 6 SP + 4 Gems

TYPE: Combat, Outdoors

TARGET: All characters and monsters

DESCRIPTION: Bathes all combatants in a beneficent ray that bestows 3-30 Hit Points on each character and removes 3-30 Hit Points from each monster

2. NAME: Raise Dead

COST: 6 SP + 4 Gems

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Brings the character back to life, removing the dead condition. Spell carries a moderate chance of failure and a remote chance of eradicating the character.

3. NAME: Rejuvenate

COST: 6 SP + 4 Gems

TYPE: Non-combat

TARGET: 1 character

DESCRIPTION: A fountain of youth that trims 1-10 years off a character's age, restoring his/her abilities to the younger level. Spell carries some risk of producing the opposite effect.

4. NAME: Stone to Flesh

COST: 6 SP + 4 Gems

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Re-animates a character who has been turned to stone, removing the stoned condition.

5. NAME: Town Portal

COST: 6 SP + 4 Gems

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Opens a temporary portal to any town and moves the Party through the portal to that town.

Might and Magic I Clerical Spells

Level 7

1. NAME: Divine Intervention

COST: 7 SP + 10 Gems

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Intercedes with supernatural forces to restore all characters' Hit Points and remove all undesirable conditions, except eradicated.

2. NAME: Holy Word

COST: 7 SP + 5 Gems

TYPE: Combat

TARGET: All undead monsters

DESCRIPTION: Utters a single word of devastating power that totally destroys all undead monsters.

3. NAME: Protection From Elements

COST: 7 SP + 5 Gems

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Increases all characters' resistance to fear, cold, fire, poison, acid and electricity. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.

4. NAME: Resurrection

COST: 7 SP + 5 Gems

TYPE: Non-combat

TARGET: 1 character

DESCRIPTION: Removes the eradicated condition from the character, adding 10 years to his/her age and subtracting 1 endurance point from his/her vital statistics. There is a chance that the spell will fail.

5. NAME: Sun Ray

COST: 7 SP + 5 Gems

TYPE: Combat, Outdoors

TARGET: 1 monster

DESCRIPTION: Sears the monster with a focused ray of deadly light, inflicting 50-100 damage points.

Might and Magic I Mage Spells

Level I

1. NAME: **Awaken**

COST: 1 SP

TYPE: Combat

TARGET: All sleeping Party members
DESCRIPTION: Awakens all sleeping members of the Party, instantaneously canceling the sleep condition. May be critical if Party is attacked during rest.

2. NAME: **Detect Magic**

COST: 1 SP

TYPE: Non-combat

TARGET: Spell caster

DESCRIPTION: Reveals any magical items in caster's back pack, and notes the number of magical charges remaining in any item which must be charged for use. Also detects any magic surrounding or inside a chest, sack, box, etc.

3. NAME: **Energy Blast**

COST: 1 SP per experience level of caster
+1 Gem

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Zaps the monster with a blast of pure energy, inflicting 1-4 damage points per experience level of caster.

4. NAME: **Flame Arrow**

COST: 1 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Sends a burning shaft into the monster, inflicting 1-6 points of fire damage, unless monster is immune to fire.

5. NAME: **Leather Skin**

COST: 1 SP

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Toughens all characters' skin, so that attacks from monsters bounce off rather than hitting.

6. NAME: **Light**

COST: 1 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Gives the Party 1 light factor, sufficient to light a single darkened square. Multiple light spells can be cast, to accumulate light factors.

7. NAME: **Location**

COST: 1 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Gives precise information on party's location. May be critical when Party is lost or magically transported. In general, this spell is the key to successful mapping.

8. NAME: **Sleep**

COST: 1 SP

TYPE: Combat

TARGET: Up to 5 monsters

DESCRIPTION: Casts monsters into a deep sleep, preventing them from attacking. Effective until monster is damaged or overcomes the spell.

Might and Magic I Mage Spells

Level 2

1. NAME: **Electric Arrow**

COST: 2 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Electrocutes a monster, inflicting 2-12 damage points, unless monster is immune to electrical attack.

2. NAME: **Hypnotize**

COST: 2 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Uses the power of suggestion to prevent a monster from attacking. Effective until monster is attacked or overcomes the spell.

3. NAME: **Identify Monster**

COST: 2 SP + 1 Gem

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Informs caster of the nature of any one monster during combat.

4. NAME: **Jump**

COST: 2 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Gives all characters super strength, enabling them to jump 2 squares forward, providing there are no magical obstructions (force fields, etc.) in the way.

5. NAME: **Levitate**

COST: 2 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Raises all characters above ground level, protecting them from various dangers for 1 day.

6. NAME: **Power**

COST: 2 SP

TYPE: Combat

TARGET: 1 character

DESCRIPTION: Boosts that character's Might by 1-4 points for the duration of combat. Increases the potency of character's attacks on monsters.

7. NAME: **Quickness**

COST: 2 SP

TYPE: Combat

TARGET: 1 character

DESCRIPTION: Boosts character's Speed by 1-4 points for the duration of combat, moving him/her further forward in order of combat.

8. NAME: **Scare**

COST: 2 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Strikes fear into the monster's heart, decreasing its probability of hitting a character during combat.

Might and Magic I Mage Spells

Level 3

1. NAME: **Fire Ball**

COST: 1 SP per experience level of caster + 1 Gem

TYPE: Combat

TARGET: 1-5 monsters not in hand-to-hand combat

DESCRIPTION: Rolls a deadly ball of fire into the monsters' midst, inflicting 1-6 damage points per level of experience on each monster.

2. NAME: **Fly**

COST: 3 SP

TYPE: Non-combat, Outdoors

TARGET: Entire Party

DESCRIPTION: Grants magical flight to all characters, allowing the Party as a whole to move to any other outdoor area. The Party will land in the safest square in that area.

3. NAME: **Invisibility**

COST: 3 SP + 1 Gem

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Drops a cloak of invisibility over all characters, greatly decreasing the monsters' chances of hitting them.

4. NAME: **Lightning Bolt**

COST: 1 SP per experience level of caster + 1 Gem

TYPE: Combat

TARGET: 1-3 monsters

DESCRIPTION: Blasts the monsters with a gigantic lightning bolt that inflicts 1-6 damage points per level of experience on each monster.

5. NAME: **Make Room**

COST: 3 SP

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Expands a narrow corridor or area during combat, allowing the first 5 characters in the Party to engage in hand-to-hand combat.

6. NAME: **Slow**

COST: 3 SP

TYPE: Combat

TARGET: All monsters

DESCRIPTION: Places an invisible force field around all monsters' feet, slowing them down to 1/2 their original speed and putting them farther back in order of combat.

7. NAME: **Weaken**

COST: 3 SP + 1 Gem

TYPE: Combat

TARGET: All monsters

DESCRIPTION: Drains power from all monsters, reducing each monster's Hit Points by 2 and Armor Class by 1.

8. NAME: **Web**

COST: 3 SP

TYPE: Combat

TARGET: 1-5 monsters not in hand-to-hand combat

DESCRIPTION: Wraps 1-5 monsters in a supernatural web, preventing them from fighting for the duration of combat or until they escape.

Might and Magic I Mage Spells

Level 4

1. NAME: **Acid Arrow**

COST: 4 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Attacks with corrosive acid that inflicts 3-30 damage points, unless the monster is immune to acid.

2. NAME: **Cold Beam**

COST: 4 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Attacks with a beam of intense cold that penetrates to the monster's heart and inflicts 4-40 damage points, unless the monster is immune to cold.

3. NAME: **Feeble Mind**

COST: 4 SP + 2 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Erases the monsters' brain, removing all its abilities for the duration of combat or until the monster overcomes the spell.

4. NAME: **Freeze**

COST: 4 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Immobilizes the monster, preventing it from attacking for the duration of combat. Monster's chance of overcoming this spell is very small.

5. NAME: **Guard Dog**

COST: 4 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Places a supernatural guard over Party, preventing surprise attacks for 1 day.

6. NAME: **Psychic Protection**

COST: 4 SP + 2 Gems

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Grants all characters immunity from mind influencing spells for 1 day.

7. NAME: **Shield**

COST: 4 SP + 2 Gems

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Creates an invisible shield which surrounds the Party and protects all characters from most missile weapons for the duration of combat.

8. NAME: **Time Distortion**

COST: 4 SP + 2 Gems

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Creates a warp in time that enables the Party to retreat safely from most battles.

Might and Magic I Mage Spells

Level 5

1. NAME: Acid Rain

COST: 5 SP

TYPE: Combat, Outdoor

TARGET: All monsters not in hand-to-hand combat

DESCRIPTION: Unleashes a torrent of acid rain that inflicts 5-50 damage points on each monster, unless immune to acid.

2. NAME: Dispell Magic

COST: 5 SP

TYPE: Anytime

TARGET: All characters and monsters

DESCRIPTION: Cancels all magic spells currently active, both for characters and monsters.

3. NAME: Finger of Death

COST: 5 SP + 3 Gems

TYPE: Combat

TARGET: 1 monster not undead

DESCRIPTION: Channels the ancient power of all dead sorcerers through the caster, resulting in death to the monster at whom the caster points a finger.

4. NAME: Shelter

COST: 5 SP + 3 Gems

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Provides 1 day's rest free of the danger of encounter.

5. NAME: Teleport

COST: 5 SP + 3 Gems

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Instantly moves the Party from its present position, up to 9 squares in any direction.

Might and Magic I Mage Spells

Level 6

1. NAME: **Dancing Sword**

COST: 6 SP + 4 Gems

TYPE: Combat

TARGET: All monsters

DESCRIPTION: A magical sword that moves with lightning speed, inflicting 1-30 damage points on each monster.

2. NAME: **Disintegration**

COST: 6 SP + 4 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Reduces the monster to a pile of dust, utterly destroying it.

3. NAME: **Etherealize**

COST: 6 SP + 4 Gems

TYPE: Non-Combat

TARGET: Entire Party

DESCRIPTION: Alters all characters' molecular structure long enough to allow them to move 1 square forward through any special barrier (force field, etc.).

4. NAME: **Protection From Magic**

COST: 6 SP + 4 Gems

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Increases all characters' resistance to magic. Amount of the increase depends on experience level of caster. Spell lasts 1 day.

5. NAME: **Recharge Item**

COST: 6 SP + 4 Gems

TYPE: Non-combat

TARGET: Spell caster

DESCRIPTION: Restores 1-4 charges to any item in caster's back pack that still has 1 magical charge remaining. Some risk that the spell will fail and destroy the item.

Level 7

1. NAME: **Astral Spell**

COST: 7 SP + 5 Gems

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Transports all characters to the astral plane. This highly dangerous and unpredictable area is otherwise impossible to reach.

2. NAME: **Duplication**

COST: 7 SP + 100 Gems

TYPE: Non-combat

TARGET: Spell caster

DESCRIPTION: Allows the caster to exactly duplicate any 1 item in his/her back pack, provided that there is room in the caster's pack for the new item. Small chance that the spell will fail and destroy the original item.

3. NAME: **Meteor Shower**

COST: 7 SP + 5 Gems

TYPE: Combat, Outdoors

TARGET: All monsters

DESCRIPTION: Buries all monsters under a hail of meteors, inflicting 1-120 damage points on each monster.

4. NAME: **Power Shield**

COST: 7 SP + 5 Gems

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Reduces the damage inflicted on all characters by any attack by 1/2. Lasts for the duration of combat.

5. NAME: **Prismatic Light**

COST: 7 SP + 5 Gems

TYPE: Combat

TARGET: All monsters

DESCRIPTION: A powerful but erratic spell that has completely unpredictable effects on all monsters.

Might and Magic II Cleric Spells

Level 1

1. NAME: **Apparition**

COST: 1 SP

TYPE: Combat

TARGET: 10 monsters

DESCRIPTION: Creates a frightening apparition in the monster's memory causing them to be afraid and reducing their chance to hit.

2. NAME: **Awaken**

COST: 1 SP

TYPE: Anytime

TARGET: All sleeping Party members

DESCRIPTION: Awakens all sleeping members of the Party, instantaneously canceling the sleep condition. May be critical if Party is attacked during rest.

3. NAME: **Bless**

COST: 1 SP

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Increases the accuracy with which all characters fight, for the duration of combat.

4. NAME: **First Aid**

COST: 1 SP

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Heals minor battle wounds, restoring 8 Hit Points to that character.

5. NAME: **Light**

COST: 1 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Gives the Party 1 light factor, which is sufficient to light up 1 dark area. Multiple light spells can be cast to accumulate multiple light factors.

6. NAME: **Power Cure**

COST: 1/L+ 1 Gem

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Restores character's health and 1-10 Hit Points per experience level of caster.

7. NAME: **Turn Undead**

COST: 1 SP

TYPE: Combat

TARGET: All undead monsters

DESCRIPTION: Destroys some or all undead monsters, depending on caster's experience level and monster's power level.

Might and Magic II Cleric Spells

Level 2

1. NAME: Cure Wounds

COST: 2 SP

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Cures more serious wounds, restoring 15 Hit Points to the character.

2. NAME: Heroism

COST: 2 SP + 1 Gem

TYPE: Combat

TARGET: 1 character

DESCRIPTION: Temporarily elevates a character 6 levels of experience. Spell lasts for the duration of combat.

3. NAME: Nature's Gate

COST: 2 SP

TYPE: Non-combat, Outside

TARGET: Entire Party

DESCRIPTION: Using the forces of nature, opens a portal between two locations in the land of Cron. These locations vary with time (days/years).

4. NAME: Pain

COST: 2 SP

TYPE: Combat

TARGET: 1 monster, not undead

DESCRIPTION: Cripples monster with pain, inflicting 2-16 damage points, unless the monster is immune to pain.

5. NAME: Protection From Elements

COST: 2 SP + 1 Gem

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Increases all character's resistance to fear, cold, fire, poison, acid and electricity. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.

6. NAME: Silence

COST: 2 SP

TYPE: Combat

TARGET: 4 monsters +1 per level

DESCRIPTION: Prevents the monsters from casting spells for the duration of combat, or until they overcome the spell.

7. NAME: Weaken

COST: 2 SP + 1 Gem

TYPE: Combat

TARGET: 10 monsters

DESCRIPTION: Weakens all monsters affected, reducing their physical damage by half until the spell is overcome.

Might and Magic II Cleric Spells

Level 3

1. NAME: Cold Ray

COST: 3 SP + 2 Gems

TYPE: Combat, not in hand to hand

TARGET: 5 monsters

DESCRIPTION: Attacks with a ray of intensive cold that penetrates to the monsters heart and inflicts 25 points of damage to each monster affected.

2. NAME: Create Food

COST: 3 SP + 2 Gems

TYPE: Non-combat

TARGET: Spell caster

DESCRIPTION: Adds 8 food units to caster's food supply. Caster may then distribute food among other Party members, if he/she desires.

3. NAME: Cure Poison

COST: 3 SP

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Flushes poison out of a character's system, instantaneously removing the poisoned condition.

4. NAME: Immobilize

COST: 3 SP

TYPE: Combat

TARGET: 5 monsters

DESCRIPTION: Immobilizes any monster affected.

5. NAME: Lasting Light

COST: 3 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Bestows 20 light factors on the Party, for use in dispelling darkness.

6. NAME: Walk on Water

COST: 3 SP + 2 Gems

TYPE: Non-combat, Outdoor

TARGET: Entire Party

DESCRIPTION: Creates a floating sand dune upon which the Party may walk.
Lasts 1 day.

Level 4

1. NAME: Acid Spray

COST: 4 SP + 3 Gems

TYPE: Combat, not in hand to hand

TARGET: 3 monsters

DESCRIPTION: Sprays a corrosive stream of acid inflicting 6-60 points of damage, unless immune to acid.

2. NAME: Air Transmutation

COST: 4 SP + 3 Gems

TYPE: Non-combat, Outdoor

TARGET: Entire Party

DESCRIPTION: Transforms the Party into air, allowing the exploration of the elemental plane of air.

3. NAME: Cure Disease

COST: 4 SP

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Restores full health to sick character, instantaneously removing the diseased condition.

4. NAME: Restore Alignment

COST: 4 SP + 3 Gems

TYPE: Non-combat

TARGET: 1 character

DESCRIPTION: Restores a character's original alignment, after actions and responses have caused it to shift.

5. NAME: Surface

COST: 4 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Instantly transports all Party members from an underground location to ground surface.

6. NAME: Holy Bonus

COST: 4 SP + 3 Gems

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: The mystic forces of the Cleric's deity increase the damage done by Party members by 1 point per 2 levels of the caster.

Level 5

1. NAME: Air Encasement

COST: 5 SP + 5 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Encases the target in a field of air, inflicting 10 points of damage per combat round and separating it from the battle until the spell is overcome or the monster is attacked.

2. NAME: Deadly Swarm

COST: 5 SP + 5 Gems

TYPE: Combat

TARGET: 10 monsters

DESCRIPTION: Sends a swarm of killer insects against the monsters, inflicting 4-40 damage points against each monster.

3. NAME: Frenzy

COST: 5 SP + 5 Gems

TYPE: Combat

TARGET: 1 character, once per character
DESCRIPTION: Sends one Party member into a frenzy, allowing him/her to attack all the monsters on the screen. Drained from the experience, the character loses 1 point of endurance and is then rendered unconscious.

4. NAME: Paralyze

COST: 5 SP + 5 Gems

TYPE: Combat

TARGET: 10 monsters

DESCRIPTION: Attempts to immobilize all monsters and prevent them from fighting. May be partially or completely effective on some or all monsters.

5. NAME: Remove Condition

COST: 5 SP + 5 Gems

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Releases character from all undesirable conditions except dead, stoned or eradicated.

Might and Magic II Cleric Spells

Level 6

1. NAME: Earth Transmutation

COST: 6 SP + 6 Gems

TYPE: Non-combat, outdoor

TARGET: Entire Party

DESCRIPTION: Transforms the Party into earth, allowing the exploration of the elemental plane of earth.

2. NAME: Rejuvenate

COST: 6 SP + 6 Gems

TYPE: Non-combat

TARGET: 1 character

DESCRIPTION: A spell of youth that trims 1-10 years off a character's age restoring his/her abilities to the younger level. Spell carries some risk of producing the opposite effect.

3. NAME: Stone to Flesh

COST: 6 SP + 6 Gems

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Re-animates a character who has been turned to stone, removing the stoned condition.

4. NAME: Water Encasement

COST: 6 SP + 6 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Encases the target in a field of water, inflicting 20 points of damage per combat round and separating it from the battle until the spell is overcome or the monster is attacked.

5. NAME: Water Transmutation

COST: 6 SP + 6 Gems

TYPE: Non-combat, outdoor

TARGET: Entire Party

DESCRIPTION: Transforms the Party into water, allowing the exploration of the elemental plane of water.

Might and Magic II Cleric Spells

Level 7

1. NAME: **Earth Encasement**

COST: 7 SP + 7 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Encases the target in a field of earth, inflicting 40 points of damage per combat round and separating it from the battle until the spell is overcome or the monster is attacked.

2. NAME: **Fiery Flail**

COST: 7 SP + 7 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Creates a huge flail of fire, striking a single opponent, inflicting 100-400 points of damage.

3. NAME: **Moon Ray**

COST: 7 SP + 7 Gems

TYPE: Combat, outdoors

TARGET: 10 monsters

DESCRIPTION: Bathes all combatants in a beneficent ray that bestows 10-100 Hit Points on each character and removes 10-100 Hit Points from each monster.

4. NAME: **Raise Dead**

COST: 7 SP + 7 Gems

TYPE: Anytime

TARGET: 1 character

DESCRIPTION: Brings the character back to life, removing the dead condition. Spell carries a moderate chance of failure and a remote chance of eradicating the character. (Note: Spell-caster and recipient age by 1 year.)

Might and Magic II Cleric Spells

Level 8

1. NAME: Fire Encasement

COST: 8 SP + 8 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Encases the target in a field of fire, inflicting 80 points of damage per combat round and separating it from the battle until the spell is overcome or the monster is attacked.

2. NAME: Fire Transmutation

COST: 8 SP + 8 Gems

TYPE: Non-combat, outdoors

TARGET: Entire Party

DESCRIPTION: Transforms the Party into fire, allowing the exploration of the elemental plane of fire.

3. NAME: Mass Distortion

COST: 8 SP + 8 Gems

TYPE: Combat

TARGET: 2 monsters

DESCRIPTION: Increases the weight of monsters causing them to be crushed by gravity and subsequently lose half their hit points.

4. NAME: Town Portal

COST: 8 SP + 8 Gems

TYPE: Noncombat

TARGET: Entire Party

DESCRIPTION: Opens a temporary portal to any town and moves the Party through the portal to that town.

Might and Magic II Cleric Spells

Level 9

1. NAME: Divine Intervention

COST: 10 SP + 20 Gems

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Intercedes with supernatural forces to restore all characters' Hit Points and remove all undesirable conditions, except eradicated. (Note: Spell-caster ages 5 years every time this spell is cast.)

2. NAME: Holy Word

COST: 10 SP + 10 Gems

TYPE: Combat

TARGET: All

DESCRIPTION: Utters a single word of devastating power that destroys all undead monsters. (Note: Ages caster 1 year.)

3. NAME: Resurrection

COST: 10 SP + 10 Gems

TYPE: Non-combat

TARGET: 1 character

DESCRIPTION: Removes the eradicated condition from the character, adding 5 years to his/her age and subtracting 1 endurance point from his/her vital statistics. There is a chance that the spell will fail. (Note: Ages caster 1 year.)

4. NAME: Uncurse Item

COST: 10 SP + 50 Gems

TYPE: Non-combat

TARGET: Spell caster

DESCRIPTION: Attempts to remove the curse from an item in caster's backpack.

Level 1

1. NAME: **Awaken**

COST: 1 SP

TYPE: Anytime

TARGET: All sleeping Party members

DESCRIPTION: Awakens all sleeping members of the Party, instantaneously canceling the sleep condition. May be critical if Party is attacked during rest.

2. NAME: **Detect Magic**

COST: 1 SP

TYPE: Non-combat

TARGET: Items in spell casters backpack

DESCRIPTION: Reveals any magical items in caster's backpack, and notes the number of magical charges remaining in any item which must be charged for use. Also detects any magic surrounding or inside a chest.

3. NAME: **Energy Blast**

COST: 1 /L+1 Gem

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Zaps the monster with a blast of pure energy, inflicting 1-6 damage points per experience level of caster.

4. NAME: **Flame Arrow**

COST: 1 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Sends a burning shaft into the monster, inflicting 2-8 points of fire damage, unless monster is immune to fire.

5. NAME: **Light**

COST: 1 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Gives the Party 1 light factor, sufficient to light a single darkened square. Multiple light spells can be cast to accumulate light factors.

6. NAME: **Location**

COST: 1 SP

TYPE: Noncombat

TARGET: Entire Party

DESCRIPTION: Gives precise information on party's location. Shows a map of the current 16x16 area that the Party has mapped and shows your present location on that map. May be critical when Party is lost or magically transported. In general, this spell is the key to successful mapping.

7. NAME: **Sleep**

COST: 1 SP

TYPE: Combat

TARGET: 4 monsters +1 monster/L of caster

DESCRIPTION: Sends monsters into a deep sleep, preventing them from attacking. Effective until monster is damaged or overcomes the spell.

Might and Magic II MageSpells

Level 2

1. NAME: Eagle Eye

COST: 2 /L

TYPE: Non-combat, outdoor

TARGET: Caster

DESCRIPTION: An eagle eye view of the outdoor terrain appears on the screen, providing a 5x5 overhead view of the area and your party's location.

2. NAME: Electric Arrow

COST: 2 SP

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Electrocutes a monster, inflicting 4-16 damage points, unless monster is immune to electrical attack.

3. NAME: Identify Monster

COST: 2 SP + 1 Gem

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Informs caster of the current condition of any one monster during combat.

4. NAME: Jump

COST: 2 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Moves the Party 2 squares forward, providing there are no magical obstructions (force fields, etc.) in the way.

5. NAME: Levitate

COST: 2 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Raises all characters above ground level, protecting them from various dangers for 1 day.

6. NAME: Lloyd's Beacon

COST: 2 SP + 1 Gem

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Leaves a beacon at your current location so that you may instantaneously return to that location the next time you cast this spell.

7. NAME: Protection from Magic

COST: 1/L+1 Gem

TYPE: Anytime

TARGET: Entire Party

DESCRIPTION: Increases all characters' resistance to magic. Amount of the increase depends on experience level of caster. Spell lasts 1 day.

Level 3

1. NAME: Acid Stream

COST: 1/L+2 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Sprays a burning stream of acid inflicting 2-8 points of damage per level of caster, unless immune to acid.

2. NAME: Fly

COST: 3 SP

TYPE: Non-combat, Outdoors

TARGET: Entire Party

DESCRIPTION: Grants magical flight to all characters, allowing the Party as a whole to move to any other outdoor area. The Party will land in the safest square in that area.

3. NAME: Invisibility

COST: 3 SP

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Drops a cloak of invisibility over all characters, greatly decreasing the monsters' chances of hitting them.

4. NAME: Lightning Bolt

COST: 1/L+2 Gems

TYPE: Combat

TARGET: 4 monsters

DESCRIPTION: Blasts the monsters with a gigantic lightning bolt that inflicts 1-6 damage points per level of caster.

5. NAME: Web

COST: 3 SP + 2 Gems

TYPE: Combat, not in hand to hand

TARGET: 4 monsters +1 monster/L of caster

DESCRIPTION: Wraps monsters in a supernatural web, preventing them from fighting for the duration of combat or until they escape.

6. NAME: Wizard Eye

COST: 3/L+2 Gems

TYPE: Non-combat, indoors

TARGET: Caster

DESCRIPTION: Uses the magical eye of a powerful wizard to show a 5x5 overhead view of your party's location in any indoor maze.

Might and Magic II MageSpells

Level 4

1. NAME: Cold Beam

COST: 1/L+3 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Attacks with a beam of intense cold that penetrates to the monster's heart and inflicts 6 points of damage per level of caster, unless the monster is immune to cold.

2. NAME: Feeble Mind

COST: 4 SP + 3 Gems

TYPE: Combat

TARGET: 5 monsters

DESCRIPTION: Erases the monsters brain, removing all its abilities for the duration of combat or until the monster overcomes the spell.

3. NAME: Fire Ball

COST: 1/L+3 Gems

TYPE: Combat, not in hand to hand

TARGET: 6 monsters

DESCRIPTION: Rolls a deadly ball of fire into the monsters midst, inflicting 1-6 damage points per level of caster.

4. NAME: Guard Dog

COST: 4 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Places a supernatural guard over the Party, preventing surprise attacks for 1 day.

5. NAME: Shield

COST: 4 SP

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Creates an invisible shield which surrounds the Party and protects all characters from most missile weapons for the duration of combat.

6. NAME: Time Distortion

COST: 4 SP + 3 Gems

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Creates a warp in time that enables the Party to retreat safely from most battles.

Level 5

1. NAME: **Disrupt**

COST: 5 SP + 5 Gems

TYPE: Combat, not in hand to hand

TARGET: 1 monster

DESCRIPTION: Creates a powerful energy field that disrupts the molecular bonds of the target, inflicting 100 points of damage.

2. NAME: **Finger of Death**

COST: 5 SP + 5 Gems

TYPE: Combat

TARGET: 3 monsters (not undead)

DESCRIPTION: Channels the ancient power of all dead Sorcerers through the caster, resulting in death to the monsters at whom the caster points a finger.

3. NAME: **Sand Storm**

COST: 2/L+5 Gems

TYPE: Combat, outdoors

TARGET: 10 monsters

DESCRIPTION: Calls upon the forces of nature to create a violent sand storm inflicting 1-8 points of damage per level of caster.

4. NAME: **Shelter**

COST: 5 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Provides 1 day's rest free of the danger of encounter.

5. NAME: **Teleport**

COST: 5 SP

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Instantly moves the Party from its present position, up to 9 squares in any direction.

Might and Magic II MageSpells

Level 6

1. NAME: **Disintegration**

COST: 6 SP + 6 Gems

TYPE: Combat

TARGET: 3 monsters

DESCRIPTION: Inflicts 50 damage points while disintegrating parts or all of the target.

2. NAME: **Entrapment**

COST: 6 SP + 6 Gems

TYPE: Combat

TARGET: All

DESCRIPTION: Surrounds the battle with a magical energy field preventing all from escaping.

3. NAME: **Fantastic Freeze**

COST: 2/L+6 Gems

TYPE: Combat, not in hand to hand

TARGET: 3 monsters

DESCRIPTION: Shoots a fantastic beam of cold at 3 monsters, crystallizing them and inflicting 10 damage points per level of caster.

4. NAME: **Recharge Item**

COST: 6 SP + 6 Gems

TYPE: Non-combat

TARGET: Spell caster

DESCRIPTION: Restores 1-6 charges to any item in caster's backpack that still has 1 magical charge remaining. Some risk that the spell will fail and destroy the item.

5. NAME: **Super Shock**

COST: 2/L+6 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Shoots an intense beam of electricity, shocking a monster with 20 damage points per level of caster.

Level 7

1. NAME: Dancing Sword

COST: 3/L+7 Gems

TYPE: Combat

TARGET: 10 monsters

DESCRIPTION: A magical sword that moves with lightning speed and inflicts 1-12 damage points per level of caster.

2. NAME: Duplication

COST: 7 SP + 100 Gems

TYPE: Non-combat

TARGET: Spell caster

DESCRIPTION: Allows the caster to exactly duplicate any 1 item in his/her backpack, provided that there is room in the caster's pack for the new item. Small chance that the spell will fail and destroy the original item.

3. NAME: Etherealize

COST: 7 SP + 7 Gems

TYPE: Non-combat

TARGET: Entire Party

DESCRIPTION: Alters all characters' molecular structure long enough to allow them to move 1 square forward through any barrier (force field, wall, mountain, etc.).

4. NAME: Prismatic Light

COST: 7 SP + 7 Gems

TYPE: Combat

TARGET: 10 monsters

DESCRIPTION: A powerful but erratic spell that has completely unpredictable effects.

Might and Magic II MageSpells

Level 8

1. NAME: **Incinerate**

COST: 3/L+8 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Engulfs a monster with the heat of a thousand fires doing 20-40 damage points per level of caster.

2. NAME: **Mega Volts**

COST: 3/L+8 Gems

TYPE: Combat

TARGET: 10 monsters

DESCRIPTION: Creates a chain of electricity connecting all opponents with the deadly voltage doing 4-16 damage points per level of caster.

3. NAME: **Meteor Shower**

COST: 8+1 per monster + 8 Gems

TYPE: Combat, Outdoors

TARGET: All (limited by spell points)

DESCRIPTION: Buries all monsters under a hail of meteors, inflicting 5-50 damage points on each monster.

4. NAME: **Power Shield**

COST: 8 SP + 8 Gems

TYPE: Combat

TARGET: Entire Party

DESCRIPTION: Reduces the damage inflicted on all characters by any attack, by 1/2. Lasts for the duration of combat.

Level 9

1. NAME: **Implosion**

COST: 10 SP + 10 Gems

TYPE: Combat

TARGET: 1 monster

DESCRIPTION: Creates a hole in space at the center of the target creature sucking it into nothingness.

2. NAME: **Inferno**

COST: 3/L + 10 Gems

TYPE: Combat

TARGET: 10 monsters

DESCRIPTION: Unleashes the heat of the sun on all monsters shown, doing 1-20 points damage per level of caster.

3. NAME: **Star Burst**

COST: 10+1 per monster + 20 Gems

TYPE: Combat outdoor

TARGET: All (limited by spell points)

DESCRIPTION: Showers all monsters with pieces of an exploding star doing 20-200 points of damage.

4. NAME: **Enchant Item**

COST: 50 per plus of item + 50 Gems

TYPE: Non-combat

TARGET: Spell caster

DESCRIPTION: Attempts to raise the magic ability of an item by increasing its '+' by 1.

Prologue to the History of Cron

An account of Corak the Mysterious' unsettling disappearance as told by his apprentice, Gwyndon the Young:

Corak has always held many dire secrets, but recently he had shown signs of being outwardly distressed. This troubled me greatly as what could disturb one so powerful and composed as Corak the Mysterious? Was he not only High Priest as well as being regarded by all as a most accomplished warrior and being the most powerful Archmage other than King Kalohn the Vanquished? He was all that the knowledgeable strive to be and what the ignorant claim to be.

Corak used to tell me stories of different, wondrous worlds with hideous monsters and mighty warriors. He once even mentioned that he came from another world. I thought his stories mere fables or myths meant to entertain me. Little did I know that he spoke the truth and that a problem would arise from this truth that would drive him mad.

One day while I was working on translations of a sorcerous scroll, Corak burst into the library with a harried look on his brow. He told me of an alien criminal from another reality who had escaped into our beloved Cron! Corak then promptly forgot that I was present and proceeded to curse and mumble profusely as he searched through the books for some lost text which contained a gleaming of information which might help him expel the dangerous alien. Being insatiably curious, I attempted to eavesdrop on the conversation he was having with himself. He spoke of Cron being out of alignment with other worlds, of a highly destructive alien being named Sheltem, and of an anointed champion who could realign Cron before a horrific wave of fiery destruction would sweep across and destroy the land.

After his foray in the library, Corak acted quite strangely during the next few days. He would lock himself up in his private study for hours at a time. frightful noises emanated from behind the locked door and then, suddenly, they would stop. He would emerge changed each time in some subtle fashion. He would enter the study after devouring almost an entire banquet by himself and exit with an appetite as if he had not eaten in days. Other times he would be wan and pale from long hours of intensive research done in the library. He would then go to the study and exit in a few hours with a tan as if he had just returned from Murray's Resort Isle, basking in the sun there for a week.

This weird behavior continued for almost a fortnight. One day, he left his study after an unusually long session and immediately started screaming about the end of the world and how he could not stop it. Amazingly, he was covered in snow and yet it was mid-summer! He then looked about in desperation and withdrew a strange, four-taloned claw which I had never even seen before. Corak then uttered a spell which caused a blinding glow of sheer power to envelope his body. He was terrible to behold, bathed in an eerie shower of what must of been pure ethereal energy, just standing there, exalting in his newfound might.

Seconds later a clap of thunder shook the building and Corak was gone. I believe that he transported himself away in order to try to stop the mystifying doom which lay upon Cron. Unfortunately, I have my doubts. Maybe the spell of power was too much for Corak the Mysterious and he brought about his own destruction. I do not know anything for sure. After all, I am now only an apprentice without a master to tell me if I am right or wrong.

A week later, Lord Pinehurst visited and went into Corak's study. The strange eerie noises started again and Lord Pinehurst was gone. I entered the study and noticed that one of Corak's machines was missing. Next day I received a sealed letter delivered by special courier from Lord Pinehurst. He wrote that he was fine, not to worry and that I

should travel to Castle Pinehurst to continue my studies. I go now and hope that this growing chaos in my life will soon end.

History of Cron

This being a synopsis of the histories of Cron as gathered by Corak the Mysterious and found in his study in the Luxus Palace Royale by Gwyndon the Young:

I, Corak, called the Mysterious, have gathered these histories of the world aptly called Cron through personal experiences gained by the use of a magical artifact which allows travel through the very fabric of time itself.

At first, there was only void. Yet, in the nothing something arose. An ethereal substance capable of supporting life came into existence. From the time of this forming shall I, as do all in Cron, reckon time. The shaping of this etherealness took well-nigh one century to occur and develop into recognizable form.

Next, water in vast amounts came from disorder and remained to mix with the ether. Strange beings arose out of this chaotic union. Elemental lords of great power warred for control of the waters. The greatest of these was Acwalandar, mightiest and most majestic of all the Water Kings. Preternatural fierceness combined with uncanny intelligence allowed him to hold dominion over all of the other elementals. He reigned supreme for three score and a generation of years, then turmoil erupted.

Potent creatures from an unknown, mystical land charged into Cron with conquest of the brutal Water Lords as their goal. A battle which would last centuries began. Acwalandar and his minions were taken by surprise and the strange beings gained a foothold which they would not release. Puzzlement and fear of the unknown swept through the ranks of the normally stolid water elementals. Who were these warriors who suddenly came from nowhere? They were Spirits of the Air come from afar to expand their empire. Their lord was terrible indeed, a creature of tumultuous air named Shalwend who could call upon tremendous legions of vicious air elementals to blow back the shocked Water Lords. Air fought with Water for over a century, until reaching a level of equilibrium which neither side could change.

Seeking to upset the deadlock and gain the momentum in the war against the air elementals, Acwalandar charged his servitors to create an ultimate weapon. He received much more than he wanted. His vassals summoned forth incredibly powerful creatures of destruction that would remain under the Water Lords total dominance. Fire elementals were issued forth. These hateful monsters sole purpose in life was to destroy, and at destruction their like will never be approached. They sucked the life out of the Air Spirits without mercy, forcing them to endure a slow, consuming burn until there was nothing left. However, the Fire Lords were few in number and could not totally destroy the Masters of the Wind.

The leader of the burning horde, Pyrannaste, Master of Flame, disliked the iron-fisted rule of Acwalandar and the Water Lords. Any hesitation of a fire elemental in carrying out an order issued by a Water Lord would result in extinguishment. Pyrannaste waited, for he was patient, and even though he and his vassals chafed under the rule of the water elementals they hated Shalwend and the air elementals even more.

Eighty years of servitude and war passed for the Fire Lords until Pyrannaste deemed the time proper for rebellion against Acwalandar. Wanting only to escape servitude while still being able to crush the ranks of the despised Shalwend, the Master of Flame attempted to break away peacefully from the air elementals. At first they succeeded, but resentment and overconfidence built up in the Legions of Water. Are not the fire

elementals our servants, brought forth by us to serve our needs? Can we not crush them as we crushed the Masters of the Winds? This the armies of Acwalandar thought, forgetting that the might of the air horde must be fought once again without aid. Also forgetting that in order to extinguish a fire elemental, a Water Lord loses much of himself in the struggle that ensues.

Shrewd Acwalandar realized that the Water Lords could not hope to end victorious in a war against both the air and the fire elementals. However, his counsel fell upon deaf ears. What good is the voice of reason to an angry mob? For fifty years Water fought Air and Fire, Fire fought Water and Air, and Air fought Fire and Water. Battles were bloodthirsty and allies were nonexistent. Cron had transformed into a chaotic battlefield with no one group able to assert itself over the others.

And then came disaster. From places vaguely rumored to exist came the most fearsome creatures yet. Emperors of Earth they called themselves. They were led by Gralkor the Cruel. In one fell stroke they invaded Cron and caused the petty struggles between Water, Air, and Fire to come to an utter halt. Ancient enemies were forced to unite for survival against the new, common enemy. At first, the earth elementals appeared invulnerable. Eighty years and innumerable battles later, a method was found to stop them. Acwalandar and the Water Lords would soak the earth elementals with a flood of water. Then, Pyrannaste and the Fire Lords would bake the dissipated creatures into dry silt. Finally, Shalwend and the Air Spirits would lift the silt into the sky and spread all of the particles across the world, leaving the earth elemental utterly eradicated.

Alas, the effort by the three elemental tribes was too late to stop Gralkor the Cruel and the Emperors of Earth. They had pooled together and formed a giant mass of earthen matter which floated upon water, was immune to fire, and which would not scatter as leaves upon the wind. For twenty more years the elementals attempted to overcome the earthen land mass of Gralkor the Cruel. They failed miserably and the Emperors of Earth assumed command of what would become Cron.

By the year 500, Gralkor and the earth elementals were busily constructing a fixed land area with the toil of their slaves. For almost one hundred years all of the elementals, Water, Air, Fire, and Earth, struggled to perfect the land mass. What they came up with is what we know as the physical land of Cron.

Rumor of Cron spread to other worlds somehow and an inexorable flow, of what were to the elementals, small, pitiful creatures began to populate the work of Gralkor in the seventh century. The creatures were of many different humanoid types, but they all had basic similarities and resistances which enabled them to survive in Cron. Water beaded off them, air swirled past them, fire did burn them, but only under extremes, and mighty earth they trod upon. The humanoids were able to extract properties from each of the four element's features and use it for their own benefit. but perhaps most important of all, they could weave magic. At first, there were few of these pathetic creatures, but they multiplied rapidly and spread across the land mass. The humanoids strengthened after years of toil. Ambitions grew and they attempted to make Cron their own. This aroused the attention of Gralkor the Cruel and forced him into action.

Unfortunately for the elementals, Gralkor acted too late. The humanoids had been in Cron for over seventy years and had acclimated themselves to all the difficulties the elementals could produce. They had weapons and spells which could immobilize all but the most powerful elemental lords. Gralkor did not realize this and made a most fatal error, he attacked. He marshaled his forces for the obliteration of the humanoids. The humanoids knew what to expect and lay a trap for the elemental forces.

All of the most powerful spell-casters gathered on the Isle of the Ancients and combined their efforts to create an orb of power. This orb had a mystic receptacle, a four taloned claw. There was a talon for each elemental force and alone, that talon

could control the elemental creatures it represented. The four talons could be combined to form a holder for the orb. This formed a weapon of incomparable power which could guarantee the complete submission or destruction of any and all elemental creatures. Many tests were made in order to perfect this weapon. Gross mutilations and horrible deaths were the results of most of these. In the latter part of the eighth century there was a human male weak in magic but strong in courage named Kalohn who tested the orb and survived unmolested. Many humanoids died before this because of Gralkor's attack and the testing of the orb. Kalohn resolved to end it all immediately.

He went to the tallest mountain in all of Cron alone. He then challenged the four elemental lords to do battle. Much damage to the land followed, including the transformation of the mountain into the crater we know as The Dead Zone. Kalohn, armed with the orange, glowing orb emerged victorious and banished each of the four elemental tribes to a separate corner of Cron and formed barriers to keep them imprisoned. Within each elemental zone he placed the corresponding talon of the mighty claw in the order of the elementals' appearance, water, air, fire, and earth. He kept the orb for himself.

With the elemental forces banished from direct interaction with the humanoids of Cron, civilization evolved and everyone prospered. Kalohn gained much magic power due to his battle with the elementals and his frequent use of the orb. He became King Kalohn the Conjuror and ruled wisely for thirty or more years. Peace spread throughout the land. Education began of the young and living conditions improved. Communities formed and trade developed. People were happy and content.

Then in the mid ninth century, the elementals struck back. Unable to physically enter Cron and maddened at the elementals' defeat at the hands of a single, puny human, Acwalandar studied that which defeated him, magic. He had a great aptitude for sorcery and learned quickly by studying the humanoids who ventured near his realm. He gained particular skill in forming and summoning. Using this skill, Acwalandar formed a fell creature of enormous girth and power. He filled it with life from many of his followers and endowed it with the most fearsome of weapons known to him, fire. He had created the first dragon, a creature of mindless destruction and incredible strength. This dragon was formed just outside of the water barrier and left Acwalandar with the intent to destroy Kalohn and then Cron.

King Kalohn the Conjuror sensed the dragon's creation and sought it out to vanquish it and quell the elemental lords forever. He met the dark creature in the beautiful Savannah of Plenty. Unfortunately, mighty as he was, Kalohn had only the power of the now faintly glowing orb with him and perished after a disappointingly quick battle. The dragon breathed barrels of flame and engulfed Kalohn entirely, consuming him in a bath of fiery death. Kalohn had attempted to cast a spell which would form a shield of water to protect himself, but the spell was changed as a surge of power from the orb went through Kalohn's body and caused a flood to ravage the Savannah. For all the might of the dragon, he could not fly without wings and was too heavy to swim. He died a slow death, powerless against the natural habitat of his master.

Aftereffects of the battle were numerous and disastrous. The Savannah of Plenty was destroyed and became the Quagmire of Doom, an area of great evil. However, it is rumored that the orb still exists somewhere in the Quagmire, though no one has ever found it. Dragons entered Cron through once closed corridors and wreaked havoc among the populace. Princess Lamanda, Kalohn's daughter, assumed a tentative command of the land. All of these factors led to regression and the ultimate downfall of the civilization Cron.

Now it is the tenth century and chaos reigns. Swords and sorcery have replaced law and order as the way of life. Monsters roam the lands of Cron freely and do as they please. Isolated areas hold out against barbarism, but are doomed to fall. All that remains of CRON's glorious past are old wives' tales of mighty warriors and wizards doing battle against evil hordes and of a tragic lord, King Kalohn the Vanquished.

Might and Magic I Keysets

O	Move Ahead
K	Turn Left
L	Back Up
;	Turn Right
Backspace or Delete	Cancel
Tab	Next Character
Y or N	Yes or No
B	Bash
C	Cast
P	Protect
R	Rest
S	Search
U	Unlock
Shift-Tab	Previous Character
Option-(1-6)	View Character #1 -6

Might and Magic II Keysets

For those who prefer the keyboard to the mouse, use the following (as applicable) when presented with a dialog or button:

Y, O, RETURN	Yes, OK, Affirmative Answer
N, ESCAPE	No, Negative Answer
COMMAND-PERIOD	Cancel

These keyboard shortcuts will facilitate those players who wish to use them. Keyboard equivalents other than those listed above will be indicated in the menus themselves or in their respective dialogs.

Next Character/Previous Character

While playing Might and Magic, TAB always means "Next Character", and SHIFT-TAB always means "Previous Character", whether you are viewing characters or making purchases at the local Blacksmith's shop. Pressing TAB while adventuring will advance the CURRENT CHARACTER indicator to the next character, and SHIFT-TAB will move the CURRENT CHARACTER indicator to the previous character. Clicking once on a character's name while adventuring will select that character as the CURRENT CHARACTER.

Canceling

If an action is taken that needs to be canceled, simply press the Backspace or Delete key. For instance, if "Cast" were selected, and a spell selected which cannot be cast on any of the remaining monsters the Party happens to be fighting, press backspace to give your character another chance to cast a different Spell.

Keyboard Commands

Command-Key Equivalents for Menu Items.

Attack (Combat)
Block (Combat)
Dismiss (Adventuring)
Exchange (Adventuring/Combat)
Fight (Combat)
Bash (Adventuring)
Move Forward (Adventuring)
Turn Left (Adventuring)
Move Back (Adventuring)
Turn Right (Adventuring)
Map
Protection (Combat)
Quit (Adventuring/Combat)
Rest (Adventuring) / Run (Combat)
Search (Adventuring) / Shoot (Combat)
Unlock (Adventuring) / Use (Combat)
View Character I (Adventuring/Combat)

Might and Magic I Spell Tables

Clerical Spells

Level 1	Spell Points
1 Awaken	1
2 Bless	1
3 Blind	1
4 First Aid	1
5 Light	1
6 Power Cure	1/L+1 Gem
7 Protection From Fear	1
8 Turn Undead	1

Level 2	Spell Points
1 Cure Wounds	2
2 Heroism	2+1 Gem
3 Pain	2
4 Protection From Cold	2
5 Protection From Fire	2
6 Protection From Poison	2
7 Silence	2
8 Suggestion	2

Level 3	Spell Points
1 Create Food	3+1 Gem
2 Cure Blindness	3
3 Cure Paralysis	3
4 Lasting Light	3
5 Produce Flame	3
6 Produce Frost	3
7 Remove Quest	3
8 Walk On Water	3+1 Gem

Level 4	Spell Points
1 Cure Disease	4
2 Neutralize Poison	4
3 Protection From Acid	4
4 Protection From Electricity	4
5 Restore Alignment	4+2 Gems
6 Summon Lightning	4
7 Super Heroism	4+2 Gems
8 Surface	4+2 Gems

Level 5	Spell Points
1 Deadly Swarm	5
2 Dispell Magic	5
3 Paralyze	5
4 Remove Condition	5+3 Gems
5 Restore Energy	5+3 Gems

Level 6	Spell Points
1 Moon Ray	6+4 Gems
2 Raise Dead	6+4 Gems
3 Rejuvenate	6+4 Gems
4 Stone To Flesh	6+4 Gems
5 Town Portal	6+4 Gems

Level 7	Spell Points
1 Divine Intervention	7+10 Gems
2 Holy Word	7+5 Gems
3 Protection From elements	7+5 Gems
4 Resurrection	7+5 Gems
5 Sun Ray	7+5 Gems

Sorcerer Spells

Level 1	Spell Points
1 Awaken	1
2 Detect Magic	1
3 Energy- Blast	1
4 Flame Arrow	1/L+1 Gem
5 Leather Skin	1
6 Light	1
7 Location	1
8 Sleep	1

Level 2	Spell Points
1 Electric Arrow	2
2 Hypnotize	2
3 Identify Monster	2+1 Gem
4 Jump	2
5 Levitate	2
6 Power	2
7 Quickness	2
8 Scare	2

Level 3	Spell Points
1 Fire Ball	1/L+1 Gem
2 Fly	3
3 Invisibility	3+1 Gem
4 Lightning Bolt	1/L+1 Gem
5 Make Room	3
6 Slow	3
7 Weaken	3+1 Gem
8 Web	3

Level 4	Spell Points
1 Acid Arrow	4
2 Cold Beam	4
3 Feeble Mind	4+2 Gems
4 Freeze	4
5 Guard Dog	4
6 Psychic Protection	4+2 Gems
7 Shield	4+2 Gems
8 Time Distortion	4+2 Gems

Level 5	Spell Points
1 Acid Rain	5
2 Dispell Magic	5
3 Finger of Death	5+3 Gems
4 Shelter	5+3 Gems
5 Teleport	5+3 Gems

Level 6	Spell Points
1 Dancing Sword	6+4 Gems
2 Disintegration	6+4 Gems
3 Etherealize	6+4 Gems
4 Protection From Magic	6+4 Gems
5 Recharge Item	6+4 Gems

Level 7	Spell Points
1 Astral Spell	7+5 Gems
2 Duplication	7+100 Gems
3 Meteor Shower	7+5 Gems
4 Power Shield	7+5 Gems
5 Prismatic Light	7+5 Gems

L= Per experience level of caster

Might and Magic II Spell Tables

Clerical Spells

Level 1	Spell Points
1 Apparition	1
2 Awaken	1
3 Bless	1
4 First Aid	1
5 Light	1
6 Power Cure	1/L+1 Gem
7 Turn Undead	1
Level 2	
1 Cure Wounds	2
2 Heroism	2+1 Gem
3 Nature's Gate	2
4 Pain	2
5 Protection From Elements	2+1 Gem
6 Silence	2
7 Weaken	2+1 Gem
Level 3	
1 Cold Ray	3+2 Gems
2 Heroism	3+2 Gems
3 Cure Poison	3
4 Immobilize	3
5 Lasting Light	3
6 Walk on Water	3+2 Gems
Level 4	
1 Acid Spray	4+3 Gems
2 Air Transmutation	4+3 Gems
3 Cure Disease	4
4 Restore Alignment	4+3 Gems
5 Surface	4
6 Holy Bonus	4+3 Gems
Level 5	
1 Air Encasement	5+5 Gems
2 Deadly Swarm	5+5 Gems
3 Frenzy	5+5 Gems
4 Paralyze	5+5 Gems
5 Remove Condition	5+5 Gems
Level 6	
1 Earth Transmutation	6+6 Gems
2 Rejuvenate	6+6 Gems
3 Stone To Flesh	6+6 Gems
4 Water Encasement	6+6 Gems
5 Water Transmutation	6+6 Gems
Level 7	
1 Earth Encasement	7+7 Gems
2 Fiery Flail	7+7 Gems
3 Moon Ray	7+7 Gems
4 Raise Dead	7+7 Gems
Level 8	
1 Fire Encasement	8+8 Gems
2 Fire Transmutation	8+8 Gems
3 Mass Distortion	8+8 Gems
4 Town Portal	8+8 Gems
Level 9	
1 Divine Intervention	10+20 Gems
2 Holy Word	10+10 Gems
3 Resurrection	10+10 Gems
4 Uncurse Item	10+50 Gems

Sorcerer Spells

Level 1	Spell Points
1 Awaken	1
2 Detect Magic	1
3 Energy Blast	1/L+1 Gem
4 Flame Arrow	1
5 Light	1
6 Location	1
7 Sleep	1
Level 2	
1 Eagle Eye	2/L
2 Electric Arrow	2
3 Identify Monster	2+1 Gem
4 Jump	2
5 Levitate	2
6 Lloyd's Beacon	2+1 Gem
7 Protection from Magic	1/L+1 Gem
Level 3	
1 Acid Stream	1/L+2 Gems
2 Fly	3
3 Invisibility	3
4 Lightning Bolt	1/L+2 Gems
5 Web	3+2 Gems
6 Wizard Eye	3/L+2 Gems
Level 4	
1 Cold Beam	1/L+3 Gems
2 Feeble Mind	4+3 Gems
3 Fireball	1/L+3 Gems
4 Guard	4
5 Shield	4
6 Time Distortion	4+3 Gems
Level 5	
1 Disrupt	5+5 Gems
2 Finger of Death	5+5 Gems
3 Sand Storm	2/L+5 Gems
4 Shelter	5
5 Teleport	5
Level 6	
1 Disintegration	6+6 Gems
2 Entrapment	6+6 Gems
3 Fantastic Freeze	2/L+6 Gems
4 Recharge Item	6+6 Gems
5 Super Shock	2/L+6 Gems
Level 7	
1 Dancing Sword	3/L+7 Gems
2 Duplication	7+100 Gems
3 Etherealize	7+7 Gems
4 Prismatic light	7+7 Gems
Level 8	
1 Incinerate	3/L+8 Gems
2 Mega Volts	3/L+8 Gems
3 Meteor Shower	(8+1/Mon)+8 Gems
4 Power Shield	8+8 Gems
Level 9	
1 Implosion	10+10 Gems
2 Inferno	3/L+10 Gems
3 Star Burst	(10+1/Mon)+20 Gems
4 Enchant Item	(50+)+50 Gems

L = Per experience level of caster



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