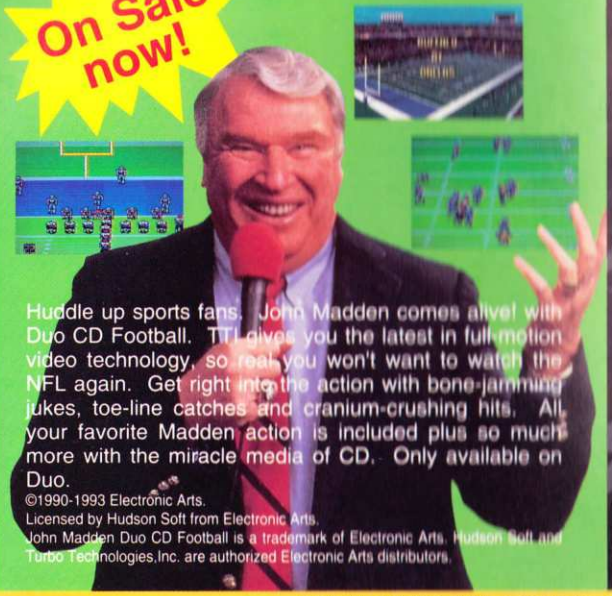
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Role playing

HE system

Might and Magic™ III

Isles of Terra

SUPER CD-ROM² SYSTEM

HUDSON GROUP HUDSON SOFT®

DUO™

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Before using your new Super CD game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your hardware, and the precautions concerning the proper use of this Super CD game. Always operate your hardware and this Super CD game according to instructions. Please keep this manual in a safe place for future reference.

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A very small percentage of the population may experience epileptic seizures when exposed to certain light patterns or flashing lights of various combinations. When exposed to these certain patterns or backgrounds on a television screen or while playing video games, individuals may experience an epileptic seizure or symptoms even in individuals who have no history of epilepsy or prior seizures. If you, your friends or anyone in your family have an epileptic condition, please consult your doctor prior to playing video games. If you experience any of the following symptoms while playing video games: altered vision, dizziness, eye or muscle twitching or other involuntary movements, disorientation, loss of awareness, mental confusion or convulsions- DISCONTINUE USE AND DO NOT RESUME PLAYING UNTIL YOU HAVE CONSULTED WITH YOUR PHYSICIAN.

We advise that you limit your actual game playing to one hour per day and take periodic breaks of 10 to 15 minutes during this period.

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1. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
2. Do not use this Super CD game with ordinary CD players. The computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
3. Never open the CD player's cover while the Super CD is spinning. This may damage both the disc and the system.
4. Never pull the Super System Card out while the TurboGrafx-16 switch is in the "ON" position, as this may damage both the SuperSystem and the CD Interface Unit.
5. Do not wipe your TurboDuo, TurboGrafx-CD player or Super CD with volatile liquids such as paint thinner or benzene.
6. Read this instruction manual carefully and keep it in a safe place for future reference.

Super CD's are made especially for use with the TurboGrafx-CD player with the Super System Card, or the TurboDuo™ . They will not operate on other systems.
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Care of your Super CD Game

1. Keep your Super CD clean!
2. Make sure the shiny, "signal reading" side of your Super CD is clean at all times.
3. If your Super CD does become dirty, wipe it clean with a soft cloth.
4. Make sure that the surface of your Super CD does not get scratched.
5. Take the Super CD carefully in and out of its case.
6. Never write on your Super CD. Writing on it may damage its surface or interfere with its operation.
7. Never bend your Super CD.
8. Do not try to make the hole in your Super CD larger!
9. Place your Super CD back in its case when you have finished playing.
10. Avoid high temperature and humidity.

Getting Started

<When you use TurboGrafx™ -CD player with Super System Card>

1. Make sure your TurboGrafx-CD Player, Game Interface, television and audio system are properly connected (refer to your TurboGrafx™ -CD Player's instruction manual).
2. Plug your TurboGrafx-CD Power Adapter into a wall outlet and slide the Game Interface power switch (the lower switch) to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3. Carefully insert the TurboGrafx *Super System Card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position).
4. Open the TurboGrafx-CD player cover by lifting the handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5. With the game-title side of your Super CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The Super CD system screen should appear.
6. Press "RUN" on your TurboPad to start the game.

<When you use TurboDuo>

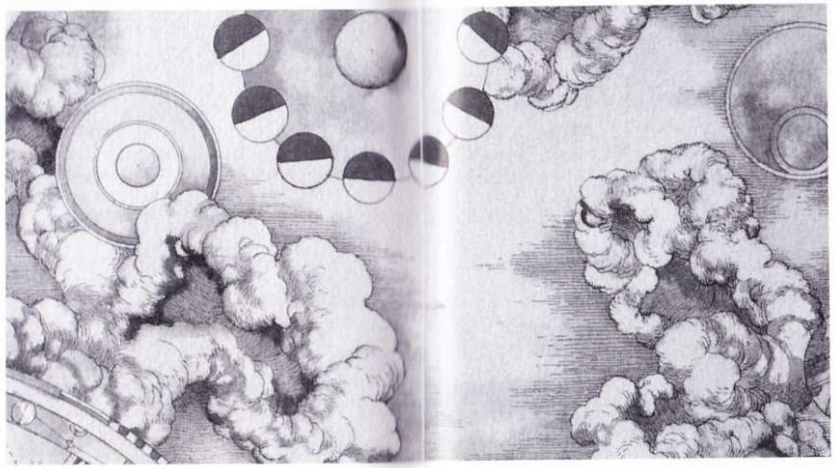
1. Make sure your TurboDuo™ , Game Interface, television and audio system are properly connected (refer to your TurboDuo™ instruction manual).
2. Plug your TurboDuo™ Power Adapter into a wall outlet and slide the power switch to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3. Open the TurboDuo™ cover by pressing the round "OPEN" button. Avoid touching the inside of the unit. Never operate your TurboDuo with the cover open.
4. With the game-title side of your Super CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover.
5. Slide the Game Interface power switch on the bottom-left of the unit to the right ("ON" position). The Super CD system screen should appear.
6. Press "RUN" on your DuoPad to start the game.

*Super System Card available through 1-800-995-9203

Chapter One: War of the Elements

No land. No air. No ocean. Nothing but the nothingness of a featureless void, everywhere and nowhere.
Eventually, emerging from the depths of the nebulous void, there came four lords. To each lord, a dominion: fire, water, air and earth. But each lord lusted for more -- to be the ultimate ruler of the void. The Four Lords of the Elements descended into a hideous conflict that unleashed a raging storm.
The tragedy was heightened by an almost perfect balance of power. For decades the fighting dragged on; it seemed destined to last forever. But then new forms of life appeared, and the struggle took an unexpected turn.

The storm caused by the conflict created solid earth, and soon this earth was populated by simple beasts. The Four Lords of the Elements paid no attention -- from their viewpoint, such creatures were meaningless. But as the struggle intensified, the swirling, howling storm nourished and enriched the earth further. Soon the earth was producing more than simple beasts. The new creatures were different: Elves, Gnomes, Dwarves, Half-orcs and Humans. Ignoring the celestial conflict, these creatures worked together to cultivate the land and make the earth a better place to live.



Chapter 2: The Five Forces

At length the Four Lords of the Elements became aware that the beings they had overlooked for so long were now impudently plundering the spoils of a war on which the lords had staked their very existence. The lords were furious. Their first thought was to raise a storm against the people, but they couldn't afford to expend too much energy -- they needed to stay strong for their fight with each other. The lords were thus limited to striking with a force that didn't tire them. Their solution was to agree to a cease-fire with each other that would last for one day. During this time they would combine forces to generate a wild hurricane that no one would be able to withstand for more than an hour. This, they felt, would be sufficient to eradicate the people once and for all.

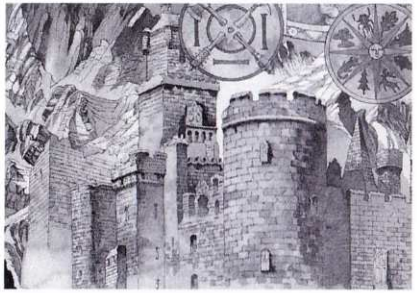
But as the Four Lords of the Elements made their plans, they were being watched by another spiritual presence beyond their realm. This presence felt compassion for those the lords intended to destroy, and released energy in the form of Five Forces to empower the people below. Cosmonium, which governs energy, transformed Elves into a Sorcerer and an Archer. Esoterica, which governs spirituality, transformed Gnomes into a Clerics and a Paladin. Gaiam, which governs the natural world, transformed Dwarves into a Druid and a Ranger. Bellium, which governs war, transformed Half-orcs into a Knight and a Barbarian. And Rarcane, which governs the realm of secrets, transformed Humans into a Robber and a Ninja. The Five Forces thus generated Ten Warriors.

Chapter 3: The Birth of the Isles of Terra

Then came the battle between the Four Lords of the Elements and the Ten Warriors created by the power of the Five Forces. The warriors fought more fiercely than expected, and this surprised and confused the lords. But the lords could not allow themselves to be defeated by such non-entities, and they battled back with fierce desperation. Eventually, however, the lords grew weary and had to retreat. With the help of the Five Forces, the Ten Warriors pursued the lords to the deepest reaches of the void.

The Five Forces placed the land upon which the battle had been fought in the middle of an ocean, then smashed the land into a group of territorial masses, the Isles of Terra. In order to protect people from roving monsters, the Ten Warriors built towns and trained new warriors using the methods they had been empowered with by the Five Forces. They also established essential facilities for adventurers: weapons stores, temples, training grounds, inns, taverns, guilds and a bank.

Chapter 4: The Isles of Terra today



The Isles of Terra consist of five continents and numerous large and small islands. There are five towns, five castles, many dungeons and caves and a number of pyramids.

The largest continent is in the west. Being covered with fields and forests, it makes a good place to live and has three towns. The continent to the east of the islands is entirely covered in swamps, while the northern continent and the Frozen Isles are permanently snowbound and bitterly cold.

The southern continent and the Isles of Illusion have vast deserts inhabited by powerful roving monsters. For this reason hardly anyone lives there, and the region is regarded as highly dangerous.

At the center of the Isles of Terra is the Isle of Fire -- an island of lava surrounded by precipitous volcanoes, a territory that defies exploration. Indeed, it is said that no one has ever set foot upon the Isle of Fire.

Might and Magic III
Isles of Terra

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Getting started

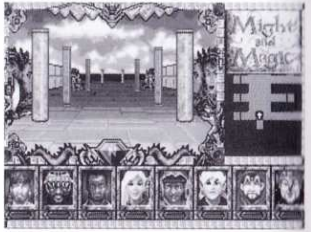
When you switch on the game there's an opening sequence. You then have the choice of starting a new game or loading a saved game. If you want to start a game from the beginning select NEW, and if you want to continue a game select LOAD. When you select NEW, the six starting characters will be displayed. Press RUN to begin the game with basic weapons, 3,000 pieces of gold, 30 gems and 90 meals. You can also create characters yourself (see p.18 for details).

Note: You won't be able to start a game if saved data from other games exists. In this case you have to delete the data or reset. If data has already been saved from Might & Magic III, you will only be able to select LOAD. If you want to play a game from the beginning, delete all saved data and then select NEW.



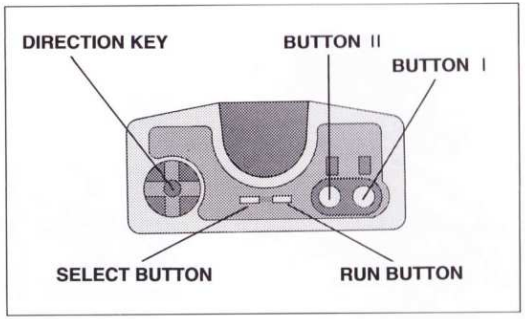
A fabulous adventure begins.


Arising from the black depths, Sheltem, Guardian of Tela.



What lies ahead of you?!!

Using the Control Pad



	Basic operation	Movement	Icons
(I)	Activate command	———	Ordinary icon display Activate icon
(II)	Cancel command	+Up: Bash* +Down: One step back +Left: One step left +Right: One step right	Return to on-the-move mode
DIRECTION KEY	Up/down: Select command Left/right: Select character	Up: One step forward Down: Look behind Left: Look left Right: Look right	Up/down: Select icon Left/right: Select character
RUN	+Select = Reset		
SELECT	Display control panel		

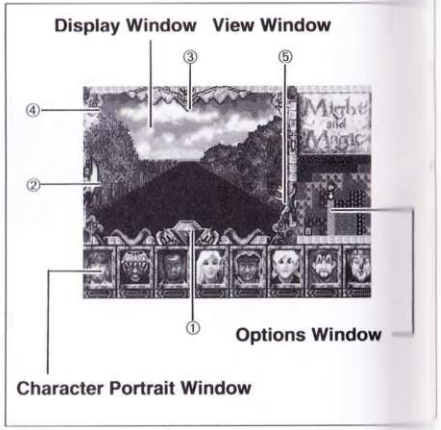
* Bash = Destroys lattice gates and secret walls

Game Screen

Display Window

Through this window you see the towns, dungeons, fields and all the other scenes of the world of Might & Magic. Around this window are five adventure assistants offering warnings of danger and other forms of help.

① **The Blue Gem**
If a member of the party possesses the Direction Sense skill, this gem will indicate the direction in which the party is facing.
② **Gargoyle**
When the Levitate spell is in effect, the gargoyle flaps its wings.
③ **Bat**
If a member of the party has the Danger Sense skill, the bat will open and close its mouth to indicate that a monster is nearby.
④ **The Four Jewels**
The four jewels turn green when the Protection From Elements spell is in effect against the four element powers.
⑤ **Gremlin**
If a member of the party has the Spot Secret Doors skill, the gremlin will wave its arm to indicate the existence of a secret wall.



Character Portrait Window

A portrait of each member of the party is displayed in the boxes of the Character Portrait Window. The bar under each portrait indicates the character's state of health. If the character's state of health changes, facial expression will also change, so it's important to keep a close eye on the color of the bar and the expression on each character's face.

Options Window

The Options Window normally displays a map of the surrounding area while the party's on the move. If you press BUTTON I while the party's on the move, you'll see the ordinary icons. Battle icons are displayed automatically during a battle.

Control Panel

While the party is on the move, pressing SELECT will bring up the Control Panel in the same position as the View Window and Options Window. Use the DIRECTION KEY to move between topics. Use BUTTON I to switch the MUSIC and SOUND on or off. You may need to press BUTTON I twice to confirm your choice. Use BUTTON I also to activate SAVE, LOAD and HELP. You will be asked about your choice. Use the DIRECTION KEY to move between the "thumbs up" icon (= yes) and the "thumbs down" icon (= no), then activate your choice with BUTTON I. You can also use BUTTON II to say no. Use BUTTON II to return to the ordinary display.

View Window

The View Window normally displays the Might & Magic logo, but during a fight it displays the name of the monster -- or the names of the monsters -- confronting you.

Music
Select whether or not you want background music.
Sound
Select whether or not you want sound effects.
Save
This saves the game in the computer's backup memory. Only one set of data can be saved.
Load
This loads a game saved in the computer's backup memory.
Help
Remember this command when you are in a desperate situation. Mr. Wizard will return the entire party to the start area, removing one level of experience. (Characters that are in Level 1 are not affected.)

In Might & Magic III, icons are used to perform every action except moving. There are four categories of icons: ordinary icons, equipment icons, battle icons and status icons.

Icons-Ordinary icons

While the party is on the move, pressing BUTTON I will bring up the nine ordinary icons in the Options Window. These icons are for basic actions and information.

(1) Reference
This displays a reference chart showing the party's Hit Points, remaining food supply and other information.

(2) Spells
Use this to select and cast spells. Bear in mind, however, that there are limits to the spells which can be cast while the party is on the move.

(3) Information
This displays the current position coordinates of the party, the date, the time, the amount of gold and gems the party has (the figure in brackets is the amount in the bank), and any protective spells currently in effect.

(4) Shoot
When you activate this, all characters equipped with bows will shoot arrows simultaneously. If you see an enemy in the distance, shooting arrows before they notice the party is a good way of getting an early advantage.

(5) Bash
This destroys lattice gates and secret walls. The same effect can be achieved by simultaneously pressing BUTTON II and "up" on the DIRECTION KEY.

(6) Rest
This icon gives the party an 8-hour rest, allowing them to recover Hit Points and Spell Points. Make sure you have enough meals for all the members of the party.

(7) Quest
This displays information about the place where the party is now, and then tells you what the party's present quest is.

(8) Equipment
If you choose this you'll see a display of the equipment icons. For more details, check in the section about equipment icons.

(9) Status
This displays the status of each character and the status icons. For more details, check in the section about status icons.

Equipment Icons

The equipment icons are displayed when you select the equipment icon displayed among the ordinary icons or the battle icons. With these icons you can equip your characters with items, exchange items between characters, use the items and get rid of them.

(1) Pass
Pass an item to another character.

(2) Equip
Equip a character with an item or take it from them.

(3) Discard
Throw away an item that is no longer needed.

(4) Use
Use an item that a character has.



Keep a check on your character's condition.



Various spells will help your game go smoothly.



Story changes into real time.



An important message is found in each land.



Clear numerous quests in order to find your true mission.

Icons-Battle Icons

The battle icons are automatically displayed when you engage a monster or monsters in battle. Characters are drawn into the battle one by one, starting with characters that have the highest speed status. Once the monsters have been felled, the battle ends and you return to on-the-move mode. But if you are defeated and the game is over, you can start again from the same position automatically.

(1) Reference
Same as for the ordinary icon.
(2) Spell
Same as for the ordinary icon.
(3) Run
Use this to enable the entire party to escape to a safe location. But be warned: There's no guarantee that the escape will be successful. Also, any character who is asleep, unconscious or paralyzed will die.
(4) Attack
Attack with the weapons the character is equipped with now.
(5) Fight
Attack using the method selected beforehand using the Options icon.

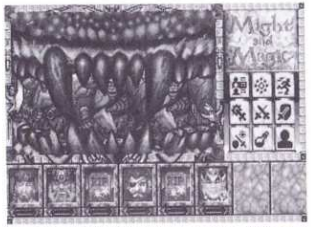


The monsters close in...



You won't win by fighting recklessly.

(6) Block
Set up total defense.
(7) Options
Select and implement an attack with weapons or with magic. Alternatively, select a defense or an escape.
(8) Equipment
Same as for the ordinary icon.
(9) Status
Displays the current status of the character in detail, but unlike with the ordinary status icon, no additional icon selection is possible.



When your level is low its easy to be defeated.

Status Icons
Status information is displayed when you select the status icon from among either the ordinary icons or the battle icons. After selecting the ordinary status icon, you can perform such actions as changing the party's line-up and dismissing a hireling.
(1) Reference
Same as the ordinary icon.
(2) Skills
Displays the skills possessed by the character.
(3) Exchange
Change the party's line-up.
(4) Condition
Displays each character's state of health.
(5) Dismiss
Dismisses a hireling.
(6) Awards
Displays the awards obtained so far.
(7) Resistance
Displays the character's level of resistance to magic.

Institutions

The towns contain various institutions built by the Ten Warriors. In addition to the facilities mentioned below, there are others that may prove useful during the adventure, so keep an eye out for them.

Weapons Stores

These are for buying and selling weapons and other items of equipment, and for getting them evaluated and repaired. The store is only open during the day. Enter the store and one hour will pass.

(1) Buy Weapons
Buy weapons.
(2) Buy Protective Gear
Buy armor, shields, etc.
(3) Buy Other Equipment
Buy clothing, magical items, etc.
(4) Transfer items
Transfer items to other characters.
(5) Equip
Equip characters with items or take items from characters.
(6) Discard
Throw away items that are no longer needed.
(7) Repair
Repair items damaged in battle.
(8) Sell
Sell items.
(9) Evaluate
Have items' hidden powers evaluated.

Inns

At inns you can employ or dismiss hirelings, but the party cannot stay the night or rest.

Hire
Employ a hireling. Hirelings are paid by the day, and the amount depends on their level. You can employ up to two hirelings at one time.
Dismiss
Dismiss a hireling or hirelings.

Taverns

Taverns are where the party can rest and obtain food and information. Only open at night.

Drink
Have a drink. Afterwards, if you hand over a tip, you may hear something useful. Watch out: If you drink too much you'll get drunk and become weak.
Food
Buy the food the party will need when it rests.
Tips
Hand over a tip after drinking and you may be able to hear some important information or get some useful tips.
Rumors
Listen to the rumors circulating among the people in the tavern; the rumors may contain useful information.

Temples

At the temples the characters can receive treatment that provides complete restoration of their health and Hit Points. Curses on items are also removed.

Treatment — Heal
A character in any condition -- even dead or eradicated -- can be completely cured. This does, however, cost a lot of gold.
Donations — Douate
Making donations at the temples in each town may prove advantageous.
Uncursing — Uncrs
Removes curses.

Guilds

If you have a guild membership, you can pay by gold to learn magic. Open only at night.

Guild Information
An explanation of the origins of the guild, etc.
Buy Spells
An opportunity to buy magic spells.
Spell Information
Get an explanation of spell effects free of charge.

Training Grounds

Here, characters can rise to a higher level of ability. To do so, however, requires experience and gold.

Bank

The only bank is in Fountain Head. It offers 1 percent interest per week on deposits of gems and gold. It's a good idea to put excess funds in the bank.

Creating Characters

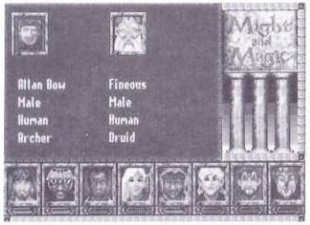
Instead of using the preset characters when you begin a new game, you can create characters yourself.
From among the starting characters, use the DIRECTION KEY to select the character you want to change. Now select between Race and sex, Class and attributes, and name, and activate your choice with BUTTON I.
For race and sex, choose a face using the DIRECTION KEY. The race and sex of the selected face are automatically decided and displayed on the left.
For class and attributes, select ROLL near the values for skills and this will roll the dice again to decide the skills. By highlighting different values for skills, you can shuffle the values around.
The name is input one letter at a time, using the DIRECTION KEY to move between letters, and then BUTTON I to choose each letter. The name can be decided by pressing BUTTON I at END. Press RUN once again to complete the character's creation.





Hirelings

The party can hire a maximum of two hirelings at an inn. Hirelings must be paid by the day, and if the party doesn't have adequate funds to pay the hireling, employment is impossible. The daily wage depends on the level of the hireling, and just as members of the party acquire experience and rise to higher levels, so do the hirelings, making them increasingly expensive to employ.



Make sure to include a hireling in your party.



Utilize a character to his full potential and easiest maneuverability.

Characters-Races





Five Races superior to simple beasts were created throughout the continents that were made fertile by the storm unleashed by the Four Lords of the Elements.

Elves

Elves live mainly in the forests and valleys. They're very intelligent and agile. Their weakness is that they have little resistance to natural forces and do not possess any innate skills. However, they secretly possess great magical powers and are extremely resistant to magic spells and energy.
Basic resistance -- Fire:0 Cold:0 Electricity:0 Poison: 0 Energy:5 Magic:5

Gnomes

Gnomes are quick witted, very active and have great spiritual strength. They're very resistant to magic and they also display strong resistance to natural forces because they live in very cold regions. They also possess the Spot Secret Doors skill from the start.
Basic resistance -- Fire:2 Cold:2 Electricity:2 Poison:2 Energy:2 Magic:20

Dwarves

Strong despite their small size, dwarves display their power in the front line in battle. They have no ability as far as using magic is concerned, but being able to live amid the many dangers of the desert, they have developed a fine sense of imminent danger.
Basic resistance -- Fire:5 Cold:5 Electricity:5 Poison:20 Energy:5 Magic:0

Half-orcs

Although they have great stamina and superlative resistance to natural forces, half-orcs have very low resistance to magic. Half-orcs love fighting -- they're natural attackers -- but unfortunately they do not possess any innate skills.
Basic resistance -- Fire:10 Cold:10 Electricity:10 Poison:0 Energy:0 Magic:0

Humans

Humans have very average abilities. They're resistant to natural forces and magic, and possess the spiritual power to use magic. Of special note is their ability to adapt to any class. Their innate skill is swimming.
Basic resistance -- Fire:7 Cold:7 Electricity:7 Poison:7 Energy:7 Magic:7

Each of the Ten Warriors created by the power of the Five Forces was assigned a different Class. As the party consists of six warriors, you cannot make use of all the Classes. Particularly if you create your own characters, you should bear in mind the compatibility of Classes and skills, and the overall balance of the party. Be careful, because you cannot alter a character's Class once you have made your selections.

Sorcerers
Sorcerers have extremely limited stamina and fighting ability, and can be equipped with only a bare minimum of equipment. Sorcerers cannot even use a bow. At first glance a useless Class, the strength of Sorcerers lies in their powerful attacking magic, which more than makes up for all their weaknesses. You should set their intelligence at a high level. They are also skillful map makers.

Archers
It goes without saying that Archers are experts with the bow. In fact they can be equipped with almost any weapon, but because they can only wear light armor, they are not suited to frontline combat. They are capable of casting Sorcerer spells, so you should try to raise their intelligence and accuracy levels to as high a value as possible. They do not possess any natural skills.

Clerics
Clerics cannot be expected to possess any attacking power, but they are good at treating wounded members of the party and are skilled at using protective magic which can protect the entire party. They are indispensable to the adventure. You should build up their abilities, concentrating on their personality. They possess no natural skills.

Paladins
Paladins can be equipped with almost all weapons and protective equipment. They possess knightly skills and display their power in the front line in battle. In a pinch, they can use Cleric spells to save their friends. You should build up their might and endurance for fighting, and their charm for magic.



Druids
Druids can only be equipped with a limited range of weapons and protective gear, and are only a little better at fighting than Sorcerers. However, they are able to use a special kind of magic which makes use of the powers of the natural world. They have a good sense of direction and they also possess other mysterious powers. If you increase their intellect and personality levels, this will add to their powers.

Rangers
Rangers are skilled path finders and professional adventurers, brilliant at extracting themselves from difficult situations. They are not great fighters, but they can use special Druid spells. You should try to increase their intellect and personality levels.

Knights
Possessing superb fighting skills, Knights can use all weapons and can be equipped with all forms of protective gear. Knights cannot use magic, but this is no great weakness in light of their attacking power. Naturally, you should aim at keeping their power at a high level.

Barbarians
Very extremely tough, Barbarians are very good at using heavy weapons like axes, but they can also use bows. Barbarians can only be equipped with a low level of protective gear, but they have high Hit Points, so this cannot be said to be a fatal weakness. Naturally you should aim to maintain their might at a high level. Barbarians do not possess any natural skills.

Robbers
Skilled at thievery, and well versed in picking locks, discovering traps and escaping, Robbers should definitely be included in your party. Robbers make average fighters, but they can use most weapons, so even if you can't place them in the front line, they can still attack. You should raise their level of luck.

Ninjas
While Ninjas cannot be equipped with many weapons, they can use special weapons and they're skilled with the bow. In order to take advantage of their light bodies, you should raise their levels of speed and accuracy. Ninjas have no magical skills, but they're well-versed in the art of thievery.

Note: Sorcerers, Archers, Clerics, Paladins, Druids, Rangers, Knights, Barbarians, Robbers and Ninjas were all born from the same forces, so if you make a balanced selection from among them, the game will go smoothly.

Status can be divided into 2 categories Individual and Party. Status is displayed using the Status icon.

Status-Individual Status

Each character has 16 status categories. The value for each category depends on the Race and occupation of each character. The figure changes when a character advances to a higher level or gets new equipment. The value also changes as a result of passing events.



Characters can die of old age.

Might
The higher the figure, the more damage your character can do to a monster in a fight. The might figure also influences your character's ability to demolish walls. This is the most important power for frontline characters.

Intellect
This influences the number of Spell Points given to characters who cast Sorcerer or Druid spells when they advance to a higher level.

Personality
This influences the number of Spell Points given to characters who cast Cleric or Druid spells when they advance to a higher level.



In order to leave town, a certain amount of strength is required.

Endurance
For all occupations, this figure influences whether or not the maximum value for Hit Points increases when a character advances to a higher level.

Speed
This value decides the order of combat when there's a battle. It also influences the level of defensive strength. In other words, if this value is high your character can attack a monster swiftly and can easily defend against a monster's attack.



You will encounter many events

Accuracy
The higher this figure, the more often your character will be on target, in other words, the higher the ratio of direct hits. As well as influencing the accuracy of weapons in close combat, this figure also influences the accuracy of long-range archery attack.

Luck
This figure influences various aspects of an adventure, but in particular it influences the likelihood that a character will be able to evade Special Attack, will be able to pick a lock, or will be able to set off a trap.

Age
At the beginning, everyone is 18 years old. As time passes, however, everyone will age and their powers will begin to decline. Eventually, each life will come to an end. Be aware, too, that Special Attacks and traps may also cause temporary aging.

Level
At the beginning, everyone starts from Level One. Gaining experience and putting in practice at the Training Grounds will enable characters to advance to a higher level.

Armor Class (AC)
This figure represents the ability to fend off an attack. It changes depending on a character's equipment and speed.

Hit Points (HP)
This figure decreases every time your character gets hit in battle. If it drops to zero or less, your character will lose consciousness, die and will eventually be eliminated. To recover, the character needs rest or magic medication, or treatment at a temple.

Spell Points (SP)
This figure decreases whenever magic is used. At zero, it is no longer possible to use magic. Rest is the only way to recover.



A strange fountain will bring you power.

Resistance
This figure shows how well a character can withstand Special Attack by the four Element powers (Fire, Cold, Electricity, Acid/Poison), energy and magic.

Skills
This refers to the various skills of the characters. There's a detailed description on pp.26-27.

Awards
A character receives an award for becoming a member of a guild, or by completing a quest. The number of awards is registered here.

Experience
This figure increases when a character wins a battle, completes a quest, picks a lock or gets out of a trap.



Status-Skills

There are 15 categories of special skills. Characters have certain skills that are inherent to their Race and occupation, but other skills must be acquired in the course of an adventure. Some skills will work even if possessed by only one member of the party, while other skills must be maintained by two or more members in order to work.

Thievery
This skill is used to pick the locks on treasure chests and to make traps safe. This skill improves when a character advances to a higher level and is inherent to Robbers and Ninjas.

Astrology
Users of Druid magic who possess this skill can collect more Spell Points when they advance to a higher level.

Body Builder
This enables characters to collect more Hit Points when they advance to a higher level.

Cartographer (Mapmaker)
If one member of the party has this skill, Automapping becomes available to show where you've walked. This skill is inherent to Sorcerers.

Crusader
Every member of the party must have this skill in order to receive permission to set foot in the castle.

Sense of direction
If one member of the party has this skill, an arrow on the map will show you what direction the party is headed in. The direction will also be displayed by the green gems under the Display window, using the letters N, S, E and W. Druids possess this skill from the beginning.

Linguist
Enables a character to decipher messages written in different languages. Though rarely used, it is an essential skill.

Merchant
This is useful when bargaining with the weapons dealer. The purchase price won't change, but merchant skills make it possible to double the price of whatever you want to sell. The cost of getting an item estimated is cut in half.

Mountaineer
If two or more members of the party have this skill, the party will be able to traverse mountains.

Path Finder
If two or more members of the party have this skill, the party will be able to traverse forbidden forests. Rangers possess this skill from the beginning.

Prayer Master
Users of Cleric magic who possess this skill can collect more Spell Points when they advance to a higher level.

Prestidigitator
Characters with this skill who cast Sorcerer spells can collect more Spell Points when they advance to a higher level.

Swimmer
If all the members of the party have this skill they can traverse a stretch of shallow water, but they cannot cross a stretch of ocean. This skill is possessed by humans regardless of their occupation.

Spotting Secret Doors
If one member of the party has this skill, the gargoyle at the bottom right of the Display window will move its arm to indicate the presence of a secret door or passage when one is detected. This skill is possessed by gnomes regardless of their occupation

Sensing Danger
If one member of the party has this skill, the bat at the center top of the Display window will open and close its mouth to alert you when there's an unseen monster nearby. This skill is possessed by dwarves regardless of their occupation

Status-Party Status

Gold, gems and food are the property of the entire party, not its individual members. These items are a part of the Party Status. Here you can also check on the physical condition of each member of the party.

Gold

This shows how much gold the party has. When you buy or hire items, the figure will decrease. Gold can be earned by winning a battle, or by completing a quest and receiving a reward. You can also sell items in exchange for gold.

Gems

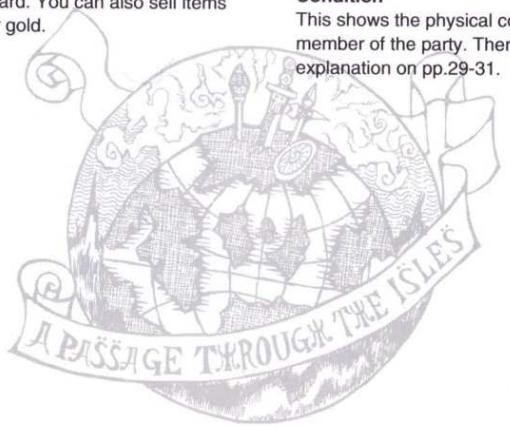
Some magic requires the availability of gems in addition to Spell Points. A fixed number of gems will be consumed at the moment when the magic is used. Gems can be earned by winning a battle or completing a quest and receiving a reward. Like gold, gems can be deposited at the bank.

Food

When the party rests, one meal (food unit) is consumed by each member of the party.

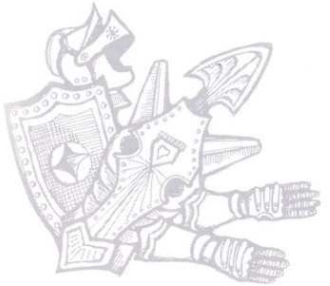
Condition

This shows the physical condition of each member of the party. There's a detailed explanation on pp.29-31.



Status-Physical Condition

Adventures are always dangerous. As well as keeping an eye on your characters' remaining Hit Points, you should also make sure you know what kind of shape they're in physically. Watch out for a change in a character's expression as this may indicate that the character is afflicted with one of a number of health problems. Once you've identified an ailment, you must get the character treated as soon as possible. The consequences of ignoring illness can be grave....



Weak

All abilities are reduced by one point. Weakness can be cured with a Recovery Spell or by giving the character a rest.

Asleep

This refers to a deep slumber caused by a monster's magic, for example. The character is unable to do anything for some time unless a Waking spell is used to cure the condition.

Drunk

While drunkenness has a negative effect on nearly all abilities, for some reason it has a positive effect on a character's personality and luck. Drunkenness is caused by drinking too much liquor in a bar. A good rest will cure drunkenness, but the hangover will produce a weakened condition (see above).



Confused
This is caused by mental damage. An afflicted character becomes unable to act as instructed. Given enough time, the character will recover naturally.

Poisoned
This has a negative effect on might, speed and accuracy. The condition gets worse with the passage of time, so it must be treated promptly.

Diseased
Disease has a negative effect on intellect, personality and endurance. The symptoms of disease, like those of poisoning, get progressively worse, so disease too must be treated promptly.

Insane
Insanity has a negative effect on intellect, personality and accuracy, but might and speed are enhanced. The symptoms intensify with the passage of time.

Paralyzed
The afflicted character's whole body stiffens and the character becomes unable to move. The symptoms eventually disappear naturally, but magic can be used to return the character immediately to a healthy state.

Dull
This affects luck. It doesn't get any worse with the passage of time, but without attention it doesn't get any better either. Dullness afflicts equipment as well as characters. Treatment at a temple is the only cure.

In Love
At first, being in love improves all abilities. All male characters are liable to suffer this affliction when they encounter a certain someone. The negative effects become evident with the passage of time.

Unconscious
A character who has zero or minus Hit Points blacks out and falls into a coma. Resting or the use of magic can help the character recover, but in this state the character is close to death. A very dangerous condition.

Stone
This is an advanced state of paralysis. The body is totally rigid and the Hit Points drop to zero. Simply resting will not cure this condition. The character must be treated with magic or revived at a temple.

Dead
A character who has zero or minus Hit Points falls into a coma and ultimately dies. Treatment at a temple or magic are the only ways to revive a character who's dead.

Eradicated
This is worse than death. The character's body disappears. Revival using magic will add five years to the character's life. Treatment at the temple will cost nothing in years, but it will cost a great deal in gold.

Equipment

Every piece of equipment that appears in Might & Magic III can be described in four ways, by reference to its Special Features, Material, Magical Powers and Type. The combinations are virtually limitless. "Type" explains the physical appearance of the item. The other three categories refer to the equipment's special benefits.

Special Features

Each piece of equipment offers special effects that raise the level of a character's abilities, powers of resistance or skills. There are more than 100 Special Features. We can't provide a complete list, but for reference here is a brief selection.

Special Feature	Special Effect
Pyric	Adds 9 points to heat resistance
Cold	Adds 20 points to cold resistance
Flashing	Adds 12 points to electricity resistance
Venomous	Adds 15 points to poison resistance
Sonic	Adds 11 points to energy resistance
Mystic	Adds 5 points to magic resistance
Force	Adds 23 points to might
Thought	Adds 8 points to intellect
Leadership	Adds 17 points to personality
Rapid	Adds 8 points to speed
True	Adds 20 points to accuracy
Winners	Adds 15 points to luck
Defender	Adds 6 points to Armor Class
Life	Adds 10 points to Hit Points
Witch	Adds 12 points to Spell Points
Plunder	Adds 8 points to thievery skill

Material

Altogether there are 23 materials. Material influences defensive capability, ratio of direct hits and offensive capability. Material also influences the price at which an item can be sold. Here is a selection of materials and their effects.

Material	Offensive	Defensive	Hit Ratio
Leather	0	+4	-6
Coral	+1	+1	+1
Iron	+1	+1	+2
Lapis	+2	+2	+2
Silver	+2	+2	+4
Amber	+3	+3	+3
Steel	+4	+3	+6
Quartz	+5	+1	+1
Ruby	+10	+6	+12
Emerald	+10	+7	+15



Magical Powers

A piece of equipment endowed with magical powers can be used even by a character who is normally unable to use magic. This may enable a character to achieve the same effect as casting a spell. Many supplementary items feature magical powers. Examples include Box of Light and Water-Walking Potion. For ease of understanding, the name of the item often includes a reference to its magical powers.



Table of Weapons

One-handed

It's possible to carry a shield in one hand and one of these weapons in the other, but it's not possible to carry two of these weapons at the same time.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Attack
Club	●	●	●	●	●	●	●	●	●	●	1~3
Cudgel	●	●	●	●		●	●	●	●	●	1~6
Maul	●	●	●	●		●	●	●	●	●	1~8
Spear	●	●	●			●	●	●	●	●	1~9
Flail	●	●	●	●		●	●	●	●	●	1~10
Dagger	●	●	●		●	●	●	●	●	●	2~4
Short Sword	●	●	●			●				●	2~6
Hand Axe	●	●	●			●	●	●	●	●	2~6
Nunchakas	●	●					●				2~6
Cutlass	●	●	●			●				●	2~8
Mace	●	●	●	●		●	●	●	●	●	2~8
Scimitar	●	●	●			●				●	2~10
Long Sword	●	●	●			●				●	3~9
Broad Sword	●	●	●			●				●	3~12
Sabre	●	●	●			●				●	4~8
Katana	●	●					●				4~12
Wakizashi	●	●					●				3~9

K = Knight P = Paladin A = Archer C = Cleric S = Sorcerer
Ro = Robber N = Ninja B = Barbarian D = Druid Ra = Ranger

*Attack = Basic offensive capability: minimum - maximum

Two-handed

As both hands are needed for one of these weapons, you cannot carry a shield as well.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Attack
Staff	●	●	●	●	●	●	●	●	●	●	2~8
Hammer	●	●	●	●		●	●	●	●	●	2~10
Trident	●	●	●			●	●	●		●	2~12
Pike	●	●	●			●	●	●		●	2~16
Battle Axe	●	●	●			●		●		●	3~15
Grand Axe	●	●	●			●		●		●	3~18
Halberd	●	●	●			●	●	●		●	3~18
Great Axe	●	●	●			●		●		●	3~21
Glaive	●	●	●			●	●	●		●	4~12
Bardiche	●	●	●			●	●	●		●	4~16
Flamberge	●	●	●							●	4~20
Naginata	●	●					●				5~15

Missiles

Because missiles are carried on the shoulder, it is possible to carry one with two-handed weapon or a one-handed weapon with a shield.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Attack
Sling	●	●	●			●	●	●		●	2~4
Short Bow	●	●	●			●	●	●		●	3~6
Crossbow	●	●	●			●	●	●		●	4~8
Long Bow	●	●	●			●	●	●		●	5~10

Table of Protective Gear

K = Knight P = Paladin A = Archer C = Cleric S = Sorcerer
Ro = Robber N = Ninja B = Barbarian D = Druid Ra = Ranger

Armor

For protecting the body. The higher the defensive capability, the heavier the armor.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Defense
Padded Armor	●	●	●	●	●	●	●	●	●	●	2
Leather Armor	●	●	●	●		●	●	●	●	●	3
Scale Armor	●	●	●	●		●	●	●		●	4
Ring Mail	●	●	●	●		●	●			●	5
Chain Mail	●	●	●	●		●				●	6
Splint Mail	●	●		●						●	7
Plate Mail	●	●									8
Plate Armor	●	●									10

Clothing

Being worn under armor, this can be used together with armor.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Defense
Cape	●	●	●	●	●	●	●	●	●	●	1
Cloak	●	●	●	●	●	●	●	●	●	●	1
Robes	●	●	●	●	●	●	●	●	●	●	1

Shield

Held in one hand, this is for supplementary protection. Cannot be used together with a two-handed weapon.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Defense
Shield	●	●		●		●		●		●	4

*Defense = Basic defensive capability

Gauntlets

Worn like gloves to protect the hands. A gauntlet will also protect the striking arm.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Defense
Gauntlets	●	●	●	●	●	●	●	●	●	●	1

Boots

Depending on the material, some boots are good for moving around, others are good for battle.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Defense
Boots	●	●	●	●	●	●	●	●	●	●	1

Headgear

Only one item can be worn at a time.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Defense
Tiara	●	●	●	●	●	●	●	●	●	●	0
Crown	●	●	●	●	●	●	●	●	●	●	0
Helem	●	●	●	●	●	●	●	●	●	●	2

Chest ornament

As long as the materials are different, up to four may be worn at a time.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Defense
Brooch	●	●	●	●	●	●	●	●	●	●	0
Medal	●	●	●	●	●	●	●	●	●	●	0
Charm	●	●	●	●	●	●	●	●	●	●	0
Cameo	●	●	●	●	●	●	●	●	●	●	0
Scarab	●	●	●	●	●	●	●	●	●	●	0

Pendant

Only one at a time may be worn around the neck.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Defense
Pendant	●	●	●	●	●	●	●	●	●	●	0
Necklace	●	●	●	●	●	●	●	●	●	●	0
Amulet	●	●	●	●	●	●	●	●	●	●	0

Ring

As long as the materials are different, up to ten may be worn at a time.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Defense
Ring	●	●	●	●	●	●	●	●	●	●	0

Belt

The belt may be worn around the waist in addition to clothes and armor.

Name	K	P	A	C	S	Ra	N	B	D	Ra	Defense
Belt	●	●	●	●	●	●	●	●	●	●	0

●Table of Special Items

Name	Effect
Torch	Temporary light in darkness. Can't be used as equipment.
Rope and Hooks	Needed for descending into a hole. Can't be used as equipment.
Might Potion	Temporarily adds 5 points to might.
Jewelry	Easily sold for 500 gold pieces.
Ancient Jewelry	Easily sold for more than conventional jewelry.
Sacred Silver Skull	The Fountain Head Kranion is gathering these.
Quatloo Coin	This can be used in a jukebox in a certain location.

●Table of Supplementary Items

Name	Effect
Rod	All these items have magical powers. Equip characters with them and use them.
Jewel	
Gem	
Box	
Orb	
Horn	
Coin	
Wand	
Whistle	
Potion	
Scroll	

A few words of advice for adventurers

In Might & Magic III, you depart for the town of Fountain Head without knowing your objective or the nature of the monsters you will encounter. Here, therefore, are a few words of advice for the departing adventurer -- unless, of course, you feel confident enough to skip this section....

1.Read the ancient writings of the great explorer Corak. Select the Quest icon (ordinary icon) to receive Corak's explanation of the area where the party is now.

2.Explore every wall in each town. Inscribed on the walls you will find many hints that will assist your adventuring.

3.For the sake of skills, do not borrow money. You will need more than a few indispensable skills in your adventuring. Paying in gold is certainly costly, but it is always possible to replenish your store of gold.

4.When you sight a monster, use a long-range attack to weaken it before you attempt close combat. In other words, using your bows and your magic to weaken an opponent will give your characters an advantage in the ensuing battle, even if it's only a slight advantage.

5.Using Water-Walking magic you can cross the ocean. Some people say there's a hireling in Wildabar that can use this magic....

6.If you get into an impossible situation, use HELP, and get out of there with Mr. Wizard's assistance. Of course, you have to be prepared to pay his price....

These, then, are the best hints we can give you. If your adventure's in jeopardy, if you can't go a single step further, you would do well to remember this final page of advice.

Password List

Warning! The following pages list passwords necessary to enter certain areas of the game. If you would like to figure them out on your own, do not look at these pages.

Entrance to mirror

To Fountain Head	HOME
To Baywatch	SEADOG
To Wildabar	FREEMAN
To Swamp Town	DOOMED
To Blistering Heights	REDHOT
To the Isle of Fire	FIRE
To the swamps	WATER
To the deserts	EARTH
To the Frozen Isles	AIR

Town

Swamp Town	MIRROR
	STAIRS

FIELD

B3 Field	SECRET
	DARKNESS
E4 Field	You get the same answer whatever is input

Dungeons

Fountain Head Cavern	RATS
Arcnoid Cavern	77
Cursed Cold Cavern	ICICLE
	TOMORROW
	ECHO
	CHAIN
Slithercult Stronghold	EPSILON
Halls of Insanity	TEARS
	EYES
	BLINK
Dark Warrior Keep	314
Cathedral of Carnage	JVCIII
	WEEDS

CASTLES

Castle Whiteshield	SMELLO
	JOABARY
Castle Bloodreign	OGRE
	NORTIC
Castle Dragontooth	20000
	11
Castle Greywind	CIRCLE
Castle Blackwind	TEN

Pyramids

Alpha Engine Sector	PRIMARY
Main Engine Sector	SUBLEVEL
	WARP
Beta Engine Sector	PRIMARY
Central Control Sector	CREATORS
Forward Control Sector	YOUTH
Main Control Sector	645231

MEMO

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